IN-DEPTH
Star Trek: Deep Space Nine
Super Turrican 2
EarthBound

Power Exclusive

16-Bit No Lie

NU 64 UNVEILED!

Giant Weapons

ANCIENT WARRIORS
THE MUSIC DIDN'T DRIVE HIM INTO A FRENZY.

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EarthBound

EarthBound is an unusual adventure set in a bizarre version of modern day Earth where aliens are taking over the world. Join our young hero, Ness, as he sets out to save the world in EarthBound’s classic role playing style.

WeaponLord

1111

What is the one thing missing from our most fighting game? Weapons! Our weapon technology is about to debut on the Super NES and you’re about to witness a killer weapon that will hit the arcades. Stay tuned for further details about this weapon!

WeaponLord

CONT
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**the project is a reality**

Talking about the ultimate...the Nintendo Ultra 64 is unveiled in an exclusive for Nintendo Power readers. The future of video gaming never looked so good.

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**STAR TREK: DEEP SPACE NINE**

Nintendo Power travels to the edge of the known universe looking for adventure! Join the action onboard Star Trek: Deep Space Nine and you’ll find all of the adventure you desire. Dangers abound in this feature!
A
bout the new changes in NP's appearance? They're great! Anyone who doesn't think so is a fool. Flip through the pages! You just gotta love the depth of those cool graphics. Oh, and I absolutely adore the new Epic Center for us adventure players. But just one thing... Where are the comics?

BETH LEE LINDEN, NJ

W
hat happened to the comics? Your comics were one of the things that kept me reading your magazine. I think they're really cool and you should keep them going. If you guys make another comic it should be about DK Country or the Secret of Mana.

RICK WAGNER KODIAK, AK

First of all, I want to say that I love your magazine. I have only one problem with it. Your letter section needs to be totally redone. When I read it, it sounds like the magazine is written for 8-year-olds. I mean, I don't want to read how peoples' dogs read your magazine or who can make a loaf of bread that looks like a Game Boy. I want to read some more interesting letters. You need to talk about what is going on in the gaming world. Print letters that are more controversial, you know, something that will spark an argument. People eat it right up! BASH the competition (Sega and Sony). Your system, the SNES, is far better than the Genesis and 32X, so make it known. Your upcoming Ultra 64 will totally annihilate Sega's "Next Level" and Sony's PlayStation.

RICK INNOCENT NEW CASTLE, PA

Thanks for the two thumbs up, Siskel and Ebert—er, Beth and Rick! Seriously, you may see a new comic in future issues. However, most readers tell us they want us to pack each issue with as many tips, strategies, and industry scoops as possible.

ENVELOPE SHOWCASE

1. Andrew Lieb - Woodstock, NY
2. Ryan Malzha - Novato, CA
3. Wade Allen - Topeka, KS
4. Eric Fryeak - Beaufa, OH
5. James Hamilton - Redwood City, CA
6. Denen Wachowski - Alberta, Canada
7. Stephen Espinoza - Santa Ana, CA
I just beat the Illusion of Gaia, and am very upset with the ending, I always thought that Will and Kara would fall in love or kiss or something. When they were stuck on the raft for a month they started getting feelings for each other but when it came to the end—nothing! (But for a sad ending it was still pretty good.)

MELISSA McCULLOCH
ST. LOUIS, MO

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EXCUSES TO USE WHEN A RENTED GAME CAN'T BE RETURNED

10. I'll pay for the game. Not!!
9. I confess! What are you going to do—Put me in jail?
8. I gave it away as a present.
7. Someone took it.
6. I lost it.
5. My dog ate it for breakfast!
4. The game didn't work.
3. My little brother sold it.
2. The game blew up.
1. I used it as a science project!

DEBBY HUNG
PARIBO, SURINAME

REASONS TO BUY SEGA INSTEAD OF NINTENDO

10. Ummm...
9. Just a minute...
8. Sega gives you...err...
7. They're...ahhh...
6. I can't think of any more reasons. Never mind.

CHRIS AMIS
COLLINGWOOD, ON

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

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Nintendo Power readers have announced their wish list. These games and systems are hot enough to give you a third-degree burn! If you want to be heard, be sure to send in the Player’s Poll card in this issue.

1. KILLER INSTINCT (NU 64)
2. MORTAL KOMBAT III (SUPER NES AND NU 64)
3. NINTENDO ULTRA 64
4. DOOM (NU 64)
5. VIRTUAL BOY
6. DIDDY KONG
7. DONKEY KONG COUNTRY (SUPER NES)
8. FINAL FANTASY III (SUPER NES)
9. MEGA MAN X2 (SUPER NES)
10. SUPER GAME BOY
This special Epic Center in–depth report looks at an invasion of epic proportions. The scenes from Nintendo's new EarthBound depicted in the following pages may shock you, stun you, and leave you wriggling and gasping like a beached trout. We suggest psychiatric guidance for readers who continue beyond this point.

WHEN DREAMS LEAD TO MADNESS, WHO WILL WAKE YOU FOR BREAKFAST?

What can be said about EarthBound? In simple terms, it is a 24 megabit RPG housed in plastic with battery backed-up memory, three slots for separate game files and about 40 hours worth of mind-bending play. We use the term "play" in the loosest sense, for there is nothing innocent about this game in spite of its charming appearance.

When the first players tentatively popped this "game" into their Super NES consoles, they were instantly infected by what has come to be known as the EarthBound Phenomenon. Mentally transformed into video game heroes, they actually believed that they were battling the alien force called Giygas. Those victims lucky enough to be unplugged went through weeks of denial during which they often attempted to use their fictional PSI powers and ray guns from the game world. Many reported flash-
In an exclusive, trans-Pacific interview, Epic Center gets the scoop from Shigesato Itoi, the author of EarthBound.

You may not have heard the name Shigesato Itoi (pronounced E-Toy) before, but his face is familiar to millions of Japanese TV viewers and his articles have been published in Japan's major magazines. His many talents have also taken him down more unusual paths such as the creation of EarthBound.

Itoi began his career as an advertising copy writer for Seibu, a major department store in Japan. His television ads won numerous awards, drawing the attention of the public and giving him new opportunities. One of the most famous of his ads starred Woody Allen in a non-speaking role. His more recent television credits include several series of hour-long shows covering popular or quirky topics. Itoi develops the concepts of the show then acts as the host. He has covered sports, explored ancient mines and, most recently, gone fishing in famous fishing holes around the world.
HOW EARTHBOUND WILL DESTROY CIVILIZATION AS WE KNOW IT

ONETT & TWOSON
plus Happy Happy Village

Onett—average, suburban town or root of all evil?

Onett seems like an average American community. But no. In Onett, dogs run off their leashes, crows attack children and policemen are rude. It is here where the glowing meteorite lands and the infection of Giygas first spreads. Some players, even after undergoing reverse brainwashing, demand that Onett be wiped off the face of the earth as the source of all evil, not to mention an awful odor that smells like old athletic socks.

Exhibit 1—The meteorite in Onett resembles nothing so much as a giant, alien pizza! Experts agree that the dark areas represent burnt pepperoni while the red regions are, undeniably, tomato sauce.

Exhibit 2—What better indictment of the game than this telling shot of Ness, the hero (and role model) running into a Hamburger Helper? Note the lack of any reference to napkins.

Exhibit 3—Not only does EarthBound advocate the violent overthrow, humiliation and ultimate taming of infected victims, it does so without apology or compassion. When will the taming end?

Exhibit 4—Players of EarthBound are forced to use horrific telekinetic powers. In this scene, Ness crushes his opponent with the comparative destructive force of an ant with a ten ton boot dropped on its head.

Exhibit 5—Lawless behavior is seen everywhere in EarthBound. The pictured park in Twoson has been taken over by brazen merchants.

Exhibit 6—Danger and a general disregard for safety precautions can be observed throughout the game. Note the gratuitous lack of guardrails.

Dear Mom & Dad:
Having lots of fun. Visited Giant Step and squashed an enormous ant. Keep sending money. Love, Ness

NINTENDO POWER
Dear Mom & Dad: Weather's great in Twoson. Deposed ruthless cult leader and rescued a girl in a dress. Think I'm in love. Ness
PS. She wore the dress.

Twoson
—no where near Arizona.

The player's experiences in and around the town of Twoson underscore the dire peril that awaits careless gamers who wander into EarthBound. The ominous metaphor of Mr. Carpainter and his mindless cult followers can be seen as a warning to players. It is painfully clear EarthBound itself seeks to overthrow your mind, dress you up in a purple robe and send you outside to paint a cow blue. Be strong! Resist!

Exhibit 8—Ness is caught perpetuating video game stereotypes time and time again. In this case, Paula, as a self-empowered woman, would surely prefer to在未来 rather than to be rescued by a chauvinistic rent like Ness.

Exhibit 9—Reports from EarthBound recovery centers indicate that the fierce attacks of this mutant mole have scarred patients so deeply that many refuse to cross stretches of dirt without the protection of an M-1 battle tank.

Exhibit 10—The single-color cult fixation represents a dangerous example for impressionable players EarthBound veteran who loves pura green.

Exhibit 11—Many players report a sense of loss when they are unplugged. "My best friends were all in there," says one recovering Bounder. "I left my dog behind," says another. Save yourself the pain. Don't play this game!

Exhibit 7—The Octo Eraser presumably destroys an octopus-shaped barrier. But is there a hidden message here? Experts believe that players may develop allergies to many mollusk species after extended game play.

SHIGESATO ITOI, cont.

Mr. Itoi might be said to be the Japanese equivalent of columnist Dave Barry. Itoi's column in a popular Japanese magazine takes a light-hearted look at issues and events around the world. But his most lasting fame comes from his work in television. Several years ago, Itoi hosted a popular sports news series. As a devoted fan of the Tokyo Giants baseball team, he vowed to shave his head if the team failed to win the Nihon (Japanese) Series. Well, they didn't and he shaved his pate on national TV. Next year, challenging the fates once more, Itoi boldly announced that if the Giants didn't win, he'd shave his head again. Luckily, they came through.

Perhaps the quirkiest of his TV series was his exploration of Mt. Akagi, the site of a 500 year old gold mine. With cameras and a national audience in tow, Itoi explored the mines that burrowed into the flanks of this mountain in search of the legendary mother lode. He never found the treasure, but the effort has been commemorated in EarthBound with the gold mine in Dusty Dunes Desert.
FURTHER EVIDENCE OF THE TOXIC EFFECTS OF EARTHBOUND

WINTERS, THREED and DUSTY DÚNES

Science-fiction and fact mangled for gratuitous fun

The quirky uses to which science and technology are put in EarthBound may seem innocent, but the fact remains that such undiluted silliness causes chronic hiccups in laboratory rats, or at least should. Dr. Andonuts is portrayed as a clown of science, while the race of Mr. Saturn bears no resemblance to any researcher currently alive and standing in this room. But more damaging by far are the notions that players get from the game. More than 22% of players now believe in UFOs, 37% believe in time travel, and a whopping 86% believe that pizza can be delivered anywhere in the world within 30 seconds. Such beliefs threaten to shake the very foundations of our modern world.

Exhibit 12—A shocking disregard for privacy is exhibited by players as they explore. “You gotta go in,” says one player. And what do they do in these rooms? “You take stuff that you find, and sometimes you get beat up.”

Exhibit 13—Hunacy

Witness the act of one Jeff Andonuts who breaks a few and steals off into the night. On closer examination, it can be seen that Jeff has neither a proper winter coat nor mittens.

Exhibit 14—For decades the responsible scientific community has worked to dispel such ridiculous myths as the existence of huge, creatures with long necks that live in northern lakes. Alas, that effort has gone to waste.

Exhibit 11—What you see here is the death of freedom. One sheet of Zombie Plant has eradicated an entire population of urban living dead. The zombies have no defense, no chance, no hope.

Dear Mom & Dad: Still having fun. Rode a sea serpent, Plugged an armored frog with bottle rockets. It didn’t work. Love, Ness

Dear Mom & Dad: Stonehenge is awesome! No double in sight. Batting average still 1000. Love, Ness

NINTENDO POWER
So how does a famous TV host and writer become a video game author? According to Mr. Itoi, it all began ten years ago when he fell in love with Super Mario Bros. He loved playing the game, even though he admits that he's not very good at it. He thinks the characters and challenges of SMB are great, and he loves Shigeru Miyamoto's creations, but he prefers to play RPGs. Why? “An RPG is the only kind of game you can put down when you want to get something to eat or go to the bathroom,” he joked through a translator. “You can even drop it for months, then come back to the game and keep going.”

Mr. Itoi became involved in the EarthBound project when he visited Nintendo headquarters in Kyoto several years ago. He met with Mr. Miyamoto and expressed his interest in creating a different kind of RPG, one that doesn't rely on fantasy elements or science fiction. “I wanted to create a game with real characters—characters whom players would recognize in the people around them.”
EARTHBOUND THREATENS FAMILY UNIT

FOURSIDE, SUMMERS and DALAAM

The promise of exotic, foreign locations seduces unsuspecting players.

EarthBound holds out the promise of excitement, travel and adventure, but at what terrible cost to the player? Many lose interest in the real world, stopping play only long enough to eat dinner and bathe the dog. Families become divided, husbands and wives fight over game time, children hog the Player's Guide. It's easy to condemn these Bounders as crazed, psychotic epic junkies, but is that really the case? Research has shown that players without any RPG experience are just as likely to succumb to the forbidden pleasures of EarthBound as seasoned veterans.

Dear Mom & Dad: Hit town last week. Took in a show—the Runaway Fowl! Ate some bad pizza and bailed on but. How's Fido? Love, Ness

Dear Mummy & Dad: The cat's in the swamp tonight. Expect to P.S. Pizza arrived late, again!

Exhibit 19—Mole skins command a high price, but the indiscriminate slaughter of giant mole must cease. Players delude themselves that it's all a game, but it's no game to those shivering, naked moles.

Exhibit 20—Most governments have condemned open-pit mining as environmentally intolerable, but EarthBound laugh in the face of sound mining practices. Furthermore, all safety precautions are blatantly ignored.

Exhibit 21—Rudeness sinks to new depths in Moonside. Players report being warped from one area to another just when they were getting to like the place. Silhouette in Moonside is so bad that people say yes when they really mean no.
Exhibit 23—The use of bombs, bottle rockets and other explosive weapons can hardly be justified by the excuse that they are used in self defense, because characters in EarthBound are never lost.

Exhibit 24—Shinners may look like a healthy place to play, but reports of sunburn, hernia, and sporadic galato pinto alien picture like EarthBound itself, Shinners conceals dark secrets.

Exhibit 25—EarthBound advocates playing with your food, breaking one of the most ancient taboos known to man. Here we see Ness, Paul, and Jeff cruelly playing with a giant mushroom before slamming it in the flower plan.

Exhibit 26—Only Prince Poo is on a higher spiritual path in EarthBound, but even his lofty soul will be dropped in the muck by the unspeakable events that take place in EarthBound.

Exhibit 27—The Plague Rat of Doom is just one of many instances in which EarthBound glorifies disgusting worm Rats, bats, bugs and slugs all slither and scurry throughout this depraved game.

Exhibit 28—The Krakkan, a mythical sea serpent, displays callous disregard for human life in EarthBound. But the truth is that most mythical beasts are less of a danger to people than a slick bathroom floor.

SHIGESATO ITOI, cont.

After his meeting with Miyamoto, Mr. Itoi met with Mr. Yamauchi, president of Nintendo Company Ltd., who gave his blessing to the "Mother" project. From there, Itoi teamed up with a company called Ape in Tokyo. Ape is best known for its books on video games, but their artistic talents perfectly matched Itoi's vision for Mother, as EarthBound was called in Japan. He knew from the start that he wanted to do something new and different. "I didn't want to create a game by the numbers," he told us. "Instead of putting the game in a fantasy setting, I wanted to use ordinary places." The first game was developed for the 8-bit Nintendo Entertainment System, but that version never came out in the U.S. The current version of EarthBound for the Super NES retains many of the features of the NES original, including the sense of humor and artistic style.
EARTHBOUND MAY BE A HAZARD TO YOUR NOSE

SCARABA, DEEP DARKNESS and THE LOST UNDERWORLD

The end is nigh. Repent now!

The final leg of the journey in EarthBound leads players into such vile and loathsome circumstances that it prevents us from detailing them here. Let it be said simply that you will experience horrors like dinosaurs, aliens, time travel and photo albums. In the end, players face the ultimate indignity of losing their humanity when they are transformed into robots. What sort of game turns young heroes into mere mechanical droids? Where will it all end? Act now or one day soon you may wake up to discover that you have become a cellular phone.

Exhibit 30—The journey into the Scaraba desert without taking proper precautions, or at least an air conditioned Land Rover, may cause players to revolve like pigs and see frightening mirages following them.

Exhibit 31—This pie of sludge may not be attractive, but surely it deserves better than to be torched by Poo. What this game needs is a PSI Friendship power so that monster and man may live in harmony.

Exhibit 32—Close observations of infected Bounders show that battle fatigue causes people to react violently toward common things such as squirrels, teen-agers or heavily armed space robots.

Exhibit 33—More shocking revelations! EarthBound character Jeff Ando-nuts blasts Electro Spector with illegally obtained battle rockets, cheating the government out of vital tax revenues.

CAN YOU RESIST EARTHBOUND?

Reality is so twisted in EarthBound that these villagers believe that everything surrounding them is in a cage. Recovering players also exhibit signs of false perceptions—wearing their pants on their heads and so forth.


From Ness
SHIGESATO ITOI, cont.

When Mr. Itoi was growing up in Japan, he used to watch American TV shows. “Everyone would get together to watch shows like Lucy, Gunsmoke, Flipper, The Beverly Hillbillies and Twilight Zone. That was our picture of America—Father Knows Best and Leave It To Beaver. I love to think of America as a place like that.” You can see fragments of that America everywhere in EarthBound, from the funny enemies to the manicured lawns. This game, conceived and programmed in Japan, is a tribute to the younger, gentler United States of the ’50s.

Mr. Itoi ended our conversation with a comment on the differences between the U.S. and Japan. “In Japan,” he said, “everyone strives to be the same, to look the same, do the same things and even think the same. What I like most about America is that everyone is an individual.” This amazingly creative and individualistic Japanese man is already working on his next project—a video game, about fishing.
The DemonLord Zarak reigns over all the land; the broken remains of vanquished warriors are testimony to his bloody rule. Zarak challenges anyone to stand against him in one-on-one combat. A prophecy foretells of a child born under the blood-red skies of a Warrior’s Moon. The fate of the land rests on the shoulders of the chosen one—the WeaponLord. Namco's password kicked, twenty-four megabit fighting game is a guaranteed hit with street fighting game fans. In addition to an entertaining Story mode, players can spar against one another in either Arcade or Vs. Mode. Namco twists the street fighting game theme by equipping each warrior with medieval weapons. While this initially seems like a rerun of an over-done theme, WeaponLord’s wide assortment of hidden tricks, secret moves and bloody surprises keep players fighting for more.
A warrior's training is long, arduous, and never complete. Players may select one of six combatants to embark on this difficult journey. Each gladiator possesses a wide variety of unique moves and attacks. Warriors may block, utilize combination attacks and finish foes with fatalities. Experiment with each character in Player vs. Player mode and determine which combatant best suits your style of play. You can even play as Zarak the DemonLord—just don’t let the other warriors pummel you off your throne.

**The Blocks**

WeaponLord includes a feature that allows fighters to parry or block an onslaught of blows landed by an opponent. If you time this defensive move properly, you won't take any damage. Blows absorbed by a weapon or shield push a character backward. The stronger the blow you inflict, the less preparation time you need to strike again. Repeated blows to a weapon can weaken it to the point of breaking. Anticipate and block your foe's attacks from a variety of stances. Parry against your opponent and exploit an opening. WeaponLord rewards the warrior that demonstrates superior knowledge, skill and timing.

**Multi-Hits**

Combinations, or a series of blows landed in quick succession, are big scoring hits in this game. Use combination attacks to keep your opponent reeling until defeated. The best combination attacks are in the form of special moves, but keep in mind that combos leave you vulnerable to a devastating counterattack by your opponent. Learn more about combinations on the following pages. Consult your game manual or Option Screen for controller configurations.

**Fatalities**

Finish the battle for good by gutting or decapitating your opponent—a fate no player wants to lose their head over. WeaponLord is full of these final gruesome touches. Players discover fatalities by executing a special move as their opponent bounces to the floor. Death Blows and Death Combos are not for the faint of heart. One glimpse of a rolling bloody skull or spattering entrails can ruin your lunch. Most fatalities are difficult to enter and require timing, practice, and experience to master. Pushing your opponent into a corner prior to attempting a fatality increases your chances of gory success.
**Korr**

Korr is the future leader of the primitive nomadic Tribe of Zarok. Years ago his twin brother, Kang, was captured during a raid on the village. Now Korr is scouring the land for his missing brother and the renegade raiding party. His hunt for revenge leaves him deeply embroiled in Zarok's bloody tournament.

### 360

Korr’s misused flaming sword is legendary throughout the land. Few moves in the arena are more intimidating than the barbarian’s 360 Air Frenzy attack. This lethal aerial display of flame and flesh is useful in stopping air assaults by your opponent. To execute a few 360 Air Frenzy, Hold BackThrust, Toward, Up, Up-Toward. Catch some additional air in a high 360 Air Frenzy by holding BackStrike, Toward, Up, Up-Toward.

### Power Push

Nomads don’t like crowds, and Korr has a unique method for maintaining his own personal space. Stand close to your opponent and press Toward, Down-Toward, Down, Down-Back, BackThrust. Another variation of this move is Toward, Down-Back, Down, Down-Back. BackThrust. This attack is great for temporarily knocking the wind out of your enemy.

### Elbow Smash

Witness the fastest elbow in the land! Getting hit by Korr’s funny bone is hardly a laughing matter. This attack is an effective means of stunning an opponent. Quickly press Toward, Toward, ForeThrust or ForeStrike. When used properly, the force of the blow sends the opposition crumpling to the knees.

### Double Over

Also known as the Gut Smash, this deadly uppercut quickly reduces your opponent to gory mush. Press Back, Down-Back, Down, Down Toward, Toward, and ForeThrust or ForeStrike. Be aware that the opening of this attack exposes Korr to quick thrusts from your opponent.

### Firestorm

Light up the night and your opponent with the Firestorm attack! This flaming sword move is great for landing a four-hit combination on an unwary enemy. Hold ForeThrust or ForeStrike, then press Up, Up-Toward, and Down. This is one of the easiest and coolest combinations to learn in the game.

### Double Flame

This is another flaming sword technique utilizing an undercut approach in a two-hit combination. Hold BackThrust or BackStrike, then press Down, Down-Toward, Toward, and Down. While not as impressive as the Firestorm attack, this combo effectively neutralizes exposing low blows from the opposition.

### Tarok Strike

Batter up! Activate the Tarok Strike and knock your opponent deep into center field. Hold ForeThrust or ForeStrike, then press Down-Back, Down, Down Toward, Toward. Enter this move after a fatal blow and you might find it very surprising!
Once a soldier of fortune, Jen-Tai is a lieutenant in Zarok's dark legion. Favored by the Demon Lord, Jen-Tai is one of the most powerful warriors in the land.

Challengers to Zarok must first defeat Jen-Tai. If the gladiators fail, Zarok ordered Jen-Tai fulfill his last request—to raise her sword against her master.

**Ram Toss**
The Ram toss is a reversal maneuver that hits surprised opponents off their feet and deposits them on their headquarters. Stand close to your adversary and press ForeThrust or ForeStrike, Toward, Up-Toward, and Up. Take advantage of your stunned enemy by following up with a combination!

**Shield Spike**
Properly, the Shield Spike move can end a round in five quick moves. Quickly tap Back, Toward, and ForeStrike or ForeThrust. If Jen-Tai moved her sword, you need to press the keys faster.

**Aura Strike**
The Aura Strike is a frightening BackStrike illuminated by a flickering bolt of electric blue light. This move requires both practice and timing. Tap Back, then press Down, Down Back, Back and BackStrike or BackThrust. While this move looks cool, a regular BackStrike inflicts more damage and takes less time to execute.

**Backhand Blast**
No, we're not talking about Andre Agassi's tennis game, but after executing this attack, your victim might want to play another sport. This electrical elbow strikes your opponent backward for a major loss. Hold BackStrike or BackThrust, then press Back, Back Up, and Toward. This move exposes Jen-Tai to a counterattack, so use it sparingly.

**Death Blade**
Wait a minute! Is there a hole in the middle of the competition? The Death Blade move is a perfect example of why Jen-Tai is a true master of her trade. Hold ForeStrike or ForeThrust, then press Down Toward, Down and Toward. The sequence can be awkward at first, but the result is worth the effort. Try for a hole in one!

**Back Blade Strike**
Use the Back Blade Strike and watch the lightshow as blue light spins around Jen-Tai. This whirling maneuver is harmful to anything foolish enough to make an electric arc. Hold ForeThrust or ForeStrike, Toward Back, Down Back, Down, and Toward. Like the Death Blade, this move requires some practice and timing.

**Shield Smash**
Opponent too close? Feeling claustrophobic? Unleash the power of the Shield Spike and push your enemy back against the wall! Hold BackStrike or BackThrust, then press Down, Down Toward, and Toward. When executed properly, this move knocks your adversary right off their feet.
Air Frenzy
With a scream of an angry falcon, Talazia descends onto her helpless victim. Hold Back Thrust then quickly press Up, Toward, and Up-Toward for a low attack. Hold Back Strike then tap Up, Toward, and Up-Toward if you want to dive out of the sun.

Prey Launch
This move is an uppercut of devastating proportions. Use the Prey Launch to simultaneously damage and switch sides with your opponent. Close in on your enemy and press Down-Back, Down, Toward, and Back Thrust or Back Strike. Too bad your clumsy opponent can't land like Talazia.

Reverse Claw
Does your enemy need an uplifting experience? Use the Reverse Claw and sweep them off their feet. Hold Fore Strike or Fore Thrust, then press Back, Down-Back, Down, and Down-Toward. Just be sure your opponent doesn't counter with a blow at your feet.

Phoenix Strike
The slashing Phoenix Strike is an uppercut attack that looks like a leaping blade. Hold Back Strike or Back Thrust and press Up, Up-Back, Back, Down-Back, Down, and Down-Toward. Launch this attack close to your opponent and sweep them off their feet. Chop them into birdseed.

Double Talon Strike
The Double Talon Strike is an excellent choice for a close-range two hit combination. Hold Back Strike or Back Thrust, then press Toward, Down, and Toward. The controller buttons must be pressed in quick succession, and this attack may require some practice.

Falcon Strike
Like the Air Frenzy, the Falcon Strike is another deadly diving attack, allowing Talazia the opportunity to dive and dump simultaneously into her pulverized foe. Hold Fore Thrust, Up, Up-Back, and Back to execute a normal Falcon Strike. To execute a longer range attack, Hold Fore Strike, Up, Up-Back, and Back. Your opponent's Life Meter will never be the same.

Talon Blade
Once in a while, Talazia encounters an enemy equipped with a long weapon that nullifies her Falcon or Air Frenzy attacks. The only real defense in this situation is to maintain distance between you and your opponent. Take advantage of the Talon Blade attack. Tap Back, Down, Back, and the Back Strike or Back Thrust button. The weapon Talon Blade flies as fast as a hummingbird straight into the eyes of your opponent. After all, long distance attacks are the next best thing to being there.

Air Tear
The Air Tear is similar to the Falcon Strike, but inflicts more damage on the intended victim. This attack is easy to execute. Hold Back Strike or Back Thrust, then press Up, Up-Toward, and Toward. Hold the Back Strike button if you want Talazia to jump higher. After deploying the Air Tear, follow up with a creative combination of your choice.

Talazia
Born high in the treetops, Talazia possesses all the qualities of a bird of prey. She dives into her foes and shreds them with avian fury. She entered the ring after hearing of the pleas and suffering of her people. Talazia's razor-sharp, close-range attacks are feared and admired by all of the gladiators.
**Hell Grinder**
If you played against the computer controlled Zorn, you've probably walked into this spinning buzz-saw attack. Press Back for one second, then push forward and tap the BackThrust or BackStrike. While the Hell Grinder is a great attack to use when Zorn has the back up against the wall, remember that holding Back for one second exposes the warrior to attack.

**Axe Lift**
The Axe Lift is a wonderful method for switching sides with your enemy. Close in on your opponent and hold ForeStrike or ForeThrust, then press Up and Up-Back. When entered correctly, the move lifts your surprised enemies off their feet and sends them crashing back behind you. It's combination time!

**Flaming Upper Axe**
Use the Flaming Upper Axe and even the odds against the toughest opponents. This move is easy and quick to pull off. Hold ForeStrike or ForeThrust, then press Down, Down-Toward and Up. Repeat this burning uppercut until your enemy is backed into a corner. Activate the Axe Lift and resume the onslaught!

**Corpse Striker**
The Corpse Striker move is a diving attack similar to Talazar's Air Frenzy assault. Hold Down for a second, then press BackStrike or BackThrust, Up, and Up-Toward. Using the BackStrike button allows Zorn to attack from a higher angle. Watch out for low counterattacks from your opponent.

**Demon Axe**
The Demon Axe attack is a great counterattack to utilize when Zorn is stuck in a corner. Hold Back for one second, then press ForeThrust or ForeStrike, Down-Toward, and TOWARD. When entered properly, the Demon Axe arcs forward in a hot orange flame. Look closely and you may see the magical essence of the demon in the weapon's flame. Unlucky opponents might find Zorn's evil attack too hot to handle.

**Shield Crack**
Smart opponents learn to dodge the Ivory Axe in Zorn's right hand, but what about his Bone Shield in the left hand? Hold Back Strike or BackThrust and press Up and Down. The Shield Crack smashes downward in an orange arc, giving the enemy something else to worry about.

**Ancient Axe**
While tough to enter, the Ancient Axe is an important long-range attack essential for attaining victory in the arena. Tap the following keys in rapid succession: Back, Down-Back, Toward, and BackThrust or BackStrike. Use the Ancient Axe attack to eliminate Zorn's opponents from a distance without taking damage.

**Scream Shield**
The Scream Shield is another move that employs Zorn's hideous Bone Shield. There are two variations for this move, allowing Zorn to assault his opponent from a low or high angle. For a kneehigh blow, hold BackThrust and press Toward, Up, Toward. Zorn can crush his opponent from an elevated angle by holding BackStrike and pressing Toward, Up, and Toward.
Bane is trapped by a magical force on the Cursed Path, a frozen mountain pass that divides the land. Zarak's spell can be broken if another takes Bane's place. The disfigured warrior is determined to defeat anyone crossing the mountains. Bane survives, hungry for revenge.

**Iron Fist**
Rumors persist that Bane once killed a sabretooth wolf with his bare hands. Anyone on the receiving end of Bane's Iron Fist attack probably believes this story. Quickly tap Back, Down Back, Down, Toward, and BackThrust or BackStrike. The force of the Iron Fist is capable of stopping the advance of any opponent.

**Fang Gutter**
The Fang Gutter is a burning blow that yields stunning results. Unfortunately, this move is one of the most complicated and difficult to enter in the entire game. Quickly press Toward, Back, Down Back, Toward and ForeThrust or ForeStrike. Mastering this move and entering fatalities should be a piece of cake!

**Curse Slam**
This overhand axe blow guarantees a headache for your adversary. Hold BackThrust or BackStrike, then press Back, Up Back, Up, Toward in quick succession. Bane leaps high with a devastating axe blow to the opposition's head. Does anyone have an aspirin?

**The Mutilator**
The Mutilator is a primitive version of a pile driver maneuver. When entered, Bane lifts his opponent and drops the poor warrior to the ground. Secondary damage occurs when Bane crashes down on top of the victim. To execute, hold BackThrust or BackStrike, then press Forward, Up Forward, Up, and Down. After the move your opponent is stunned—can you think of a good combination?

**Berserker**
Round and round he goes, nothing survives Bane's stone axe blows! Enter the Berserker move correctly and transform Bane into a spinning top! Hold ForeThrust or ForeStrike, then tap Back, Toward, and Up Toward. Use this move to push your victim back into a corner.

**Furzed Kick**
Trick or treat! Sniff Bane's feet! Kick up some dust with the Cursed Kick! Hold ForeThrust or ForeStrike, then press Down Forward, Down Back and Forward. Nothing quite like the sensation of feeling your enemy's nose being crushed by the heel of your foot!

**Hammer Blast**
Great balls of fire! Sweep the opposition out of the way with a fast, ground pounding Hammer Blast! Hold ForeThrust or ForeStrike, the press Up, Back and Down. Anyone standing too close is in for a hot foot.
A deceptive Sorceress, Divada lures her opponent into a false sense of over-confidence. This ruse vanishes as Divada teleports behind you and cleaves you with her Twin-Bladed Staff. This move requires practice, but is worth the effort.

**Heel Kick**

Wake up and smell the boot leather! The Heel Kick is a great move to use when you need your personal space. Press Toward, Down, Back, and BackThrust or BackStrike. Be on your guard—the Heel Kick leaves Divada open to an easy counterattack.

**Soul Deflect**

Carissma is one of the many weapons in her lethal arsenal. Teleport behind your enemies for a quick stab in the back! Hold BackThrust or BackStrike, and rapidly press Up, Up and UpForward. You’re outta there!

**Death Whirl**

The Death Whirl lobs Divada’s Twin Bladed Staff straight at the heart of the problem—your foolish opponent. Press Toward, Down-Back, Down, and ForeThrust or ForeStrike. Time this move in a sequence with other attacks and you’ll discover an unbeatable combination.

**Psycho Blades**

Go psycho with the Twin Bladed Staff! The Psycho Blade move is one of the easiest and most effective attacks available to Divada. Convert the sorceress into a whirling dervish of death and score three quick-hit combos. Hold ForeThrust or ForeStrike, then press Up, UpToward, and BackWatch out for your opponent’s counterattacks.

**Ground Blast**

Blow your frustrated opponent right off their feet with a simple wave of your hand! Teach the fools that they can't mess with the best! Hold BackThrust or BackStrike, then press Up, Back, and Down. While your opponent is stunned, follow up with a blistering surprise attack—combinations, anyone?
ZARAK

Half demon and half spider, Zarak weaves an evil web, trapping helpless souls that fall in his arena. Zarak possesses the largest variety of deadly attacks to throw opponents off balance. Demons don't have to play fair.

Power Vault
Zarak literally gets a kick out of destroying the naïve fools that challenge him in his domain. This pole vault assault launches Zarak off of the Guillotine and feet first into an opponent. Press Back, Down-Back, Toward and Fore Thrust or Fore Strike. Follow this stunning blow with a close range attack.

Power Slice
Take a big slice out of life—your opponent's life! The Power Slice as a powerful, high-arcing, overhead swing that wipes out a large portion of your enemy's life bar. Hold Fore Thrust or Fore Strike, then press Up, Up-Toward, and Back. An eerie blue light radiates from the Guillotine as it ashes down on its victim.

Widows Grip
Ah, the tangled webs Zarak weaves... this attack grips your enemy and sweeps them off their feet! The Widow's Grip works best when your opponent has trapped you in a corner. Hold Back for one second, then press Back Thrust or Back Strike, Down, Toward, and Toward. This move is both tricky and tricky, requiring practice to master.

Guillotine Strike
Leap high into the sky and crash down on your opponent with a Guillotine Strike. This attack transforms Zarak into a flying food processor—and your opponent is invited for lunch! Execute the move by pressing Down for one second, then press Back Thrust or Back Strike, Up, and Up-Toward. Nothing can hide from the brutal might of the Guillotine.

Web Rip
The Web Rip is an eerie magical attack that creates a lethal blue web capable of tearing the life away from your opponent. Like the Widow's Grip, this move is useful when your enemy traps you in a corner. Hold Back for one second, then press Fore Strike or Fore Thrust, and tap Toward! Ouch! What a rip off!

Inferno
Use the Inferno attack to give the clueless mortals a taste of what is waiting for them on the other side. This move engulf the area around Zarak in flames, damaging anyone stupid enough to approach the mighty Demon Lord. Quickly press Toward, Down-Toward, Down-Back, and Back Thrust or Back Strike. Barbecue ribs, anyone?

Warp Spider
"KILL" orders the Demon Lord. A flash of a magical light blinds a helpless Gladiators and huge spider flies across the arena. The spider lands on the victim's chest, sucking straight to the victim's heart. Hold Back Thrust, or Back Strike, then Up, Back-Up, and Back to unleash this evil spell! A Back Thrusting the attack until your opponent jumps out of the way.

Chaos
Get ready for combos from him—well, you know, Zarak's a demon, right? The Chaos move is one big reason why the Demon Lord is the master of the arena. Hold Back Thrust or Back Strike and press Forward, Up, and Up Forward. The spinning blade of the Guillotine is too much for any normal human. Watch the inutil gladiators cower behind their pathetically weak weapons.
The most successful fighting games contain hidden tricks and extensive features. In their bid to create a hit, the designers of WeaponLord have packed tons of unique moves and effects. While you'll need to experiment and discover many of the coolest moves, the following killer attacks can help you get started.

**Korr**

**Batter Up Fatality**

Born in another time and another world, Korr might have made it to the big leagues as a power hitter. Unleash this bad boy of summer as your opponent begins to hit the ground for the final time—nail the victim with a BackThrust, then press ForeThrust or ForeStrike, Down-Back, Down, Down-Toward and Toward. It's going... going... going... back to the wall, that head is outta here!

**Sky High Gut**

Korr likes to get the last laugh by dropping in on his dying opponents. As you finish your reeling victim, launch into a HeartStrike by holding BackThrust or BackStrike and pressing Up, Up, Down. A gut move! What a belly laugh!

**Jen-Tai**

**Gut-Move**

Talazia doesn't hate anyone's guts—in fact, she prefers to see guts everywhere. As your opponent's life hangs by a thread, execute a low AirFrenzy by holding BackThrust and tapping Up, Toward and Up-Toward. Talk about losing your lunch!

**Skin the Skull**

As a true bird lover, Talazia always hated the human practice of deboning a roasted fowl. Now she's cooked up her own variation of the technique. Just prior to wiping out your opponent, press BackThrust, Up, Toward and Up-Toward to launch into an AirFrenzy. When timed perfectly, Talazia reveals her morbid trick. Who wants the wishbone?

**Zarak**

**Web Cocoon**

Once trapped, a spider's prey is wrapped in a sticky cocoon. Inspired by a BlackWidow spider, Zarak developed a cruel variation on this theme. Get close to your dying victim and press Toward, DownToward, Down-Back and ForeStrike or ForeThrust.

**Make Your Move**

Are you ready for the arena? While this article provides you with a basic overview, you need to keep playing to find more finishing moves, haircuts, and major combinations. The DemonLord awaits a challenger. Can you free the land?
While Bajor slides toward anarchy, a Cardassian plot is hatched aboard Deep Space Nine in Playmate's long awaited Star Trek: Deep Space Nine-Crossroads of Time. The adventure begins with Commander Sisko aboard the station, but you'll soon find yourself piloting a runabout through the wormhole, dodging phas-
**STEP BY STEP**

Much of the game is spent exploring the DS9 station and the planet Bajor, gathering information and performing various tasks under a time limit. There are three difficulty settings, but the most challenging aspect of the game may be the finicky play control. The maps and numbered tips in this review should help you beat the timer. Passwords are given out at major points along the way.

**MISSION ONE**

A Cardassian warship has docked for shore leave just as the political situation on Bajor is reaching a boiling point. On top of this, someone has planted explosives around the station’s docking area. Coincidence? Sisko doesn’t think so. Find the grenades and eject them before time runs out!

**1** - GO TO SECURITY
**2** - TALK TO ODO
**3** - TALK TO DAX
**4** - GO TO PYLON 3
**5** - FIND PHASER
**6** - EJECT 3 GRENADES
**7** - SHOOT THROUGH WALL
**8** - EJECT 5 GRENADES
**9** - EJECT 5 GRENADES
**10** - EJECT 5 GRENADES
**11** - SHOOT THROUGH WALL
**12** - GRENADE(1) IN TUBE

**SOMETHING'S FISHY**

Talk to Odo to get an assessment of the current situation. It’s best to make the rounds of the major characters whenever you uncover a clue or piece of information. They may have new insights or solutions you weren’t aware of.

**HAVE A CHAT**

Quark plays the fool, but his keen eyes (and ears!) miss little. The visiting Cardassians have suddenly returned to their ship. Is there something sinister going on? A visit to Pylon 3 may shed some light.

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**STAR TREK DEEP SPACE NINE**

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**MISSION ONE**, cont.

**SECTION 1**

**SOMETHING ISN'T RIGHT**
You find a stunned crewman in Pylon 3, and a quick search reveals Bajorans planting bilitrium grenades. Use the com panel on the wall to check your location on a map, grab the phaser, then begin your search for the grenades. Besides the overall time limit, you must eject each grenade within 23 seconds of picking it up. Make sure there's an ejection tube close by before you grab a grenade!

**GOING DOWN?**
Use the turbolifts to move around quickly. Press and hold the A Button, then use the control pad to move up and down. You can also climb up and down the edges of the platforms, if there's no turbolift. Some of the drops may be too long, so hang down before letting go, just to make sure it's safe. Since the mazes get more complicated as you progress, be sure to note where the ejection tubes are located as you race around the pylon.

**START FROM THE TOP**
Start your search at the top of the chamber. The blinking grenades will be out in the open, and a display will appear at the top of the screen whenever you're close to one. The Bajoran saboteurs will not take kindly to your interference, so be ready to stun them with your phaser. Though they can't harm you too much, a fall from the top of a platform may wipe out most of your life bar.

**SECTION 2**
The crisis has been averted, and it's time to gather clues. Gul Gurgey is less than enthusiastic when he hears about the foiled sabotage attempt on the station, but Sisko has more to worry about than a disgruntled Cardassian commander. In the meantime, Odo has discovered that the saboteurs belong to a radical group called the Redemptionists. Their trail leads to the Gamma Quadrant, and Sisko orders Major Kira to take a Runabout and follow the Redemptionist ship into the Wormhole. The Redemptionists are said to reject traditional Bajoran culture, but what is their purpose in damaging DS9 and making an enemy of the Federation?

1 - TALK TO ODO
2 - TALK TO GUL GURGEY
3 - TALK TO QUARK
4 - TALK TO GARAK
5 - TALK TO MAJOR NERYS
6 - FLY RUNABOUT

**FLYING THE RUNABOUT**

 Maneuver the Runabout and avoid the energy stings while keeping an eye on your shield power gauge. Once you're in the Gamma Quadrant, use the photon torpedoes to destroy incoming asteroids and disable the Redemptionist ship.
Comander Sisko and Dax return from the Gamma Quadrant with two Redemptionists, but before they can be questioned, Commander Sisko is caught up in another crisis as Kai Opaka is kidnapped. The Redemptionists demand that Sisko personally negotiate for the Bajoran religious leader's release. Talk to everyone before you beam down to Bajor, in case there's some information you can use. Forewarned is forearmed!
1. Talk to Major Nerys
2. Talk to Garak
3. Talk to O'Brien
4. Talk to Odo
5. Talk to Dax
6. Fly to Bajor
7. First lock, both heads
8. Second lock, three heads closest to the door
9. Third lock, every other head
10. Fourth lock, two heads on the bottom
11. Talk to Kai Opaka
12. Disable fan
13. Disable fan
14. Get card key one
15. Disable fan
16. Get card key two
17. Get grenade
18. Blow up force-field
19. Blow up generator
20. Get out fast!
21. Blow up replicator

A lot of clues begin to open up as you go through the game. There is more to this mystery than meets the eye. Just as the Opaka helps Sisko find...
There's more!

Some together, and Sisko realizes that there is a group of Bajorans agitating for political change. Conspirators unleash their final attack, Kai Opaka, to defeat the true architects of the conspiracy and save the station. Unfortunately for the commander, this means reliving the greatest tragedy of his life: the destruction of the U.S.S. Saratoga and the death of his wife at the hands of the Borg! These final stages come closest to capturing the drama of the TV show. It's a race against time to rescue Commander Sisko's son, Jake, and to recover the technical data that will save Deep Space Nine!
Coming Soon To Your Super NES From Time Warner Interactive
TECMO ENTERS THE WORLD OF RPGs

When Tecmo showcased its new RPG last winter at C.E.S., the game had no finished title. Now, Tecmo has finished development and dubbed the new adventure Secret of the Stars. Tecmo sees this game as an introductory RPG. They are right on target. The game play will remind veteran adventurers of the first Dragon Warrior game, and they may not find enough innovation, story or challenge to keep up their interest. The characters and environment all have the stripped down, blocky appearance of Dragon Warrior and early RPGs.

The strength of Stars lies elsewhere in the simplicity of play. Novices to the RPG category won't have any trouble picking up the flow of this game right from the start. You begin your quest for the Crest of Stars already equipped with a knife and cloth suit (the weakest form of armor) and the initial messages leave no doubt as to what you should do next or where you should go. Enemies on the island where you begin the game are also suited to a novice player. The goal of the game is to become an Aquallion Knight and defeat the evil Homneruse, Ruler of Darkness. Although the story may not break new ground, it is straightforward and gives a player a good grounding in basic RPG game flow.

One of the user-friendly additions to Secret of the Stars is the Explain option. If you choose Explain when you enter a shop then select an item, a message appears describing how to use that item. You'll also find friends to help in your quest. Unlike most traditional RPGs, the friends are controlled individually and not as a unified party. This means that you have to go back and forth between characters. You must also build up the experience levels of characters individually. This makes for a lot of repetitive back-tracking, but it also means that you don't keep all of your eggs in the basket.

Tecmo Secret of the Stars may not be for everyone, but if you are new to RPGs, or would like an easy RPG romp, look for this newbie in the next month or two.

P.T.O. II HEADING FOR PORT

Koei reports that P.T.O. II is steaming full speed ahead for a release this fall, probably in November. The team at Koei has also provided a list to Epic Center of the changes that have been made between the original P.T.O. and the new naval war strategy game.

Here are some of the stats for P.T.O. II: 24 megabits, battery-backed memory, one or two players, three campaigns and seven short scenarios, 100 officers, 120 types of warship, 60 types of planes, 20 types of subs, and 10 types of tanks. The map is twice as large as the P.T.O. map and now includes India, Australia, and the U.S. Atlantic coast along with 70 bases and 100 posts. All this plus upgraded graphics should make P.T.O. II the ultimate war sim for the Super NES.
CHRONO TRIGGER
A NEW STANDARD FOR RPGs

Square Soft will increase the stakes in the role-playing world this summer when Chrono Trigger is released in the United States. Epic Center took a look at the Japanese version of the game to give you a sneak peek.

A NEW WORLD ORDER

Chrono Trigger makes dramatic improvements in graphics and sound over just about every previous traditional RPG, including Square's Final Fantasy III. With larger characters and beautiful artwork designed by famed cartoonist and video game artist, Akira Toriyama, Chrono Trigger sparkles on the screen. Mr. Toriyama's video game fame comes from his character designs for Dragon Ball Z and the Dragon Quest series. Even the over-world views pack in the detail, whereas most RPGs reserve the fine points for interiors. Your first hint at the visual feast that will follow comes from the introduction, where a beautifully rendered pendulum swings back and forth. The ensuing cinema scenes are nothing short of breath-catching. Square Soft added to the development punch of Chrono Trigger by bringing in another Dragon Quest veteran, Yoji Horii, who created the game stories for Enix's popular RPG series. The third jewel in Square's crown was Hironobu Sakaguchi, the game designer responsible for the Final Fantasy series. Add to this a fresh and innovative soundtrack (slated to become a CD in Japan) and you have a monster combination. The success of Chrono Trigger since its release in March testifies to the merits of Square's game plan—two million Super Famicom Game Pak sold in two months.
After entering your name, the view switches to a cinematic flyby of a port city before switching to your character's home and the beginning of the game. The story itself is pretty vast, but as the name suggests, it involves time and time travel. Chrono, the main character, must move forward and backward in time during his many missions. To help out, he needs a time machine, which he finds in the distant future. At the beginning, when you first go outside and begin wandering about the city, you'll be attracted to the market in the north. Here you'll find one of the most colorful collections of pavilions and characters ever put into a video game. You'll also meet your first companion here, a princess who has lost her necklace. Exploring further, you'll find an exotic concert underway. There's even a tournament against a robot in another corner of the market and a test of strength elsewhere. The sense of a large, fully-imagined world comes through loud and clear even at this early stage, and it only grows stronger the further you go in the game.

At first glance, a lot of players make the mistake of thinking that Chrono Trigger follows the footsteps of Secret of Mana. There are some similarities, such as gathering a party of three characters and fighting in an overhead perspective. But the fighting itself falls firmly into traditional RPG style with menu commands for attacking, using magic and items. Both the hero and enemy characters are animated during battle moves. Although you have no direct control of the action, it looks great and adds a cinematic feeling to the game.

The story is huge—another 50-100 hour RPG—and includes ten different endings. One unique aspect of the multiple endings is that you can use your built-up character when you begin playing through the game for a second or third time. Not only does that speed up the subsequent games, it allows you to check out things you may have missed in an earlier game. The battery-backed memory and three memory files make the long game easier to play and share. The game flow takes unexpected twists and turns like the story in Final Fantasy III. Your characters can split away from the party, and you get to decide which paths to follow when the plot branches. In battle, characters can make combo moves wherein one character enhances the fighting move of a companion. Although you control only three characters at a time, you can switch between standby characters at any time to customize your party. Another innovation is the game-within-a-game concept. At one point, Chrono must race a villain on futuristic motorcycles, and the player can set the perspective for the race—front, behind, side view, etc. All this variety in the game enhances the basic play, which includes traveling in the overworld, visiting towns and castles, and collecting story clues from minor characters.

The latest release date news is that Chrono Trigger and Secret of Evermore will flip flop on Square's release calendar. Chrono Trigger will now be released in August and Evermore will follow in October.

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Despite the video game market's emphasis on action, Koei has a corps of fiercely loyal simulation fans who spend many late nights directing vast armies, building international airlines or otherwise deciding the fates of millions. Rise of the Phoenix is but their latest effort detailing one of the many civil wars of ancient China. The object is, of course, to defeat or ally with other generals and officials to become emperor.

Will you be powerful Xiang Yu or wise Liu Bang? Aspiring emperors can choose to play against the computer or a human opponent.
Though simulations may seem intimidating or confusing, game mechanics are often simpler than they first appear. With practice, patience and some help from this review, you may find Rise of the Phoenix an engaging alternative to the latest shooter. To start with, the game is played in alternating turns, with each turn broken down into two main phases: Move and Plan.

**MOVE**
Choose the Move option on the main menu to bring up a list of commands. Use one of these commands to direct your troops around the map: March, Sneak and Rush.

**ON THE MARCH**
Move your divisions around the map to protect your cities, attack enemies or help allies.

**INTO BATTLE**
If your unit is adjacent to an enemy division, the Attack command will appear as an option.

**PLAN**
The Plan phase is dedicated to domestic affairs and relations with other rulers. You may find that some commands are more useful than others.

**ORGANIZE & DELEGATE**
Use your generals to administrate cities and conduct battles, according to their abilities.

**FARM & BUILD**
Farming and Building increases Loyalty and Respect levels, food supplies and city defenses.

**DIPLOMACY**
Use the Ally command to ask other generals to join you.
**206 B.C. Xiang Yu's Glory**

**Step 1: Know Your Enemy**

One of the first things you should do is find out your opponent's strengths and weaknesses. Use the map screen to locate enemy troops, cities, and allies at any time. Xiang Yu's units and allies are white and light blue, while Liu Bang's forces and allies are red and pink. Neutral or "free" cities and soldiers are colored dark blue.

The squares mark cities and the flags mark troops. At this stage of the game, Liu Bang's forces (called "the Han") control two cities.

**Step 2: Reorganize Troops**

Now it's time to take stock of your generals. Each is rated in several categories, the most important of which are Skill (in battle), Charm, and Negotiation. A general with a Skill of 80 or more gives troops a longer Move range and increases their odds in battle, while one with great Charm achieves better results with domestic commands like Farm and Build. A general with good Negotiation skills should be placed in the same unit as your ruler. This person is the logical choice to carry out the Ally command, which only the ruler's unit can use.

**Step 3: Move Out**

You won't know anything about the enemy as the game starts, so skip the first Move phase, then check enemy positions and organize your troops in the Plan phase. From the second turn on, you can move your army accordingly. Be sure to Stock divisions with enough gold and food.
**STEP 2: REGULATE THE DRAFT**

As you begin to wage war, you'll need to replace fallen troops by drafting people from your cities. The drawback is that using the Draft command decreases a city's Loyalty. Build up a city's population, then Draft only a small percentage of the people at a time. Alternate Draft with Farm and Build, and allow the Loyalty to increase before drafting again.

Never draft an entire city's population at once. One fourth is a good ratio.

**STEP 3: NEGOTIATION**

While some may rely on military conquest to achieve their goals, alliances can accomplish many of the same tasks without the effort or bloodshed. Besides providing help in battle, allies may also give you food and gold when you need it. Never stop trying to find new allies.

Xiang Yu starts the game with two B-rated Negotiators. Try to recruit the A-rated general that appears later.
Once More Into the Breach

Now that your cities are strong and your armies prepared, it's time to challenge your opponent for control of the nation. Here are some basic battle strategies.

Step 1: March, Sneak, Rush

The Move phase gives you the option to March, Sneak or Rush your troops to new positions. You can March a division up to 3 or 4 squares, depending on the commanding general's Skill. Sneak allows you to move unseen by the enemy, but only up to 2 squares. Rush allows a unit to cross 4 or 5 squares, but their Spirit (morale) and Stamina will decrease. If a unit ends its movement phase next to an enemy, they will be given the option to Attack and start a battle.

It's best to use the Rush command only for extreme emergencies.

Step 2: Spy and Seek

Spy command can only be used by the enemy, but you can use it to discover possible ambushes or enemy strength. If you suspect an ambush, the Spy command can help you locate the enemy unit nearby.

Step 3: Supplies and Loyalty

As long as the roads between your cities and troops are clear and controlled by you, you can automatically supply your army with Gold and Food. If the roads are blocked or a key city has been taken over by the enemy, you may not be able to pay or feed your men!

Take over this city to stop supplies from flowing between the city on the left and those on the right.

You can get the same effect by blocking a road. Stopping supplies is a great way to weaken an enemy unit prior to an attack.

Keep an eye on each city's Loyalty rating. If it slips below 30 points, you run the risk of the populace revolting if your troops leave the city.

What's the use of taking over the country if people won't follow you? Keep the citizens happy!

The ruler can host a Feast in the city. This will raise Loyalty, but it can get very expensive.

Step 4: Stock

Once your supply lines are secure, be sure to Stock divisions with essential items. This helps maintain all their stats. Besides providing Gold and Food, you should buy Armor to increase your army's battle strength.

Always request supplies. Avoid Raiding a city, as this decreases Loyalty.

Armor can make smaller units more effective and help you overcome an enemy with more soldiers.

Building up a large Food and Gold supply allows you to fight for quite a long time.
**STEP 1: FIELD BATTLE**

When gathering your troops for an attack, combine two or three divisions into one unit for greater strength. For example, your odds of winning are better when attacking with 6,000 soldiers all at once than when launching three separate attacks with 2,000 soldiers each. Once the battle begins, try to surround the enemy and hit their flanks where they're more vulnerable.

**STEP 2: CITY BATTLE**

An enemy unit may occupy a city or retreat to it. Check the city's status to determine your tactics. If the City Gate (Defense Level) is high, then concentrate on Arrow and Rock attacks to defeat the soldiers along the walls. If the Defense is low, concentrate on Gate attacks to gain entrance to the city. The enemy has the advantage of the high ground, so don't blunt your attack by switching tactics too often. Night battles are especially risky.

If you're the city defender, you can draft reinforcements before an attack.

A night battle could easily spell disaster!

Your army's Spirit could mean the difference between victory and defeat!

**A CLASH OF TITANS**

Which ruler has a better chance of winning? That depends largely on YOUR knowledge and skills.

**XIANG YU**

Xiang Yu's martial skills are second to none. With his ferocity balanced by the wisdom of his advisor, Fan Tseng, he may be an unstoppable force.

**LIU BANG**

He's not the warrior that Xiang Yu is, but with his superior Charm, Liu Bang can enlist the best generals in the land to help him become Emperor!
Grub your sword, shield and Nintendo Power Magazine before you head into battle! Lose any one of these and your adventure could be over!

While we have covered most of the tougher areas of Illusion of Gaia in past issues of Nintendo Power, players are still getting stuck in places. This month's Epic Center gives you step-by-step help through the Sky Garden, and lists the locations of all the Red Jewels in the game!

### The Sky Garden
Once you have discovered the Sky Garden above the Nazca Plains, the Moon People will tell you of the four crystals that are hidden in the flying fortress. In order to locate the evil demon that is protecting the second Mystic Statue, you must find all four of the Crystal Balls and place them in the slots located in the central plaza of the Sky Garden. Finding the Crystal Balls is tricky, so be ready to fight some monsters!

After you solve the mystery of the Nazca Plains, you'll be whisked to the Sky Garden.

Talk to the Moon People in the Sky Garden to learn their secrets.

### The First Crystal Ball
From the central plaza of the Sky Garden, take the upper right exit. Defeat all of the enemies that you can reach, in this area, then work your way up and to the right, to a room with eight winged statues. Walk all the way down and drop off the edge to enter the Back Garden, then defeat the Dragon's Sword by climbing the ladder, then running up the hill. You will fly across a wide gap and land near a statue that is holding a large sword. Walk up to the statue and defeat the sword when it flies toward you. Stand next to the statue and press the L or R Button to move the statue, then enter the doorway.

Use Freedan's Dark Frier power to defeat the enemies that are too far away to reach.

### The Second Crystal Ball
When you return to the central plaza, take the exit in the lower right corner. Defeat the four enemies, work your way to the lower left corner of the area, and then work your way across the gap. The L or R Button to move the statue, then enter the doorway.

Use Freedan's Dark Frier power to defeat the enemies that are too far away to reach.

### The Third Crystal Ball
From the central plaza of the Sky Garden, take the lower left exit, then defeat all the enemies within your reach. Work your way down, left, then up to a gap in the wall. Drop through the gap to the Back Garden. Go all the way down and drop through the gap back to the Sky Garden, defeat the enemies, then open the chest to get the second Crystal Ball.

When you hit the orange switch, the pedestals will drop in both the Back and Sky Gardens.

Through the gap to reach the Back Garden. Hit the orange switch to drop the pedestals, then fall back through the same gap and return to the Sky Garden. Work your way to the upper left section of this area and drop down through the gap to return to the Back Garden. Walk to the right and stand below the blue switch, then use Freedan's Dark Frier power to trip the switch. Return to the gap and drop back down to the Sky Garden. Enter the Dark Space and change back into Will, then save.
your game. Walk all the way down until you see a treasure chest on a ledge to your left. Walk to the right until you see a blue post. Stand on the right side of the blue post, then run to the right. You will run down one ramp, up another, then stop when you reach two statues. Use the Psycho Dash to destroy the statues, then go down to the gap in the wall and jump down to the Back Garden. Defeat the Knight's Sword in the lower right corner, then move the statue to the left using the L or R Button. Stop the Statue on the switch, then drop down through the gap to the Sky Garden. Destroy the two statues with the Psycho Dash, climb the ladder and run down the hill. You will continue running until you reach the chest with the third Crystal Ball.

**The Fourth Crystal Ball**

After returning to the central plaza of the Sky Garden, take the exit in the upper left corner. Defeat the first enemy, then climb up the ladder and run down the hill. As you run, press Up on the Control Pad so when you hit the next ramp, you'll fly through the air. When you land, defeat the enemies and climb the ladder in the upper left corner.

Run down the hill, hit the ramp, then hold Down on the Control Pad while you're flying. This will help you stop when you land. Walk down the path to the gap in the wall, then drop down to the Back Garden. In the upper left corner of this area, you will find the Dark Space where you can turn into Freedan. Use Freedan's Dark Fire power to defeat the Knight's Sword in the lower right corner of this area, then move the statue onto the switch using the L or R Button. Work your way to the gap in the lower right corner and return to the Sky Garden. Climb the ladder in the lower left corner, run down the hill, and hold Down on the Control Pad to take the lower path. Open the chest to get the fourth Crystal Ball.

**Placing the Crystal Balls**

Once you have discovered all four of the Crystal Balls, return to the central plaza of the Sky Garden. In the center of the plaza, there are four light blue squares floating in the air. Equip each of the Crystal Balls and place one in the hole next to each square. The Blue Squares will slide towards the center and create a walkway that you can use to get to the guardian of the second Mystic Statue.

**Red Jewels**

As you travel through the game you'll discover Red Jewels hidden in various places. The more of these Red Jewels that you can find, the better the rewards you'll receive. There are 50 to find, and if you collect them all, you'll discover a secret area of the game. Most players never locate all of the Jewels, so we've put together a list of all the Jewel locations to help you complete your quest. The Red Jewels are not numbered in the game, but this list numbers the Jewels in the order you'll most likely find them.

**Red Jewel 1**

The first Jewel is in the Bell Tower in the Town of South Cape. Go up onto the roof of the school, stand on the left side of the tower, then walk to the right and press A to find the Jewel.

**Red Jewel 2**

The second Jewel is in the basement of Lance's House in the Town of South Cape. Enter the building, walk downstairs, then search the pots in the basement to find the Red Jewel.

**Red Jewel 3**

The third Red Jewel is also in South Port, but it is missed by most players. Go down to the Seaside cave and walk in and out of the cave until the fisherman appears outside the cave. Look inside the pot that's sitting next to him to find the Jewel.

**Red Jewel 4**

You can find the fourth Jewel inside Edward's Castle. From the entrance of the castle, walk all the way to the right and stand behind the pillar that's between the two doorways. A hidden servant will give you the Jewel when you press the A Button.

**Red Jewel 5**

After you've escaped from prison, you'll make your escape through the Underground Tunnels. When you find the orange switch that is rusted shut, climb the stairs and drop down on top of the switch. A secret door that leads to the fifth Jewel will appear.

**Red Jewel 6**

The sixth Jewel is found in the Underground Tunnels after you've changed into Freedan. This Jewel is easy to find.

**Red Jewel 7**

Search for the seventh Jewel in the room in the Underground Tunnels where you first meet Lily. Look in the area between the barrels and wall at the bottom of the room.
**Red Jewel 8**
When you reach the Incan Village, search near the woodpile by the entrance of the town. Stand as far to the left as you can, between the rocks and the woodpile, then press the A Button to find the Red Jewel.

**Red Jewel 9**
You will find this Red Jewel in the Incan Maze at Larai Cliff. This jewel is inside a chest, so it isn't difficult to locate.

**Red Jewel 10**
While you're on the Incan Gold Ship, you'll need to be careful if you want this Jewel. After you've fallen asleep, but before you look at the Queen's Skeleton, walk out onto the deck of the ship and talk to Seth to get the Jewel.

**Red Jewel 11**
When you arrive in the town of Freeja, exit the house and look in the pot that is immediately to the right of the door.

**Red Jewel 12**
In the Inn at Freeja, go upstairs to the second floor and search inside the room on the far right for the Jewel. Walk up to the green pot and press the A Button to get the jewel.

**Red Jewel 13**
In the town of Freeja, stand between the two blue houses in the right corner of town and press a gun to jump over the barrier. Walk down and jump over the barrier again to find a secret path. Follow the path up and right to find the man who will give you the Jewel.

**Red Jewel 14**
After you locate the missing worker, talk to the Labor Dealers at the top of the town to receive the Red Jewel.

**Red Jewel 15, 16 & 17**
When you rescue the workers in the Incan Mines they will give you three Red Jewels. You can't miss these Jewels!

**Red Jewel 16**
This Red Jewel is located in the upper right area of the Sky Garden. Look for it when you are getting the first Crystal Ball.

**Red Jewel 17**
When you complete the puzzles in Istar's Room you will receive this Jewel.

**Red Jewel 18**
This Red Jewel is located in the lower left area of the Sky Garden. You'll find it while searching for the third Crystal Ball.

**Red Jewels 20, 21 & 22**
All three of these Jewels are located inside the Seaside Castle. Search for all three treasure chests before you leave the castle.

**Red Jewel 23**
This jewel is located in the Land of Mu, but you cannot find it until you've found both statues of hope. After you place the second statue, walk down from the room and open the chest that was previously submerged.

**Red Jewel 24**
Exit the room in Angel Village that has the Dark Space, then enter the first door on the right. Enter the next door on the right and walk up to the fountain on the left side of the room. Face the fountain then press A to get the Jewel.

**Red Jewel 25**
Exit Istar's room in Angel Village through the bottom exit, then walk left until you see a small gap in the bottom wall. Go through the gap, walk left to the next gap, then use the Psycho Slider to go through it. Continue left and enter the next gap in the lower wall. Enter the door on the far left of your screen, then use the Psycho Slider to enter the small gap in the top wall. Inside the secret room you will find the jewel.

**Red Jewel 26**
Exit Istar's room in Angel Village, go left and enter the next door. Search inside the brown pot to find the jewel.

**Red Jewel 27**
When you complete the puzzles in Istar's Room you will receive this Jewel.

**Red Jewel 28**
When you arrive in the town of Waterma, search for a Red Jewel inside one of the pots located in the city.

**Red Jewel 29**
Search the upper right pot inside the Gambling house in the town of Waterma.

**Red Jewel 30**
This Jewel can be found at the Great Wall of China when you are searching for the fourth Mystic Statue.

**Red Jewel 31**
From the Dark Space in the town of Waterma, go downstairs and exit the building. Walk to the right, up the alley, and take the first path left. Continue walking left until you see yourself standing between four different buildings, then press A to find the Jewel.

**Red Jewel 32**
Bring apples from the market in Euro to the woman who requests them to get this Red Jewel.

**Red Jewel 33**
Talk to the Statue inside the Shrine of Euro to make a doorway appear behind it. Enter the door and go downstairs, then search inside a barrel to find the Jewel.

**Red Jewel 34**
After arriving in Euro City, return to Waterma. Go to Lake's House and talk to Lance to receive the Red Jewel.

**Red Jewel 35**
Search for a chest near the second Dark Space on Mt. Kress. Inside the chest you'll find the jewel.

**Red Jewel 36**
You'll find this jewel in the Native Village. Enter the
Red Jewel 37
Enter the first building in Ankor Wat and take the stairs in the upper right corner. Run down the slope to the right and up the next hill. Open the chest to get the Red Jewel.

Red Jewel 38
Exit the Dark Space in Ankor Wat where you received the Earth-Quaker power, then return to entrance of the second building. Walk left, climb the stairs, then drop off the edge while using the Earth-Quaker to freeze all of the enemies. Defeat the enemy on the left then work your way up to the exit. Open the chest in the next room to get the chest.

Red Jewel 39
Once you find the Dark Space in the Main Hall of Ankor Wat, fall off the ledge and walk counter-clockwise around the path, then go up the stairs. Walk left past two pits, then use the Psycho Slider to go through the small opening. Fall into the pit to your right to find the chest that holds the Red Jewel.

Red Jewel 40
Instead of falling onto the pit that took you to Red Jewel 39, walk down and right to the stairs. Take the stairs to Main Floor 3F, walk left to the small opening and use the Psycho Slider to go through it. Work your way up and right, take the stairs to Main Floor 4F, then follow the path to the chest.

Red Jewel 41
After getting the Gorgon Flower, return to the Native Village and revive the statue in the right-hand building. Talk to it to get the Jewel.

Red Jewel 42
On the right side of the Town of Dao, there are two men talking near two camels. Stand on the left side of them, so you are almost touching the man on the left, then walk straight up, past the camel, to the brick wall. Face up and press A to find the Jewel.

Red Jewel 43 & 44
To get these two Red Jewels you must play the Snake-Pop game in the upper right house in the town of Dao. Hit the snake 51 times to receive both of them.

Red Jewel 45
This Jewel is found inside the Pyramid. From the entrance, walk right until you reach the stairs on the far right side. At the top of the stairs, use Shadow's Aura ability to sink through the floor. When you appear in the new room, stand in the upper left corner, face up, and press A to find the Jewel.

Red Jewel 46
Exit the second Dark Space in the Pyramid as Shadow, then enter the second door on the right. Walk right and down the stairs. Go left to a small stairway going straight up, then stand a couple of steps to the right from the base of the stairs. Use Aura to sink through the floor, go up to the top of the stairs, then sink through the floor again. When you stop sinking, open the chest to get the Jewel.

Red Jewel 47
Exit the second Dark Space in the Pyramid as Will and enter the first door on the right. Work your way left and enter the door, then work your way right and enter the next door. Avoid the enemies and take the door on the far left side of the room. Repeat this in the next five rooms, then go to the right until you find a wall of spikes. Use the Spin Dash to travel through the wall, enter the first door, then open the chest to get the Jewel.

Red Jewel 48
Exit the second Dark Space in the Pyramid as Will, then enter the first door on the left. Go to the right until you reach a small ramp, then use the Spin Dash to go up the ramp. Open the treasure chest to find the Jewel.

Red Jewel 49
Exit the second Dark Space in the Pyramid as Shadow, then enter the second door to the left. Go left down the first set of stairs, then use Aura to sink into the floor before the second set of stairs. In the next room, enter the door on the far right, then enter the door on the far left. Walk to the right and take the stairs going down. Continue left down the second stairway, then walk right all the way to the wall. Use the Aura to sink through the floor then open the chest to get the Jewel.

Red Jewel 50
From the entrance to the Tower of Babel, go up through the first door, then walk to the right until you see a blue box between two statues of Freedan. Walk up to the blue box and press A to get the final Red Jewel.
You've been hearing that KI was to be one of the first games to launch with the N64, so why is Nintendo coming out with a 16-bit version? The explanation is two-fold, involving both software and hardware technology.

As the video industry has rapidly evolved, only the developers who have kept up with the ever-changing technology have been successful. The developers at Rare have done more than simply keep up—they've broken new ground with titles like Killer Instinct and Donkey Kong Country. While working on DKC and other projects, they developed new compression techniques that they realized would be useful in creating the home version of Killer Instinct. And the techniques they used to score DKC's incredible soundtrack were perfect for reproducing the killer music and sound effects from the arcade version of KI. (More on that later.) The thinking was, "If we can produce KI for the Super NES now, why not do it?"

As for hardware, the N64 is promising to be even better than expected, which has had Rare's developers and the fighting-game gurus here at Nintendo, thinking of
SUPER NES KI!

It's the news you've all been waiting for: Killer Instinct is coming home, complete with all of the killer combos and danger moves that have made it this year's biggest quarter pig at arcades worldwide. And it's coming sooner than you might have expected, because this graphic feast isn't some glitzy, next-generation showcase game—believe it or not, this version is 16-bit, exclusively for the Super NES, of course.

Fulgone. Jago. Riptor. Even Eyedot. All of the original characters will be there, complete with the moves that have gained them arcade fame. The moves are shut-your-mouth smooth, the graphics are unbelievably slick, and best of all, it'll be playing on your Super NES, starting in August. Is this killer news or what?

Yes and no, but mostly yes. What they've crammed into this 32-meg cartridge is nothing short of amazing. All of the screen shots you see here come from the Super NES game. Nothing's been tamed. Nothing's been "watered down." All of the characters will be there, and they'll be able to perform all of the same moves that they do in the arcade version. All of the combos

"And all of the special moves are in there, even Riptar's 30-hit Ultra..."
All of the Danger Moves. And all of the special moves are in there, even Riptor's 30-hit Ultra (including, of course, his post-combo breaker triple juggle). What is different is the control. It will take a little getting used to, especially if you've put in hours on arcade machines, but, if anything, moves will be slightly easier to execute in the Super NES version. (The fighting purists who designed the game "loosened up" the special moves—they didn't want players' ability to win to be dependent on their ability to do special moves.)

Players using six-button joysticks should have absolutely no problem adjusting, and arcade fanatics with nimble fingers will easily adapt to using a regular controller. Players can customize their controller setups to whatever they like best.

KILLER CUTS!

If you're wondering how the Super NES music and sound effects measure up against the arcade version, listen up! The first shipment of Super NES Killer Instinct games, approximately 2 million of them, will be packed with Killer Cuts, a limited-edition CD. That's how good the techno soundtrack is. The CD features 15 tracks, all remixed from the game, plus one secret "humiliation" cut.
The game plays great, and it looks better than ever. According to Product Development Manager Ken "I-live-for-fighting-games" Lobb (you met him in the DKC video), there is actually more detail in the backgrounds of the Super NES version. Because of the advanced compression techniques, backgrounds that faded to darkness in the arcade version are fully rendered in the 16-bit version. Check out Jago's level to see what we mean.

In describing some of the techniques that give the game its detail, Lobb says, "Sometimes the emulation of reality is better than reality." You'll see birds on the wing, clouds blowing through in both directions, and in the Fulgore level, you'll see swinging lights, reminiscent of DKC, that change the colors of the objects they strike. The Super NES version uses both line scrolling and parallax scrolling, and you'll also see detailed foregrounds that were absent from the arcade version (Take a look at the spikes in the Eyedol level.) And one of...
KILLER QUIPS!

In the heat of the battle, you probably pay only passing attention to the expressions used and sounds made by the different fighters. For those of you who’re trying to figure out what they’re saying, though, we talked to Ken Lobb and others who worked on the game for an explanation.

R. Oshki
The voice of Japan’s most dangerous spy is Keiko Tanno (a.k.a. Bomberwoman), who works at Nintendo of America. Most of her expressions are straightforward translations from Japanese.


Ich ili-saa: It’s the ol' one-two-three, ichi meaning one, ni two and san three. This expression is usually heard only by those foolish—or unlucky—enough to let Oshki initiate a deadly combo; there is, however, another way to do this move!

Monon hitoro: Means “burning panther.” Originally, the plan was for Oshki to say this when she morphed into the panther, but when the product testers thought about it, they decided that nobody could speak

the most amazing details in this new version is the use of reflection.

If you look closely at the background in Ripper’s level of the arcade game, you’ll see reflections of the pillars on the floor. When the development team met to talk about the 16-bit version, some members said, “That’s really cool. If we can make reflections for the poles, why can’t we make reflections for the characters?” The programmers said that it was impossible—when they turned around and did it. So, in the Super NES version, you’ll see amazingly detailed reflections of the characters that mirror their movements exactly as they step, kick, fall and jump up. The fact that they simply hadn’t thought of this detail for the arcade version really has the team thinking—just wait until you see some of the details they’ll include in NU 64 games!

On the Super NES, programmers couldn’t reproduce the scaling effect used in the arcade version of the full-motion video sequences at the beginning and end of matches, instead, they rendered the best shots from these sequences in impressive, 256-color scenes. There are also more color palettes to choose from for each character in
while morphing into another object or thing [and know]—They really liked the expression, though, so they decided to use it as part of Orchid's combo.

Chief Thunder
Ken Lobb is the voice behind Chief Thunder. His voice was sampled during some late-night sessions at Rare's studio in Casino, England. When he had to come up with expressions that sounded as if they might be of Native American origin, he called upon his knowledge of linguistics (I'll bet on experience).

Phoenix: Of course, the Phoenix really is the mythical burning bird, so it was an appropriate choice for Chief Thunder's flaming specialty move. Perhaps it's just a coincidence that Lobb attended college in Phoenix, Arizona.

Sammamish: The Sammamish tribe once inhabited the area that is now Redmond, Washington, where Nintendo headquarters is located. Lobb was either calling on his knowledge of Washington state history when he came up with Thunder's expression as thinking of the lake (named for the tribal) that he drives by on his way to work daily.

Tomahawk: In early versions of the game, Chief Thunder's projectile was a tomahawk; the Phoenix came later. The Phoenix looked cool, so it stayed. Later, when the aerial attack was created, they tagged it with the Tomahawk expression.

Fugure
Although Fugure doesn't utter any intelligible expressions, the origin of his sound effects is interesting: They're samples of squealing pigs from Rare's vast sound library.

this version, and now, when you win, the palette you selected will show up in your victory scene, another improvement over the arcade game.

All in all, from killer play control to great graphics and sound, everything you expect from Killer Instinct is there in the Super NES version, and you won't have to stand in line to play—unless you have lots of friends over, and when they find out you have KI at your house, that's where the line's likely to form. Because starting in August the arcade comes home.
Strap on your helmet and wait for the checkered flag to drop in Electro Brain's motocross race game. It's the first game to combine the rapid-fire action of the advanced FX² chip with realistic characters formed with rendered graphics. Twenty-two courses on six grueling circuits guarantee hours of mud-eatin' fun!
Don't start out on the big machines, or you'll hit a wall—literally!

Start out with a 50cc bike just to learn the lay of the land, then move on to 125cc and 250cc bruisers. Master these, and you'll be admitted to four incredibly brutal circuits. To become Dirt Trax FX champ, though, you'll have to tame a 500cc monster!

You can pit yourself against the ruthless riders of the Dirt Trax FX circuit or against a friend, with each of you choosing your favorite rider. But heck—why not throw a mud-fight party? As many as eight can play in multiplayer mode. In any mode you choose, Dirt Trax FX will keep tabs on the best course times and ranks of the players with a point system based on finishing positions. You'll also get a password each time you conquer a circuit.

Here's your roster of riders. Remember that you're the boss. Ride 'em. Learn 'em! Because the courses are so different, a rider who excels on one could be toast on another.

Don't be misled by Talon's lazy demeanor. Once she pegs her throttle, she won't let up. 

Hog has good all-around skills, thanks to long experience cruising American highways and byways.

When Nails says he hasn't seen his brake pedal in five years, you'd better believe him.

Cool as a cucumber before a race, this hipster has beaten many an unwary opponent.

The new kid on the block is out to prove he belongs at the starting gate with the other pros.

Spike is as nimble as an alley cat on tight turns.

With guts to burn, this savvy vet has no problem keeping up with the hot-rodding young-uns.

Don't play with this razor sharp Blade. She has an indomitable will to win!

It's no surprise that slightly built Talon is as nimble as an alley cat on tight turns.

With guts to burn, this savvy vet has no problem keeping up with the hot-rodding young-uns.

Don't play with this razor sharp Blade. She has an indomitable will to win!

The new kid on the block is out to prove he belongs at the starting gate with the other pros.

Spike is as nimble as an alley cat on tight turns.

With guts to burn, this savvy vet has no problem keeping up with the hot-rodding young-uns.
**THE BIG O**

Motocross mavens call the ridges that extend across a course "whoops" and the small bumps "moguls." Here's a good opportunity to learn the ups and downs of both! Try to time your jumps to catch the tops of the whoops and moguls. Otherwise, it's best to avoid them altogether. And don't be distracted by the spectacular desert landscape or the cool fountains. That split-second you lose could prove disastrous.

The five courses in the opening circuit are easy to learn, but tough to master. That makes them ideal for tournament and tag-team racing. Train hard: the skills that help you win here will be mandatory if you just want to survive the next four circuits!

---

**PRO TIP**

If you time your wheelie and turn hard at Turn Two, you can hop atop the rail and pass on the inside.

---

**TURN TWO**

Take a memo not to catch the outside slope of this whoop. If you do, you might find yourself flying higher than a Boeing 777.

**SON OF MOGUL**

Avoid these potholes or you might be bounced face-first into the track.

**DOUBLE WHOOPS**

With a powerful take, skip the second and fourth jumps by popping a wheelie just before you reach the top of the first and third.

**MOGUL MOSH**

Nail that throttle as soon as the flag drops and whenever you pass through this section.

---

**START/FINISH**

START

FINISH

---
Check your swim trunks at the door. You'll need a full set of leathers for this squishy track! The trickiest part of this course, though, may be the mixture of sharp and wide turns that can throw you off stride—and off course!

**START/FINISH**

If you're riding a 250cc bike, begin your left turn before crossing the line.

**TURN THREE**

Overtake your slow-turning rivals with aggressive cornering here.

Get ready for the water hazard by hugging the inside rail.

**DOUBLE JUMP**

Pop a wheelie on the first jump if you have a high-powered bike, or you might lose speed on the second jump.

**WATER HAZARD**

Dry-lap. Avoid the water by alternating three quick turns with three quick straightaways.

**LAST TURN**

This grassy run will fall you if you don't stay alert.

**TURN TWO**

Defy the laws of physics! Turn in midair to sail over this whoop and your competition.

**DOUBLE WHOOPS**

These whoops aren't as high as the one at the start line, so muscle your way to the inside and ride hard.

**PRO TIP**

Both Turn Three and the Last Turn are very forgiving of aggressive riders. Attack 'em hard!
Many a rider has felt cursed by the mysterious monoliths that loom over this exotic course. Look sharp or you, too, might find your dreams going off course! You'll have to thread nasty whoops, icy straightaways and mud pits. But none is as scary as the twin mountains stuck right in the middle of this figure-eight.

**START/FINISH**

Overtake your slow-turning rivals with aggressive cornering here. Ride high on the outside bank to avoid a time-consum ing slog through the muck.

**MINI-WHOOPS**

It takes nimble steering to sneak between the mountain and these time-killers. High g-forces here might push you off course!

**MEAN MOUNTAINS**

The view from up here is great but the going is slow, especially for bikes with poor acceleration. Stick to the dirt instead.

**CROSSOVER**

If there's a big crowd on the Crossover, avoid a collision by climbing a mountain. Don't forget to pack your parachute!

**PRO TIP**

Get ready for rush hour! Even rivals you've passed long ago can ram you here.

When bikes collide, the one that runs into the other loses time.
CATACOMBS

Hairpin curves, water traps, mud pits, wicked whoops and long, narrow tunnels will tax your motocross skills to the max. One moment you're in a sinew-popping curve and the next you're flooring it. Your secret weapon, though—besides your guts!—may be your ability to execute a carefully timed wheelie.

**START/FINISH**

The steep slope will slow even the biggest bikes. Careful. It's easy to ram the rails.

**UPHILL TURN ONE**

The start/finish may look like the idea of playing in mud, but you'll want to get out of this stuff as soon as possible! Whether starting or finishing, the strategy is the same: open your throttle wide and pop a wheelie.

**UPHILL TURN TWO**

Here's a golden opportunity to pass. The slower your bike, the closer you should be to the wall as you approach this turn.

**AQUA ALLEY**

Lean way back on your rear wheel and peg your throttle. Catch the whoop between the two ponds for even more air time.

**WATER HAZARD**

Clear the water on a 250cc bike. The uneven track on the far side can be treacherous!

**MUD TURN**

Pop a wheelie before entering the deep mud. At the corner, drop your front tire and make an easy left turn.

The 125cc and 250cc bikes are particularly treacherous after you take the corner on uphill turns. It's a long way down!
D-did someone say jumps? Hold onto your helmet in this chin-chattering course. Because different bikes will do better on different sections, expect jams and lead-changes. The smallest error can cost you a race. Don't be too aggressive, though. It's easy to fly over the low rails!

A bike with poor acceleration can stall at the top of the second jump if you pop a wheelie before crossing the yellow line.

Fast bikes can scale these monsters on one wheel. Slower riders should tap their brakes at the top of jump number two.

Those nasty wedges can bounce you off the track. Stick to the middle of the road and swing wide at the final corner.

Shortcuts artists, watch out! You might get blindsided by riders who took the long way around.

Here's a chance to save precious milliseconds, but you'll have to take two quick turns instead of one.

Keep an eye on that lap counter. You can take the shortcut by braking at the 0.65 mark and cutting a hard right.
**The Latest Dirt**

During a race, Dirt Trax FX keeps you posted on the time elapsed, where you are in a lap and your position. It’s valuable info for plotting a racing strategy. But don’t ever forget to bring your guts with your goggles. Your competition hates to lose!

**Training**

Chalk up some serious track time without any distractions. Ride the toughest parts of any course again and again. You’re always in first place!

**Single Race**

Race a friend or the field on a course of your choice. An arrow helps you distinguish your rider from the hard-riding herd. Your rider’s theme music will play when you grab first place.

**Tag! You’re It!**

Grip your handlebars and get ready for high-powered hide-and-seek! Choose any course from the regular circuits or sign up for the special tag mazes. Then, pick how much time you’re allowed to be “It.” Tag your opponent by brushing by on your bike. If your opponent’s clock runs down before yours does, you win!

**Pro Tip**

In the one-player mode, keep away from your rival by riding in a pattern. A big figure-eight is especially tricky.

Good brakes are vital when you’re playing tag. Slam into an outside rail to automatically become “It.”

Single players can pick the toughness of their opponents.

The split screen helps opposing players keep a wary eye on each other.

Tag mode makes it easy for players of different skill levels to compete by giving the less experienced player more time.
BEGIN TRANSMISSION ** Priority One message from United Freedom Forces Command to U.S.S. Avalon. Urgent: Scramble strike team immediately to Tormane System to repel invaders led by being known as The Machine. Armored battle suits and weapons systems provided by the Factor 5 development team and Ocean Software. Advise extreme caution, as strike team will be far outnumbered. Power-Ups will be readily available, but 1-Ups will be scarce. Commandos may choose from four controller configurations and three difficulty levels. Eliminate any enemy troops and stop The Machine once and for all! ** END TRANSMISSION
**BIONIC ARM AND FREEZE GUN**

The first two components of your weapons system are your Bionic Arm and Freeze Gun. The telescoping arm helps you navigate around obstacles and through treacherous surroundings, as well as grab objects. You can trap lesser enemies with your Freeze Gun, but the paralysis lasts only a few seconds.

**INCREDIBLE WEAPONRY**

UFF Command wouldn't dream of sending you into a fire fight without your blaster which can accept various Power-Ups. It will fire in the mode of the last Power-Up you collected. The game often presents you with the appropriate Power-Up, but a wrong choice could make a crucial battle that much harder to win!

**THE GIST OF THINGS**

Besides blaster Power-Ups, you'll find health bonuses, bombs, missiles and Ups. The Easy difficulty setting lives up to its name, but the Normal and Hard modes provide some challenge and an additional stage or two. Some stages aren't very long, but the enemies may take a bit more effort to destroy.

**A DIFFERENT POINT OF VIEW**

You may find yourself careening head first down a dark tunnel or soaring above a flaming star. These stages add some variety to the familiar, side-scrolling format.

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*Images of gameplay from Super Turrican 2.*
You're the lone survivor of the Freedom Forces strike team, marooned on a planet controlled by the oppressive army of The Machine. With your ship a hopeless wreck, you have no choice but to complete your mission without help. The fate of the galaxy rests on your shoulders—and you wouldn't have it any other way!

THE DESERT

Most of this planet is covered by desert, with enemy troops and sand dragons around every dune. This isn't a difficult stage, though, and you'll have a chance to practice using your Bionic Arm and weapons. You'll also get to drive an armed dune buggy, which will be handy in defeating the airborne mini-bosses.

CITY IN RUINS

The Machine's troops have laid waste to everything in this metropolis. You'll have to weave your way through the skeletons of burned-out buildings using your wits and your Bionic Arm. Experiment with different Power-Ups as you proceed.

TOXIC TRAP

With the destruction of the city's industries, toxic waste has been released into the environment. A cloud of highly acidic gas is engulfing everything in its path, and even your armor can protect you from its devastating effects. Don't get caught in it!

TOO EASY?

The fight continues in the skies, but only if you choose the Normal or Hard setting. The Easy game skips these areas.

BIG MOUTH BOSS

Instead of the usual pattern of maneuvering around an enemy, this time you have to move around inside the boss itself, or more specifically, its humongous mouth. The open jaws rotate while its venomous tongue, the only soft spot, latches onto you. Let him know that you won't be anyone's appetizer and blast away!

The sides of its mouth are open, so you can fire away. If you're not careful, you'll fall to your doom.

The aircraft is stable, but the dragon will scroll off the screen. Jump to another ride!
OUT IN SPACE
You'll have to make your way around the hull of the ship, and the gravity beams make forward movement difficult. The maintenance drones are a lot tougher than past enemies, so you may want to avoid them altogether.

SLED RUN
After disabling the ship's main engines, you'll automatically hop on a rocket sled and reenter the ship. As you speed along the maintenance tunnels, avoid the energy beams and blast or dodge any robots that get in your way.

ARACHNIBOSS
Once you get to the center of the ship, you'll find it inhabited by... a giant spider?! Well, you won't have time to wonder what it's doing there before it attacks. Your Bionic Arm once again plays a key role in your offensive tactics as you swing your way to victory.

ELECTRIFYING
The next obstacle is a series of corridors protected by electrical fields. You can use your arm to swing along, but waiting to see the electric beam pattern can be more dangerous than simply running through.

DODGE AND DESTROY
Hop back on the rocket sled for another run down the tunnels. The enemies here don't maneuver much, but they have thick hides. You'll have to start shooting as soon as they appear to destroy them before they roar past you. As before, watch for health bonuses.

Spiders... why did it have to be spiders? Spiders... why did it have to be spiders? Practically the whole body is a target. A wide swing can send you sliding straight at an enemy if you're not careful. These little buggers aren't that hard to destroy, but they will quickly add up if you ignore them. Hit the Jump button to surge ahead, then get on the side opposite the drill. Slam him into the tunnel wall!
The destruction of the Arachni-Boss sets off a chain reaction that blows up the spacecraft. The good news is that you'll be rescued by a passing pirate ship. The bad news is that they'll take you to their homeworld, away from your destination. You'll have to find a way to get off the planet!

**DEEP WATER ADVENTURE**

Whereas the previous planet was a desert, this world is almost completely covered by water. The planet-wide ocean is teeming with fish, many of which have very large teeth. You commandeer a water cycle and begin exploring the maze-like reef, looking for a way out.

**DISABLE POWER GRID**

The exit tunnel is sealed, so you'll have to destroy the power generators to shut down the security system. The passages to the generators lie along the left and right edges of the reef. Beware of narrow gaps between the rocks. You could find yourself stuck but good!

**DON'T GET STUNG**

The battle with this giant stingray is an exercise in patience. Sometimes you'll be able to ride the water cycle and use its torpedoes, but you'll most often find yourself at the bottom of the screen waiting for it to swim into range of your Flame Thrower.

**DOWN THE TUBES**

The water surges through the tunnel, creating a whirlpool effect. Pirates spiral towards you, dropping mines in their wakes. You can steer right and left, but if you hit a mine, the resulting explosion will send you careening around the screen, out of control!
Your incredible luck holds up as you manage to teleport yourself onto one of The Machine’s flagships. It’s bound for the black space fortress, now orbiting the nearby star. If only you can get to the base undetected!

**THINGS ARE HEATING UP!**

The Machine’s orbiting complex is massive, spread out over many miles of the star’s super-heated atmosphere. With a space-booster strapped to your back, you swiftly penetrate the outer defenses, but will you be in time to stop the next scheme of planetary conquest?

**OPEN THE GATES**

The Machine has placed a lot of security measures in front of you, including a series of metal barriers. The only vulnerable spots are the single large links in each chain. Destroy those links to cause a chain reaction, wiping out the entire barrier in the process.

**ESCAPE AND TRIUMPH**

With The Machine’s plans in ruins, you flee from the solar base. What’s that painting with the face slashed out? You have oo time to ponder as you head home for the victory celebration. The danger is over...for now!
If you’ve mastered Kirby’s Dream Course you’ll be happy to learn that there is an even greater challenge in the game. There are several hidden Extra Courses that can only be found after finishing the game. If you are able to earn a medal on each of the eight courses, you’ll be able to select the Extra Courses during the two-player game. Earning a Gold Medal on each of the eight courses will allow you to access the Extra Courses in the one-player mode. If you are good enough player to get all of the Gold Medals on the Extra Courses, you will gain access to the Sound Test. The charts below show the scores needed to gain a Gold Medal on each of the courses.

### Normal Courses

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<th>Course</th>
<th>Bronze</th>
<th>Silver</th>
<th>Gold</th>
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### Extra Courses

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<tr>
<th>Course</th>
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If you’re looking for a little variety in Kirby’s Avalanche, try this quick code. On Controller II, hold A, B, X and Y, then press the Reset Button. Continue holding all of the buttons and select the Option command then the Custom command. When the Custom Screen appears, you will have several secret options that allow you to alter the game!
**From Agent #004**

**Super Passwords**

Depending on how much help you need, there are a couple of different passwords that will give you a great headstart in Michael Jordan: Chaos in the Windy City. Before you begin playing, go to the Password Screen and enter either of the two special passwords. If you use the password MCHLJRDN-23, you will receive 25 lives and skip to any stage in the game. Using the password 12345678999 will let you skip to any stage as well, but it will also give you a total of 73 extra lives.

![Password Screens](image)

Press the L and R Buttons at the same time while you are on the Character Select Screen.

The character you'll fight as will be randomly selected for you.

**From Agent #892**

**Random Select**

If you need to add a little extra challenge to your matches, you can use this code to randomly select your characters. Before you begin a new match, go to the Character Select Screen and press the L and R Buttons at the same time. You'll never know which fighter you'll be using, but if you're good, you can win with any of them.

Press the L and R Buttons at the same time while you are on the Character Select Screen.

The character you'll fight as will be randomly selected for you.

**From Agent #665**

**Shrink Code**

This unusual trick will let you fight with miniature versions of your favorite characters. Select a 4-Player Tournament game, then choose and name the characters in the order listed below. When you begin the tournament, all of the fighters will be much smaller, but just as strong as before!

- **Player 1**: FROSTY
- **Player 2**: FROSTY
- **Player 3**: BLOB
- **Player 4**: TAFFY

When you go to the Option Screen you will be able to set the fight speed all the way up to 10!
**From Agent #223**

**Invincibility Code**

If you're really having trouble finishing X-Kaliber 2097, you can reduce the difficulties with this invincibility code. When you first turn on the game, wait for the Title Screen to appear, then press Left, Left, Right, Right, Down, Up, Right, Up, Up and Up on Controller I. Go to the Option Screen and turn the No Damage Option on. When you begin playing, you will be completely immune to enemy attacks!

![Image of X-Kaliber 2097 game screen](image)

Wait for the Title Screen to appear, then enter the code using Controller I.

Go to the Option Screen and turn the No Damage Option on.

When you begin playing you will be invincible!

Use your new-found powers to blaze through the game.

**From Agent #127**

**Level Select Code**

If you're tired of starting at the very beginning whenever you play Pitfall: the Mayan Adventure, you can use this code to skip to the later levels of the game! When the Title Screen appears, wait until the boomerang begins to circle the word Start, then press X, Select, A, Select, Y, A and X. If you enter the code correctly, the names of each of the stages will appear underneath the title. Use the L and R Buttons to scroll through the levels, then press Start to begin playing.

On the Title Screen, press X, Select, A, Select, Y, A, X and Select.

![Image of Pitfall: the Mayan Adventure game screen](image)

Wait until the boomerang circles the word Start, then press X, Select, A, Select, Y, A, X and Select.

When the names of the stages appear below the title, use the L or R Button to select any stage.

**From Agent #506**

**Super Power Code**

What is a Superman game without Super Powers? Everyone knows that Superman shouldn't be easily defeated, and this code will make sure that he isn't. Before you begin a new game, go to the Game Option Screen and select the Sound Test. Play the sounds 0B, 29, 2C and 05 (in this order), then start a new game. You can refill your Life Bar at any time during the game by pressing A, B, X and Y at the same time, or you can skip to the next level by pressing the Select Button while holding the other buttons.
**From Agent #010**

**Hidden Bonus Tracks**

After you've mastered all of the tracks in Street Racer, you can test your skills on four secret tracks. To access the Bonus Tracks, go to the Game Options Screen and select the Custom Cup Setup option. When the Custom Cup screen appears, press L, R, L, R, X and Y. After entering the code, you will be able to select Tracks 21-24 on the Custom Cup.

**From Agent #010**

**One-Minute Hustle**

So you think that you're pretty good at Madden '95? If you're looking for a little extra challenge, try winning a special one-minute game. When you start up a new game, choose your teams and mode of play as normal, then highlight the Game Time Option and press L, R, L, R, X and Y. When the game begins, you'll only have one minute to go—so you'd better use your time outs!

**From Agent #210 & #211**

**Bone Trick**

This trick may not do much for your actual game playing, but it's entertaining nonetheless. When you first turn on the game, after the Licensed by Nintendo Screen, a bone will appear on the screen. You can control the bone when it appears by pressing A, B, Y, X, L, R or the Control Pad on Controller 1. After you have played with the dog bone for a while, you can press the Select Button to replay everything you did!

**Highlight Time Option then press L, R, L, R and X.**

*After selecting your favorite teams, highlight the Time Option, then press L, R, L, R and X.*

*When you start, you'll only have a minute left to play, so you'd better hurry!*

**Send Us Your Codes!**

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.

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Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, Wa.
98073-9733
Nintendo plans to introduce three games for the release of Virtual Boy with about three to follow each month. The three titles most likely to be released at launch will be Teleroboxer, Galactic Pinball and Red Alarm. Teleroboxer (3-D robotic boxing along the lines of Super Punch-Out!!) and Galactic Pinball (3-D pinball) have been mentioned in Power before, but Mario Clash and Mario's Dream Tennis are new titles that should follow the release of Virtual Boy. Mario Clash may be the most exciting title announced so far because it combines elements of platform games and adventure games in a unique 3-D world with both side-scrolling and overhead views. Mario Clash is a good example of a game that fully uses the graphic capabilities of Virtual Boy. Nintendo also plans to market a vector graphic shooter under development at T&E Soft called Red Alarm. Red Alarm is scheduled to be the third game released with the introduction of the system in August. Red Alarm's polygon-based environment may remind players of Star Fox.
system. Virtual League Baseball will feature 18 international all-star teams and a two-player option, which can be used with Virtual Boy's Playlink cable. Hudson Soft Tetris-type action and Bomberman-like characters in a 3-D environment. The second title, Virtual Force, is expected to be a 3-D, sci-fi shooter.

Bullet-Proof Software plans to release Vi-Tetris and Faceball in Japan. The challenge of 3-D Tetris will be obvious to everyone. The hide-and-seek play style of Faceball, especially as a two-player Playlink game, should be awesome. At this date, there is no confirmed plan to release the games in the United States, although that is likely to change.

Ocean of America plans to release the first Virtual Boy title programmed in the U.S. Based on the upcoming Waterworld movie starring Kevin Costner, Ocean's Virtual Boy offering will be a first-person action game with chases and shoot-outs.

Atlus Devil Busters falls into the action/arcade category of games. Atlus' Japanese development house has kept a tight lid on the game, but we'll bring you more very soon.

Processor: 32-bit RISC CPU
Speed: 20MHz
Display: RTI Dual mirror-scan, high resolution LED displays
Resolution: 384 x 224 pixels for each eye
Software: 8-or 16-Megabit ROM Game Paks (standard configurations)
Sound: Digital Stereo Sound (self-contained speaker system)
Controller: Double-grip with two directional control buttons
Power: Six AA batteries (AC adapter or rechargeable battery adapter available separately)
2-Player: Playlink cable (connects two Virtual Boys)
Release Date: August 1995
Suggested Price: Less than $200
T*HQ has begun development on several Virtual Boy licensed products here in the U.S. including possible sports and adventure games. Although we couldn’t announce the first two titles at press time, we will let you know about these hot licenses as soon as possible.

Boss Game Studio in Redmond, WA is also working on a Virtual Boy game with help from Gerald Weatherup, the creator of a number of Game Boy titles including Desert Strike, Buster Bros, and RoboCop.

Virtual Pak Watch
Steve Woita and Jason Plumb have recently waded into the depths of 3-D programming at Ocean of America. Waterworld, a game for Virtual Boy and the arcade, which is based on the upcoming Kevin Costner film, will be the first American-designed game for Virtual Boy. Steve revealed that the game will use an over-the-shoulder perspective and concentrate on 3-D action. “It’s intended to be an arcade experience,” said Steve. “It will be easy to learn, but tough to master.” The one-player or two-player game puts players in control of armed trimarans. Missions may include offensive and defensive action as flotillas of jet skiers called “smokers” cause havoc on the high seas. Steve says that they have concentrated on increasing the speed of the graphics to create a virtual rush.

Over the past few months, Steve and Jason have had to learn a whole new way of looking at games, but Steve sees the stereoscopic elements of Virtual Boy as being just the icing on the cake. “What I really like about this system is that we have to concentrate on basic game
design. So many games these days have lots of graphic frosting, but when you cut into the cake, there's nothing there, Jason and I have been concentrating on what's inside." According to Steve, Waterworld will be finished in June or July, which means that it should be released shortly after the launch of Virtual Boy.

**REFLECTIONS**

RTI created the Scanned-Linear Array (the visual component of Virtual Boy) as a means of producing extremely high resolution images on a tiny screen.

Although the SLA screen size measures only one inch, it produces an image that seems to be as large as a 12-inch monitor.

The SLA technology consists of a linear array of light emitting diodes (LEDs), a magnifying lens, and a counterbalanced resonant vibrating scan mirror. At any given instant, the viewer sees a reflection of a vertical line of LEDs corresponding to one column of the full image. As the mirror swings forward and backward (see the diagram), the apparent location of the vertical line sweeps horizontally from one edge of the virtual screen to the other. The CPU controls the LED pattern, which is timed to the oscillations of the mirror. You may see only one column at a time, but you perceive the entire image since the oscillating mirror moves so quickly, reflecting the changing LED image.

Virtual Boy also uses a technique called parallax to create the 3-D aspects of the image. Images are slightly shifted on the two different screens according to whether they should appear closer or farther away from the viewer. For instance, an object in the foreground appears shifted toward the middle on the left and right screens while an object in the distance appears shifted toward the outside on each screen. Objects that appear in the middle ground appear exactly the same on both screens. In the end, your brain interprets the 3-D distance of an image by the amount that is shifted on the right and left screens. If it sounds pretty complicated, it is. The CPU controls the LEDs in the array, switching them on and off at the appropriate instant to create the reflective image.

The most impressive part of this technology as it appears in Virtual Boy is its ability to produce dramatic 3-D effects with smooth animation. Most of the games currently under development make use of this 3-D element in one way or another. The 3-D adds realism, but it also can add to the complexity and interest of a game. Mario Clash, which is a tentative name at this point, uses 3-D imagery to create layers of action while Telerobo uses the 3-D first-person perspective for an in-your-face experience.
The combination of stellar graphics, pin-point play control, and entertaining play makes Prehistorik Man a hit in any player's game library.
THE OLD VS. THE NEW

Avid game players may recall that the first Prehistorik Man game premiered on Game Boy last year. This black and white version is ancient history. The Super NES version rocks the stone age with huge colorful levels and amusing new characters.

New monsters, massive levels and the brilliant colors in the Super NES version of Prehistorik Man blow away its Game Boy predecessor.

PRE-HYSTERAL ANTICS

Sam has character—lots of character. His good time attitude and antics might make you think Sam has a life that goes on after you’ve finished playing the game. Let go of the controller and Sam waves to see if you’re still around—if you’re not, he may doze off on you. Watch this cave-guy carefully. His hilarious antics add flavor to an already entertaining game.

Check out the multitude of prehistoric animation—Sam can drool or shade his eyes while checking out the...um, or, scenery. Be sure to read the Chief’s amusing dialogue at the end of every level.

Sam waves at you if you let up on your controller—there’s a park to explore and a village to feed! Ignore him long enough and he’ll doze off. Video game characters need their rest too!

Even play a level so difficult you’ve wanted to scream? Prehistorik Man has a Super Shout option that clears enemies from the screen. Sammy can also run on all fours like a wild prey animal.

PREHISTORIK TRANSPORTATION

Even though the byways are not as congested, getting around in the Stone Age is much more difficult and dangerous than with our modern methods of mass transit. When he’s not hunting or gathering, Sam tests many prototypes of futuristic transportation. The Prehistorik Scientist is developing several new gadgets to assist Sam in getting from here to there.

HANGGLIDER

Sam takes to the skies on a wing and a prayer! Stretching the hide of the Spotted Lion across a wood frame, the Prehistorik Scientist fabricated the first heavier-than-air flying device. As with all new developments, there are a few minor glitches that require some fine tuning. Sam must dive the glider to gain more altitude. One minor drawback is that Sam sometimes runs out of gas to dive in. Ouch!

OOGA BOINGA

The Prehistorik Scientist calls his invention the Ooga Boinga. Using a high tech device called a "spring", the Ooga Boinga propels Sam skyward at a high rate of speed. Hold down the jump button to bound high above Sam’s enemies. While Sam can squish most opponents with just one hop, precise landings require practice and timing.

SPORTS WHEEL

Make a fast getaway on the Sports Wheel! The wheel allows Sam to travel at speeds never before experienced by mankind. Press left or right on the control pad to travel at normal speed. Use the Y Button or press diagonally up to accelerate at blinding speed. Pressing the jump button on ramps launches the speedy contraption skyward.
Level Two is teeming with hungry bears, vicious lions, and FOOD! Hordes of treats are concealed in secret storage areas. Find these hidden meals by swinging your weapon in the air and at the ground. The map found on these two pages outlines how to find two concealed areas, but a third one remains hidden. Want a hint? Pound the ground just before Sam gets to the Spotted Lion.

Level Two: Ancient Bridges

Prehistorik Scientist

The Prehistorik Scientist requires Sam's assistance. The only way to cross the next level is to be a bird or build a Hang Glider. Unfortunately, Hang Gliders cannot be invented until the scientist obtains the hide of the Spotted Lion. Fortunately, the inventor knows where a lion's den is located.

Bonuses Breakthrough

One of the most fascinating features of Prehistorik Man is the multitude of hidden areas brimming with bonus items. Use Sam's club along the ground on the left side of the second save point. Stars bounce off Sam's club when he finds a weak floor or wall. Keep pounding until the wall caves in! Use this same method to reveal hidden platforms in the sky.

Pound Around

Oogawhama! It's another hidden area full of food! Beat the lion and pound the ground after crossing the upper bridge on the far right. Drop in the hole and explore. Defeat another lion and pick up the temporary invincibility skin! Watch out furry felines—it's payback time!
2 HUBBA HUBBA!!

Oogawamba! It's the Chief's daughter! This level is full of bonuses! In fact, she's here to teach Sammy how to spell B-O-N-U-S. Ungowa! Sammy never knew spelling could be this much fun! Each level has a letter. What do the letters mean? Sammy had better collect them and find out...

The road to the Dino Graveyard is strewn with prehistorik peril. The following overview informs cave dwellers of what to expect:

**LEVEL 3**
**CLOUD CANYON**
Hang out in the skies above Cloud Canyon—just make sure that you collect all fifteen gems before you leave the area.

**LEVEL 4**
**HIGH JUNGLE**
In order to reach the Dark forest, Sam must find three gems and place them in a sacred statue. The Chief is here with helpful hints.

**LEVEL 5**
**DARK FOREST**
Jump from vine to vine as you make your way through the jungle. Watch out for the coconuts thrown by angry monkeys.

**LEVEL 6**
**FOREST VINES**
Ungowa! Sam needs to grab a vine in the rock of time! Avoid birds and rate apes as you sway high above the forest floor.

**LEVEL 7**
**OLD VOLCANO**
Relax... it's an old dormant volcano. There's no danger here, just a few steam vents. Nothing Sam should be worried about, right?

**LEVEL 8**
**BURNING TREE**
You're inside a burning tree! Everybody out! Sam must bound to the top as flames lick at his hairy toes. Jump perfectly or get burned.

**LEVEL 9**
**BURNED TREE**
The Volcano blows up! The whole forest is burning! Sam flies along the treetops. Use spears as platforms to climb above limbless trees.

**LEVEL 10**
**WINDY TREE**
Sam's inside another huge tree. Warm winds help push him higher and higher. Time your jumps and ride the thermals to the top.

**LEVEL 11**
**APEMAN VILLAGE**
Ape men captured the Hunter and tied him to a tree! At least they didn't get the chief's daughter. Sammy must spring to the rescue.

**LEVEL 12**
**APEMAN SUBURBS**
Grab the Ooga Bongas and break through the Ape man Suburbs! This stage is no problem! But wait... what's that prehistorik cop doing?

**LEVEL 13**
**NIGHT FOREST**
Sam needs a light to get down. There are some fireflies high in the tree. Maybe the old platforms will support Sam.

**LEVEL 14**
**DARK TREE**
Time to leave the treetops! Sam must work his way down through a hollow tree, but it's dark! Keep your pet firefly close at your side.

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**SPOTTED LION**

The rare Spotted Mountain Lion living high above the Ancient Bridges possesses a hide of aerodynamic quality. The Prehistorik Scientist requires this skin to complete the Hang Glider. Several regular lions block the path to the Spotted Mountain Lion, but Sam can use stone axes or his club to pummel them out of his way. Save time and hearts by using Sam's Super Shout on the Spotted Mountain Lion.
LEVEL 15: SLIMEVILLE

Many moons ago, the precious Book of Knowledge was stolen by the tribe of Slimeville. The tribe has used the information to build a sprawling treetop city filled with loud, clanking machines. The Book of Knowledge contains all sorts of valuable information, including the directions to the Dino Graveyard. Sam must recover the sacred tome in order to save his tribe. Slimeville citizens pledge loyalty to their city and swear that they will do everything in their power to stop our favorite caveman. Bubbling purple mucus heads and spitting hugs add to the toxic misery. Can anyone flush all the slime out of this city?

Sam can uncover a hidden doorway if he uses his club in the right location. Stand on the platform above the save point and jump while swinging Sam’s club. After several attempts, a new platform and a secret door will appear.

Hungry for some more food? Climb up to the longest Gondola at the top of Slimeville. As the car swings into motion, get ready to make a major leap to a hanging platform suspended high above Slimeville. This jump requires practice, dexterity, and perfect timing. Hold down the Y Button so Sam has additional power to jump farther than normal. If Sam jumps too late, he’ll bump his head on the bottom of the platform and plummet into the depths of the stinky city below.

Hidden throughout the levels are letters that spell “BONUS.” These letters are difficult to obtain, but the reward is worth the effort. When you find all five letters in consecutive levels, Sam will warp to a bonus stage and have the opportunity to collect extra food, points, and lives. The trick to gathering all of the items in the stage is to run right and jump on top of the higher platforms.
GONDOLA RIDE
Take the rickety sky ride across town! These gravity controlled wooden gondolas allow the citizens of Slimeville quick access to all points across the swampy burg. Sam can regain strength and pick up some food if he rides the right tram. Don't slip and fall—it's a long way down to the toxic blue muck!

LEVEL 16 SLIMEVILLE TOWN
Sammy needs to collect all four pages of the Book of Knowledge in this town. Dragonflies and unruly Slimeville citizens make the going tough.

LEVEL 17 SLIMEVILLE
It's time to get out of town fast! Thankfully, the Prehistorik Scientist has the sports wheel ready. Use the B Button to jump the Unicycle!

LEVEL 18 CRYSTAL CAVERNS
The Chief's daughter has wandered off and become lost in the Crystal Caverns. If only Sam could find the one that leads out of here...

LEVEL 19 CRYSTAL CAVERNS
Turbo charged Rhinos! These translucent caverns are filled with hidden passages. Only sam could find the one that leads out of here...

LEVEL 20 CRYSTAL RIVER
Time to go rafting on the river! The blacksmith built seaworthy rafts for the journey downstream. Too bad nobody made a net for the hungry fish!

LEVEL 21 ICEBERGS
It's slippery on these, toppling icebergs! Keep your footing and use the yells to fend off upright penguins. Remember that seawomen can't swim yet!

LEVEL 22 ICE WASTES
The entrance to the Dino Graveyard is at the top of the Ice Wastes, but Sam has a long climb ahead. Save your yells and watch your step.

LEVEL 23 DINO GRAVEYARD
Yippee! Sam made it to the Dino Graveyard! Aside from a few ghosts, this stage is a breeze! Hit the goal and—why is the ground shaking?!
Izzy gains special powers by leaping into a pulsating Morph Star. He can fly to distant ledges by morphing into a javelin, slice up scoundrels by changing into a fencer, and bash baddies and barriers alike by zapping into a batter. Careful, though! In the true spirit of amateur athletes everywhere, morphed Izzy’s desire often exceeds his skills. Izzy will have to practice hard, or his flights of fancy will sputter out at awful times!

**JAVELIN**

This morphed Izzy can swoop and soar to new levels. He can also dive at enemies with a menacing scowl on his face. Grab javelin Power-Ups so Izzy can keep on flying! That Izzy is certainly a straight arrow.

**HANG GLIDE**

Elude enemies, grab valuable medallions and reach higher levels with aeronautical Izzy. He’s hardly an ace pilot, though. Watch those rocky landings, or you could lose a life!

**WHIZZY IZZY**

Asteroids and comets and lava, oh my! You can zoom by stars with rocket Izzy, but your best strategy may be to take it slow. Save fuel by detouring around perilous planets and marauding meteors while you nab medallions. When you need a boost, grab a lightning-ringed Power-Up. This morph will also appear in the strangest places along Izzy’s journey!
ONYX RING

Izy's quest begins at the site of the ancient Olympics, where he'll climb vines and hop from pillar to pillar in search of his first ring. His time in this lush landscape will be no picnic, though. All sorts of green meanies and prickly pursuers are lurking in the grass, just waiting to ambush our hero!

EMERALD RING

Making your way through the maze of caverns and tunnels is especially tricky. Keep careful track of where you have been or you may find yourself going around in circles! No matter the obstacle, though, Izy's cheerful personality always shines through.

AMBER RING

Those diabolical ring guardians never seem to give up! Izy will face some of his nastiest challenges as he climbs rocks that defy gravity on his way to the Reality Vortex. As in all levels, Izy can find Power-Ups, treasures, and nasty surprises, in hidden eggs and vases.

BONUS AREAS

Special challenges along Izy's path allow him to rack up bonus points without risking a life. If Izy finishes a level fast enough, he qualifies for an Elder Challenge. He'll have to master these to find two of the hidden Olympic rings.

WHERE TO LOOK

When Izy transforms into a batter, he should use his Louisville Slugger to take a few whacks at nearby walls and statues.

BUSY IZZY

Izy is always brave, but he is especially fearless in the bonus areas. After all, he has nothing to lose!
COUNSELORS' CORNER

ILLUSION OF GAIA

HOW DO I DEFEAT THE VIPER IN THE SKY GARDEN?

The Sky Garden is a rough area, topped off with a tough, scrappy bird that requires lots of practice. Use Freedan to defeat this foe. Develop a pattern of switching between attacking the Viper and dodging the projectiles he shoots. If you can avoid taking damage, Viper doesn't stand a chance. There are no safe hiding places from the bird. Retire the stone fowl with twenty blows from Freedan's sword.

Freedan needs to strike this blue stone bird at least twenty times. Save your herbs!

How do I defeat Sand Fanger?

This centipede roaming the base of the Great Wall is a challenging opponent. Sinking sand indicates where the insect is about to appear. Stand next to these sink holes and swing Will's weapon as the beast begins to rise out of the ground. If Sand Fanger spits out a small green creature, use Will's defense (press the L or R Button) to block any stones thrown your way. Keep repeating this pattern to send the large centipede crawling off for good.

Thar she blows! Whirlpools in the sand indicate Sand Fanger's location. Stake them out!

The best time to strike Sand Fanger is when small creatures spew from the centipede's maw.

Will needs to hit Fanger forty times to send this beast underground for good.
While a broken sword cannot be repaired, you can prolong the life of a weapon by using a Hardening Potion. This potion increases the number of times a sword can be used before it breaks. It is important to note that most swords cannot exceed a maximum of ninety-nine swings. A few rare weapons have unlimited uses.

**How do I get to Ruins Area Six?**

You can access Ruins Area Six only after you complete the Second Sliding Pole Room. This long, narrow chamber is on the western edge of Ruins Area Five. Walking into sliding poles damages your character, so deactivate the rods by selecting the "USE" command on a series of switches in a room east of the chamber. Once the poles are neutralized, you’ll be free to continue your journey.

**How do I defeat the Ninja in Cave B-1?**

The Ninja lurking in one of the final rooms in Cave B-1 is a nuisance to many game players. You defeat the Ninja with your sword if you raise your levels to fifty, but there is an easier way. Select the Fire Spell and attack the Ninja from a distance. This spell inflicts little damage, but it allows you to attack with room for an easy escape. Exit through a nearby door and push the L and R Buttons to regain life and magic strength. Be sure to rest out of the Ninja’s line of fire. Resume the battle when your life and magic are fully restored.
TRUE LIES

HOW DO I DEFEAT THE TERRORIST IN THE RESTROOM?

The shotgun-toting rogue terrorist in the men’s room in Stage Three is a very tough opponent. First destroy all three bathroom stall doors with the Shotgun. The Shotgun eliminates each door with one or two shells. If the stall doors remain intact, unlimited enemies pour into the room. After demolishing the doors, select the Uzi and drop the terrorist from a distance.

HOW DO I DISABLE THE COMPUTERS?

The computer room in the underground subway is the end of the line for many game players. The trick to finishing this area is to destroy the four computers as quickly as possible. Use the Uzi or the Shotgun to demolish each terminal. While grenades work well, they may bounce back at Harry. Ignore the unlimited enemies in the room—use the diving shoulder roll and dodge.

HOW DO I GET THE 1-UP UNDER THE CHATEAU?

One of the trickiest hidden Omega Symbols is in the first stage of the game. The key to finding this and other secret areas in the Chateau is to look behind all of the furniture.

After placing the modem on the computer, follow the path leading out of the building. Keep an eye out for a guest reading a newspaper next to a bookcase. Stand behind this bookcase and shoot at it several times. If you aim accurately, a small explosion will blast a hole in the back of the cabinet. Walk down a concealed stairway and collect the Omega Symbol in the basement.
The only method for obtaining extra lives in Desert Strike is to find Extra Life crates throughout the game. Extra Life crates look like boxes with crosses on top of them. The best way to find these items is to destroy all of the enemy buildings, especially in the Third Campaign. You can also replay earlier areas and complete easier levels with more lives.

WHERE DO I GET THE BEST COPILOT IN THE GAME?

Lt. Carlos “Jake” Valdez is the best copilot in the game. Unfortunately, Jake is MIA during the First Campaign. Select Lt. Kris Tinmarie as your copilot until Carlos is rescued. While Kris is slower at the winch, she can hit more targets than most copilots. After rescuing the MIAs and completing the First Campaign, write down your password and restart the game. Jake is still listed as MIA, but you can select him after entering the password for the Second or Third Campaign.

Q & A FAST FACTS

NHL STANLEY CUP
Q: Can Best of Seven Mode be played with one player?
A: No. Two players only.
Q: Why am I penalized so much?
A: Avoid excessive checking, scrapper!
Q: Which teams are the best?
A: Most players prefer LA and Montreal.

SUPER BOMBERMAN 2
Q: How do I get Players 3 and 4 to read “MAN” on the player screen?
A: Plug a multi-player accessory into Port 2 on your Super NES.
Q: When playing Gold Bomberman mode, what does the red squiggle on the roulette wheel represent?
A: Sandals that make you walk slow! This is a booby prize. Find some skates!

ELITE SOCCER
Q: Which are the best teams?
A: Italy and Brazil.
Q: Can I control my goalie?
A: No.
Q: How do I perform defensive hits?
A: Press the A Button. The computer determines your move.

WHERE'S JAKE?

Rescue the MIAs in the First Campaign and write down your password.
Two of America's most popular pastimes make tracks together with Life Fitness Entertainment system! Play specially designed Super NES games while riding a special stationary bike!

Game control with your feet? That's the unique promise of the Life Fitness Entertainment system, the product of an unusual collaboration between NOA and Life Fitness, a world leader in exercise equipment. Simply connect a Super NES to a Lifecycle® bike via an Entertainment adapter module and pop in a cartridge. Instead of a boring half hour of staring at the wall, you can race a mountain bike through mountains, snow, fire and ice. Switch courses—and vehicles—to the turbo-powered demons of Speed Racer™. Now you're fending off cuthroat competition as you race up hills and down canyons in the fastest cars on earth! You control the outcome, because the faster you pedal, the faster your car goes.

With two decades of experience in exercise machines, Life Fitness has the knowledge to make the Entertainment system a top-notch workout aid. With both Mountain Bike Rally™ and Speed Racer, you can choose hilly or flat courses, set the level of competition and pick your vehicle. The result is a program carefully calibrated to your fitness needs and game-playing wishes.
The Exertainment module connects the Lifecycle to your Super NES. It contains a special processor that converts your pedaling speed into a digital bit stream and sends it to the game system. Currently, Life Fitness offers two Exertainment models. The 8500X comes with the Lifecycle, the Exertainment module, special controllers and the Program Manager™/Mountain Bike Rally cartridge. It must be used with a Super NES. The 8500 comes with a deluxe Lifecycle that can be used with or without the Super NES, as well as a heart rate management kit and all the extras that accompany the 8500X. Plans are in the works for Exertainment modules that can be added to other Lifecycle models.

Program Manager charts your performance against your long-term goals.

IN THE WORKS

Life Fitness' engineers are developing a recumbent Lifecycle with an Exertainment system, scheduled for shipment this fall. Life Fitness is also developing a turnkey system, including Lifecycle, Exertainment module, Super NES and TV set for health clubs. As we went to press, we got word of plans to develop special Exertainment modules for Life Fitness' Lifestride™ treadmill and Lifestep™ stairstepper as well as an Exertainment adapter for other Lifecycle models.
Life Fitness and its partner, Software Creations, have given Nintendo Power an exclusive first look at the first Pac-Man game with 3-D graphics! Everyone's favorite big mouth has been given arms, legs and an arsenal of goofy weapons for offing greedy ghosts. Freed from the confines of his 2-D world, Mr. P now runs, jogs, surfs and jumps. The faster you pedal the Lifecycle, the faster he goes. It looks like the ghosts have been given new duds, too. Life Fitness is finalizing the name of this game and plans to release it this fall.

**GAME NOTE**
To breathe new life into an all-time classic, Software Creations is using cutting-edge technology, including Silicon Graphics workstations running rendering software from Alias.

**STRATEGY**
You'll have to stick to your exercise regimen if you want Pac-Man to survive. The faster you pedal the Lifecycle, the faster he goes. If you go too fast, though, he'll stop to catch his breath—and then the ghosts might catch him!

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**Speed Racer**

Beginning this fall, everyone's favorite cartoon leadfoot will lay rubber at the Entertainment starting line. Radical Entertainment kept the chopper blades, gripper tires and leaping ability from Accolade's original Super NES version of Speed Racer, but now you determine your vehicle's speed with your legs instead of your thumb. Beware: the sound of "vroom, vroom" and Speed's tires squealing as he skids sideways into a turn could send you into singing endless choruses of "Go Speed Racer, Go!"

**GAME NOTE**
"Pops" Racer has built many technological marvels into the sleek MACH 5, driven by his son Speed. On the way from New York to Tokyo, Speed will have to use all of MACH 5's capabilities as he battles a levy of friendly—and not so friendly—rivals.

**STRATEGY**
The Exertainment version of Speed Racer offers a choice of flat, hilly or variable terrain. Flat is good for warming up, or learning a course of for light workouts. Race-game freaks will want to start out on a hilly course.

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The dashboard displays your RPMs, MPH and time elapsed, plus icons of special features.
Bend your brain while toning up your thighs with a pair of classic puzzles adapted to the Exertainment system and slated for fall 1995 release. Pedaling harder won't change the speed of the falling blocks or Dr. Mario's plummeting pills. Instead, you rack up time credits that can help you out deep into the game, when you've rung up 100,000 points or more. Now that's incentive to keep on bikin'.

GAME NOTE
What more can we say about the biggest hit to come out of Russia since Tchaikovsky's 1812 Overture? Not much, except that its guaranteed long-term playability is ideal for marathon workouts.

STRATEGY
Tetris and Dr. Mario have always been games that demanded coolness with the controller. That can be a problem when your workout is giving you sweaty palms. Try to maintain a steady speed, and keep a dry towel handy.

Now here's a piece of foot-friendly software. What's more appropriate for an exercise bike than a bike race game? Thanks to game designer Radical Entertainment, you can punch-out rival riders and elude track antagonists who will try to pelt you with objects. You'll also find yourself gripping your handlebar as you catch air in Dark Gulanda and screaming as you spin out on the ice of Frostlands. That's O.K.—you're used to getting into your gaming. Has working out ever been this much fun?
## CO-PILOTS

While you may be a pilot of great skill, you're useless without a competent co-pilot. Be sure to examine the personnel roster carefully!

### Mr. 3D

Mr. 3D is just that, third in his class at the academy and your third choice on a roster of two co-pilots. Leave this guy back at the base!

### Mr. Ego

Scott Antonio thinks he's hot, but actually he is merely average at both the winch and the gun. He is the best co-pilot to choose at the beginning of the game.

### FaceMan

Grant Foster is a great gunner, but he has poor winching skills. You can use him as your co-pilot after you rescue him in the second mission.

### Annihilator

Rogerland D. is the only female co-pilot in the game. Her gunning skills are merely adequate, but she is a master with the winch. You'll rescue her during Campaign 4.

### Wild Bill

Once you save Wild Bill in Campaign 6, you'll have the best co-pilot in the business! With his skills at your command, you'll be unstoppable.
A DIFFERENT WAR

A TOUGHER FIGHT

If you’ve played Desert Strike, you’re going to love Jungle Strike, but be ready for a tougher fight. The missions in this game are enough to drive most pilots into the dirt. Because the enemies have improved their weaponry, the army has provided you with a few new toys as well. There’s a rumor that there may even be a Stealth Fighter for you to find!

XL-9 HOVERCRAFT

When you get to the second campaign, you’ll get to use the XL-9 Hovercraft. It’s well equipped, so you shouldn’t have any trouble.

You can’t fly over the bridge, so take the Hovercraft instead.

ASSAULT MOTORCYCLE

Some of the enemies are impervious to air attack, so try using the Attack Cycle instead. Its low flying missiles can finish off anything.

Steering the motorcycle can be tricky, so practice before you take it into battle.

WASHINGTON D.C.

BRIEFING

Two well known drug lords have mobilized their private armies against Washington D.C. and you are the only pilot capable of stopping them. To make matters worse, the President’s motorcade is due back in town at any moment. You must use extreme caution when engaging the enemy. You are fighting on your home turf, so any stray shot will spell disaster.

MONUMENTS

The terrorist army has planted heavily armored recreational vehicles around several of the monuments in town. You must destroy them!

CAR BOMBS

The cowardly terrorists have decided to use car bombs. Hit the cars quickly to prevent the loss of innocent lives.

If the terrorists make it to the embassy, many lives will be lost.

MOBILE CAR BOMBS

Some of the enemies are impervious to air attack, so try using the Attack Cycle instead. Its low flying missiles can finish off anything.

The President is back in town, and the terrorists are planning on assassinating him. Escort him and his motor pool back to the White House, where he will be safe from attack.

Avoid hitting the monuments, or your mission is over!

Use your missiles to destroy the enemy vehicles.

Use missiles to destroy the car bombs quickly.

Hit the terrorists quickly, before they can injure the President.

Don’t shoot while you’re behind the line or you may hit it!
SUB HUNT

BRIEFING
To prevent a future attack on our nation's capital, the President has sent you deep into the jungle of South America to hunt down Ortega's private army. Because this area is well defended by anti-aircraft weapons, you'll need to use the hovercraft to complete this mission. Almost everything in this mission is held by the enemy, so shoot anything that moves.

NAVY SEALS
Northwest of your starting point you will find two Navy Seals. Destroy the enemies that are attacking them, then haul them to safety.

HOVERCRAFT
Land on the pad next to the hovercraft, then take control of the prototype vehicle. Use its powerful missiles to clear Ortega's army.

CRATES
Ortega's men have been smuggling unknown substances into the country using small speedboats. Use the hovercraft to destroy the speedboats, then collect the crates before they sink.

AMMUNITION

ARMOR REPAIR

FUEL

F-15 PILOT
Because of the high level of anti-aircraft fire in this area, an American F-15 was downed. You must save the pilot before he is captured by Ortega's men.

SUBS
Believe it or not, Ortega has gotten his hands on a few attack submarines. Stop them before they can attack any passing freighters.

Using the hovercraft will help you to avoid the anti-aircraft weapons.
**TRAINING GROUNDS**

**BRIEFING**

An American communications expert was captured while spying on the terrorists' training grounds. Now you must fly in and save him, then destroy the training center before the terrorists can mobilize a counter attack.

**CAMPS**

If you wipe out the guard towers, you can safely attack the rest of the encampments.

**LANDING ZONE**

Because the landing zone is behind enemy lines, you need to fly in some troops to protect it from attack.

**RADAR SITES 1**

The key to a safe airborne attack is to clear out the radar stations. The radar trucks are well defended, so be careful.

**COMM. EXPERT**

Rescue the communications expert that was captured, then carry him to the telephone wires. He'll bug the lines and provide you with important info!

**TANK DEPOT**

Destroy the enemy tanks before they can be mobilized. Some of the tanks fire back; be aware!

**RADAR SITES 2**

As you get deeper into the encampment, you’ll discover more radar stations. Destroy them!

**TRAINING HQ.**

If you can succeed in destroying the Training HQ, you can stop the massive build-up of enemy troops.

**AMMUNITION**

**ARMOR REPAIR**

**FUEL**

**REACTOR**

Destroy the Weapons storagehouse and steal back the missing reactor. Do not destroy it, or there will be a radiation leak.

Once you’ve got the reactor, you can head back to the base.
In retaliation for the attack on the terrorist training camp, the terrorist leader Kilbaba has taken several of our troops hostage. It is your mission to rescue our boys from their pit prisons, then neutralize Kilbaba's troops.

**WATCH TOWER**

Take out the watch towers quickly to keep the rest of the enemy troops from discovering your presence. When you execute a night attack, it is best to remain hidden.

If you want to destroy the watch towers, try hitting them when you're below them on the screen.

**GREEN BERET**

In order to hold the landing zone, pick up the Green Beret and drop him at the site. He will protect our soldiers when you drop them off.

Don't shoot the Green Beret or you won't get the needed protection at the landing zone.

**CHOPPERS**

Kilbaba has gotten his hands on several helicopters. Destroy the helicopters quickly, or you'll find yourself grounded.

The helicopters are well armed, so use your missile to destroy them.

**SCIENTISTS**

The terrorists have captured three scientists and are keeping them hostage. Rescue them before they are forced to create new weapons for the terrorists.

**AMMUNITION**

**ARMOR REPAIR**

**FUEL**

**P.O.W.S**

After rescuing the scientists, you'll need to save the rest of the prisoners. Be sure to take out the enemy units before you attempt to rescue the soldiers.

One of the captured soldiers is your missing co-pilot. Be sure not to hit him by mistake.

**WEAPONS PLANT**

Like all proper terrorists, Ortega's men are busily making new weapons. Destroy the weapons plants before they succeed.

It only takes a few shots to destroy the weapons plants.

**COMMANDER**

The best way to learn about your enemy is to ask him. Capture the enemy commander to learn more about Kilbaba and Ortega's plans.

After destroying the Weapon HQ, capture the commander inside.

**NIGHT STRIKE**

**BRIEFING**

The terrorists have captured three scientists and are keeping them hostage. Rescue them before they are forced to create new weapons for the terrorists.
Ortega's army has taken over the town San Puloso and his men are ruling the town. Very few of the citizens are still here, so many of the building are safe for you to attack. Keep a look out for fuel and ammunition in the ruins of the destroyed buildings.

The United Nations offices have been taken over, and the people are being held hostage. Destroy the buildings, then rescue the people inside.

The terrorists are trying to cripple the American economy with counterfeit money, and only you can stop them. After you destroy the building, you'll be surprised by an enemy tank inside.

If you attack the Power Grid, you can cut off the power to all of Ortega's armed forces. Aim your missiles at the base of the towers.

You know that the terrorists have stolen, armored cars. Destroy their hideout to flush them out in the open.

You'll need to hit one of Ortega's weapon plants to locate the needed C4 Explosives. Look through the rubble to find it.

You'll need to use the attack cycle to defeat the armored cars. Inside the cars you'll find the detonators that you need.
GRAND PRIZE
WIN YOUR OWN

POWER PLAYING CIRCLE

Play against your friends via modem!
Win a year's worth of X-Band service and X-Band modems for yourself and four friends
Win a selection of X-Band games!
Score some of the hottest titles around, including Mortal Kombat II and NHL '95

YOU ALL GET THIS
### PLAYER'S POLL

**Answers to the Player's Poll - Volume 13**


**B.** If you called the Power Line, what was the number you called? (Circle one number from 1-5): 1. I did not call the Power Line 2. A number not listed on the call list 3. A number listed on the call list

**C.** Which of the following products, if any, do you use? (Circle one number from 1-3): 1. Power Line 2. Power Line Magazine 3. Power Line Books


**E.** How long have you been a member of the Power Line? (Circle one number from 1-3): 1. Less than a year 2. 1-2 years 3. 2-5 years


**G.** What do you think about the pace of the Power Line? (Circle one number from 1-3): 1. Too fast 2. Just right 3. Too slow


**K.** How long have you been a member of the Power Line? (Circle one number from 1-3): 1. Less than a year 2. 1-2 years 3. 2-5 years


**M.** What do you think about the pace of the Power Line? (Circle one number from 1-3): 1. Too fast 2. Just right 3. Too slow


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**Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest!**

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

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power animal? Well, here's the address:

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

You can just fill out the other side of this card!
SECOND PRIZE

Be an X-Bander!

5 Winners
Win an X-Band modem and a year's worth of basic X-Band Service

THIRD PRIZE

NINTENDO POWER T-SHIRTS

50 Winners

PICK YOUR PARTNER FROM YOUR X-BAND CIRCLE
Nintendo's game counselors are persistently piecing together a perplexing plethora of Picross puzzles. While playing in Time Trial mode, Tom posted a time of 5:06. Can you beat it? See how fast you get the picture! The Power Players that beat Tom's time receive four Power Stamps!

Tom sizzled through the Time Trial Mode of Mario's Picross with a time of 5:06.

Robert Ashby from Dallas, Texas submitted this stellar score of 100% (Perfect) in Star Trek: Starfleet Academy. Robert found Simulation #301 to be “the most arduous.” Can you make the grade? Top graduates receive four free Power Stamps each.

You're going to have to finish with a perfect 100% to meet this challenge. Good job, Robert!!

Yeah, we know football season is over, but try telling the thousands of Madden '95 NFL fans to put down their controllers—you might get sacked for a major loss. Since the season has ended, perhaps it's time to show off your outlandish world records. Send in your results. Top scores and yardage trot off the field with Power Stamps!

Send in a picture of your World Record results. You could be MVP!

Nintendo Power Staff determine the selection of printed scores. Address your entries to: Power Players' Arena P.O. Box 97033 Redmond, WA 98073-9733

Be sure to include your name, address and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than July 20, 1995 to qualify for a Power Stamp prize. The players who best complete a Challenge receive four Power Stamps for use towards the purchase of Power Supplies.
THIS MONTH’S WINNERS FOR:

**Defeated Kefka**
**FINAL FANTASY III**
Using a party of Imps!

- Marn Aimene, Concord, CA
- Ray Banda, Waco, TX
- Brandon Bayne, Pleasant Hill, CA
- Allison Brandt, Boulder, CO
- Thomas Bratvold, Staten Island, NY
- Jeremy Burtovich, Rockford, IL
- Teleena Cloudley, Greensboro, NC
- Ryan Cunningham, Richmond, WA
- Paul Darrell, Yonkers, NJ
- David Griffith, Salisbury, NC
- Sara Haid, North Aurora, IL
- Paul Hendrickson, Dayton, UT
- Adam Hines, Homer, AL
- Brandon Jackson, Fort Worth, TX
- Chris Keenan, Park Ridge, NJ
- Arc-Andre Lacoomb, Repton, NY
- Steven Lee, Temple City, CA
- Ben Lipsey, Holmen, WI
- Remit Lim, New Port Richey, FL
- Ivan Lopez, Richmond, CA
- Frank Macizo, Beverly, MA
- John Pagnaro, Northampton, WI
- Jon Phol, Palm Harbor, FL
- Evan Pollino, Tonga City, TX
- Tim Ruhlin, Wauwatosa, WI
- Jason Schum, Lewiston, NY
- David Swepson, Portage, MI
- Reid Smith, Saint Charles, MO
- Darr Studemund, Jackson, OH
- Bobby Tsa, Palatine, IL
- Chris Wagner, Pickerington, OH
- Henry Wong, San Francisco, CA
- John Wright, Allentown, PA

**TETRIS & DR. MARIO**
BEST HIGH SCORE
IN MIXED MATCH:
Frederic Busque, PQ, 352,309

BEST HIGH SCORE
IN TETRIS TYPE A:
Wilfrido Maldiran, CA, 251,117

Garden Grove, CA

**PANTS ON FIRE!**

**POWER CHALLENGE**

- Why doesn’t the NES cartridge fit in this control deck? Use a game enhancement device results in instant disqualification. The Arena is for players who want to show off their true talents. Find another use for the game enhancement device—many players use them as beverage coasters.

**EVEN MORE POWER CHALLENGES**

**BASSIN’S BLACK BASS WITH HANK PARKER**
Biggest Fish Caught

- Keith J. Sauer, Reading, PA. Great picture!

When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, quit cheating and try again without it.

Keith J. Sauer, Reading, PA. Great picture!
BASS MASTERS

Company .......... Malibu
Release Date ...... June 1995
Memory Size ..... 12 Megabits

The world's driest bass are yours for the catching with Malibu's Bass Masters.

The big one lurks in the shadows at the bottom of the lake, circling through the water weeds and pointedly ignoring your spinner. Bass Masters takes you down into the aquatic world of this prized sport fish so that you can study its ways and learn to lure it to the hook. Unlike most fishing video games, Bass Masters' lure-cam perspective takes you down where the drama is. From the fish-eye view, it's easy to control the lure's action and tease the fish as it moves in for the hit. The tournament action takes place in five lakes with each tournament lasting over three days. Anglers stock up on equipment before and during the tournament at the Bait Shop. Before heading out for the best bass, you must choose one of six anglers as your fishing alter ego. Each angler has various skills that may be valuable to you, but many of these old pros also have weaknesses. Once you're on the lake, you can tootle around, searching for a likely bass site with your fishfinder. When you spot a hunkin in the weeds, shut down the Evinrude, choose an appropriate lure, cast it for glory, and keep your fingers crossed.

- A unique fishing perspective that emphasizes fish behavior
- Useful bait shop option. Fun, down home music. Lots of lures and useful advice on how to use them
- Working the lure isn't as intuitive as in some fishing games

DIRT TRAX FX

Company .......... Electro Brain
Release Date ...... June 1995
Memory Size ...... 4 Megabits

Electro Brain's dirt bike extravaganza hits the mud at last with the FX2 chip boosting the graphics and play.

The FX2 brings powerful RISC processing to this racing game from Electro Brain—a company that continues to produce innovative titles. This two-wheeler was programmed by Sculptured Software, which combined 3-D polygon tracks like those in Stunt Race FX with traditional sprite characters of the bikes and riders. The resulting mix works well in most cases, even when the screen splits into upper and lower views in the two-player mode. The game offers many modes, including a tournament covering five basic courses, two-player tournaments, eight-player alternating "Party" mode, or one-player races for 50cc, 125cc and 250cc bikes. If you're good enough, you'll earn the right to ride powerful 500cc cycles and enter 15 new courses including an all-ice track and Tut's Tomb. You also get to choose from between eight riders who add their own special skills to the fray. The action may become frantic, but if you stick with it and learn the courses, you'll get a lot of satisfaction from Dirt Trax FX. Check out this month's review for a few short cuts.
EarthBound is a sci-fi RPG for the '90s.

EarthBound comes packaged complete with Ident-a-Smell scratch-and-sniff cards and a Nintendo Power Player's Guide to help you through the toughest standoffs. What you also get in EarthBound is forty or more hours of inventive RPG action with a party of up to four young teens who must save the world from an alien who has taken over much of the planet. Giygas, the alien, infects the minds of people and animals, whom you must then fight and tame. The story takes you from your home town of Onett to other towns and cities, a desert, a swamp, a lost world where dinosaurs still roam, and even inside your own mind. Along the way you'll meet a cult of fanatics, a friendly sea serpent, lots of monkeys, a race of shy folk and a tribe of nosy people. You'll also have to fight your way through many areas armed with baseball bats, frying pans and an assortment of ray guns. If you really put your mind to it, you can use telekinetic PSI powers. RPG gamers will be familiar with the Dragon Warrior battle mechanics, but EarthBound shines brightest in its inventive story, which was written by Shigesato Itoi, one of Japan's most popular writers. The graphics also add a lot to the game, as you'll see in our ten page explorative review.

- A great story, fun graphics, good sound effects
- Frequent, sometimes tedious battles. Poorly designed inventory system limits how many items you can carry.
- Good graphics. Simple play, but lots of it, for younger gamers.
- Select extras and continues.
- Very slow action and limited play control.

EarthBound is a sci-fi RPG for the '90s.

Each side-scrolling stage pits either Fred or Barney against typical platform foes while they collect objects for points. Don't expect much in the way of story—Fred must make his way home after a hard day at the quarry or Barney must find Bam-Bam. Long stages wind up with a battle against a big boss. Between action stages, you'll get a chance to win bonus points in simple puzzle games like Bam-Bam's Cracks 'N' Crosses, which is really Tic-Tac-Toe. If you want a challenge, you probably won't want this game. But if you want a decent little action romp that won't strain your brain or thumb, you might take a look.

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- Frequent, sometimes tedious battles. Poorly designed inventory system limits how many items you can carry.
- Good graphics. Simple play, but lots of it, for younger gamers.
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Jungle Strike

Take the fight to the terrorists' home base in this classic combat game from Malibu.

EA's aerial helicopter combat game comes to Game Boy in this licensed version from Malibu. Unlike Desert Strike, which was reviewed earlier this year in Power, Jungle Strike doesn't make use of Super Game Boy enhancements. But when it comes to game play, Jungle Strike is a clear winner over the earlier game. The plot begins with a terrorist incursion in Washington, D.C. Your job as the army's top gun Apache pilot is to track the terrorists and blow them away. You'll be armed with Hydra and Hellfire missiles plus guns. Play controls can be set for Momentum or No Momentum. As in Desert Strike, you must also choose a co-pilot. The skills of each of these helpers will affect your mission, since the earlier guys are clowns and the later co-pilots are gunslinging, crane-cracking gods. In all, you'll have five campaigns plus separate objectives in each for a total of 34 missions. In two of the campaigns you can even find special vehicles—a motorcycle and hovercraft—to use while dodging enemy bullets. This month's Power review will take you into the fire zone.

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- Frequent, sometimes tedious battles. Poorly designed inventory system limits how many items you can carry.
- Good graphics. Simple play, but lots of it, for younger gamers.
- Select extras and continues.
- Very slow action and limited play control.
Frantic action takes over the video screen when Mighty Max tries to save the world.

Mighty Max and his friends find themselves trapped in a mad world created by the evil Skullmaster who has hidden pieces of a horrific weapon in five worlds. Max, Felix and Bea must conquer side-scrolling stages including Volcano, Space Station, Inca and Water areas. In each area you can collect an assortment of power items while avoiding and stunning enemies. Foes never disappear, however, so you have to move on before they come back to their senses. You'll also find mechanisms—machines like See-Saws and Balloons—that will help you through an area. You'll need all the help you can get because the action never stops. Max's jumping ability is pretty amazing, but it isn't easy to control and you'll jump into trouble as often as you'll escape from it. When you team Max with a friend in the two-player mode, you'll find yourself in a horizontally split screen. The action takes on an even greater frenzied feel with only half the screen view, which isn't necessarily an improvement.

Packy and Marlon teach the important facts about living with diabetes.

Two fun-loving elephants teach proper precautions and dietary practices for people with diabetes in Raya Systems' latest game from the Health Hero series. The gameplay involves traditional platform action for one or two players. Packy and Marlon are both elephants with Dumbo-like ears that help them glide through the air. The predicament for these pachyderms is that rampaging rodents have stolen all the medical supplies at Camp Wa-kee and scattered them throughout the region. The elephants must collect the lost supplies and eat enough of the proper foods to keep their BG (Blood Glucose) at the right levels. Helpful creatures quiz you at infrequent points along the way, making sure that you've learned the important warning signs of diabetes, and how to respond to them. You must check your BG levels often to keep yourself healthy enough to continue the adventure. The game includes options for text in English, French, or Spanish.

NFL Quarterback Club 2 goes back to the NFL for a Game Boy pigskin brawl, but where are the quarterbacks?

Football for the little screen doesn't need a lot of bells and whistles if it has playability. NFL Quarterback Club 2 definitely has the game, but it doesn't have the quarterback skills competition like its big brother for the Super NES. This is a stripped-down football game that concentrates on quick and easy play. The Xs and Os option reduces the game to a strategic battle in which the players are clearly denoted with moving Xs and Os instead of little sprites of characters. Even in the regular Player mode, your options are limited to choosing the length of quarters and one of two skill levels. There are no seasons or special modes of play, just one player challenging the computer. On the other hand, you've got 28 NFL teams to choose from and each team is ranked in four skill categories—passing, running, tackling and coverage. The two new expansion teams were not included. Like most video football games, it's easier to pass for yardage than run for it in NFL QB Club 2. Unfortunately, you can't see your receivers to control them on deep patterns since they run off the screen. Short passes are a breeze. The Xs and Os option may use simple graphics, but it's also easier to play and is highly recommended as an interesting variation.
Prehistorik Man is no fossil, but he must fight through hop and hop levels filled with dangers and challenges from the dawn of time.

One morning in prehistory, Sam the caveman arrives home to find his tribe's food stores ransacked by greedy dinosaurs. On the advice of the village elder, Sam heads off to the dinosaur graveyard on a quest to save the village. He'll receive help along the way from the blacksmith, the hunter, the inventor and even the elder's daughter. The help he receives can come in many forms. For example when Sam presents the inventor with a rare lion skin, the inventor builds Sam a hanglider to soar through the stage, collecting diamonds and fast food. Prehistorik Man features far more variety than most platform games. Sam uses many different weapons, tools and modes of movement. He also has a tremendous shout that will wipe out all the enemies on the screen. The main task varies for each of the 23 stages and often Sam's abilities are enhanced to help him through special terrain areas. There are even shops where you can buy information or save your progress. Prehistorik Man combines many of the best features of platform games like hidden passages and lots of jumping techniques with fun characters and a variety of missions. Don't miss this month's review.

- Good graphics, play control, lots of variety. Great fun, especially in certain stages where you have special abilities.
- The challenge isn't very high and 23 levels of platform gaming can become tedious. Limited save feature requires that you leave the Game Pak in the Super NES.

China is the prize. You are the contender, along with another great warlord. Only one of you will leave this historical battle-field alive.

Koei's popular war-strategy series of games gets a facelift with Rise of the Phoenix, which concentrates on military tactics more than economic models. The result provides a faster, more intuitive game experience than many previous Koei historical RPGs. The setting for this epic battle is third-century China. The emperor, Shi Huangdi, has passed on, leaving two mighty opponents to piece together the shattered empire. Each of the four scenarios begins at a pivotal event in the struggle, tipping the balance of power toward one of the two generals. The game turn is divided into a Move Phase and Plan Phase. Planning may involve training troops, increasing productivity, engaging in diplomacy and other activities. One of the many innovations in Rise is the importance of supply lines, which must be maintained in order to insure that all of your cities receive supplies. If you like strategy games with an historical edge, don't miss this month's Epic Center review.

- Very challenging. A new interface that breaks from the traditions of the Romance and Nobunaga series.
- Still quite complex. Novice players may have difficulty.


Commander Sisko is beset by Bajoran terrorists and a crew of Cardasians on the station. Since Bajorans and Cardasians mix about as well as oil and water, you can bet trouble is stirring. All the major characters from the Fox TV show are on board: Dax, Quark, Major Kira, O'Brien, Garak and Odo. Through intrigue, battles and plot twists, Sisko and his crew must get to the bottom of the many mysteries that crop up. Playmates has done an excellent job of blending action and adventure elements. Players spend much of the time rushing around the station and other areas looking for clues, but dangerous characters, traps and puzzles are never far away. Although the game play is linear—one response triggers the next clue and so on—the game feels as if a story is unfolding. As for action, you'll have to master interior side-scrolling stages as well as shooting stages with starships. The scenes take you from Deep Space Nine through the wormhole into the Gamma Quadrant. Later, you'll visit Bajor and even travel back in time to the Borg attack at Wolf 359. During some missions, you'll take over the role of other DS9 officers such as Odo or Major Kira, but most of the time you'll control Sisko. This month's Power review includes extensive maps for navigating the game.
One man crashes on a desolate planet where an army of machine beings has decimated the civilization. Fortunately, that one lost spacer happens to have a Turrican battle suit—the equivalent of an armored division. Ocean's sci-fi action game combines excellent graphics, music and action for one of the better blaster romps since Super Metroid. Armed with a wide assortment of blasts and a Bionic arm reminiscent of Bionic Commando, you'll run, shoot, jump, climb and swing your way through four stages. Some stages feature vehicles and Mode 7 perspectives to add to the variety of the action. You'll have to blast characters at the end of each level. You have unlimited continues within each stage, but there is a time limit that keeps ticking down, which puts a slight sense of urgency to your moves. Action fans will eat up the constant fire fight, but they may want more challenge. Don't miss the action in this month's Power review.

Super R.B.I. Baseball brings the long tradition of Atari baseball games to the Super NES for the first time. The baseball action utilizes traditional perspectives for offense and defense. At the plate, you'll see the pitcher facing you and the infielders in separate windows to the left or right. If you lay some wood on the ball, the view switches to an overhead view for the defensive player. The long list of options include Single Game, Best of Seven series, League Schedule, and All-Teams, in which you play everyone in the AL and NL. Players have another long list of special modes, such as Team Creation, Home Run Derby, Game Breakers, Stadium Tour, View Teams, and Practice Defense. The Team Creation option is cool, since the MLBPA license and all the major league players are included in the game. It's even more interesting since Super R.B.I. also includes championship teams dating back to 1989 and All-Star squads. As for strategies, you can change your defensive positions in the field, but you can't shift your infield position. One of the more impressive elements of the game is the physics of ball movement, including bounces and ball speed. The physics of player movement isn't as impressive, and the AI will often make poor decisions on both offense and defense. Overall play doesn't compare to the experience of Ken Griffey Jr. Presents Major League Baseball or MLBP Baseball. We'll take a closer look at Super R.B.I. Baseball in an upcoming Sports Scene.

The Turrican sci-fi action series returns, looking more like a winner game than ever.

More terrorists, more trouble, more Arnold. It all adds up to more True Lies, this time for Game Boy.

Harry Tasker begins his mission to rid the world of a gang of ruthless nuclear kidnappers by hooking up a modem in a Swiss chalet. In a nutshell, that's how True Lies for Game Boy plays out. In each of the six areas of the game, Harry must explore an area and perform some task to foil the sinister plots of Aziz. This version of True Lies remains true to the Super NES game, but the enemies and area maps may vary. The overhead perspective limits your field of view so that nearby enemies remain invisible until you're almost on top of them. In other words, you have to be on your toes at all times. Harry finds extra weapons, ammo and medical kits scattered about, but you must make his supplies last as you search through the rooms of the chateau or the docks for Aziz's men.

Good game design. Faithful to Star Trek DS Nine license. Engaging play control and hit detection could be better. Not much replay value once you've finished it. Confusing background graphics in some areas.

Excellent graphics and variety of stages and action throughout the game. Good sound control. Cool Bionic arm and lots of weapons. Some Mode 7 areas. Good music and sound effects.

The game is far too short. You can fire only to the left and right, not up or at angles. Not enough places where the Bionic Arm is necessary. Another four, eight or twelve levels would have been great.

Lots of options. MLBPA license. Good sound.

Simple character graphics. Slow base running speed. Difficult hitting control.

Good play control and game design.

No Super Game Boy enhanced features. Lots of people, including innocent bystanders, get shot, resulting in a Teen rating.
The DemonLord has gathered the greatest weapon masters from the barbarian lands for the ultimate duel to the death.

Namco's WeaponLord plunges you into a barbarian world of flashing swords and pagan temples. Created as a tournament fighter with the emphasis on two-player action, the game also serves up a challenging Story Mode that takes you through the seven other fighters, including the DemonLord at the end. The characters include a mix of standard barbarian types like Korr and Zorn, some Wagnerian amazons like Divada, Talazia and Jon-Tai, who have magical moves, and beaustrial guys like Bane and Zarak. It's a good mix, with some very cool looking special moves and settings, from the deserts to the icy mountains. Namco, and the development team at Visual Concepts, loaded this fight-fest with extras—extra moves, extra modes, and extra codes. Some special passwords will be given to players who successfully challenge the field and defeat the DemonLord. In the vs. Mode, up to eight players can enter a tournament set for single win advancement or matches with the winner of three, five or seven matches moving on to the next round. Action in the tournament arena moves swiftly. If you do nothing but attack, you'll leave yourself open to vicious strikes, thrusts, kicks and other blood-spilling dangers. The key is mixing block moves with aggressive special attacks. This is a game in which you can spend hours learning techniques and still get your ego handed back to you on a platter along with your head.

**HEAD TO HEAD**

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**ICON KEY**

- 1PLAYER MODE
- MULTPLAYER ALTERNATING
- MULTPLAYER SMALL
- PASS / WIPRO
- BATTERY BACK-UP
- GAME LINK
- SUPER GAME BOY
- SUPER FX
- SUPER MOUSE
- SUPER SCOPE

**Editors**

If you like the same types of games as one of our Power editors, then check for his or her seal of approval above:

- Scott....Sports, Simulations, Adventures
- Leslie....RPGs, Puzzles, Adventures
- Jeff......Action, Sports, Fighting
- Jon......Fighting, Simulations, RPGs
- Dan......Action, Adventures, Puzzles
- Terry....RPGs, Simulations, Sports

**IDSAR Ratings:**

These Independent Digital Software Ratings reflect approximate ages for players. The categories include EC—Early Childhood, K—Kids to Adults, T—Teen (13+), M—Mature (17+), A—Adult (18+), NR—Not rating. To contact the IDSAR regarding the rating system, call 1-800-771-3772.

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The wraps are off on the ultimate high-end video game system—the Nintendo Ultra 64. You are looking at the first published photos of this 64-bit beauty. Talk about sleek. This baby is a Porsche, from the subtle curves to the four controller ports. As you can see, the Game Paks connect through the slot on top of the unit as in the Super NES and the charcoal finish looks as sophisticated as the Silicon Graphics, Inc. technology hidden inside. It's the perfect balance of power and beauty which, incidentally, is what the Nintendo Ultra 64 will deliver more than any other game system.
The chipset is completed and the console is finished. All that remains to be done is to create a launch library of software, and that's in the works right now. The release date for the NU 64 in North America has been set for April 1996. Programmers will use the few extra months of development time to create even more of the wonders of the NU 64 hardware and incorporate them into their games. Like a wise man once said, he who waits patiently reaps the harvest of the most awesome, mind-blowing video game hardware on the planet.

Tom Jermoluk, president and CEO of Silicon Graphics Inc.: “From the start, Silicon Graphics has had a vision of what we could do if we dedicated the technology and our experience creating computer graphics solely to the purpose of making video games. With the graphics and audio generated by the final chipset, I'd say that even we're amazed. Now this breakthrough 3D graphics technology needs to be translated into video games which take full advantage of the power of the Silicon Graphics® /MIPS® chip.”

Tim Stamper, managing director of Rare Ltd. and designer of Donkey Kong Country: “Once the world’s video game developers spend time exploring this incredible Nintendo Ultra 64 chipset, you’ll see gaming jump far beyond anything that currently exists on any platform.”
Judge Dredd performs the duties of judge, jury, and, if you're in a mean mood, executioner. Based on the comic book series and this summer's action movie starring Sly Stallone, Judge Dredd combines cyberpunk elements with a hail storm of lead. Acclaim went to Probe for the development on this action game. A great choice, as it turns out. Probe also created the highly acclaimed (pardon the pun) Alien³. In Judge Dredd, you play the role of the heavy armed man of justice, wading into criminal zones with only your wits and the will to turn lawless thugs into whimpering, crawling repentant sheep. You'll communicate via com link with Justice Central to keep track of your mission objectives. In each of 12 stages, you'll have a primary and secondary objective to complete. But the hottest part of Dredd is the play. Expect smooth play control and lots of blasting in large, well lit levels.

The graphics and sound won't let you down, either. This is a class act from a development team that continues to prove that 16-bit games can hold their own in any court.
Another comic book hero will make his debut on the Super NES later this year when Phantom 2040 hits the streets. Viacom takes a dramatic step forward in quality with this title. The Phantom, like Batman, uses great toys to accomplish his work, which is to keep America safe from super fiends. The Phantom’s arsenal includes lots of shooters, a cool spinning jump, and a grappling line similar to Samus’ grappling beam in Super Metroid. In fact, Phantom 2040 has a similar feel to Super Metroid. The play is semi-linear so you can move about within the 16 game areas and between areas. Another similarity between Super Metroid and Phantom 2040 is that you can switch weapons by selecting them from a sub-screen. The cinema sequences also look terrific, but you can choose a summary option that skips through most of the story if you want to speed things up. This will be one to check out when it is released this August.

Believe it or not, NBA Jam Tournament Edition for Game Boy looks and plays great. It’s got speed, moves, and special codes. The final version, just received, includes the same three player lineups and six combinations as in the Super NES version. Play control is also sharp, but you have to use the Start button for Turbo, which can make for a stretch. This version also has a four-player alternating option.
RARE NEWS

Nintendo and Rare, the developers of Donkey Kong Country and Killer Instinct, have decided to strengthen their already close bonds with Nintendo purchasing 25% of the British company. This marks the first time that Nintendo has invested in a game developer outside of Japan and it reflects the extraordinary quality of Rare's developmental talents. The multi-million dollar capital investment will be used by Rare to expand its state-of-the-art development studios in Twycross, England. Rare plans to grow from its current size of 80 programmers and artists to 250 over the next two years. For gamers, this is like the opening of a new pipeline of the most advanced games for the Super NES, Nintendo Ultra 64, Game Boy and Virtual Boy. Expect a flood.

XBAND PRICE BREAKS

The people at Catapult, the makers of the XBAND game modem for the Super NES, have set a new price structure for the XBAND service as well as the modem itself. The good news is that the prices have dropped dramatically. The XBAND modem is now set to be released with a suggested price of $29.95. Monthly service will be available in two packages. For $9.95 you can get unlimited monthly connection time and game play credits or, for a mere $4.95 per month plus a one-time installation charge of $2.75, you get 50 game play credits. On the $4.95 plan, you'll also be able to purchase extra credits for 15 cents.

PRIMAL RAGE

If you're into snapping jaws and prehistoric gladiators, Primal Rage is the game for you: The Game Boy and Super NES versions of this paleo-puncher should be out early this fall. Time Warner let us sink our teeth into the Game Boy version first, but we'll be checking out the Super NES game very soon. What we found in the handheld Primal Rage was a game filled with biting and tail thrashing. The dinos don't have quite the flexibility of their human counterparts in Mortal Kombat, but MK's winners don't get to eat the losers, proving that in some cases you can have your cake and eat it too.

HEAD ON SOCCER

One can almost imagine the moment of inspiration for U.S. Gold's Head On Soccer. Someone was looking through the library of 17 Super NES soccer games when it came to them in a flash. "Gee, if I only had a soccer game with lots of yelling and really terrible goalkeepers THEN I'd be happy." The problem is that this soccer game has nothing going for it except a four-player option, which you can get already with FIFA International Soccer—one of the rare quality soccer games that features a minimum of crowd noise and competent goalkeeping. If you're desperate to boot a new ball or add to your growing collection, wait for Konami's International Superstar Soccer 2 due out this fall and likely to be the best (and possibly the last) soccer game for the Super NES.

NHL HOCKEY '95

Another classic sports title from EA Sports is coming to Game Boy thanks to THQ. This time around it's a Super Game Boy version of NHL Hockey '95. Although this is just a one-player game, it shares most of the options with its big brother for the Super NES including playoffs, regular season, and a shoot-out mode. The real NHL team logos are present, but the players aren't. Still, the fake players have been ranked in 15 categories, mak-
ing it possible to shift your lineup strategically. The graphics are particularly sharp, but the animation seems slow, particularly at first. After playing for several periods, we found that the speed of the game didn't detract from the experience. In fact, the slower speed made it easier to keep track of your active player, so the final balance between good graphics and animation speed turned out to be okay.

**MORE GAME NEWS**

Tecmo has revealed that it will combine the three original *Ninja Gaiden* games into a single Super NES Game Pak for release this year. We applaud the gesture since *Ninja Gaiden* is one of the all-time classic action games featuring awesome play control, great challenge and lots of variety. The three games are said to be enhanced for the Super NES, but they remain essentially identical to the original NES titles in their layouts.

Bandai plans to keep pumping out the *Mighty Morphin Power Rangers* games throughout the year. *Mighty Morphin Power Rangers—The Movie for Super NES* and Game Boy will be followed by *Mighty Morphin Power Rangers—The Fighting Edition* this fall.

Activision recently signed an agreement with Shiny Entertainment for the joint development of a new action game engine. Shiny, known for its innovative graphic techniques and creative game designs in *Aladdin* and *Earthworm Jim*, will create an engine for 3-D action suited for the next generation game platforms including the Nintendo Ultra 64.

*Cutthroat Island* is the latest movie-based game to be announced from Acclaim. The development team worked alongside the production crew on locations as the swashbuckler was filmed. The action game should be released this fall with a treasure hunt promotion that will send contest winners on a real treasure hunt in the Florida Keys. Also from Acclaim, *Judge Dredd* for Game Boy just showed up, and it does a fine job of reproducing the action play of the Super NES game.
Donkey Kong Land has finally arrived for the Super Game Boy and it looks great! Be sure to catch the first in-depth feature on the first Game Boy game to use the ACM rendering technique. If you miss it, you’ll miss out on one of the best games to ever hit the Game Boy!

Epic Center goes to Japan next month! Discover the titles that have made Role Playing Games the hottest rage in Japan. This is one special feature that RPG fans won’t want to miss!
BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain the following exciting reviews:


Volume 62 (July '94): Super Street Fighter II: Vibration of Fire, Donkey Kong Country, The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V: Turmoil (Game Boy), Space Invaders, Jupiter's Sports

Volume 63 (Aug. '94): Siman Race: Lord of the Rings, Vol. 3, King of the Mountains, 2, The Death and Return of Superman, American Tail, Fedex, Gull West, Street, Blastman, 2, Donkey Kong, Beauty and the Beast, the Beast (NES), Cool Spot (Game Boy), Ikey & Sandy in Miniature Golf, Madlovic, Robo Cop, Jr. vs. The Terminator (Game Boy)


Volume 67 (Dec. '94): Donkey Kong Country, Sparkster: Earthworm Jim II, Zero the Kamikaze Squirrel, Super, Return of the Juggernaut, Ten Star, Wario's Woods (NES), Samurai Showdown (Game Boy), Wario Blast (Game Boy), Casino Fandak (Game Boy)

Volume 68 (Jan. '95): The Lion King, RoboCop, The Adventures of Batman & Robin Patrol! The Mayan Adventure: Street Racer, Star Trek, Star Fleet Academy, Animations, NBA Jam (Game Boy), Daily Duck, The Mesozoic Mound, Madden '95 (Game Boy)

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King: Part 2, Sports: Xtreme Wolverine, sequel DSV, Desert Strike, Return to the Gulf (Game Boy), Super Punch-Out!!, Donkey Kong Country Preview


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Volume 73

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