E3 SHOW STOPPERS

IN-DEPTH

Judge Dredd
Nosferatu
Jungle Strike

EPIC CENTER

- CHRONO TRIGGER
- JAPAN'S RPGs

ACM On Game Boy?

DONKEY KONG LAND

When Pigs Fly!
THE MUSIC DIDN’T DRIVE HIM INTO A FRENZY.
IT WAS THE GUY WHO SNAKED HIS NEW ISSUE OF NINTENDO POWER.

If your name isn’t on the cover of this mag then how did you get this issue into your grubby game-gripping palms anyway?  A: Begged it.  B: Snaked it.  C: Got scammed at the newstand for $ 3.95.  # If you’re guilty of any of these charges, there’s something you should know.  Until you get your own subscription, you’re never gonna beat somebody who gets their own monthly issue of Nintendo Power.  # Be serious for a minute.  How do you expect to compete against someone who gets hundreds of hot game tips every month—tips that buy them extra lives, help them skip levels and beat the crud out of non-subscribing losers time after time—you can’t.  The only way to stay in the game and stay up-to-date with Ultra 64 and Virtual Boy is to sign-up now for $18* and get a fresh, crispy, tip-packed issue of Nintendo Power in your mailbox every month.  # So forget begging and mooching old worn out issues of Nintendo Power off your friends.  There’s only one thing that feels better than getting your own copy of Nintendo Power every month.

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*Canadian residents pay $25 Canadian funds
The first Game Boy game to use the ACM Rendering Technique!

Donkey Kong

The Kong is back, and this time he’s heating up the Game Boy. This huge 14-page feature covers everything you need to know to master this monkey’s mayhem.

E³ REPORT
So you missed the big E³ show in Los Angeles! Don’t worry, the NP staff didn’t! Catch our inside look at all of the hottest new games!

RPGs IN JAPAN
Final Fantasy III may have been the biggest RPG of all time in the U.S., but it is just one of many spectacular role-playing games in Japan. This month’s article features some of the other big games that rocked the market in Japan!
UNDER THE SKIN OF ACM

The ACM Rendering Technique has brought you hits like Donkey Kong Country and Donkey Kong Land. Now get a behind-the-scenes look at these incredible video game construction tools!

FULL COVERAGE
Donkey Kong Land
Judge Dredd
Nosferatu
Jungle Strike
Animaniacs

TAKE 2 REVIEWS
Power Instinct
SWAT KATS
Power Rangers: The Movie
World Heroes 2 Jet

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Epic News
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RPGs in Japan
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SPECIAL FEATURES
E' Report
ACM
The Sports Scene

EVERY ISSUE
Player's Pulse
Power Charts
Classified Information
Counselors' Corner
Player's Roll Contest
Arena
Now Playing
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Next Issue
I think that the Super NES will continue to be productive long after the Ultra 64 makes its debut. Just look at how long the original Nintendo held out after the introduction of the cursed Sega Genesis. I'd estimate anywhere between 1 1/2 to 3 years of unchanged sales before the Ultra 64 really makes an impact.

**CHRISS MACK**
Island Lake, IL

The first year or so the NES was still very popular until everyone got a Super NES or got a chance to play one. I still think Super NES will be popular but in a few years I think it will end up like the NES, pitched away and only played now and then.

**GIBB PRITCHARD**
Dover, OH

The NU 64 sounds pretty neat! You ask what is going to happen to my SNES, well it's staying right where it is. I'm worried what is going to happen to your magazine. Right when SNES came out I didn't affort it and when it took over Nintendo Power it got boring hearing about all those new games and getting NO information on the regular NES. But as long as you keep putting in lots of info about the Super NES I'll be pleased.

**BRET MATULIS**
Walkesville, MD

Super NES, dead?? NOT!!! There is plenty of spunkiness left in the good-old Super. Noooooo sireeee! I'll be playin' it loud into the 21st century! When the day comes that I don't play it anymore I'll have it frozen along with my cryonics capsule along with my favorite games and be sent into space. Hopefully one day Data from Star Trek: The Next Generation might find me drifting in space and unfreeze me along with my 16-bit companion and my stash of favorite games. Assuming Dr. Crusher can fix me and that the Replicator can make me a TV set, I'll be playin' it loud in the 26th century!

**JUSTIN FERGUSON**
Indianapolis, IN

Do not destroy the SNES until the Princess joins a gardening club, Samus goes to a nursing home and Mario and Luigi's idea of a little action is playing croquet. LONG LIVE SUPER NINTENDO!!

**KELLAN CUMMINGS**
Farmington Hills, MI

In Volume 7, we asked what you thought would happen to the Super NES once the Ultra 64 comes out. Check out the special report on p. 3 in this issue and you'll see that a lot of great games are coming out for the Super NES—including Killer Instinct next month! Here's a sample of what our readers thought.
I just read what Cranky wrote in Nintendo Power (Volume 71), and that geezer doesn't know what he's talking about. I think Donkey Kong Country is far out! The graphics are great and you made the game so enjoyable. I think you should put me in the next game if you make a sequel. I have some good moves to bash those Kremings. I bet the next thing Cranky would say is the new layout of the magazine is too much, it could make him have a heart attack, but I think it's totally awesome!!!

FUNKY KONG VULTURE CULTURE, D.K.C.

It looks like every gorilla has an opinion on D.K.C.—and that's no monkeyshines! But we're still waiting to hear from Candy Kong. Hello out there, Candy! Drop us a line!

POWER LINE!
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Preorder help for Breath of Fire: Donkey Kong Country, Super Mario All-Stars, Super Mario World, Super Metroid, and Super Famicom! (SNES). The Legend of Zelda, A Link to the Past, and more all coming in '95. For more information call 1-206-885-7529 and you'll hear from the NESTA power line.

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

WHERE ARE YOU TAKING YOUR GAME BOY for summer vacation? To the top of a mountain? To the bottom of the Grand Canyon? Send us your wildest vacation photos!

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Call our Game Counselor for help between 9 a.m. and midnight Pacific time.

U.S.
Canada

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## Super NES Top 20

<table>
<thead>
<tr>
<th>This Month</th>
<th>Game Name</th>
<th>Last Month</th>
<th>Months on the Chart</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Donkey Kong Country</td>
<td>1</td>
<td>9</td>
</tr>
<tr>
<td>2</td>
<td>The Legend of Zelda: A Link to the Past</td>
<td>3</td>
<td>42</td>
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<tr>
<td>3</td>
<td>Final Fantasy III</td>
<td>2</td>
<td>7</td>
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<tr>
<td>4</td>
<td>Super Metroid</td>
<td>4</td>
<td>15</td>
</tr>
<tr>
<td>5</td>
<td>Earthworm Jim</td>
<td>6</td>
<td>9</td>
</tr>
<tr>
<td>6</td>
<td>NBA Jam Tournament Edition</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>7</td>
<td>Illusion of Gaia</td>
<td>17</td>
<td>8</td>
</tr>
<tr>
<td>8</td>
<td>Ken Griffey Jr. Presents MLB</td>
<td>20</td>
<td>15</td>
</tr>
<tr>
<td>9</td>
<td>Kirby’s Dream Course</td>
<td>9</td>
<td>3</td>
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<tr>
<td>10</td>
<td>Killer Instinct</td>
<td>NEW</td>
<td>1</td>
</tr>
<tr>
<td>11</td>
<td>Mega Man X2</td>
<td>7</td>
<td>5</td>
</tr>
<tr>
<td>12</td>
<td>Secret of Mana</td>
<td>8</td>
<td>18</td>
</tr>
<tr>
<td>13</td>
<td>Final Fantasy II</td>
<td>12</td>
<td>38</td>
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<tr>
<td>14</td>
<td>Secret of Evermore</td>
<td>NEW</td>
<td>1</td>
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<tr>
<td>15</td>
<td>NHL ‘95</td>
<td>NOT RANKED</td>
<td>5</td>
</tr>
<tr>
<td>16</td>
<td>Bassin’s Black Bass With Hank Parker</td>
<td>NEW</td>
<td>1</td>
</tr>
<tr>
<td>17</td>
<td>SimCity</td>
<td>15</td>
<td>21</td>
</tr>
<tr>
<td>18</td>
<td>Super Mario Kart</td>
<td>13</td>
<td>30</td>
</tr>
<tr>
<td>19</td>
<td>NFL Quarterback Club</td>
<td>NEW</td>
<td>1</td>
</tr>
<tr>
<td>20</td>
<td>The Lion King</td>
<td>NOT RANKED</td>
<td>7</td>
</tr>
</tbody>
</table>
### GAME BOY TOP 10

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>This Month</th>
<th>Last Month</th>
<th>Total Months</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Legend of Zelda</td>
<td>1</td>
<td>27</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Donkey Kong Land</td>
<td>2</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Metroid II: Return of Samus</td>
<td>3</td>
<td>43</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Kirby's Dream Land 2</td>
<td>8</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Super Mario Land 2: Golden Coins</td>
<td>5</td>
<td>33</td>
<td></td>
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<tr>
<td>6</td>
<td>Wario Land</td>
<td>6</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Donkey Kong</td>
<td>7</td>
<td>14</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Tetris</td>
<td>4</td>
<td>34</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Mortal Kombat III</td>
<td>9</td>
<td>7</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Wario Blast</td>
<td>NOT RANKED</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

### TOP 10 MOVIE-BASED GAMES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>System</th>
<th>Release Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Lion King</td>
<td>Game Boy</td>
<td>Apr. '95</td>
</tr>
<tr>
<td>2</td>
<td>Jurassic Park 2</td>
<td>Game Boy</td>
<td>Dec. '94</td>
</tr>
<tr>
<td>3</td>
<td>The Lion King</td>
<td>Super NES</td>
<td>Oct. '94</td>
</tr>
<tr>
<td>4</td>
<td>Addams Family Values</td>
<td>Super NES</td>
<td>Feb. '95</td>
</tr>
<tr>
<td>5</td>
<td>True Lies</td>
<td>Super NES</td>
<td>Feb. '95</td>
</tr>
<tr>
<td>6</td>
<td>Judge Dredd</td>
<td>Super NES</td>
<td>Jun. '95</td>
</tr>
<tr>
<td>7</td>
<td>Star Trek Generations</td>
<td>Game Boy</td>
<td>Nov. '94</td>
</tr>
<tr>
<td>8</td>
<td>Jurassic Park</td>
<td>Super NES</td>
<td>Nov. '93</td>
</tr>
<tr>
<td>9</td>
<td>Disney's Aladdin</td>
<td>Super NES</td>
<td>Nov. '93</td>
</tr>
<tr>
<td>10</td>
<td>Alien</td>
<td>Super NES</td>
<td>Aug. '94</td>
</tr>
</tbody>
</table>

### MOST WANTED

Sheeva and Nightwolf have brawled to the top of Nintendo Power reader's wish list, but Glacius and Fulgore are hot on their heels. Do you want to be heard? Be sure to send in the Player's Poll card in this issue!

1. Mortal Kombat 3 (Super NES and Nu 64)
2. Killer Instinct (Nu 64)
3. Nintendo Ultra 64
4. Doom (Nu 64)
5. Virtual Boy
6. Donkey Kong Country 2 (Super NES)
7. Cruis'n USA (Nu 64)
8. Donkey Kong Country (Super NES)
9. Final Fantasy III (Super NES)
10. Super Game Boy

### HALL OF FAME

Summer is a great time to look back at the first entries in three classic RPG series.

<table>
<thead>
<tr>
<th>Game</th>
<th>Months on the Charts</th>
<th>Honors</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Legend of Zelda</td>
<td>76</td>
<td>The ground-breaking epic that established a genre.</td>
</tr>
<tr>
<td>Final Fantasy</td>
<td>52</td>
<td>The magic and mystery leading to the final battle with Chaos entranced a whole new legion of game players.</td>
</tr>
<tr>
<td>Dragon Warrior</td>
<td>20</td>
<td>The first of four Dragon Warrior smash-hits for the NES.</td>
</tr>
</tbody>
</table>
Cranky Kong's Tough Challenge

Video game pioneer Cranky Kong is unimpressed by Donkey and Diddy's victory over King K. Rool in Donkey Kong Country. "Back in my day, we had great games on an extremely limited color palette... you guys had it easy!" Donkey and Diddy retort that they could beat K. Rool on an 8-bit system. "You're on!" laughs Cranky. Now you can recover the banana haul in Donkey Kong Land, a Game Boy adventure that uses Advanced Computer Modeling, the same format used in Donkey Kong Country.

Jump, bump, and go ape as you explore this battery backed action game!

Go Bananas In New Stages!

Cranks' challenge wouldn't be much fun if Donkey Kong Land's levels were just like the Super NES version, so he asked King K. Rool to help create some new material. There are thirty new innovative stages and four challenging main guardians. Most of the stages conceal a secret area or two. The save screen tracks three files of progress and the total play time. How much time will it take you to complete the game? Go for a new record!

Gangplank Galleon

Blast the minions and raise the jet Donkey and Diddy are setting sail in new, uncharted waters! Climb the mast and keep a lookout for stuff on the poop deck!
DONKEY KONG LAND

WILD RIDES

Donkey and Diddy's old friends Rambi and Expresso are back! These trusty steeds are the best way to get around in the wild kingdom. Wooden crates containing the animals are scattered throughout all four of the worlds, including a few secret areas. Rambi's thick hide is perfect for breaking up the landscape. Expresso's limited flying skills bring sky high bonus items back down to earth.

Expresso

Looks like Donkey Kong received a priority delivery. Bust open this crate and break up the Kremlings! Animal crates are better than a barrel of monkeys!

Rambi

Rambi's back and he's on the attack! Bulldoze your way through walls and Kritters with this powerful ally. Mount up and move 'em out!

2. Kremlantis

Affraid of falling from high places? Don't worry, Diddy! The Swirlwinds in Kremlantis are up those nasty Zingers and Kritters. It's a tough test, Aunty Earl! A twist!

3. Chimpanzee Clouds

Donkey Kong loves Big Ape City! Cranky used a barrel in a plumber in the construction site here. Use your street smarts and find all the clues!
WORLD 1
GANGPLANK GALLEON AHoy!

King K. Rool’s ship has dropped anchor near Donkey Kong’s treehouse. Journey through the jungle and mountain highlands on your way to the gruesome galleon. The following pages examine the treacherous terrain in fine detail.

LEVEL 1: JUNGLE TAUNT

CLIMB INTO THE CANOPY
Hidden high in the jungle treetops are tons of bananas—you need to figure out how to collect them! Spring off the Kremling’s head and grab a handful of palm fronds. Look— a heart made out of bananas! Did Candy Kong leave this for you?

LEVEL 2: FREEZING FUN

RUN FOR THE 1-UP BALLOON
This extra life balloon always eludes your grasp—but there’s a way to grab it. From the start of the level, hold down the B button and run to the right. Jump up at the edge of the ledge. Now you can do those funny helium voices Funky Kong taught you!

LEVEL 3: SIMIAN SWING

KREMLING BOUNCER
This big lug of a Kremling just stays in one place and jumps up and down. Why is he here? Jump on his head and reach for the treetops! Diddy’s lightweight body makes him ideal for high bounces.

INTO THE CANOPY
Hidden high in the jungle treetops are tons of bananas— you need to figure out how to collect them! Spring off the Kremling’s head and grab a handful of palm fronds. Look—a heart made out of bananas! Did Candy Kong leave this for you?
**Donkey Kong Land**

**Rambi Ride**
Donkey Kong might be king of the jungle, but Rambi the rhino is king of the road! Break Rambi out of the crate and run down the foolish Kremlings. Don’t forget to ram walls and search for secret areas.

**Retread Rebound**
Just a few more yards and you’ll be clear of Freezing Fun! Unfortunately, you have a tough jump ahead. Bounce off the tire and hit the flying Hogwash. Rebound off the airborne pig, and you’re outta there!

**Hop, Skip and...**
...a major jump! Two well-timed, quick bounces can clear this wide section of treacherous frozen wasteland. Jump from the ledge and onto the backs of each flying Hogwash pig. After you land, turn around, walk left down the steps and grab the letter ‘O’.

**Tree Top Level**
Uncovering this rising rope will lead you into a secret area, but you can snack some bananas on the way to the top! Just before Kong leaves the top of the screen, jump up to the right. Roll and load up on the bananas, then catch the end of the rope again to enter the secret area.

---

**Item Index**

- Secret Area
- Golden Letters
- Continue Medal
- Rambi
- Coin
- I-Up Balloon
LEARN 4: DECK TREK

GRAB THE BOMB!
The bomb at the top of Deck Trek is the crown jewel of the level—don't forget to pick it up! You need the explosive to break up the rocks obstructing a path to new levels. If you don't have the bomb, you'll need to revisit this maze of masts all over again!

BONUS BOUNCE
Two shiny Kong Tokens and bunches of bananas rest on top of this tall windmill. The trick is getting up to them. Jump on the head of the Kremling and bounce left. If you timed your leap properly, you'll have an easy landing. You can also drop in from above!

LEVEL 5: ROPE RAVINE

BARREL TOSS
Three barrels blast you up into the air in Rope Ravine. At the height of each toss, tap right on your controller so the ape rolls toward the next barrel. Keep repeating this process until you can grab the rope.

LEVEL 6: TIRE TRAIL

BIG BARREL BREAK
The beginning of Deck Trek is tough, but there's an easy way around it. From the starting point, jump left into a barrel near the bottom of the screen. Now you're on the fast track! You can even pick up an extra life!

DARING DROP-OFF
Drop down below the starting point to find a cliff ledge on the left. What's on the other side? Do you want to be TOLD every secret? What would Cranky Kong think? Get a running start and jump to find out!

A SHORTCUT!
Don't become a Tire Trail retread. Take a shortcut through the mountain pass! Duck the diving zinger and jump into the barrel below. Pick up the letter "N" as you blast through the cavern!
ZINGER SWARM
Looking for a challenge? You can collect two Kong Tokens if you're willing to brave a swarm of vicious Zingers. Scurry up and down the rope as it carries you to the right. The Zingers like to hover, and they don’t fly very far. If you watch closely, you might see a pattern!

ITEM INDEX
- **SECRET AREA**
- **RAMBI**
- **COIN**
- **1-UP BALLOON**
- **GOLDEN LETTERS**
- **CONTINUE MEDAL**

TWO GOALS IN ONE!
Skip past the first goal and pick up more bananas on your way to the second goal. You can’t increase your game completion percentage by going through both goal portals, but you can increase this total by finding a secret barrel.

ZINGERS
Buzzing Zingers are the last and most dangerous obstacles on the Tire Trail. Bounce off a tire and time your jump with the bee’s diving pattern. Another solution might be high in the treetops!

SEE SHARP OR BEE FAAT
Buzzing Zingers are the last and most dangerous obstacles on the Tire Trail. Bounce off a tire and time your jump with the bee’s diving pattern. Another solution might be high in the treetops!
**LEVEL 1: RIGGIN’ RUMBLE**

**HEAD START**

Save yourself time and trouble—jump on a hogwash on the double! Get on top of the first pillar in the level by bouncing left off the flying pig. There’s a barrel above your head! Jump in it and spin towards the continue point!

**LEVEL 3: CONGO CARNAGE**

**ZINGER PATTERN**

You can’t zap these buzzing bees, but there is a pattern for passing them. While riding the rope, slide down under the first bee, up above the second bee, and then down below the final insect. You did it!

**LEVEL 4: ARCTIC BARREL ARSENAL**

**EASY WAY OUT**

Brrrr! It’s freezing in Arctic Barrel Arsenal! Take a shortcut to the goal and get warm fast! Walk to the right and jump off the first cliff you encounter. The goal is just below a barrel. It’s time to warm up with some hot cocoa!

**ITEM INDEX**

- **SECRET AREA**
- **GOLDEN LETTERS**
- **COIN**
- **CONTINUE MEDAL**
- **UP BALLOON**
ROUGH ROPE ROUTINE

These frayed ropes are some of the last obstacles on K. Rool's Galleon. Jump on the rope just above the spiraling snake and quickly climb to the top. Stay near the top of each rope and plan each jump as you make your way right. Execute your leaps above each Zinger as it swoops downward. Pace your moves!

DONKEY KONG LAND

SWARM SLALOM

Another Zinger pattern! This one is pretty easy. Jump on the rope and stay in the middle, then climb down and move to the middle again! Don't forget to grab the letter "G"!

BLAST YOUR WAY INTO A SECRET AREA!

The key for finding the secret area is to aim for the lone banana! Jump through the series of barrels to the third (and last) moving barrel in the section. Shoot out of the barrel when it is all the way to the left. Aim carefully!
**WORLD 2 KREMLANTIS**

The ruins of legendary Kremlantis are rising from the sea! This partially submerged complex of ancient temples is teeming with hungry fish and Kremlings. Explore all of the regions and recover lost treasures!

**LEVEL 1: TRICKY TEMPLE**

**LEVEL 2: KREMLANTIS**

**LEVEL 3: REEF RAMPAGE**

**ITEM INDEX**
- 🌐 = SECRET AREA
- 🌐 = GOLDEN LETTERS
- 🌐 = RAMBI
- 🌐 = CONTINUE MEDAL
- 🌐 = 1-UP BALLOON
- 🌐 = COIN

**SPECIAL K**
A sea creature chases you down into the depths when you swim for the letter “K,” but don’t be intimidated—wait at the bottom of the pit until he slowly swims away.

**UNDERSEA BENDS**
These rolling radials might run you over if you get close, but you can swim next to the wall and pick up the Kong Token without taking a hit! Too bad you won’t find lucky breaks like this in the advanced levels of the game.
DOUBLE YOUR DISPLEASURE
Two bouncing Kritters are ready to crush Kong! Seek refuge by jumping down into the left pit. You don’t need to beat these guys. Wait for the Kritters to leave the letter “O” and jump the letter as you leap for the right pit. One more jump right and you’re free!

DONKEY KONG LAND

RADIAL REBOUND
This deep drop-off is the pits. Eliminate the enemy and roll the tire right to the wall. Jump on the tire and spring upward onto higher ground. Remember to look for tires throughout all the levels — you’re going to need them.

DIVE DEEP
These sea creatures swim faster up than down. Swim under them after they drop. While it is possible to paddle over them, your timing must be nearly perfect.

CORAL COVERED PASSAGE
The sea rarely gives up her secrets, but this one is just for you. If you swim down below the letter “N,” you’ll uncover a secret passage leading to coins and banana treasure. This is a great place to ditch Nemo, the sea creature, chasing Kong throughout the reef.

A PAIR OF PORTALS!
The departed denizens of Kremlantis were a paranoid bunch — they built two exits in case the palace sank. You can find the second exit and some extra bananas and Kong tokens if you swim farther to the right.

DEEP WATER DANGER AWAITS

LEVEL 4
Loud pie! It’s the Snake Champion’s Challenge! Jump on a whirlwind and take a courageous ride through the level. This place will make your hair crawl!

LEVEL 5
Yikes! Kong is forced to play a game in Captain’s Pelican Arm. The eels are fly. Hold your breath as you dive and dodge Champ’s toothy bite. Don’t hoender!

LEVEL 6
Nemo’s out to eat one in Neptune’s Channel. Just when you think you’ve ditched this fiend, he’s back on your paddling boots. There might be a way to sneak away.

LEVEL 7
Master your whirlwind riding skills in the Swirlwind Storm. Horde of Zingers converted this breezy temple into a hive. Tell these bees to buzz off for good!
APE

WORLD 3
MONKEY MOUNTAIN

LEVEL 1
LEVEL 2
LEVEL 3

WORLD 4
BIG APE CITY

LEVEL 1
LEVEL 2
LEVEL 3

WORLD 1
WILD STING FLING

WORLD 2
SEABED SHOWDOWN

THE FOUR

Don't flounder under the weight of this stingray! Wait in the middle of the screen for the fish to appear. As the stingray enters the screen, move to the opposite side and pounce on him! Keep repeating the pattern until this smelly fish is sushi.

Dodge the perilous potatoes splattered by the Blue Crab in Seabed Showdown! You can jump or roll to miss this shellfish. The only thing that can hurt him is his own pearl. Is there a way to reflect the action? It's too late. You must shoot back! Now you'll know the legend of the world!

Don't turn the Gilin! Can arrive in a spirit of wisdom with you. Why do his shots bounce off the other shell in their eyes? What would happen if the guys got turned by it? Please this giant crab.
**NTICS & CHIMPANZEE CLOUDS**

**LEVEL 4**
Get ready for explosive action in Fast Barrel Blast. Beware of the banana bunches in Skyscraper Capers—these forbidden fruits are too sweet for greedy barrels. Keep them low and out of harm's way.

**LEVEL 5**
Don't be fooled by the appearance of high-flying enemies. They might be flying, but they're still just barrels! Keep your eyes peeled and your jump button ready.

**LEVEL 6**
Make your way across the harrowing streets of Lava Maze. Watch out for the hot rocks and keep a safe distance from the lava flows.

**LEVEL 7**
You're on the menu! Grapple up and grab the flying barrels. Don't let them catch you off guard.

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**DONKEY KONG LAND**

**LEVEL 4**
Remember to save your game before you start. You never know when you might need it.

**LEVEL 5**
King K. Rool is back on the attack. If you finished Donkey Kong Country, you know that you need to be prepared for his return. Stay ready for anything.

**LEVEL 6**
The Oil Drum Slum is King K. Rool's toxic waste dump. You need to stay on your toes and avoid the traps. Use the oil drums to your advantage.

**LEVEL 7**
King Rool's back on the attack. If you finished Donkey Kong Country, you know that you need to be prepared for his return. Stay ready for anything.

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**BADDIES! WORLD 3**

**MADMOLE HOLES**

This is the stomp on this mean mole's patrol! Give this critter a migraine by jumping on his head when he's least expecting it. This can be a real headache, so be ready.

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**TIPS FOR VICTORY WORLD 4**

**K. ROOL'S KINGDOM**

King Rool's back on the attack. If you finished Donkey Kong Country, you know that you need to be prepared for his return. Stay ready for anything.

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**VOLUME 74**
**LEVEL 1 TOTAL 2**
Uncover this hole by stomping hard on the weak section of ground just to the right of the letter “D.”

**LEVEL 2 TOTAL 1**
This barrel explains where at the bottom of the hill to the right of the letter “K.”

**LEVEL 3 TOTAL 2**
Discover this hidden hole by landing on weak ground after swinging across the three vines in the level.

**LEVEL 4 TOTAL 2**
Enter the barrel just right of the first continue point in Deck Trek. This is where the letter “D” is hidden.

**LEVEL 5 TOTAL 2**
You’ll find this hidden barrel at the end of your rope and directly above the letter “O.” Jump carefully!

**LEVEL 6 TOTAL 2**
Find this barrel directly beneath the hanging vine of the Tree Trail. You need to make a long jump to the left.

**LEVEL 7 TOTAL 2**
Grab the Kritters on the roof of the letter “O.” Jump carefully.

**LEVEL 8 TOTAL 2**
If you carefully drop off the end of Congo Carriage’s first rope, you’ll probably land in this low-lying barrel.

**LEVEL 1 TOTAL 1**
Bounce on a hopping Kremling and jump into the barrel at the end of Tricky Temple to find a hidden barrel!

**LEVEL 4 TOTAL 1**
Use a TNT barrel to the right of the letter “K” to blast a basket of snakes on a tree. Once the basket is removed, spring off the radial. You can try pumping on the snakes, but you might get bitten!

**LEVEL 7 TOTAL 1**
Bounce off the spinning top of the overhang to the right of the letter “K” in Stomped Storm. You won’t see a barrel or platform, but keep hopping around the bananas at the top of the screen.
Did you find ALL the secrets in each level? An exclamation point (!) appears on the map if you found everything.
newcomers and their limited and mostly unfinished games, the Super NES with its strong lineup of

the edges of the concert given by Seal at the Nintendo bash, we sniffed out rumors and hints. This was The Show. We were there for the big story. What would it be? Nintendo Ultra 64? Saturn? Playstation? Virtual Boy? The answer may surprise everyone.

games from Nintendo and third party licenses looked like a giant killer.

Score these for the Super NES: Killer Instinct, Donkey Kong Country 2, Mortal Kombat 3, Doom, Earthworm Jim 2, Chrono Trigger, Secret of Evermore, Castlevania Dracula X, Tecmo Super Bowl 3—The

The big story at E wasn’t what anyone expected. Far from conquering the video game world, the next generation games from Sony and Sega didn’t even measure up to the quality of Nintendo’s Super NES duo of Killer Instinct and Donkey Kong Country 2: Diddy’s Kong Quest. Against the expensive 32-bit
Donkey Kong Country 2: Diddy's Kong Quest

If you want your awesome graphics in a platform game, Donkey Kong Country 2: Diddy's KongQuest sets a new standard. As good as DKC was last year, DKC 2 beats it. Diddy's new companion, Dixie, adds a new dimension to the game play because the two characters can use each other for special moves. One of the marvels of DKC 2 is the lifelike hair, which has been rendered using a new Alias Power Animator™ feature that manipulates thousands of computer-generated particles (or, in this case, hairs) at the same time. It's the first program ever to create natural looking hair animation for computer generated characters. But that is just one of the stunning effects Rare has used in this game, and the play surpasses that of the original DKC. To be considered second to DKI would be an honor for virtually any video game in existence except Donkey Kong Country 2: Diddy's Kong Quest, which is its equal.

A One-Two Punch
Killer Instinct

Killer Instinct for the Super NES brings an amazingly sophisticated arcade game to the home platform and delivers a knockout. Most of the characters and moves have been retained in the Super NES KI. That is to be expected. But what blew minds at E3 was the quality of the graphics. If you thought Donkey Kong Country was awesome last year, you'll see that Rare learned a thing or two since then. For dramatic action, total challenge and beautifully rendered, ACM graphics, nothing beats Killer Instinct.

Williams Entertainment showed off its own one-two punch for the Super NES. In any other year, Mortal Kombat 3 and Doom would be on the top of the heap. Even with KI and DKC 2 in the running, the two Williams titles should be huge. The Super NES MK3 rivals the arcade game for quality and, at least at E3, stood toe-to-toe with the PlayStation game, although neither game was finished. With all the characters and moves, plus the awesome Kombat Kode feature and Animalities, the Super NES MK3 will rock.

When you hear Doom knocking on your door, you'd better let it in. Doom for the Super NES makes use of the FX' RISC chip to recreate one of the biggest phenomena in computer gaming history. The next chapter begins on Doom Day, September 1st, when the exclusive Super NES version goes on sale. The version we saw at E3 moved with the same smooth speed made famous in the PC game, and it was just as lethal to aliens. The best news may be that Doom will have a two-player option for playing remotely on the XBAND modem. As PC Doom players already know, Doom is a game you don't want to play alone.
Super Bowl 3—The Final Edition lives up to its heritage. Dramatically improved graphics and all the options normally associated with a Tecmo Bowl game should put this multi-player, gridiron goodie at the top of the pile.

Earthworm Jim 2 didn’t have the best parts in, according to Dave Perry, of Shiny Entertainment, but it still looks to be another wacked out, worm-hugging adventure with innovative stages and graphic effects.

Konami’s exclusive Castlevania Dracula X for the Super NES will take players back to Transylvania for whip-snapping action with the Belmonts. Upgraded graphics effects including truly humongoid bosses. Run & Gun, Konami’s arcade hoopster, features big characters, great speed and solid control. The game that has been beating out NBA Jam in the arcades may do the same thing on the Super NES.

Square Soft’s fall lineup of Chrono Trigger and Secret of Evermore is the biggest Epic news of all time...so far. Enix only adds to the difficulty for RPG buyers by offering up The 7th Saga 2.

Disney fans may end up huge winners this year with Disney Interactive’s Pocahontas and Gargoyles. Even though Disney Interactive is brand-spanking new, the animation is understandably mesmerizing in these games. A third title, Toy Story, may also come out this year, featuring beautifully rendered animation from Pixar and the voice of Tom Hanks. Two more titles will ship to Europe this fall but won’t make it to America until 1996. Pinocchio and Maxa Mallard both look incredible.

Acclaim’s lineup should be as strong as ever once it is completed with titles such as Batman Forever, Cutthroat Island, Revolution X, Frank Thomas “Big Hurt” Baseball and Judge Dredd. The only finished game, Dredd, is a great play, but all of the others share its potential. We expect Batman Forever to be a block buster.

Zoop is one of those irritingly infective puzzle games that seize control of your brain and refuse to let go. This mental wolverine will attack both the Super NES and Super Game Boy, thanks to Viacom. Viacom also showed Phantom 2040, which is a blast to play, and Conco, based on the Michael Crichton movie, which was too early in development to criticize. Activision’s Battletech takes you out of the cockpit of the mech and into a behind-the-mech perspective that really improves play over Mech Warrior. Although only the Genesis version showed at E3, the design of games for both 16-bit systems will be the same with the better graphics appearing on the Super NES.

T-HQ is making the most of its associations with Electronic Arts and Lucasarts Entertainment. Upcoming titles like Urban Strike for Super NES and Return of the Jedi for Super Game Boy show marked improvement in quality. But The Mask, based on the movie hit and comic hero, may be T-HQ’s biggest title of the year. Delays in development haven’t effected the quality of this platform game, which features some very cool moves.

JVC’s Big Sky Trooper may be one of the more unusual adventures ever to appear for the Super NES. Lucasarts pumped this sci-fi game full of humor, puzzles and easy action elements. The game play in Mutant Chronicles from Playmates couldn’t be further from Big Sky Trooper. This game takes its inspiration from the Contra series of bullet-fests. Tecmo’s Ninja Gaiden Trilogy combines the three NES Ninja Gaiden games in a single Super NES Pak, but don’t expect anything new. Trilogy duplicates the three games faithfully, right down to the Controller layout. Time Warner plans to bring Primal Rage to both Super NES and Game Boy players while Bandai continues to push Mighty Morphin Power Rangers with two new games—one based on the movie and one taking the form of a tour-
nament fighter. Virgin Interactive will bring out *Spot Goes To Hollywood* and *Converse Hard Court Hoops* for the Super NES and

Nintendo announced that Virtual Boy would go on sale August 14th at the suggested retail price of $179.95 including a pack-in game. Just which game will be packed into the system isn't known yet, but it will be *Teleroboxer*, *Galactic Pinball* or *Red Alarm*, a 3-D polygon shooter along the lines of *Star Fox*. A golf game made by T&E Software and *Mario's Tennis* were not as finished as the first three but should follow the introduction within a month or two.

Mr. Yokoi, from Nintendo Company Ltd., the man who designed Virtual Boy, held a Virtual Classroom for 30 students from the Orville Wright Middle School in Westchester, California, during the show. Along with Allen Becker, of Reflection Technology Inc., and Jim Merrick, of NOA, Mr. Yokoi answered questions after the science students previewed the 3-D immersive system.

On the licensee front for Virtual Boy, there weren't many games being shown. Hudson Soft demonstrated two titles, *Panic Bomberman VB* and *Vertical Force*. *Panic* is a puzzle game along the lines of *Bomblits*, while *Vertical Force* adds 3-D depth to a vertically scrolling shooter. *Kemco's Virtual League Baseball* was shown in its Japanese form. Unfortunately, the demo didn't allow players to get a hit and most people walked away thinking they'd just experienced the ultimate strikeout pitcher.

The biggest news for Game Boy players is *Donkey Kong Land*, the first ACM game for Game Boy and Super Game Boy. Rare performed the same magic on DKL as they did last year on Donkey Kong Country, only this time they had to reduce the palette of millions of colors down to four instead of 256. Equally impressive is the Game Boy version of *Killer Instinct*. As one reporter said, "I wouldn't have believed it if I hadn't seen it."

### Classic Game Boy

The Arcade Classic series of dual Pak Game Boy games includes *Asteroids/Missile Command*, *Defender/Joust*, *Centipede/Millipede*, and *Galaga/Galaxian*. All of these Paks reproduce the old arcade games in amazing detail, right down to the cabinet borders on the Super Game Boy enhanced mode.

Several other Game Boy titles could also fall into the classic category including *Street Fighter II* from Nintendo and the EA Sports series being brought to us by T·HQ. The T·HQ lineup of Game Boy
Mindscape officially joined the Dream Team at E3 with the announcement of Monster Dunk for the Nintendo Ultra 64. The in-house development team at Mindscape has been gearing up with more Silicon Graphics Inc. workstations for this project. The concept of the game is basketball with monsters—a sort of haunted NBA Jam. Although no characters have been finalized at this point, Mindscape hopes the game will be multiplayer.

Boy titles includes PGA Tour '96, Michael Jordan, Chaos In The Windy City, Shaq Fu, Super Return of the Jedi, NBA Live '95, Madden '96, FIFA Soccer '96, and NHL Hockey '96

Anyone who plans to buy a Saturn or Playstation should have been at Acclaim's motion capture demonstration at E3. Acclaim set up its motion capture software to demonstrate how quickly it could translate animation data for each of the four top-end video game platforms, including Saturn, PCs, Playstation, and the Nintendo Ultra 64. Side-by-side, the same animated baseball player threw balls, leaped, rolled and performed on the four screens. Although this was not intended to be a contest, the difference between the NU 64 image and the others was like day and night. The NU 64 emulation was so smooth and lifelike that it looked like an actor instead of a computer generated character. The others systems just couldn't keep up. In order of blockiness, the worst was the Saturn, followed by the PC and Playstation. Even more amazing is the fact that the emulation of the NU 64 isn't as good as the real thing.

DP On E3:
"I really liked the show. If there was one thing I would change, though, it would be to hold it later in the year—around July or August if possible. May is so early that we couldn't show the best or funnest
parts of Earthworm Jim 2, and you always hate to show games too early because people might get the wrong impression."

DP on Saturn:
"This (early launch) is hilarious. It reminds me of 3DO's launch. Actually, the people at 3DO were showing me the new stuff (M2) and I wanted to tell them to start all over. Maybe if Trip grew a beard and started a new company they could sell it, but not the way it is now."

DP Discourses on Worms:
"We didn't even get to show the best parts of Earthworm Jim 2 at the show, but you'll be absolutely amazed. We have some 3-D effects that will look even better than Donkey Kong Country. Last time (on the first Earthworm Jim) we basically did the same game for both the Super NES and Genesis. This time, I told the Super NES guy to go for it. We've been finding ways to keep effects on the Super NES that no one has ever seen before. Now the Super NES Jim is really shining. And what about future worm games? "We created Jim to be a license and we've done that. The TV show is on the way, and it looks terrific. Gamers will instantly see the humor and laugh, guaranteed. But we'd like to go on with something new, something that will surprise a lot of people."

learn what the real limits are. We asked Dave (by way of a little shameless self-promotion) if he thought Super NES games matched up to the new 32-bit games. "Absolutely. They can look even better. In one stage of Jim 2, he rides his pocket rocket through a fantastic 3-D stage. The effects are better than on PlayStation."

DP Conquers Time, Space and Dimensions:
"One of the projects we are working on now that will help with (upcoming games) is a new motion capture facility. This is a total 3-D system that measures 500 points in space for creating animations with 120 frames per second. It will be a field of view the size of a movie theater."

DP Gazes Into The Future:
"We'll be working with Interplay beginning in 1997. In the meantime, we have the Activision engine to finish. We also have another game to create for Playmates. Another Earthworm Jim? That's up to Playmates. I definitely want to do another 16-bit game, though."
A hot war has broken out amid the cold steel of Heavenly Haven. "Question authority" is the motto of a loser named Zed and the band of squatters he commands, and Judge Dredd has been called in to provide the answers. Dredd's primary objective will be to find and destroy all ammo supplies.

**ARREST IS BEST**

Sometimes it's best for Dredd to be judge and jury but not executioner. He gets extra credits for arresting, but not sentencing, perpetrators. What's more, arrested perps will often drop valuable Power-Ups.
JUSTICE IN THE NEXT MILLENNIUM

Acclaim delivers twelve stages of two-fisted excitement with this Aliens-like action game based on the hit summer movie. In 2139 A.D., Judge Dredd is the highest-ranking member of an elite force charged with controlling the thugs, rioters and escaped prisoners who threaten to overrun America. This relentless enforcer moves into nonstop action as he battles unseen forces that seek to destroy him and enslave earth!

Accuracy helps Judge Dredd avoid hurting himself while blowing up the ammunition supplies crammed in to the tight corners of Heavenly Haven. A keen eye will also help him conserve his own valuable ammo and give him more credits at the end of a round.

ZED’S DEAD, BABY

The boss of the block war has one hot temper, tossing flames and repelling Judge Dredd with his powerful shield. Dredd can turn the Zed by taking cover behind barrels of toxic waste and blasting away.

AIM FOR MORE CREDITS

An extensive arsenal helps Judge Dredd administer justice to any wrongdoer who comes his way. He always has a limitless supply of General Purpose Shells, which help him sentence lawbreakers.

The Great Atomic War of 2070 has turned most of America into a desert wasteland called Cursed Earth. Bloodthirsty prisoners have broken out of confinement. The Council of Judges orders Judge Dredd to close all security doors and arrest or sentence all the rioters.

A deadly electric door blocks the way to valuable Power-Ups. Judge Dredd will have to decommission the hidden computer that controls it. Then, the hideous Raptor will try to get Judge Dredd to trade a life for a life!

Judge Dredd's primary objective is to close all security doors. To do this, he will have to go to 15 computer terminals scattered throughout the Penal Colony and engage the locking procedure.

**A BUG IN THE SYSTEM**

**TERMINAL MAN**

**RIOT RINGLEADER**
**DISK LOCATED**

The Aspen Penal Colony is riddled with hidden passageways that give Judge Dredd access to valuable Power-Ups. Hidden in a crawlspace in Part Three is a Password Disk that will allow you to return to this stage.

**CREEP AND LEAP**

Judge Dredd will have to get on his hands and knees to snag two valuable Power-Ups in Part Two. Don't be fooled by the skinny guy in the long coat guarding this key position. He looks geeky, but wields a mean rifle. It's best to subdue him with a Ricochet Missile before arresting him.

**PART THREE**
Framed!
Judge Dredd has been framed for murder! Fortunately, retiring Judge Fargo commutes Dredd's death sentence to life without parole. On the way to Aspen Penal Colony, Dredd's shuttle is shot down over Cursed Earth. He must fight the vicious Angel Clan while searching for Judge Fargo.

Finding the Book of Law
With his last breath, Judge Fargo reveals that the secret to proving Judge Dredd's innocence can be found in the Book of Law. Judge Dredd must fight on through the radiation-blasted ruins of Cursed Earth to find the volume that could prove his innocence.

Back to Mega-City One
The Book of Law reveals that Judge Dredd has a genetic twin, Judge Rico, who actually committed the murder! Sinister confederates helped Rico escape the death penalty. Now Judge Dredd must return to Mega-City One to track down this shadowy group among the 400 million people who live there.

To the Council Chamber
Armed with the Book of Law, Judge Dredd must convince the Council of Judges that he is an innocent man. The Council Chamber is heavily protected, though, by a phalanx of automated gun cars and Judge Hunters in black uniforms. Judge Dredd will also have to find the security cards that open the series of doors leading to the chamber.
Poison Plates

Until now, you’ve stepped on end or opened every pressure plate in sight and gotten only good things out of it. What will you get this time? Well, it could be freedom or poison darts to the head! Step on the right plate to open the exit door. The jump on the left plate could be no sweat, huh? Wrong! If you stand right next to a plate, you’ll activate it when you jump. Stand one brick away (you can see the outlines in the floor) before you leap.

Hidden Door

Your first impulse will probably be to climb down the long shaft, but it turns out to be a dead end. Slide under the block to the right instead. You won’t be able to stop yourself from flying off into space, but there’s a safety device you can’t see at first. There’s a collapsing platform that will break your fall just enough to keep you from coming to a very messy end. This door leads you to the lower entrance to the next area of Stage 2.

More Plates

By now you’re thinking to yourself, “What could be worse than poison darts to the head?” An arrow, that’s what! The plate just below the entrance is booby trapped, so skip over it. The plates on the lower left open a wall, while the plate on the right is linked to another trap. It activates a wall of spikes that will make the climb back up a lot more difficult. Where’s Indiana Jones when you need him?

Monsters

Things should be smooth sailing from here to the next boss, if you’re careful. The Zombies give up a Red Crystal or two when you defeat them, but they’re more aggressive than they’ve been before. While they don’t seem very threatening as they shuffle along, their hands will suddenly snap up and go for your throat! They can now deplete more of your health in a single attack, sometimes more than a whole bar, so don’t take them lightly.

Movin’ On

After all you’ve been through so far, it’s good to have a breather before the next big challenge. All you have to do here is grab the crystals in the chest and exit through the upper door. Push the wall up against the right platform and climb up to the treasure chest. Next, jump down to the right, walk under the platform and push the wall back over to the left. Now you can climb up the platforms to the exit.

The Monkeys

These monkeys don’t belong in a zoo, they belong in a prison! They’ll move in clumps, one on either side of you. While you face one, the other will sucker punch you. The trick is either to get them together and take one side or get them very far apart. They share one life each, taking the top or bottom half. Try to take one monkey at a time, rather than split your attention.
Now you've gone and done it. Your vampiric foe has taken off the kid gloves and replaced them with many sharp blades! There are flying axes, thrusting swords and pulsing walls of spikes around every corner, and you'll certainly begin to appreciate the fact that there are unlimited continues in this game.

Run Everywhere

There's a new kind of Zombie in town, and he's meaner than anything you've come across so far. He's carrying what looks like somebody's leg bone, and you don't want to let him add yours to his collection! He's quick on the draw, though, and a few good whacks will shave off quite a bit of your health. You'll also encounter flying axes that look for you. They can spot you if you're standing still or walking, and they can easily mow you down. What should you do? If either of these uglies draws a bead on you, there's not much you can do except run. They can't hurt you if you're moving fast. But what about Franks, Beholders or other things like the pink, blobby guys you'll see flitting around in this stage? You can't run past without getting hurt? You'll just have to risk it!

Two chests harbor some very unhappy ghosts, and there's no way to tell which ones! (Okay, the middle one is safe.)

There's a pressure plate on the floor behind this railing. Beware! It may mean to the head!

Jump!

You may have noticed that you can often fall quite a long distance in this game and not get hurt. This isn't one of those times! Make a running jump (run, hold right on the Control Pad and hit B when you get to the edge) over the chasm and latch on to the ledge on the right. Slowly drop down and grab on to each ledge until you reach the main path again. Be careful not to go too fast or you may overshoot the mark!

Slow & Easy

Make your turn form and dash to the right and repeat this ledge technique when you reach that you're on a breakaway platform. Don't panic! It is better than most before collapsing. Make a normal jump over any jump will land you in a sea of swords!
his room looks mighty inviting, but don't waste your energy on it. There's nothing of value in here!

This exit is one of two that eventually leads to the end of the stage. The other is in the lower left corner of the map.

Into the Darkness

You've only made it through the first half of Stage 3, and the worst is yet to come! Your adventure continues through three more stages, filled with ever more deadly mazes and traps that will challenge your mental and physical dexterity. Where is the Nosferatu in all of this? Is he afraid to fight, or is it something else? Perhaps he's watching you right now, taking your measure, preparing his strategy. Or perhaps there are other matters that require his attention...! Don't stop for anything. It's up to you to save your girlfriend and put an end to his reign of terror. Hurry! HURRY!
SOON TO YOUR SUPER NES FROM INTERPLAY
The chamber's heavy security has proved useless against the treachery of Judge Rico, who has assassinated the entire council! Judge Dredd must now get to the Central Terminal, which can tell him the location of his evil twin. Caches of grenades on the way will help him disarm the Judge Hunters, who seem to be posted outside every elevator door!

The terminal reveals that Rico has entered the Janus Lab, a cloning complex beneath the forgotten ruins of the Statue of Liberty. Judge Dredd knows that arresting him won't stop this crazed killer. He will have to sentence his own genetic twin!

Judge Dredd leaps aboard the prototype Lawmaster IV flying motorcycle. While his sidekick, Fergie, tries to shoot down the pursuing Judge Hunters, Judge Dredd steers and kicks any that get too close! Dredd will also don a special suit that will protect him from toxic threats.
The Force Field will come in handy when Judge Dredd goes into battle with the three ABC Warbots patrolling the scaffolding that has been erected on the Statue of Liberty. There is also a good supply of High Explosives and Armor Piercer.

PART ONE

START

ABC WARBOTS

They're big, they throw heat-seeking missiles, and they hit like ten tons of bricks! Judge Dredd will need all his courage to fight these rampaging robots. He'll have to wait until they approach before nailing them with High Explosives.

CLONING AROUND

Judge Rico has prematurely hatched the clones from the Janus Lab's cloning tubes. These hideous freaks seem to have only one idea in their half-formed brains—get Judge Dredd! Dredd must first prevent all future cloning by using the lab's computer terminals to shut down the power supply. He should also destroy as many cloning tubes as possible.

Scale the Lady

"Give me your androids, your automatons" should be the motto of the Statue of Liberty in the third millennium. There's not a living being in sight, just automated gun cars, flying devices and, deadliest of all, the outlawed Atomic Biological Chemical (ABC) Warbots! They are all part of the security system Judge Rico has set up to defend his fiendish operations in the lab below.

PART TWO

START
IS THIS THE END OF RICO?

The genetic twins may not share the same sense of justice, but they both have formidable fighting skills. To beat his toughest opponent yet, Judge Dredd will have to snag Rico's secret weapon.

INVASION OF THE GILA MUNJA

There is no end to the scum around the Statue of Liberty. The Gila Munja, a band of mutant murderers, has gained access to Mega-City One via the sewer network beneath Janus Lab. Judge Dredd must liquidate these fiends while arresting and sentencing other troublemakers.

THE USUAL THUGS

Judge Dredd uses his Ricochet Missiles to make short work of the punks with the shades, but extinguishing the flamethrowers calls for more potent weaponry. There are also a lot of perps with flaming feet, a sure sign that they are Dark Judges worth lots of credits.

GET THE GILA MUNJA!

These bare-chested cutthroats are throwbacks to more primitive times. They prefer to fight mano-a-mano, armed with nothing more than a knife and pure guts. Hiding in dark corners and swimming in sewer water, they'll spring out when least expected. Fortunately, Judge Dredd is too much the professional to bother with such wildman tactics. Instead, he keeps his distance and blows them away with any explosive missile.
**RC4 Hostages**

How 'bout a nice dip in a vat of toxic chemicals? At the plant processing Radical Carbon 4, workers, some of whom are prisoners from the Aspen Penal Colony, have rioted and seized hostages. Judge Dredd would like to free as many hostages as possible, but his first task is to search out and destroy all RC4 canisters before Mega-City One is contaminated.

**Dark Judges**

Disguising themselves as run-of-the-mill perps, Dark Judges always give themselves away with their flaming feet. The spirit of a Dark Judge quickly flees the body of a sentenced perp. Judge Dredd has only a few seconds to capture the spirit with a Bong Bubble!

**Freeing Hostages**

Judge Dredd will have to do a lot of hand-over-hand climbing while hanging from ceilings if he wants to avoid an RC4 bath. Even his new high-protection body suit won't protect him from that toxic stuff. To make matters worse, rioters are hiding in ambush behind heavy machinery and near the hostages. As always, Judge Dredd has a limitless supply of flying devices to whisk off both freed hostages and arrested perps.

**Riot in the City Towers**

Because perps never take a break, neither does Judge Dredd. He must now ascend to the tops of the city towers to put down another disturbance, this time led by a gharly group of Sky Surfers. Dredd is to show no mercy. His orders are to sentence the hard-core rioters.

**Restore Order**

Arrested perps throw up their hands while a “Guilty” sign flashes over their heads. Judge Dredd has only a few seconds to perform the arrest before the perp goes back to his usual thuggery.

**Sky Surfers**

Judge Dredd can jump and kick the Sky Surfers, but he'll save more energy if he uses his Heat Seekers. The Double Whammies are a big help with tag-team Sky Surfers.
The Dark Judges have carefully planned all the recent riots, rebellions and assassinations to divert attention from their real goal—seizing the Inter-Dimensional Jump Device, which will allow them to travel freely between earth and the Dead World! Judge Dredd must go to the Justice One space ship to prevent the theft of the device.

Judge Dredd's task is to activate the ship's security systems to prevent access to the Inter-Dimensional Jump Device. It won't be easy, though. A bevy of perps and deadly Warbots have gained access to Justice One and are wreaking havoc. The narrow passageways mean that Judge Dredd can't evade the lawbreakers. He'll have to fight each of them—sometimes more than one at a time!

The Inter-Dimensional Jump Device is a fake! Judge Death, the leader of the Dark Judges, has commandeered the real one and fled through the Warp Field to the Dead World. Judge Dredd must pursue him and free earth forever from the Dark Judges.

Nothing Judge Dredd has seen has prepared him for the infernal challenge of the Dead World. The way to Judge Death is guarded by lava lakes, ghastly ghosts and three especially terrifying Dark Judges: Judge Fear, Judge Mortis and Judge Fire! Judge Dredd must dispatch and sentence these Dark Judges with High Explosives and Boing Bubbles or they will return from the dead again and again.

Judge Dredd's arduous journey ends with a life-and-death battle. Vanquishing Judge Death seizing control of the Inter-Dimensional Jump Device will free earth forever from the threat of the Dead World. For his part Judge Death dreads facing the toughest Judge of all!
The incredible 3-D graphics created by Rare for Donkey Kong Country stunned the world last year, but that was just the beginning. This year, two new Nintendo games will surpass DKC in special graphics effects—Killer Instinct and Donkey Kong Country 2: Diddy's Kong Quest. The techniques used to create the amazing effects are called Advanced Computer Modeling or ACM. These games may look like magic on the tube, but behind the screen you'll find some visionary programmers and the most advanced game development studio in the world.

DEFINING ADVANCED COMPUTER MODELING (ACM)

We went straight to the source for the background on ACM—to Rare Ltd., in Twycross, England, and Tim Stamper, Managing Director of Rare and the leading light behind the development of Donkey Kong Country and Killer Instinct. Tim defines Advanced Computer Modeling as the use of 3-D graphics for every element in a game. ACM may be summed up in a short sentence, but the process of developing games using ACM didn't just fall out of a tree.

Tim, his brother Chris, and the team members at Rare began experimenting with new graphics techniques about four years ago. Many people wondered at the time what Rare was up to. One of the most prolific developers for the NES had suddenly become very quiet. In a period of two years, their only notable Super NES product was Battletoads in Battlemaniacs. Tim admits now that he was looking beyond 16-bit platforms. He wanted Rare to lead the way toward more advanced games. At the time, no one thought that a 16-bit machine could deliver the sort of...
performance required by advanced 3-D graphics.

The Rare team began studying 3-D visualization tools for Apple Macintosh computers about four years ago. Many of the graphics packages gave good results, but nothing as spectacular as what Rare had in mind. According to Tim, "It wasn't until we got our first Silicon Graphics workstation with Alias software that we fully realized what could be created with this type of computer power. We then began transferring some of our early 3-D images into the products, although at this stage you would only see the odd graphic that was rendered as opposed to DKC and KI where everything in there has been rendered. It took about another year's research and development before we were able to squeeze all of the memory-intensive 3-D rendered visuals into one product—Donkey Kong Country."

The conceptual breakthrough came in two areas. First, Rare saw that it was possible to create a fully rendered game instead of just using a few 3-D objects. The programmers later realized that the fully rendered Silicon Graphics images still looked great on lesser computer systems and even on mass market video game systems like the Super NES. (As you can see in this issue's Donkey Kong Land review, the ACM technique can be used effectively even for Game Boy graphics.) In fact, the Super NES has enough power and special effects capabilities that it has proven to be an excellent platform for Rare's advanced game environments.

The ACM technique begins with artists modeling game elements on Silicon Graphics hardware using 3-D software such as Alias' Power Animator®. The photo-realistic elements include characters, backgrounds, objects, literally everything you see in the game world. This differs from traditional game graphics in which most elements appear as 2-D paint or digitized images.

At Rare, an artist first creates a sketch of a character on paper. Once the artist and game designer agree on the appearance, it goes to the 3-D artist who creates a wireframe model of the character. Generally they use an Indigo 2 workstation at this point. Although the Indigo series is at the lower end of the Silicon Graphics Inc. family of computers, it is still more powerful than all but the most powerful PCs and Macs. The wireframe model can be moved or have parts repositioned to create initial frames of animation, as well. The next step is to send the wireframe images or series of animation files to more powerful computers such as the Challenge XL or Challenge L where the images are rendered with realistic looking textures and light sources into a final, apparently solid 3-D image.

Under the skin, all ACM characters are created equally with wireframe skeletons. Texture maps are rendered onto the wireframes for the final appearance.

Tim Stamper has a lot to smile about. His vision of what video games could become has paid off with the biggest Super NES hit of all time...that is until DKC2 and KI hit the streets this year.
Not only do ACM games look great, they sound great, too. The Killer Instinct CD that will be packaged with the first two million Game Paks was recorded at Air Studios.

Rare's designers painstakingly lay out each area with extensive notes describing the action at every step.

Rare's custom map editors allow designers to see what their games look like on the Super NES while still in development.

RENDERED GRAPHICS 101

If you've been reading 'Power' over the last year, you've heard us talk a lot about fully rendered computer games. So what does "rendered" mean? It basically means that the computer builds or renders the final image from pieces specified by the artist. Beginning with a wireframe, the artist will specify a texture that overlays the skeleton of wire. Think of this as the skin. The surface may be as simple as a smooth single-color texture map or as complex as the fine hair on Diddy Kong in DKC2. (In fact, Diddy's hair is much more involved than you might imagine.)

The movement of individual hairs is calculated by a function of Power Animator that mimics what happens when a force like moving air acts on particles.

Next, the artist may want to create a light source that shines on the object, or many light sources, or shadows. One technique for creating these lighting effects is called ray-tracing. The computer traces a line from an object to a specified light source, altering the textured surfaces it encounters along the way so that they are properly lighted or shadowed. Take a look at this month's 'Power' cover. The fully rendered scene includes objects and backgrounds, special effects like the reflecting bubbles and shadows that look as if the light is filtering through water. Animated sequences can also be rendered frame by frame. The complexity of this rendering task requires that you use very sophisticated and very fast computers like those in the Challenge family from Silicon Graphics Inc. A series of frames that might take 25 minutes to render on an Indigo 2 workstation would take only five minutes on the Challenge XL.

DIGITAL DANCING

The illusion of 3-D that you see with ACM characters is only complete once they are animated, because that's when you see them from different angles, just as you would see a real person moving and turning in front of you. Rare has used two methods to create ani-
mation for its ACM games. For DKC, the process began with a trip to the zoo where the game designers and artists studied the movements of gorillas, rhinos, ostriches and so forth. Back at the studio, they recreated what they had seen using the wireframe models (one wonders where they found a model for the flying pigs that appear in DKL).

The animation frames are created by moving the limbs of the wireframe model to certain key points in relation to a particular activity. If you want to create frames of animation showing Diddy walking, you can move the key point from a backward to a forward position. The computer then figures out all the frames between the key points to create the smooth motion of Diddy's leg in motion. Of course, most animations in Rare's ACM games contain more than just the basics. As Diddy walks, every part of him seems to be moving—eyebrows lifting, tail bobbing, arms swinging. Once the motion has been set, the artist lets the computer take over and render the frames. At this level of animation, there will be more frames than can be squeezed into the memory of a Super NES Game Pak. According to Tim Stamper, reducing the number of animation frames so they don’t take up too much game memory, while maintaining the smooth motion, has been the most difficult part of creating Super NES ACM games like DKC2 and KI.

The second method for creating lifelike animation, and the method that was used to create Killer Instinct, is a more sophisticated technique called motion capture. This involves dressing an actor in a special suit that contains sensors that link to an SGI workstation. The wireframe model is loaded into the computer and whatever physical activity is performed by the actor in the suit is then mimicked by the wireframe. In this way, you can recreate completely realistic movements.

Another challenge for Rare comes from the difference in color palettes between an SGI computer and the Super NES. The original 24-bit SGI image with up to 16.8 million colors must be reduced to 256 colors for the Super NES. Although that may seem like a mind-boggling task, keep in mind that most images don’t use anywhere near 16 million colors and most of the color differences are minor shading variations. Rare developed a proprietary method that reduces many colors into a relatively few. The trick is to maintain key colors with enough subtlety to emphasize shadow and lighting effects, which in turn helps to create the illusion of 3-D.

All of the techniques described here are not just being used for Super NES games. ACM is the backbone of Nintendo Ultra 64 development, as well, but on an even more impressive scale. Tim Stamper sees the NU 64 representing the future of video games. In fact, all of the special editing tools that were developed for creating 16-bit ACM games have been enhanced for the NU 64. “We think it is going to be the world’s number one home video game system,” he says. If that proves to be true, then Rare and its eye-popping ACM games will be a big part of the reason. In the end, it isn’t how great the hardware is, but how great the games look and play.

Diddy, Dixie and Spinal all began as 3-D wireframe images. Spinal’s animation frames are based on real human motion while the others just ape reality.
The fight is on

Atus Software presents Power Instinct, a tournament fighting game that will give fighting game fans a few good rounds of fun. On the surface, it appears to be a typical fighting game, but players who give it a try will be pleasantly surprised by the game's complexity and strong play control. While the graphics are not spectacular, the character animation is good and it reacts quickly to the player's commands. All eight characters are well balanced with a variety of special moves, allowing advanced players to piece together decent combinations.

Game modes

Unlike other fighting games, Power Instinct offers players two different practice modes to hone their skills. There are also three different fight modes that allow for a wide range of fighting challenge.

Who's who

All of the characters in Power Instinct are strong fighters, but all of them have different strengths and weaknesses that affect their performances. Players should find a combatant that fits their style before heading into battle.

Annie

Annie has a wide range of missile attacks that make her an effective fighter from a distance. She is a good fighter to use for players who prefer a hit-and-run style of fighting. She is a strong and fast fighter.

Buffalo

Buffalo isn't the fastest fighter around, but his powerful attacks make up for his lack of speed. Players who like to keep on the offensive will enjoy great success when they use Buffalo, especially if they use his Rush Power Punch to run into battle.

© Atlus 1994 & 1993
Keith is a well-balanced fighter, but many of his special attacks give him a speed advantage over most of the other fighters. Players who master his moves can beat anyone.

Reiji is a good balance between speed and power. He is a good character for beginning players to use until they are familiar with the play control of the game.

Otane is the most unusual of all the fighters. She first appears as an old woman, but she can change into a young girl by drawing energy out of her opponent during the battle.

Saizo is a powerful ninja whose fighting style is filled with dirty tricks. Mastering Saizo’s special attacks is the key to successfully using him in battle. Players who like this fighter will need to practice if they want to win.

Angela is by far the largest of the fighters. She uses her size to her advantage, causing incredible damage to her opponents. While Angela has several good moves, her close attacks do the most damage.

Thin Sen’s special moves are very difficult to master, but once players know how to use him, they are very tough to beat. Players can drain their opponent in seconds flat by using the Power Kick.

**POWER-UP**

**BEST OF THE BEST**

Players who are just learning to play Power Instinct should choose well-balanced characters to use until they’ve mastered the game. Keith is a good choice because he is fast and strong. His moves are easy to master.
The first part of Stage 1 gives you a chance to hone your basic play control skills. You find out about pushing walls, climbing up and down platforms, going through doors, opening chests, grabbing items and fighting, all in one short practice session. There are no weapons, but your fists will be up to the task. The blue creatures won't attack you in this area, so you can get a feel for spacing and timing during battles without worrying about getting pummeled. Avoid the temptation to breeze through this area. Things will get tougher before you know it, so take the time to practice.

This chest looks ripe for the picking, but you'd better not pluck it before you scope out the situation. The centipede that guards this treasure has a nasty bite that could end your quest really fast! Hang from the left platform until he's right under you or on his way off to the right. As long as you're on top of the centipede, he can't move or attack, even if you walk around. Open the chest and grab the treasure by standing in front of it and pushing Up on the Control Pad.
Like Prince of Persia, Blackthorne and other "maze crawler" adventure titles, Nosferatu features lots of climbing, jumping and intricate puzzle solving. The dramatic opening sequence introduces the nameless young hero, who is on a quest to save his girlfriend from the undead inhabitants of the local castle. Though the premise is simple and familiar, the game as a whole is executed very well, with a gloomy color palette, good detailing on the characters and backgrounds, and a selection of creepy sound effects and music. The main character seems to walk slowly, but the figure and cinema scene animation is fluid and realistic. Check out the hero when he accidentally knocks his head against a wall! Play control may take some getting used to, especially with its relatively narrow hit detection zone. You also have to press the attack button once to get ready to throw your first punch, but these quirks can be overcome with a bit of practice. Though there are lots of minor and major enemies lurking all about, the puzzles are the greater challenge. They take a quick head and quick hand to overcome, and you must complete each stage before the timer runs out. There are three difficulty levels (more or less time on the clock) and unlimited continues, so novices and experienced gamers alike can enjoy this horrific adventure.

The Goods

You’ll find three types of crystals in treasure chests throughout the game. The Red Crystals increase physical strength, the Blue increase the capacity (length) of your health meter and the Green restore health. You’ll also find Hourglasses, which give you a little more time on the clock. If you perish, your strength reverts to zero, but your health meter capacity remains the same.

The Zombie

Go past the exit and enter this room to get three bonus items. (Remember to press Up more than once to see if a chest contains more than one item.) The blue creatures in the hall won’t attack, but the Zombie definitely will! An attack by any minor enemy will drain half of one health bar/crystal. You can’t defeat the Zombie permanently, but hitting him repeatedly will make him melt away for a short period of time.
The Slide

The slide move is the key to getting past a lot of the obstacles and puzzles in this game. First you tap twice and hold the Control Pad in the direction you want to run, then press Down and Y at the same time. A slide normally won't get you very far. If you're sliding under a stone block, however, you'll keep going until you reach the other side, so don't worry about getting stuck.

Frank

Baron von Frankenstein must have mass produced his monsters, because this is only the first one you'll encounter. Frank walks back and forth in a set pattern. He won't damage you, but he'll steal Red Crystals. Stand just at the point where he turns and punch rapidly. If he walks away, don't chase him; he can run right over you, even through an attack, so wait until he comes back.

You've made it past the outer walls of the castle, and here's where the tricks and traps really start to test your mettle. There are two exits from this area—which one will you take?

The Bipeds

The blue monsters think you're good enough to eat! They'll now jump at you from a short distance away and latch onto your head, taking a chunk off your health in the process. A running attack (run, then hit Y when you're close to the target) is a good way to take them by surprise.

Beholder

The Beholder is a fearsome foe. He has a floating eye with the power to steal a Red Crystal. Like Frank, he moves only within a given area, so use the same tactic of standing at the point he turns around to defeat him.

Slide

Your slide will carry you to the edge of a pit lined with deadly spikes. If you turn your thumb off the Control Pad, you'll fall in the edge, but you won't fall in. Jump across. If you don't clear the pit, use the Control Pad to grab on to the edge and climb up.
The Wall

Other things you'll find throughout the game are false, or moveable walls. Though there's always a chance that moving them will backfire, doing so usually helps you progress or obtain items, as it does here. Even if you get yourself trapped and the timer runs out, you can start over from the beginning of a stage. Your strength will be hack at zero, but at least you'll know what not to try the next time around!

The Hand

These little nuisances will pop out of the floor without warning, try to avoid them, but if you're trapped, it will activate a wall of spikes!

The Werewolf

He doesn't look very human in the first place, and he only gets worse as time goes on! The first major enemy is an ugly hunchback that hits you coming and going with a mean boomerang toss. This is bad enough, but then he transforms into a slathering werewolf! Not only does he get stronger, he'll grab you by the neck and throw you to the ground before you can bat an eye! Try to land as many hits as possible before he transforms. The moon slowly waxes during the battle, and if it gets full, the werewolf will regain all his life energy!

The Hand

The best attack position is just to the right of the pillar. The beholder is very quick and maneuverable, so you shouldn't chase him. Let him come to you, then let him have it!

The Hand

These deadly digits will make sure that your adventure is anything but a walk in the park!
Puck

It's hard to tell just what they are, but these fellas really love to hang out of windows. You can time your jumps to avoid them. Otherwise, you'll be seeing the bottom of a pit up close and personal!

Oh Mummy

This path is only for the strong! The Mummy acts just like Frank, but he's much more powerful. If you're weak, he'll walk through your punches and eat your Red Crystals and some of your health. Stand on the left side of the door and swing like crazy!

Zombie

These Zombies drool and drip like all the other Zombies you've seen around, but they hold special bonuses. These guys won't regenerate, and they'll drop Red Crystals when they disintegrate. If your strength is maxed out, a Red Crystal will fill up half of a health bar, just like a Green Crystal does!

Push'n

You can think of these pressure plates as traps, but it's actually the only way to reach the upper exit. You'll have to make your way down and around through the center of the maze again, but then you'll be able to climb over the moveable wall and get out through the upper door.

Walls

This take wall is easy to miss if you're just running past. Push the wall all the way over to the right to activate the hidden pressure plate that opens the exit.

Frank

As you make your way to an exit, will you face Frank or brave the collapsing platforms in the path below? Either way, you're in for a world of hurt!

Beholder

This beholder is especially scary, so you might want to linger behind the pillar before facing him.

Zombie

These Zombies act just like the other Zombies you've seen around, but they hold special bonuses. These guys won't regenerate, and they'll drop Red Crystals when they disintegrate. If your strength is maxed out, a Red Crystal will fill up half of a health bar, just like a Green Crystal does!
EPICS FROM ENIX

Enix had a lot to report over the past few weeks. First off, in our monthly Dragon Quest VI Watch segment, apparently the game is actually finished. Well, sort of. According to Enix, although the game itself is complete, the story line is only half-finished. Although this may seem like a paradox, it really isn’t. The basic story was established long ago, allowing for the creation of the DQVI world, but it seems as if the history of individual characters has been left partially in limbo. Writing the history is underway now in Japan. The unveiling of the biggest, best and only Dragon Quest game for the Super NES will take place in Japan at Shoshinkai this November, over a year and a half after its expected release. If it makes you feel any better, the game should be comparable to Chrono Trigger in quality and depth. As for the American release of the game, Enix America Corp. estimates about six months between the Japanese and North American debuts. Our math puts that at, roughly, one year away. Ouch!

In the meantime, Enix has The 7th Saga II, a 32-megabit RPG that may well keep you busy until Dragon Quest VI comes out. If you played The 7th Saga, you’re already familiar with some of the unique features of the series, including the monster radar. The sequel goes way beyond that with new battle views that incorporate lots of animation. According to the type of attack you make, the animation of the characters in your party varies dramatically so that physical attacks really look physical while magic spells behave magically. The game is divided into eight main worlds, but you’ll find worlds within worlds throughout the game, so it seems to expand inwardly and outwardly. Your party consists of eight characters, up to three of which can travel with you at a time. The game also features puzzles like those in BrainLord where you must “solve” a room before moving forward. The original 7th Saga was a solid RPG with a little bit of innovation, but this new 7th Saga looks like a bonafide winner.

Enix also has been working with Quintet on a top secret project for some time. Previously, all we knew was that the Quintet team included designers who also worked on Illusion of Gaia, ActRaiser and Soul Blazer. Now we know that the game is called Genesis—not our first choice, but calling a game “Super NES” would be a bit much. We’ve also learned that the game uses SGI-rendered backgrounds and special scrolling effects to give the illusion of traveling over vast distances. The story is said to concern the taking of ten towers, five underground and five above ground. Although the game is supposed to be an adventure along the lines of Gaia, it should be even more expansive.

Finally, we have two further quick notes from Enix. First, a sequel to Ogre Battle is in the works. Tactics Ogre is said to be head and shoulders above the original game, which is hard to believe since the original is so good. Don’t expect Tactics Ogre soon, however. Rumor has it that one of the lead programmers at Quest has left the project and that there is no current replacement. The second tidbit we learned is about a game called Dark Half. You control both good and evil characters, but the trick is using them at the right time—in the daylight or at night. There’s a slight chance that Dark Half could be released this year. Now that’s enough good news to last at least a month.
As the biggest and best RPG in history nears its release date in America, Epic Center begins the exploration with an overview of Chrono Trigger's main characters, features and plots. If you love FF3, Mana or Zelda, Chrono Trigger is guaranteed to become your new passion.

Square Soft's upcoming RPG, Chrono Trigger, is destined to be its biggest game ever. This massive 32-megabit game has all the elements that attracted hundreds of thousands of players to the Final Fantasy series, but it improves on Final Fantasy in almost every area. In fact, once you begin playing Chrono Trigger, you'll wonder how you were ever happy with anything less.

As reported last month in the Epic Center, the award-winning development team at Square made dramatic improvements to the graphics, sound and game play. The variety and quality of the graphics become apparent early on as you walk through the Millennial Fair, or later as you watch in horror as the Day of Lavos is replayed on a computer console, showing the devastation of earth. You can race on a jet bike in the far distant future or shunt through a time warp to the age of dinosaurs. Animations range from the leaping attacks and magical Tech Shots during battles to cinematic plays that set a new standard for video games. As for the music, it challenges Donkey Kong Country and Killer Instinct as the best for any video game. There is so much music and so many sound effects that you might wonder how Square manages to compress it all. In short, this is it, the game for which all adventure fans have waited. If all this sounds a little too good to be true, that's what we thought, too, until we started playing Chrono Trigger, and fell in love with it.
The Play is the Thing

Chrono Trigger is more than a sum of beautiful parts. The game contains innovations in play, as well. First off, as in an adventure game like Secret of Mana or The Legend of Zelda: A Link To The Past, you won't stumble blindly into enemies that suddenly appear as you wander around the overworld map. In Chrono Trigger, you won't run into any enemies on the largest maps. The close-up maps where you interact with other characters is also the setting for attacks.

When you see an enemy, you can avoid it in many cases, or at least get prepared to battle the beast. The actual battle takes place right there in the encounter screen. Your characters take up battle positions and the battle menu pops up with your options.

One innovation used in Chrono Trigger battles is the Combo attack. Combos make use of the strengths of two of your party members by combining their attacks. For instance, the Fire Whirl Combo uses Crono's Cyclone attack and Lucca's Flame Toss. The result is an attack with far more power and range than either of the individual moves.

If you're a fan of adventure games you'll find Chrono Trigger to be filled with the types of activities and puzzles that you love. Your earliest explorations lead you to the Millennial Fair where games of skill allow you to win Silver Points that can be used in several areas or exchanged for money. You can test your strength, fight a robot, guess the outcome of a footrace, enter a soda chugging contest or enter a fun house where the challenges vary. To clear dungeon areas, you'll have to solve puzzles in the form of door switches, secret passages, and hidden items.

Why is this game so irresistible? Here's an example. Imagine that you have just returned from a heroic adventure only to find yourself suddenly thrown on trial. That's the situation that Crono finds himself in early in the game. With the background of a splendid but menacing court of justice, Crono faces the arguments of a prosecutor who has all the cards. They condemn Crono with his own actions, which are shown in scenes recorded earlier in the game. In the end, you see how you have been set up, and then the jury comes in, finds you guilty and sentences you to be executed in three days. And you were just trying to help! The best part of this whole scene, however, is that it is all based on your actions. If you are extremely careful in the Millennial Fair, you may be pronounced innocent.
The complexities of the story in Chrono Trigger derive from the nature of time travel and the paradoxes that occur when effects precede causes and when characters intervene in events when they shouldn't even be present. Crono lives in the year 1000 A.D. As the game begins, the kingdom of Guardia is celebrating the new millennium with the Millennial Fair. Here, Crono literally bumps into Marie, a young woman who is actually Princess Nadia of Guardia. She has escaped from the castle for a day of fun at the fair, but in bumping into Crono she loses her priceless necklace. When Crono returns the necklace, so begins a beautiful friendship, which then seems doomed moments later when Marie is zapped into a time warp. Another friend of Crono's, Lucca, who happens to be a scientific whiz kid, has built a transport device, which she has set up at the fair for demonstrations. Marie is transported from the present time when the machine goes nuts. Crono knows no fear and plunges after her, only to find himself in a much different place from what he expected.

Back in the year 600 A.D., the kingdom of Guardia is beset with troubles both internal and external. To the south, a powerful enemy called the Magus has been stopped temporarily by the destruction of the southern bridge. But closer to home lurk hidden dangers. When Crono arrives after being warped back in time, he discovers that Princess Leene had been missing, but has recently reappeared. The plot thickens further when you learn that Leene is actually Marie and, unless Crono and Marie find the real, still missing princess, who is Marie's ancestor, Marie herself will cease to exist.

As the first adventure proceeds, Crono and Lucca encounter some suspicious nuns in the cathedral. After the nuns turn into monsters and viciously attack our heroes, aid comes in the unlikely form of a heroic, sword-wielding frog, cleverly named Frog. Frog, Crono and Lucca must discover a hidden entrance, then battle through the underground levels of the cathedral in order to save Marie and Princess Leene.
CONTINENTAL DRIFT

As Crono and his friends warp between the past, present and future, you'll notice that the lands change, sometimes in subtle ways, sometimes dramatically. This is an effect of time and events. For instance, the future landscape has been devastated by the Day of Lavos in 1999.

THE PENDULUM

The events of the game carry you back and forth between many periods, but you must return to some of the times in order to right wrongs and keep the time lines clean. Your party varies as you progress in the game and find new friends like Frog and Robo. Minor friends, like Fritz, the man you may save in the tower, will also play an important part in the game.

THE DAY OF LAVOS

The future world where people live in enclosed domes is the result of the notorious Day of Lavos. In 1999, the alien Lavos erupted from the earth and a rain of lava bombs destroyed the planet's surface, leaving it scarred and pocked. This central event and what it means for the fate of the planet is connected to all the other time periods that Crono and his crew visit.
PAST AND FUTURE

Crono's cronies cruise through time back to the Cretaceous era, when they meet dinosaurs and cave people. It's at this early time that Lavos arrives on earth and burrows into the planet's core where it grows and consumes its host over the long millennium. In the future, Crono and his companions visit the time of Lavos' eruption and the resulting devastation that follows in the 24th century. They also go to the End of Time, when Crono first learns the use of magic from a strange beast named Spekkio. You'll hear about the four elemental magic types, then your party members learn magic spells. The End of Time is a junction in time—a place where time travelers can jump to any other period, but only three characters can travel through portals at one time. Although you must leave other characters behind, you can switch between companions after an adventure.

When you return to your home after visiting The End of Time, you'll find a great change. People will have been replaced with strange, gremlin-folk, and many of your weapons will no longer have much effect on creatures.

You'll see changes like this throughout the game because your meddling in time alters the course of events.

Throughout the game, as you increase your levels and venture into new times, Crono and his friends must gather new weapons, armor, techniques and magic to combat the special enemies that they find in the new areas. You may also stumble into hidden areas—areas that may not be necessary to complete the game, but that may contain special items.
**HOW MANY ROADS?**

There isn't just one way to play Chrono Trigger. Branching points along the way allow you to pick and choose the order of your adventures. Once you have the flying time machine, you'll be able to go anywhere and anytime in a scrolling Mode 7 perspective. More than ten endings have been discovered so far, making this one of the best RPGs for replay value. And once you've finished the game, you can start over again with a powered-up Crono.

**THE INTERFACE OF BATTLE**

The Chrono Trigger battle setup may look like Secret of Mana at first, but it is menu driven like traditional RPGs. The difference is that battles take place in the world in which you move around, not on separate battle screens. This means that you can skirt around enemies and avoid fights altogether. When you do lock horns with the enemy, the action can take place in real-time or in turns. The Attack option on the Battle Menu sends a character after one enemy with his or her main weapon. The Tech option includes special techniques that may strike multiple enemies or heal friends. The Combo option, when it is available, combines two Tech attacks from two or more of your characters. You can even find hidden rings that give you awesome battle powers. As in most RPGs, you can target different enemies and switch the positions or order of party members. Chrono Trigger also uses a power gauge like that in Final Fantasy III. It indicates when a character has enough strength to launch an attack. After the battle is won, you'll pick up experience points, gold and the occasional item.
RPGs and Sims continue to grab the biggest chunk of the gaming public in Japan, so it naturally follows that there will be a larger variety of titles in the Epic genre there. This month we're giving you a glimpse at some recent Japanese releases that range from a do-it-yourself RPG to a Thoroughbred horse racing sim.

**Design Your Own RPG**

Make your own RPG? It's a concept that would probably generate plenty of excitement in players outside of Japan, but it's not available anywhere else—yet. And, as if the game weren't interesting enough on its own, ASCII is fanning the fire by sponsoring a contest for the best game design!

Originally a PC game, RPG Tsukuru: Super Dante has been out on the Super Famicom in Japan for about six months. Published by ASCII, it's an 8-meg, battery-backed RPG that lets players design their own games. It comes with Fate, a sample game, already on the Pak, so players can get ideas for the RPGs they'll create later. It takes about 10 hours to complete Fate, which looks a little bit like Dragon Warrior.

Players begin by choosing one of four overworld maps, and from then on, the decisions are much more complicated. They design their own characters and decide what their

The menus look like they're from any RPG, but in this one, players call the shots. From setting their characters' energy bars to simulating the cities, the choices are all theirs.
They can also determine how difficult the game will be when they design their enemies. Players must decide where to put them and how strong they'll be. What magic will they use, or what special powers will they have? That's up to players, too.

When players design the shops in their villages, they'll decide what goods will be for sale in each one.

The icons in Mario Paint, players place the villages where they want them on the overworld, then they design the town layouts by placing buildings where they want them to be. They decide where dungeons will be and design their interiors, too. It's up to the players what effects items will have, and it's up to them where to put the tools, too.

They'll determine what magic spells their characters will learn and what effects the spells will have on others. And they design the major enemies and decide what special abilities they'll have to use against their characters, too.

If all of these options aren't enough to make your head spin, wait until you hear what ASCII is offering in return for the players' imagination: cold cash. That's right—ASCII is sponsoring a contest that challenges Japanese players to come up with the best game, and the winning entry in the design-your-own RPG contest takes home $100,000! Just imagine scoring significant cash for designing your own game.

names and abilities will be. Likewise, they design the enemies and decide where to put them. They determine the life and power meters of various characters, and they set the goals.

Using a stamp system similar to
Enix's Wonder Project J is an offbeat simulation that isn't likely to see the light of day in the U.S. or Canada. The challenge in this game is to teach a newly-made robot how to be human.

The young robot, #4649, in Enix's Japanese sim is a bit like Pinocchio: he has to learn everything about being a real boy, from walking and talking to learning how to imagine and how to be kind. In the beginning, he's lifeless, form in need of repair, and players assume the role of a Tinkerbell-like helper who has to figure out how to make him work. He has no heart, he has no brain, and he has a lot of work ahead of him.

Some of what #4649 has to learn he can pick up by reading books, but most things he must experience firsthand by traveling through seven diverse areas, where he'll come face to face with all sorts of everyday events. If he learns as he goes, he'll develop both physically and emotionally. Among the attributes he needs to acquire are thoughtfulness, imagination, sensitivity, kindness, strength, balance, speed, offensive and defensive power, self-confidence, faithfulness, perseverance, charm, trust and luck.

At first, the robot doesn't even know how to walk, so he's liable to fall into holes. If he does, players have to break out the tools and repair him.

Players have the duty of praising him when he's good and punishing him when he's bad. They'll smack him on the head with your hammer when he pulls a prank like breaking an egg. Once he's completed all the tasks necessary to become human, #4649 will be able to activate Circuit J and end Wonder Project J.

They have to teach him everything, from what a ball is to how to throw one, which is important, because a ball will be his only weapon when he meets up with a neighborhood bully. Players either reward or punish #4649, depending on his behavior and reaction to the events he experiences. When he does something wrong, like breaking a hen's egg, they'll have to punish him by whacking him on the head with a hammer (not exactly a politically correct response). If they punish him too severely, though, he'll start crying, and then he won't do anything.

He'll activate a circuit in each of the seven areas and, eventually,
As the story unfolds in Chun Soft's thriller, players decide what happens next.

At various points in the story, players choose the path they want the action to follow. Shadowy forms speak in whispers about the dreaded Kamaitachi, legendary, invisible monsters who murder with sickles. Actors set up the scenario but players set the plot by deciding what to have happen next. The events all lead to a mysterious murder, but "who dunit" depends on the paths the players have chosen along the way.

Video novels, which include lots of screen text, might not be popular here, but they're often big hits in Japan. In Chun Soft's latest mystery, shadowy characters set up the scenario but players set the plot by deciding what to have happen next. At various points in the story, players choose the path they want the action to follow. Shadowy forms speak in whispers about the dreaded Kamaitachi, legendary, invisible monsters who murder with sickles. Actors set up the scenario but players set the plot by deciding what to have happen next. The events all lead to a mysterious murder, but "who dunit" depends on the paths the players have chosen along the way.

Next, they begin negotiating with jockeys. The best jockeys charge a lot for their services, but they might be worth the expense.

Players begin conditioning their racing prospects as part of their training programs. They want to build both speed and stamina to go the distance.

On race day, all of their planning might pay off if their horses are in good condition, they've picked the right jockeys and entered the right races, they might find themselves in the winner's circle. If their horses are injured, though, it's back to square one.

They must study the bloodlines of Thoroughbred stallions and pick a winner to breed their mares to. The following year, when their mares foal, the work begins. They must keep their racing prospects healthy, which means vet and feed bills. As their colts or fillies get older, the training begins. When the horses are old enough to race, players must choose jockeys (within their budgets) and pick their races. As in real racing, all sorts of things can go wrong, but if they don't, players can win big.

Next, they begin negotiating with jockeys. The best jockeys charge a lot for their services, but they might be worth the expense.

Players start with modest farms, but if they finish in the money enough times, they'll be able to move up to bigger and better digs.

As the plot thickens, players have more decisions to make, and the choices they make determine how the story plays itself out.
Front Mission

Strategy is the name of the game in Square Soft's Front Mission, a Super Famicom game that pits futuristic societies against one another in complex battle scenarios.

In the world of the future, there are only two "countries," the USN and the OCU, and the two do not coexist peacefully. Minor skirmishes between the two have escalated into a full-blown war that threatens the peace of all people on the planet.

The game, which is actually a strategy game with RPG elements, features menu-based combat with cool animation. Its story is completely original, with an all-new cast of characters who fight it out through 15 complex scenarios that take them all over the earth.

At this point in the future, BattleTech-like mechs developed for agricultural uses have become machines of war that the two countries use against each other in their highly strategic battles. They equip the mechs with all sorts of weapons which vary, depending on the terrain and enemies they expect to encounter.

LADYSTALKER

This Japanese title from Taitō is an adventure with an unusual angle that takes a little getting used to.

The action in Ladystalker is seen from a 3-D, overhead angle similar to the viewpoint in Equinox. The angle makes for rich graphics with a lot of depth, but it takes some practice to align items and make moves. Few adventure games employ this angle.

In plot, however, the game is less than unusual. The hero is a woman, the daughter of a wealthy man. When she discovers an ancient book telling about a mysterious island, she feels compelled to explore it. In her adventure, she learns to use the usual selection of weapons, armor and magic, but she also learns some skills less common to adventure games. She runs, she swims, she rides in mine cars and she even learns to fly.

Ladystalker is a lengthy and challenging title, one for experienced adventure gamers. Other games by the same developer have been big hits in Japan. It's likely that Ladystalker will find a large audience there, too.
Pachinko fever spreads to the Super Famicom with Sankyo's Fever! Fever!

Pachinko parlors are big business in Japanese cities, and now the game of chance invades homes with the Super Famicom version of Fever! Players start with around $400 and try to parlay that into $100,000 at their video Pachinko machines. Pachinko isn't very exciting to watch (it's sort of a cross between slots and pinball), so the appeal is in trying to win cash, video or real.

It's a lucky lineup of 7's! If the ball stops when the three 7's are aligned horizontally or diagonally, the game pays off. The game is big hit, especially with adults.

Players check the layout of the pins, then give the Pachinko ball a whirl. Will they be lucky? They won't know until the ball comes to a rest.

In Japan, the Super Robots are big. They're on television, they're in the comics, and kids probably draw countless pictures of them and put them on refrigerator doors, just like kids here do with their drawings of superheroes such as Spider-Man or Batman.

In Super Robot World 4, the superheroes come together to battle villains and vermin of all types. Players build teams of fighters that are headed by one of the famous robots. In the simulation, then, the robot leads his team into battle against one of the villains.

The Super Robots communicate with one another and help each other when necessary in a cooperative effort to free the world of baddies. In this scenario, it would be as if Superman gave Spider-Man a call and Spider-Man showed up in Superman's hometown to help him fight his enemies.

The game is very popular, especially with fans of the Super Robots' TV followers and comic book readers. Music from the TV shows is featured in the game, so musically-inclined players can sing along with their favorite theme songs.
It's weird. It's quirky. It's hilarious. EarthBound could be one of the most unusual role-playing games you've ever played. This month's Epic Center examines this modern day RPG's many offbeat features and fun points.

An evil alien has invaded Eagleland, bent on the destruction of all of humanity. You're going to have to save the world, but you're just a kid. Kids have limitations, right? Go home. What? You're a special kid? Well, you'd better read on and remember these hot tips then!

PHONE HOME!

Whoever heard of a game that requires you to call home? EarthBound blends in a unique touch of real life by placing phones randomly in every corner of the planet. These phones provide players with a variety of options, including calling Dad, Mom, Escargo Express or Mach Pizza. Call Dad to save your progress in the game. It's a good idea to phone him as soon as you arrive in a new region.

If there is a load too heavy to bear, call your Sister at Escargo Express area, after defeating a major enemy, or just before you embark on an adventure into a new region. Check in with Mom to remedy homesickness. Homesickness occurs when your hero doesn't stay in touch with the familiar sounds of home. When extremely homesick, your hero can become distracted and unwilling to fight in battle. Call Escargo Express if your bags are full of extra junk. Your sister has a part-time job there and she is always willing to take a load off your hands. When you're hungry, call Mach Pizza for a delivery. Just like in real life, these pizza chefs take their time, and you won't get a discount for a tardy delivery. It's a good idea to make an order prior to leaving on a dangerous mission. The delayed delivery can make up lost hit points, but make sure you have room for the food in your inventory! Check out your surroundings and note the location of the closest phone. Maybe the next EarthBound game will include pagers.

HAVE CASH, WILL TRAVEL

ATM! ATM! Who's this ATM? Not who but what, it's just the most important feature in the game! Automated Teller Machines provide you with access to your cash.

ATMs are found in Department Stores, Hotels, and Drugstores. As you defeat enemies, your Dad deposits your winnings into your account. He informs you of these transactions when you call him. Keep track of your account balance and save your cash to buy those gearly items you've been dreaming about.

E. R.

Caught a cold? Did the desert heat give you sunstroke? Feeling strange after a weird battle? Maybe there's a mushroom growing on top of your head? Find the cure at your local hospital! A Doctor can cure a variety of ailments and a Nurse can revive an unconscious party member. The Healer rectifies conditions that neither the Doctor nor the Nurse can do anything about. All of these cures are available for a price. If you want to avoid the rising costs of health care, add Refreshing and Secret Herbs, or a Horn of Life to your inventory.
STUCK, BUT NOT OUT OF LUCK

Down and out without a clue? Buy yourself some helpful ideas at the local hint stand! The guy running the stand is tapped in to the information highway. Make a purchase before you're roadkill. If you can't afford the price of a hint, take out some enemies and visit the local ATM. The hint stand contains priceless information to get you back in your game!

SWIRLING COLORS

Who gets the first swing in battle? What about a surprise attack? Do you have to fight in every battle, especially against weak enemies? Watch the swirling colors when you encounter an enemy and enter a battle sequence. Touching an enemy head on, or face to face, results in a black swirl and even odds in combat. Sneaking up behind an enemy produces a green swirl and the first swing in battle. Watch out for a red swirl. The color red signifies that the enemy sneak up behind you and they have the first attack. EarthBound's combat system measures the strength of your party versus an opponent. As you raise your levels, you will find that some easy enemies flee as you approach. If you attack these weak targets one on one, you'll automatically win without going through the battle sequence! Pick on weaker enemies later in the game to build up character levels.

all characters EXCEPT the Prince. The Prince's special diet nullifies many of the nutrients available in EarthBound's foods.

Very Subtle Light
This light increases the hit points of all parties in combat. This prayer has twice the healing power of the Warm Light effect.

Dazzling Light
This prayer result is identical to a PK Flash spell. All parties in combat risk the chance of being blinded by a burst of illumination. Affected characters cannot stop crying and usually miss if they attack with a weapon.

Mysterious Light
The aura from this glow increases all of the PSI points of characters in your party. Remember that the Pray command does not cost any PSI points to use—a primary reason most players use this command when they have no other options.

Golden Light
The Golden Light randomly maxes out the hit points of one member in the party. This is the only prayer result that can revive an unconscious character.

Sheet Lightning
Sheet Lightning is another blinding spell that reduces the amount of damage produced in combat. Like the Dazzling light, this prayer creates a PK Flash spell that affects both parties in combat. As in real life, Sheet Lightning is very infrequent—you may see this occurrence once in the entire game.

SPICE OF LIFE

Many role-playing games introduce different foods for characters to eat and restore hit points. Usually there are no more than five or six different meals in an average game. EarthBound has a smorgasbord of forty-five different foods to sample! Experiment and combine your food with inexpensive condiments. Condiments can increase or decrease the number of hit points a food item restores. Most combinations make sense. You might want Ketchup with your Bag of Fries, but you certainly wouldn't put hot sauce on a Popsicle, right? A Jar of Delisauce goes with every food, but the $300 price tag might break your budget. Food and condiment revitalization effects are the same with

The Pray command won't give you exactly what you want.

Warm Light
The hit points of the characters in the party are increased slightly. Warm and Very Subtle Light occur the most frequently out of all the Pray command results.

The best (and most expensive) food is the Brain Food Lunch.
Rainbow Colored Light

Yeah! A second chance to do things right! The rainbow light brings all deceased party members back to life. Don't expect to see this effect very often—this is a rare form of divine intervention.

Mysterious Aroma

This has the same effect as watching a test pattern late at night. One whiff of the aroma puts all parties temporarily to sleep. Not a desirable or common occurrence.

Thunder

Yikes! Don't run under any nearby trees! Thunder exposes all parties to the risk of Brain Shock. This seriously incapacitates any affected individuals.

Heavy Air

Heavy Air creates a fog bank that envelopes both parties in combat, dropping their defensive ratings. You can land more blows unless you've been hit by a PK Flash attack.

Wonderful Weapons

Is there a weapon for the PSI-powered Prince? What is the best weapon for the Hero? Which enemies leave behind which weapons or items? Read on and discover how you can get the coolest and most powerful items in EarthBound.

Sword of Kings

The Sword of Kings is the ONLY weapon in the game available to the Prince. You can't obtain this weapon until the party explores all of Deep Darkness and enters the Stonehenge. Search the maze beneath Stonehenge and defeat the random Starman Super until you receive the sword. Getting the weapon is tough—there is only one chance in 25 that a Starman Super has the Sword of Kings. One method for speeding up the process of finding the sword is to use the SPY command. If the SPY command reveals that the Starman Super has a present, you've found the Prince's best weapon for winning the game.

Gutsy Bat

The Gutsy Bat is considered by most players to be the best weapon for the hero. While the Casey Bat has 25 more offensive points, the Gutsy Bat is much more accurate. The mighty Casey struck out with the Casey Bat, and you might too. Hit a home run with the Gutsy Bat! The Gutsy Bat is found beneath the Sea of Eden in the Lost Underworld. A weapon is obtained randomly by defeating a wandering Kraken. Like the Sword of Kings, you have one chance in 25 of finding the weapon after taming the sea serpent.

Magic Frying Pan

Mystical Omelettes! The Magic Frying Pan is one of the best weapons in the game for the Girl. Look for the wandering Chomposaurus on the plains of the Lost Underworld. You need to defeat these wild lizards and scorpions to get their eggs. Can you guess the odds of finding a Magic Frying Pan on a Chomposaurus? If you said one in 25, you win this additional tip: You can purchase the Holy Frying Pan at the Second Tenda village for a mere $3,480. What a deal!

Goddess Ribbon

The Goddess Ribbon is one of the best defensive items in the game. It can only be equipped by the Girl. Look for the Ghosts of Starman in Saturn Valley near the very end of the game. The odds of finding this item are the same as the Sword of Kings, Gutsy Bat and Magic Frying Pan.

Star Pendant

The pendant protects your party from the effects of Fire, Freeze, Flash and Paralysis. The Star Pendant can be used by all members in your party. Defeat random Major Psychic Psychos in Magician to get it. If you've read the preceding paragraphs, you already know the odds of Major Psychic Psychos leaving the item behind.

If You're Happy And You Know It... Fresh Eggs!

Fresh Eggs are more than a meal—they're an uplifting experience. Carry an egg in your inventory long enough and it hatches into a chick. The sight of this cute chirping bird makes your hero happy. Fresh eggs can be used temporarily to remedy the effects of homesickness, but if you hang onto a chick too long, it grows up to be a normal chicken and can't cure homesickness, but you can sell them back to the store for a tidy profit.

Target Teddy

What's the deal with these stupid Teddy Bears following you around? What if people see you with a stuffed animal and start laughing at you? Don't ditch the bear quite yet—it serves an important function. In the heat of battle, monsters sometimes attack you for the bear and take a swing in Teddy's direction. When the bear takes a hit, it's more likely to attack strange. Keep one in your inventory at all times! And if people laugh at you, keep your chin up.

Hey Pig, Piggy...

The town of Scaraba sells Pig Noses for $300. Besides making you look really ugly, what are they for? Keep the Pig Nose in your inventory until you reach Deep Darkness. The dark, damp soil of Deep Darkness jungle is perfect for growing Magic Truffles, and the Pig Nose will allow them to sprout in the dirt. When used as an item, the Magic Truffle restores 80 PSI points. Not a bad deal for looking silly.

Make Like a Mouse...

...and get out of the house, or any other maze! The Exit Mouse looks like a regular rodent except for
a large sign protruding from his head. When used as an item, the Exit Mouse instantly takes the party back to the beginning of any labyrinth or dungeon. Use one if you're stuck in a maze or if your party's condition is grim. The Exit Mouse can be found in a maze for free, and you can transfer this item to other mazes. You cannot use the rodent as an item in battle.

**Pudding Power**

The Magic Pudding sold in Magincus is one of the best meals you can purchase. Use this gooey mush to replenish a character's P.S.I. points. The mystical meal restores forty points each time it is used (even on the Prince). Buy up this prized pudding before you embark on the journey to conclude the game.

**Hard Rock Candy**

Save the Planet! Use Rock Candy in combat to raise your character's attributes. In order to pull off this nifty trick, your character needs to have both Rock Candy and a condiment in his or her personal inventory. Looking for the perfect food combination? Many players prefer the flavor of Cocoa with their candy. While in combat, select the Rock Candy as an item to Use. This item cannot damage your enemy. When the Rock Candy is used in battle, a condiment will be eaten and a random character attribute (Guts, IQ, Speed, Vitality or Luck) is increased! Talk about a sugar high!

**PROBLEM AREAS**

You know the funky features, the best items and even a few hot tips. What else could a special kid like you need? How about some suggestions for getting around those common problem areas?

**The Pencil Statue**

Many players encounter the Pencil Statue blocking their path, but few get the point. Remember the two kid inventors in Twoson? Most citizens think the Orange Kid is the coolest thing since ice cream, but he's too hung up on the prospect of fortune and fame to invent anything. Give your money to the sloppy Apple Kid. Apple Kid doesn't have a social life and spends his time studying. He can make you the item you need to get around this pointed obstruction.

**Crowded Cultists**

Lost in a true blue cultist crowd? Seek out and talk to the fidgety followers.

In Happy Happy Village, there is a room filled with followers of Cult Leader Carpainter. In order to reach Carpainter, you need to push your way to the other side of a room filled with swaying blue cult members. Watch as the crowd moves back and forth. Some followers move much faster than others. Talk to these members to find your way through the room. If you can't identify the fidgety followers, don't worry—keep talking to everyone and you'll find your way through the room.

**Waterfall Password**

So you don't have the password for Belch's Base beneath the waterfall? Don't sweat it when you receive the message, "Say the Password," don't touch any buttons on your controller for three minutes. The door opens by itself if you wait long enough. EarthBound features several puzzles that require patience. When all else fails, put the controller down and take a short break—you might be surprised by the result.

**Performance Payoff**

Bailing out the Runaway Five is a tough business if you don't know where you stand with the theater manager. Depending on your location in the room, this crooked entrepreneur might take your message the wrong way. Talking across the table results in the normal managerial responses, even if you have the money to pay off the group's debt. Try talking in a different location. Walk behind the desk and stand next to the Theater Manager. If you have the money and are standing next to him, he'll understand. After all, money talks!
**CLASSIFIED INFORMATION**

### FROM AGENT #329

#### Boss Fight Code

If you want to finish Demon's Quest in record time, use this password to access a special "bosses only" version of the game. Go to the Password Screen before you begin playing and enter the following password: RBNL XHGB VGBB LYL.D. When you start the game, all of the minor enemies will disappear, allowing you to walk through each stage unharmed until you reach the boss! This is a great way to practice fighting the bosses, but it takes most of the challenge out of the game.

Go to the Password Screen and enter the password RBNL XHGB VGBB LYL.D. All of the minor enemies will have vanished when you begin playing.

### FROM AGENT #001

#### Game Change Codes

Agent #001 has discovered two different codes that allow you to change the playing style of Bubsy II. When the Title Screen appears, press Up, Y, Y, and Down on Controller I. When the game begins, your body weight will be halved, allowing you to jump twice as high as before. Pressing B, A, and Y when you are on the Title Screen rubberizes the floors in the Medieval Stages. The springy floor will let you bounce up to the ceiling!

On the Title Screen, press Up, Y, Y, and Down to halve your body weight. With half the weight, Bubsy jumps much higher than before.

### FROM AGENT #445

#### Switch Teams

Each of the teams in NBA Jam TE has its own strengths and weaknesses, but a few of the teams are almost impossible to beat. If you find yourself facing one of these tougher teams, and if you're having trouble winning, you can change your team in mid-game with this code. On the Substitution screen that appears at the end of each quarter, hold Up and the B Button for a few seconds, then press Left or Right to scroll through the teams and find the one you want to use.

On the Title Screen, press B, A, B, and Y to get rubber floors in the Medieval Stages.

Every time you touch the floors, you'll bounce high into the air.
From Agent #004

Super Passwords

All of the characters in WWF Raw have Mega-Moves that inflict massive damage on their opponents. These secret moves are not printed in the instruction manual, so most players don't know they exist. Now, thanks to Agent #007, you can choose your favorite fighter and pin all of your friends in seconds flat! Most of these moves are tricky to use, so practice them against the computer before you get into the ring.

- **1-2-3 Kid**
- **Bam Bam Bigelow**
- **Bret Hart**
- **Diesel**
- **Doink**
- **Lex Luger**
- **Luna Vachon**
- **Owen Hart**
- **Razor Ramon**
- **Shawn Michaels**
- **Undertaker**
- **Yokozuna**

### Mirror Match

If both players want to use the same character in a two-player match, try this code. Choose the two-player mode and, after the first player chooses his character, press Up, R and A at the same time on Controller II. Player two can now choose the same character.

- When your opponent is down, climb the upper turnbuckle, hold L or R, then press Up, Up, Up and A.
- Hold L or R, then press Up, Up, Down, Left or Right, then hold Y. Continue holding Y until you hit the ropes.
- When your opponent is down, climb the upper turnbuckle, hold L, then press Right, Right, Up and B.
- While your opponent is stunned, stand behind him, hold L, then press Down, Down, Right and B.
- Stand behind a stunned opponent, hold L, then press Left, Left, Left and A.
- Stand close to your opponent, hold L, then press Up, Up, Down and B.
- After player one chooses his character, press Up, R and A at the same time on Controller II.
- Now player two can choose the same wrestler as the first player.
**From Agent #910**

**Japanese Characters**

Use this special code to enter your name with Japanese characters in Super Punch-Out!! Make sure that you have an empty file, then highlight the New Game option on the Menu Select screen. Instead of pushing Start to go to the Name Registration screen, push the A and X Buttons at the same time. When you go to the new screen, there will be Japanese characters instead of letters.

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**From Agent #332**

**Boss Code**

These two codes will allow you to play as the bosses in World Heroes 2, giving you a big advantage over your opponents. When you begin a new game, wait for the Title Screen to appear, then press Select, A, Up, R, Up and Select. You should hear a quick ringing sound if you enter the code correctly. To play as one of the boss characters, you will need to hold the corresponding buttons, then go to the Player Select screen. To play as Neo Geeguse, hold the Select and R Buttons, or to play as Dio, hold the Select and L Buttons. When you go to the Player Select screen, you will automatically choose one of the hidden characters.

- Neo Geeguse - Hold Select and R
- Dio - Hold Select and L

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**From Agent #410**

**Secret Track**

If you want to take a side trip from your grueling race through the Baja, enter this code and test your skills on a special Fun Run track. Before beginning a new game, go to the Game Select screen, then press X, B, Y, A, X, B, Y and A. If you enter the code correctly, the Fun Run option should appear at the bottom of the screen. You'll race across a super-hilly stretch of track, full of cash and nitro-boosts once you enter the Fun Run track.
From Agent #776
Special Characters

These codes allow you to select names from the list of programmers or from the original Star Trek cast when you name your character. The codes won’t change the game in any other way, but the name change is a nice feature for Star Trek fans! To choose the programmers’ names, start a new game then go to the New Cadet Registration screen. Hold the L, R and Select Buttons, then press A, B, A and B. If you prefer to use the characters from the original Star Trek series, hold L, R and Select on the New Cadet Registration screen, then press A, B, A, B, X, Y, X and Y. After entering the appropriate code, you can use the Control Pad to scroll through all of the additional names. After settling on a name for yourself, press the Select Button to begin playing.

From Agent #210
Credits Code

You can see all of the people involved in the creation of the Super Game Boy when you enter this code. Insert your Super Game Boy in the Super NES with any Game Boy game installed in it. When the Super Game Boy Screen appears, press L, L, R, R, R, L, L, R, R, R, R, R and R. As soon as you complete the code, the credits start rolling, along with some really campy music. If you want to resume playing, you’ll need to reset your Super NES.

From Agent #723
New Borders

With the release of the new Play It Loud Game Boy, you can add a little color to your play sessions. Now with the help of this code, you can add the same color to your Super Game Boy screen! When playing Mario’s Picross, you can change the background by holding the correct direction on the Control Pad then pressing Start. If you want a Clear Game Boy, you'll need to circle around the Control Pad until you hear a tone, then hold in that direction and press Start.

Green - Press Start
Red - Hold Right and press Start
Black - Hold Up and press Start
White - Hold Down and press Start
Yellow - Hold Left and press Start

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.

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

Bass Masters is one of three new bass games to appear in the past nine months, but even more are likely to follow. It's the golden age of video fishing, folks. So, with all this interest in Super NES angling, why is it that every game concentrates on one fish—the bass? The Sports Scene editors have been scratching their heads over this one. Why not expand the horizon and head after other aquatic trophies such as marlin, salmon, great whites, Nessie? After all, when you think about it, a bass is a pretty sorry opponent. Now a Hammerhead, there's a worthy fish. Teeth like stilettos and it will eat you if you lose. Even if the bass fixation cannot be overcome, at least let's have some imagination. What about Super Mutant Zombie Bass for a game? We're talking five tons of radioactive, undead fish with a hunger for humans and an odor that would floor a rhino. You'd need two-ton test and an aircraft carrier to land this baby. Now that would be a fishing game. If you feel the way I do, write to your congressman and demand the end to video bass persecution. Save the bass!

By Malibu Games

Calabasas, CA—The sun rises over the pines as you rev your Evinrude and head out onto the still waters of the lake in search of prize bass. At your secret fishing hole, you cut the engine, then rig your line with a lure guaranteed to draw in the lunkers. With a flick of the wrist and a whirl of line, you cast, then work the lure back, reeling, jerking, teasing the bass. The hit, when it comes, is like a surge of adrenaline. Man vs. fish—the ancient drama unfolds anew. The battle rages back and forth, touch and go, pole bending, line singing as the bass makes its run. But with cunning and patience, you land the trophy and toss it in the livewell. Only another five hours before you have to take your top five bass to the judges. So little time, and so much bass.

Bass Masters Classic...weighs in as a unique addition to the Super NES...

unique addition to the Super NES sporting library. Unlike previous bass games, Bass Masters presents a new, underwater perspective and an emphasis on tournament strategy. The tournament strategy requires you to maximize your efficiency to catch big bass quickly. In most bass games, time moves at a snail’s pace, but the minutes and hours fly in Bass Master, so you must make every cast count. Although the fast pace may seem unrealistic, it gives the game an edge that the other bassers like TNN Tournament and Bassin’s Black Bass can’t match.
FISHING FOR DOLLARS

Bass Masters Classic features virtually every element of real bass tournaments. The challenge comes in many forms, from catching bass to beating the clock. You can divide the process into three major categories: supply, angling, and strategy.

To start the game, and then later as you progress in the five three-day tournaments, you must supply yourself with the winning tools. In Bass Masters, not only do you purchase your lures, you can also upgrade your boat engine, fish finder, rod and reel. In addition to that, you must choose one of six anglers as your alter-angling ego. Since each of the anglers excels in a particular skill, choose them carefully. Clyde and Hooker are good choices since they hook fish quickly and solidly. A strong reel is a good idea as is a good supply of lures. Worms and spinners seem to attract bass instantly in a wide variety of weather conditions. The big ticket items like the engines and fish finders won’t make a huge difference if your angling techniques are sound.

The second consideration is angling. Since time is of the essence, cast short (no more than 50 feet) and tease the fish close to the boat before hooking them. You should be able to hook a bass within six or seven feet of the boat, which dramatically lowers the time you have to fight it. Once a lunker is on the line, rapidly tap the A Button, keeping the angler’s power hovering in the middle of the power meter while the bass stays just at the surface without jumping. If you maintain this balance, you’ll wear out the fish and bring it on board in a few short minutes of game time. In Bass Masters, the shorter the fight, the better.

Finally, here are some strategies to keep in mind. Using your time wisely is the key. Know the hotspots and go to them directly. Don’t waste time sight-seeing. Make sure you are back at the dock by 3:00PM or you’ll be penalized.

Although you can see the fish underwater, you can’t always judge their sizes. It’s better to go for lots of fish than to try to coax what you think is a big one. Small fish are automatically culled when a trophy gets thrown in the livewell. Use these tips and you’ll be in the money.

THE HOTTEST SPOT

At Pebble Lake, the site of the first tournament, you’ll find the hottest spot for bass in the southeast corner. The north side of the cove shown below is stuffed with championship bass. Head for this hot spot each morning and head back to the dock by about 2:45. It takes about 12 minutes of game time to travel between the dock and the cove with the small engine.
HEAD-ON SOCCER

By U.S. Gold

San Francisco, CA—Soccer takes many forms on the Super NES. Realism reigns in Mode 7 games like Tony Meola's Sidekick Soccer and Super Soccer from Nintendo while excellent graphics and options make FIFA International from EA Sports a top contender along with Konami's International Superstar Soccer. On the other end of the scale, you'll find the gimmick-laden Championship Soccer '94 from Sony Imagesoft which featured more than one hundred teams and characters the size of ants. Head-On Soccer, the second soccer title from U.S. Gold, falls somewhere in the middle between realism and gimmicks. The experience is like that of an arcade game with emphasis on fast action. The speed of players on the pitch is quick, but within a realistic range and the animation is good, although not at the level of FIFA or the Konami game. The game features Exhibition and Tournament modes with a password system for saving your progress in the one-player international tournament. The most innovative feature of the game is that of the Star Players. Good teams have players with stars above their heads, indicating that they have some spectacular moves. In Tournament mode, you can gain star players by performing exceptionally well. A team full of stars, like Brazil or Italy, stands a much better chance of winning. The four player mode gives you a chance to mix it up with friends, but it isn't all fun and games. Knowing who has the ball and switching to a nearby player can be difficult. The AI can also make Head-On Soccer difficult to play, particularly when your computer teammates act on their own defensively. The biggest failing of Head-On Soccer, however, is the absence of any down-field tracking screen. There is no way to see teammates at a distance, so passing the ball is an act of pure optimism. If you are an optimist, take a look at Head-On for its Star Player feature, but don't expect the definitive soccer title.
NO FEAR RACING

By Williams Entertainment

Corsicana, TX—Kyle Petty heads for the winner's circle, but you can knock him out of the running with a solid performance in Kyle Petty's No Fear Racing. The strength of this NASCAR racer is not in the comparable racing game. But, as cool as it is to create your own courses, this game would have been much cooler if the actual racing experience was more realistic. A few simple strategies will put you in the lead for good no matter what track you're racing on. Strategy 1: Stay close to the inside curb and turn into corners before you actually reach them. Strategy 2: Buy, collect and use lots of Nitro. Strategy 3: Upgrade your suspension and buy tire changes. That's about it. The AI of the opposing cars is nothing to worry about except for the chance that they might slam you. In the two-player mode, at least you have the chance to race against an interesting opponent. Although the racing could be better, Kyle Petty's Custom Tracks and two-player option are deserving of a look.

"Kyle Petty's Custom Tracks and two-player option are deserving of a look."

CUSTOM COURSES
Design a dream course with hairpin corners, long straightaways, overpasses and just about anything else. The scenery option lets you place signs and objects. Set the weather conditions, and number of laps, then go racing.
In this strictly one-player game, you can choose your favorite Kat before you begin. T-Bone is the powerhouse of the pair, armed with a short-range blaster and a heavy grenade launcher. The launcher is not effective against enemies, but it can be used to demolish walls and other obstacles. Razor also has a blaster, but no second weapon. He is the better jumper, and what he can't destroy he can evade using his jet pack. The pack is handy for short hops, but prolonged use will temporarily burn it out. Both Kats can climb on some of the walls, and wall jumps (ala Super Metroid) are a good way to search for items, life-replenishing food and 1-Ups. The stages are timed, and the higher the difficulty setting, the less time (and lives) you have. The stages aren't very long, but you may have to pass up some bonuses to reach the goals in time.

More common to role-playing games than to action packs is the ability to gain experience. The more enemies you defeat, the greater your experience, weapon power and life meter capacity. Every time you gain enough experience points to advance a level, your life meter is fully charged. Your character's level is displayed in the upper left corner of the screen, but if you need to check all your stats, just hit Start to pause the game.
Just like the Mega Man games, you can play the stages in any order. The high-numbered stages are tougher than the low-numbered ones. For an added challenge, you might consider playing a high-numbered stage right away, just to see how far you'd get with low experience and poor shot power.

**Doctor Viper**

The not-so-good doctor has unleashed an army of giant bacteria on MegaKat City, and it's up to the Kats to do some cleaning and disinfecting! This stage includes Mode 7 sequences where you track and attack scrolling targets.

**Mad Kat**

Mad Kat's amusement park is anything but amusing! Find the missing youngsters among the mazes, platforms, and monstrous rides. This stage features more varied scenery than the last, and there's just a tad more to explore.

**The Pastmaster**

This stage opens with another Mode 7 sequence as you try to rescue a cargo ship from a mysterious sea monster. The monster is actually being controlled by the fiendish Pastmaster, who sends you on a journey through time!

**The MetalliKats**

The MetalliKats think that crime does pay, and they've just robbed a bank to prove their point. Your mission is to track them through the subway system and prove them WRONG! This stage features the toughest opponents in the game.

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**POWER-UP**

Here's an easy way to rack up extra lives. Once you find this shaft, grab the 1-Up at the bottom, then shoot the flying bug. Make your way up to the next 1-Up as quickly as you can. As soon as you grab it, you'll fall into the deadly jaws. You'll then start over at the bottom of the shaft, but with an extra life!
A madman has invaded America, bent on nuclear terrorism and revenge. Your mission is to eliminate this clear and present danger in Electronic Art's password-backed, 16-megabit sequel.

COPILOTS

No question about it. You're the best chopper pilot in the world. Unfortunately, finding the perfect copilot is not a simple task. The best copilots are on other missions or missing in action. You need to find them.

**EGO**

The youngest of the copilots, Ego is a new recruit. He's determined to make something of himself by spending hours in simulator training. He'll be good—someday.

**M.R.3D**

Mr. 3D's nickname is derived from his awesome spatial ability. He's hot on the winch but cold in a firefight. This veteran is due for an eye examination.

HEIR TO CREATING TERROR

When General Kilbaba meets his demise in Desert Strike, his son, Ibn Kilbaba seizes control of the totalitarian government. Global economic sanctions force Kilbaba to sell off his dwindling stockpile of nuclear weapons to drug cartel leader Carlos Ortega. Both men are driven by a mutual goal: full scale terrorism in America.
Cuts in the Defense budget have severely hampered hardware development in the National Security Agency. Fortunately, there are some prototypes available.

**THE WHITEHOUSE**

Terrorists are camping in each of the national monuments. You can be sure they're not roasting marshmallows. Take them out without damaging America's sacred landmarks.

**MOTORCADE**
The news media's detailed coverage of Presidential activities has allowed Kilbaba to set up several ambush points throughout the city. Clear the roadway of the scumbag clogging the city's streets.

**TERRORIST H.Q.**
In an effort to elude detection, Kilbaba's organization scattered several centers of operation throughout the city. Local police forces lack the firepower necessary to neutralize these strongholds.

**SNIPER**
With any luck, this sniper will miss his presidential target in the motorcade. If he does, you can capture him and obtain critical information regarding the second campaign in South America.

**MONUMENTS**
These camera aren't looking for a concert in the park.

**ASSAULT MOTORBIKE**
This bike has little protection, but it's the only thing that can destroy Ortega's armored cars.

**F-117X STEALTH**
The F-117X Fighter has unlimited fuel and ammo, but if you hit anything you'll be nothing but a fireball.

**NEW TOYS**

**XL-9 HOVERCRAFT**
The high tech XL-9 amphibious assault hovercraft is designed for Navy jungle and coastal operations.

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COASTAL CHAOS

Kilbaba and Ortega have arranged for a transfer of weapons-grade plutonium on the coast of South America, and Ortega’s heavy defenses have neutralized a squad of Navy SEALs in the area. Your mission is to make sure this deadly deal goes sour.

HOVERCRAFT

Enemy forces captured the XL-9 Hovercraft! Rescue two Navy SEALs, acquire the activation sequence, and clean up all the scum around the perimeter.

PLUTONIUM

Kilbaba packed his precious plutonium in crates marked with a red dash. Your mission is to recover all of the lethal cargo as it is shipped ashore. Shoot first and ask questions later.

RUN IT DOWN

There’s more than one way to hit a target with the XL-9. Just point the bow and hope the air bag works! Ramming Speed!!!

FACEMAN

Looks like we found Faceman. Now let’s see how fast a tiny island can fly.

As noted in his personnel file, Faceman was last seen on the coast of South America. It looks like you’ve found him! This won’t be an easy extraction. Carefully take out the gun on the island, then land near the shore.

ATTACK SUBS

When détente between East and West resulted in a clearance sale of submarine technology, Ortega capitalized on the bargain and added several attack subs to his drug fleet. You might use up several ammo crates trying to sink these monsters of the deep.

SEA HAG

Use mines and the Chain Gun to take out Ortega’s flotilla of sinister cigarette boats.

A HOT L.Z.

It looks like Faceman used this tiny island as a carrier deck. Too bad he ran out of runway. Take the gun and footloose out first.

A HOT L.Z.

It looks like Faceman used this tiny island as a carrier deck. Too bad he ran out of runway. Take the gun and footloose out first.

AMMO

FUEL

ARMOR

CLEAN SWEEP

After destroying the enemy, land the hovercraft near Faceman. Don’t run down your future copilot!

RUN AND SHOOT

A sub on the surface is a slow moving target. Capitalize on the XL-9’s speed with a series of quick ambushes.

GREEN CITY
Reconnaissance reports reveal several terrorist training camps and a secret listening post. Your objective is to tap into the enemy's communication network.

**MOBILE RADAR**
Mobile tracking stations rob you of the element of surprise. Regain the initiative by locating and destroying each radar dish and transport. The enemy knows your location—don't expect an unprotected target.

**TAKE OUT THE A.A.**
Each mobile tracking station is protected by anti-aircraft guns. Take out the A.A. before you destroy the target.

**TANK DEPOT**
The Mad Man and Drug Lord have left their heavy ordnance out in the midday sun. These tanks are defenseless sitting ducks while refueling. Teach the bad guys what happens when they don't put their toys away!

**WIRE TAP**
A high level intelligence report indicates that the communications expert assigned to establish a wire tap has been captured by the enemy. Use the Chain Gun to eliminate the guards and start a jail break.

**DEAD DUCK**
After you clean up the perimeter defense, these tanks at the depot will be sitting ducks.

**EASY PICKUP**
After destroying each tank, capture its driver and return him to the landing site for interrogation.

**NUKE REACTOR**
Plutonium and bomb construction equipment are housed in warehouses in the southern region of the area of operations. You must recover these materials.

**ROOF WORK**
It will take quite a few shots to break open this reinforced steel warehouse. Select the Chain Gun.

**UNPACKING**
Use the Chain Gun to carefully destroy the outer crate housing. It's time to pick up this deadly cargo.
NIGHT STRIKE

It is just another quiet night beneath the jungle canopy until you swoop down across the treetops. Now the guerillas are listening for the sound of your rotors chopp at the sky and hoping you won't see the flash of their upturned gun muzzles.

WATCH TOWERS
All along the watchtowers... are gunners aiming to take you out. Use a missile to illuminate the area and walk your Chain Gun straight into each target. Stay out of the Danger Zones until they are assigned.

CHOPPER PADS
Years ago the plans for a Super Comanche prototype mysteriously disappeared. The gray choppers over the jungle look vaguely familiar. Destroy the landing pads and drop the wannabes from the skies.

ON TARGET
Scattered targets at the jungle are enemy fuel and ammunition dumps. These dumps are marked as glowing colored rings.

NO ROOST
'What goes up must come down. Take out the defending helicopters and every landing pad. Activate the Hellfire missiles.'

SCIENTISTS
A group of nuclear physicists are held captive in jungle pits. The Madman offers better living conditions if the scientists agree to help develop a bomb. You must save these courageous hostages.

AMMO FUEL ARMOR

COMMANDER
What is that yellow dot on the left side of the map? Although it's in a Danger Zone, the target is worth the risk. If you capture the commander, you'll know the location of all fuel and ammunition dumps.

JAIL BREAK
The pits are located near the top of the operations map. Take out any snipers before shooting the bars.

QUICK GRAB
Once freed from captivity, these bewildered scientists might wander into the jungle. Quickly pick them up.

IN THE HOUSE
The guerilla commander is in one of these illuminated buildings. Blow the lid off and watch him run for cover.

RUNAWAY
Unlike other stunned captives, the commander will try to get away. Just don't accidentally shoot him.
**COUNTERFEIT RING**

When his money laundering scheme was shut down last year, Ortega vowed to ruin America's economy by buying the best printing presses and creating counterfeit cash.

Stop the presses!

**PRESS MESS**

Ortega's expensive counterfeit operation is well defended. Circle each plant and clear out the sentries.

**C4 EXPLOSIVES**

After you've converted the armored cars to burning metal, check your mission map for a white flashing dot. What does it mean? Why couldn't you destroy this building before? Get back to your shopper and check it out!

**THE WARROOM**

This heavily reinforced building contains the central computer network of the Drug Lord's international operation. If you can wipe it out, Puloso City will be free!

**AMMO**

**FUEL**

**ARMOR**

**INSIDE JOB**

Land at the helicopter pad and drop off your demolition expert. Take out the sentries first!

**CLEAN UP**

Henchmen exit the building as the explosives are set. Identify each target before you fire.
Recent intelligence reports indicate that an ex-bureaucrat is supplying warheads to the Madman and Drug Lord. We assigned him to check out an isolated outpost, but no one ever heard from him again. Now it's your turn. Be sure to grab your winter survival suit.

**EX-SOVIET GENERAL**

An ex-Soviet official has left Russia to join the Madman and the King Lord. He is supplying reactor parts to the terrorists. Your mission is to capture him alive and try to extract information from him.

**EX-SOVIET INFORMANT**

Interrogating the ex-cabinet officer yields the location of all the terrorist missile launchers.

**SNOW FORTRESS**

Concealed deep beneath the ice are nuclear warheads. Blow the roof off the complex and destroy the enemies before they escape through a tunnel.

**ICY RESCUE**

Prisoners can be easily identified by their dark leather flight jackets.

**SNOW FORT**

Concealed deep beneath the ice are nuclear warheads. Blow the roof off the complex and destroy the enemies before they escape through a tunnel.

**AMMO**

**FUEL**

**ARMOR**

**WOODSTOVE**

**MERCENARIES**

Smoke from the chimney means someone's at home! Shoot the roof off and drop in.

**M-1 TANKS**

The launchers are protected by battle tanks. Engage the M-1s with a quick pass and fire your Hydra missiles.

**MISSELS**

Fly over each demolished fortress and scoop up the warheads. Destroying a warhead aborts your mission.

**LAUNCHERS**

Mobile missile launchers are widely dispersed across this winter wonderland. Your mission is to locate and wipe them out before their lethal cargoes are launched. Battle tanks patrol each target, making the mission anything but easy.
Take out the terrorists and reclaim the plane! But don’t crash — any minor bump drops the fighter out of the skies!

F-117 STEALTH
This enhanced F-117 Stealth utilizes a small nuclear reactor for propulsion, so refueling is not required. These ingenious aircraft designers even found a method of storing the limited ammunition in the fuselage.

PROOF BRIDGES
An extensive series of bridges and trails lead all parts of the Madman’s jungle defense network. Capture lifelines before taking out most visible points — the bridges over the meandering river.

Patriots
The Madman stole several trucks containing Patriot missiles during the Gulf War. Now the Madman uses the weapons to harm the Navy’s attempts to launch tactical cruise missiles at the bomb manufacturing site.

Don’t Crash

Bomber Run
Each bridge is protected by rapid-firing Sheridan tanks. Use your unlimited supply of bombs to crush the armored vehicles.

Nuke Missiles
Desperate for a safe hiding spot, the Madman has dug deep within the ruins of an ancient temple, known about the jungle. Bomb research continues in the hidden ruins. You have no choice. You must destroy the ancient relics before the modern world is in ruins.

Guard Duty
Each Patriot missile system is protected by some form of sentry. Blow away the guard before you attack the battery.

Tough Shot
Destroying Patriots can be tricky, unless you know the weak spot. Aim for the gas tanks under the truck cab.

At the Core
A nuclear core rests inside the ruin. Blast away the remaining defenders.

Clean Up
Time is running out. Destroy the bomb part and head for the next campaign.
Many players are confounded by a large room filled with floor switches. A sign on the wall in the room reads, "When the vibrations cease, the floor has changed. The columns are the key. Touch the Northern side." Touch any floor switch in the room, then walk to the south side of the column one step south and two steps west of the teleporter that brought you into the room.

This room has a ton of floor switches—thankfully it doesn't matter which one you touch.

Find the lower side of the column one step south and two steps west of the teleporter.

The tile room in Fortress 3F is a tough maze. The sign outside the room reads, "There is but one true path." The object is to walk across the tiles in a specific order. Copy down the directions on the sign and follow them exactly. Some players are unsure as to where to begin in the tile room. From the sign, walk one space east, two south and one west. You're now standing on a tile. If you follow the directions according to the sign, you should be on your way to the end of the game!

Spend an extra moment writing down the directions on the sign. This effort can save time later.

One false step and you will start this room from the beginning. Learn from your mistakes.

This is the exact starting point of the sign's directions. Keep track of your location.
MIGHT & MAGIC III
WHY DOES A DOOR SAY "SELECT A CHARACTER?"

Some locked doors display a message reading “Select a Character.” This means that a specific person must pick the lock in order for the door to open. The best character for this job is either a Robber or a Ninja. Save yourself some game play time and frustration by always keeping one of these characters in your party.

HOW DO I GAIN EXPERIENCE QUICKLY?

There is a method of getting quick experience, but save your game before attempting this technique. Go to an item shop in a town and fill your party members' backpacks. Then destroy any huts or wagons for experience points. If each character's item list is full, the destroyed object will reappear, and you can ruin it again. Some objects subtract experience, so be sure to check your character's points.

HOW DO I BUILD UP GOLD QUICKLY?

In addition to gaining gold by finding treasures or defeating enemies, there is one easy trick to raise your cash flow. Note that the technique costs 70 gems.

Have an Archer or Sorcerer cast Duplication and Enchant Item on Plate Armor. This creates Platinum Armor. Sell the enhanced Armor to any item shop.

If you have the Merchant skill, you can sell the item back at the shop's purchase price.
Choosing an airline hub location is often the toughest and most critical decision in Aerobiz. Make it easy on yourself and pick a winning location for your business. The top five cities to start an airline in are Tokyo, New York, Los Angeles, London, and Paris. High consumer population and accessibility to a large selection of routes make these cities prime choices.

**WHICH ARE THE BEST AIRPLANES TO BUY?**

While choosing specific airplanes depends on the era of each scenario, make it a rule to pick aircraft with good fuel efficiency and maintenance ratings. While some of these airplanes have a high purchase price, you’ll save more money flying quality aircraft over a flock of fuel-guzzling lemons. Most experienced players buy Boeing and McDonnell Douglas aircraft in scenarios One and Two and switch to Boeing and Airbus planes in scenarios Three and Four.

**WHAT IS A GOOD INITIAL BUSINESS PLAN?**

While there are several methods for attaining financial success in Aerobiz, a winning start up strategy plan is usually the same. First, buy all of the slots at your hub and purchase fuel efficient planes. Second, quickly open as many routes as possible in your region. Then focus on buying and opening routes to major cities in other regions. Third, open routes within other regions. Do not diversify into too many side businesses until your airline is well established. Quickly alter or eliminate unprofitable routes, and keep an eye on your profit margin!
**JURASSIC PARK 2**

**HOW DO I SURVIVE THE TRICERATOPS ZONE?**

The wild Triceratops can be neutralized with grenades, but the key to survival is landing in one of the two holes on the screen. Jump into a hole and duck when the dinosaur charges. If the hole fills up, run to the other side of the screen and jump into the other hole. Although it may look like you're getting stomped on, the dinosaur cannot hurt you if you duck.

**HOW DO I PASS THE T-REX PURSUIT STAGES?**

Many players think they need to recover all fifteen cards to pass the T-Rex Pursuit stages. This is incorrect. You just need to survive the stage by reaching the end at the far right of the maze. Even this is a tough task. Shoot at the small lizards that get in your way, but don't waste time taking out unnecessary targets. Allow yourself some space and time to make the critical jumps on the blocks near the end of the stage. These tough stages are short, so you won't need to memorize the route.

**Q & A**

**NHL '95**

- Q: How do I erase or delete a player I made?
  - A: Start a new season—this erases all players you've made.

- Q: What is an 'illegal' trade?
  - A: Trading a player of one position for a player of a different position. Trades must be made for players playing the same position.

**Pac In Time**

- Q: I'm stuck. How do I restart a stage?
  - A: Pause the game and press L and R buttons at the same time.

- Q: Can I send out a shock wave with my hammer?
  - A: Yes, but only in Area 30.

- Q: How do I avoid getting trapped in cages?
  - A: Move under them as quickly as possible.

**Space Invaders**

- Q: When do I get an extra cannon (life)?
  - A: When you reach 1,000 and 3,000 points.

- Q: Is there an ending to the game?
  - A: No. It's just like the arcade.

- Q: How do I get the 'Alien Rainbow' show?
  - A: Defeat all of the enemies EXCEPT one of the ten-point aliens.
Like the Rangers themselves, this game emphasizes teamwork, since two players can beat the bad guys a lot easier than one. You can choose from new Rangers Aisha (Yellow), Adam (Black) and Rocky (Red), who have joined forces with Kimberly (Pink), Billy (Blue) and Tommy (White). Each has a unique fighting style.

Replenishing the Power Meter gives each Ranger a special attack.

The Rangers will have to run, jump, climb, snowboard, punch and kick their way to the final showdown in Ivan's mountain fortress. At the end of each stage, they'll have to defeat a particularly fiendish foe with super powers.

Gather power by picking up lightning bolts left by defeated warriors.

In teenage mode, Adam's signature attack is the lightning ball.

The wise Zordon gave the teenagers their special powers.

The Blue and Yellow Rangers have razor-sharp special attacks.

Bandai follows up its Mighty Morphin Power Rangers fighting game with a side-scrolling actioner based on the smash summer movie. The evil Ivan Ooze has invaded Earth with an army of wicked warriors, lethal robots and creepy creatures. The Rangers will have to slug their way through six scary stages. Only then will they come face to face with Ivan, the vilest villain of all!
**FIGHTING OOZE'S MANY STOOGES**

**ANGEL GROVE**
Ivan Ooze's evil henchmen have shattered the peace of this small town. The Power Rangers will have to fight their way through the streets and a department store before squaring off against the teleporting Mirror Maniac!

**OOZE'S GUNNERS**
The Rangers take their battle to save the world onto an aircraft carrier and into a hulking munitions factory. They'll have to watch out for machine-gun fire, mortar shells and spiders spitting glop!

**SKI CRAZY**
Let's go boarding, Power Rangers! After schussing down snowy slopes, the Rangers will plummet thousands of feet to a raging river, where they'll have to dodge falling boulders and fight off ferocious fish while besting Ivan's henchmen!

**TRAIN OF PAIN**
Lurking snipers and hopping mortars attempt to railroad the Rangers in this stage. After destroying the reactor that powers the train, the Rangers will continue their fight on a ruined bridge.

**TEENAGE WASTELAND**
The Rangers face skirmishes in a deserted city and a giant power plant. After battling to the top of a skyscraper under construction, they'll encounter Silver Horn, a hideous, one-eyed monster.

**MISSILE BUNKER**
The Rangers have to descend deep underground, where there's always the threat of a sudden rocket ride to outer space! A slew of electric traps makes this stage a shocking experience. Then, it's on to Ivan Ooze!

**POWER-UP**
In two-player mode, both teens can morph if one has a full Power Meter. Let one teen pick up all the Power-Ups so that both can morph, but wait until the pink Life Meter of one of the teens is nearly depleted before morphing. Both Rangers' Life Meters will then be automatically replenished.

**KNOW WHEN TO MORPH**

**VOLUME 74**
THE ZANY
THREE RETURN

Konami and Factor 5 have teamed up to bring you another episode of the adventures of Yakko, Wakko and Dot. This time around, the Animaniacs are going gonzo on the Game Boy.

WHAT'S UP?

The Warner Brothers (and Sister!) are back in action. In their previous adventure on the Super NES, the Animaniacs saved the world from the dastardly doings of Pinky and The Brain. With that bit of heroism under their belts, they have decided to—what else?—open up a store. Yakko, Wakko and Dot are big film fans, so they're off in search of movie souvenirs to sell in their shop. This may seem like a thin premise for a game, but simple puzzles and cartoon-style action will keep Animaniacs fans entertained. The play control is good, the animation is smooth and the graphics are well defined. It seems strange that the characters can't crouch, which is a standard move in most adventure games. Instead of ducking, you sometimes have to switch to a shorter character to avoid danger.

Dot's kisses will soothe this savage beast!

Living up to his name, Wakko can swing a hammer with the best of them. Use it to destroy obstacles, light fuses and—well, you'll figure it out.

The Warner siblings decide to stock their store with movie props and souvenirs. What better place to look than their own home?

Super Game Boy reveals a detailed border and great colors.

With his paddle ball attack and ability to move objects, Yakko is probably the most versatile character.

Are we in the Warner Bros. Studio in lovely Beverly Hills, California?
ON THE LOT AT WARNER BROS.

This introductory stage is short and easy, just enough to set the stage for the plot and give you a chance to sample the Animaniacs' abilities. Just hit Select to switch characters, and you'll be on your way.

Stage One: Bungle in the Jungle

Our heroes begin their scavenger hunt on the jungle set. You'll need to switch characters often to get past various obstacles, but the puzzles are straightforward. Some players may tend to rely mostly on Yakko and Wakko, but don't underestimate Dot's ability to charm animals and people with her potent kisses.

Ralph the security guard is not about to let you get the best of him! He attacks from the catwalk above the studio floor.

Wakko's hammer will send the steel ball sailing into the rafters. Get a move on! If you get a hit, some bits of the catwalk will rain down. When Pinky and The Brain show up, switch to Yakko and paddle away!

Pinky and The Brain

Did you think that there wouldn't be any enemies lurking in the shadows? Pinky and The Brain return to spoil the Animaniacs' fun. They stay hidden for much of the game, but Ralph the studio security guard, is also on the prowl.

Jump for your life! Yakko's long legs help him stay out of harm's way.

How did Wakko get over that wall? Hint: He didn't jump! And can somebody tell me who that goofy guy is? Well, he'll be charmed to meet you!
When you think of classic Western heroes, you probably think of Wild Bill Hickock and Buffalo Bill—but not the Animaniacs! The Old West will never be the same with Yakko, Wakko and Dot roaming the range, scouting for rare movie treasures. Ralph is hot on their tails, but fortunately for them, the Lone Ranger he ain’t!

**RAWHIDE RALPH**

Ralph’s back in the saddle, and once again, it’s up to Wakko to knock him off his high horse. Timing is important in this battle.

- Ralph resorts to the oldest slapstick weapon in the book, the cream pie
- Hit the oven to launch a pie! Ding! Dessert’s ready!
- After five hits or so, he’ll ride off into the sunset.

Hit the blocks around the stage to activate mechanisms or make platforms appear, then backtrack and explore.
Stage Three
To Scream or Not To Scream

It's creature feature time, and the Animaniacs aren't the only things that go bump in the night! With a greater number of enemies and more complex mazes, this stage is a bit more challenging than the first two. You may find, however, that some of the puzzles are simpler than you first think. If a puzzle seems impossible to figure out, chances are there's a more straightforward solution you've overlooked.

This cheeky fellow turns into a bat and makes a dive-bombing run on any intruders.

If you're careless, a jump-in-the-box will send you flying back to the beginning.

The block on the left is the drain mechanism. Push it to the left to pull the plug on this obstacle.

If there's one thing Ralph has, it's perseverance! He'll do his best to stop you, but the real villains finally step out from behind the scenes ready to do battle!
If you're looking for a fun new fighting game to play on your Game Boy, World Heroes 2 Jet may be just the thing you're looking for! Takara has remastered SNK's popular fighting game and has come up with a game that is fun to play on both the Game Boy and the Super Game Boy. The graphics and animation have been well crafted, so they're colorful and entertaining on the Super Game Boy, and still easy to see when you take the game on the road. One of the best features of this game is the Two-Player option in the Super Game Boy version.

If you're a fan of the original World Heroes game, you'll be happy to see that many of your favorite characters have returned for the sequel. Along with the veteran fighters, there is an entire army of new combatants for you to master. Many of these new fighters have special new moves, so this game will require as much practice as the original if you plan on becoming a World Heroes master. All of the new characters have their own strengths and weaknesses, so with practice, you should be able to counter any of the other characters you'll face.

Because World Heroes 2 Jet has so many new characters, it is only natural that Takara should include a Training Mode so you can learn new moves. While it isn't any easier to beat your opponents in the Training Mode, you can choose both your character and your opponent, so you can continue practicing until you do manage to beat them. It is a very good idea to try out your best moves before you enter the tournament.
TOURNAMENT MODE

Entering the tournament in World Heroes 2 Jet is quite different from entering tournaments in other street fighting games. In most fighting games, you square off against one opponent at a time in a best-of-three round match. In this game, you square off against three opponents, each in a sudden death match. If you beat two of the three opponents, you'll progress to a new tournament, where you'll face three more fighters. Each successive match becomes increasingly difficult, so only the best fighters complete the entire tourney!

1st Stage  2nd Stage

It's easy to enter the first tournament, but you'll need to improve your skills if you want to make it into the later events.

You'll face three different fighters in single-round bouts. You only have one chance to beat a fighter, so use your best moves.

3rd Stage  4th Stage

You don't need to win all of the matches to advance to the next round, but every win helps!

You'll face the toughest fighters in the last few stages of the tournament, so be ready for the fight of your life!

VERSUS MODE

If you would rather pick on your friends than the computer, check out the Versus Mode of the game. If you have a Super Game Boy, you can play a two-player competition with only one Game Pak!

FIGHTERS

There are 16 different fighters in World Heroes 2 Jet, each of them with different moves and tactics. With so many different characters, it would be impossible to show them all.

POWER-UP

If you're having trouble mastering all the special moves, try practicing your attacks in the two-player game. After beginning a two-player match, leave the second controller alone, then take your shot against a defenseless opponent! You won't need a second Game Pak to access the two-player mode as long as you have a Super Game Boy and a Super NES.

Practice Makes Perfect
SECOND PRIZE
LIFE FITNESS EXERTIMENT JACKETS

BUTTERY SOFT LEATHER SLEEVES

COOL EMBROIDERY.

THIRD PRIZE
NINTENDO POWER T-SHIRTS

MARIO AND YOSHI EMBROIDERED.

FIVE WINNERS

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 74, and the answer to the trivia question on a plain 3 1/2 x 5 card. Mail your entry to this address:

NINTENDO POWER PLAYER'S POLL VOL. 74
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than August 1, 1995. We are not responsible for lost or misdirected mail.

On or about August 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs or other likenesses for the purpose of further promotions or productions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to 50 per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 50,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after August 15, 1995, and your request to the address above:

GRAND PRIZE: The Grand Prize Winner will receive a Life Fitness Exeriment System, including a Lifecycle, an Entertainment Module, and a Program Manager/Mounted Bike Rally Game Pad, as well as a 27" television and a Super NES. The winner must provide a written release of NOA's rights to the combined value of all prizes is $2,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state, local laws and regulations.
Can you grab 500 gold bonus statues in 99 seconds? How about 525 using EnGarde? Select any of the four Donkey Kong Country bonus characters and take your best shot. The trickiest part of this challenge is recording your accomplishment with a photo. Since the total number of statues flashes on the screen when you run out of time, have a friend or family member take several carefully timed snapshots. The top five scores for each of the four bonus stages win Power Stamps! Need practice? Check out the "Diddy" Bonus Stage Code on page 56 of Nintendo Power Volume 68!

Hockey Season is over and new names are etched on the Stanley Cup. How did your NHL ’95 team do this year? Show off your skills and send your records into the Arena! Awards will be given to best season winning percentage, most goals, and highest number of saves in a game. The top five scores for each category skate away with Power Stamps.

Mail in your fighting best. Remember to photograph the Ranking screen—not the ending of the game.

Sonic Boom! Yoga Flame! Ha-Dao-Ken! Send your computer opponent reeling to the floor as you go for the most outrageous Super Street Fighter II score! Select Super Battle mode, pick your fighter and battle your way around the world. For eligibility, you must photograph the RANKING screen. The top ten astronomical scores win Power Stamps!

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Focus! Focus! This is either Battle of Olympus or a slide of someone’s vacation in Greece. Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES game, first move your system near your television, so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. 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.
The crazy action of the Animaniacs cartoon comes to Game Boy in an action game filled with puzzles.

Konami has created a less demanding Animaniacs game than the Super NES title that was released earlier in the year. That's okay since this Animaniacs is better suited to the young audiences of the TV cartoons. As one of our testers put it, "You go along until you come to a puzzle, then go along some more until you reach another puzzle." The game doesn't demand lightning fast reflexes, and gamers will have to switch between the three crazed cats to select the best of the Animaniacs for a given task or area. Sometimes you must use the cats in tandem to achieve your goal. Each of the characters has a special attack or tool: Wacko uses a hammer, Yakko has a paddle, and Dot charms her enemies with a smooch. As in every adventure with the Animaniacs, Ralph the guard is never far away and you can bet that Pinkie and The Brain are behind all the trouble. Look to this month's review for more Animaniacs mania.

Donkey and Diddy debut on Super Game Boy with an awesome ACM, action romp. Rare's ACM techniques work miracles at the Game Boy level just as they do on the Super NES. Donkey Kong and Diddy Kong launch into an entirely new adventure with spectacular Super Game Boy graphics and music. The amazing part of DKL is that Rare was able to take high-end rendered animation and reduce it to a palette of four colors. This really is incredible stuff. As for the game, expect the play style to be similar to that of Donkey Kong Country. Forty-six bonus areas are hidden throughout the games' 30 regular stages. You'll also have to battle four bosses. The maps in DKL are all new and several backgrounds never even appeared in the Super NES game. Some of the coolest new characters include flying pigs and a nautilus shell named Nemo. This month, Nintendo
Power gives players the winning strategies for barreling through Donkey Kong Land.

- Great graphics and excellent play control. All new stages.
- Battery backed-up memory.
- No two-player option.

**HANNA BARBERA'S TURBO TOONS**

**Super NES**

**Company**.............Allan Ltd.
**Release Date**..........July 1995
**Memory Size**...........4 Megabits

5-PLAYER

Yogi Bear and Huckleberry Hound challenge you and your friends to a foot race on the Super NES.

With 30 tracks and a host of Hanna Barbera's most famous cartoon characters, against which to race, Turbo Toons presents an unusual game with familiar faces. The basic idea is to charge around a single screen race course with their choice of Top Cat, Quick Draw McGraw, Yogi Bear, Snagglepuss, Hong Kong Phooey, or Huckleberry Hound. Each character has some special advantage, such as Huckleberry Hound's great cornering ability or Quick Draw McGraw's top end speed. This game is really intended to be a multi-player experience. The one-player mode is less than satisfying. The real challenge comes from learning how to block opponents and use items that appear on the race course. Strategies include stunning other racers, using your Turbo power wisely, and using Power-Up crystals. Turbo Toons isn't for everybody, and the theme is certainly young, but if you have a multi-player adapter, it can be a fun race.

- Characters look like their famous cartoon counterparts. Multi-player mode.
- Simple AI and boring one-player mode.

**HEAD-ON SOCCER**

**Super NES**

**Company**.............U.S. Gold
**Release Date**..........July 1995
**Memory Size**...........16 Megabits

Boot up U.S. Gold's multi-player arcade-style soccer game.

There may be a lot of soccer games out there for the Super NES, but there aren't many featuring multi-player action like U.S. Gold's Head-On Soccer. High-speed and special signature moves result in more of an arcade feel in Head-On Soccer. Options include setting the period time from one minute to 15 minutes, choosing from three levels of difficulty, and playing in Tournament or Exhibition Mode. In the one player tournament, fifty-one international teams compete for the world title. Two players can face off or play cooperatively while four players take the field on two teams of two. Cooperative play can be difficult due to the automatic switching, which doesn't necessarily switch you to the most logical character. One innovation of Head-On is the ability to leap forward in order to head the ball—a great technique if you can make use of it. This month's Sports Scene takes you down to the pitch.

- Fast action Multi-player Passwords Heading.
- No down field radar or indicator to show locations of teammates off the screen. Poor switching AI in multi-player mode.

**JUDGE DREDD**

**Super NES**

**Company**.............Acclaim
**Release Date**..........June 1995
**Memory Size**...........16 Megabits

The future looks pretty bleak for criminals now that Judge Dredd is on their case with his tools of justice—a gavel and a fistful of grenades.

Acclaim comes through again with another top-notch game based on an action movie. In this case, Judge Dredd with Sylvester Stallone, provided the basis for an action-adventure developed for Acclaim by Probe. The development team recreated the dark, futuristic world of the movie, giving the game a brooding feel. Enemies leap out of shadows and hidden areas can be discovered by players willing to face a little peril. In each of the 12 large stages, Dredd must complete a primary mission and a secondary mission. Information is available from computer terminals within each stage. You'll also be able to pick up a wide array of weapons and grenades. Dredd himself has lots of moves, including an overhead swing that keeps him moving safely above traps and enemies. The hanging judge also has the ability to fire shots in eight directions. The enemies, at least some of them, don't have the stomach to face up to a judicial juggernaut like the Judge. They'll give up...
when you lay down the law with a spray of hot lead. If you arrest these hoodlums, instead of exacting punishment on the spot, you may find extra supplies or weapons. This month, Nintendo Power puts Judge Dredd on trial. Consider yourself summoned.

- Excellent graphics, animation and sound. Good play control and game design. A good mood setter. Fun and challenging.
- Dredd should have more interaction with the criminals rather than simply shooting them. Movement in and around some areas, such as ladders, requires precision.

**Jungle Strike**

Company..............Electronic Arts
Release Date.......July 1995
Memory Size.......16 Megabits

Electronic Arts' excellent series of chopper combat continues on the Super NES.

The scenario for this game may be a little closer to reality than the designers planned. Action begins in Washington D.C. with terrorists holding several landmarks around the city. A notorious South American drug lord commands the terrorists and orders their destructive acts. After cleaning up the capital, you head south to clean up the jungle. As in Desert Strike, you are the pilot of the attack helicopter, but you have a co-pilot who mans the winch and guns. The skill of the co-pilot adds considerably to your success. Unlike previous games in the Strike series, Jungle Strike also puts you on the ground and in the water for missions with a motorcycle and hovercraft. The play, whether on the surface or in the air, consists of blasting enemy targets, rescuing POWs and gathering supplies to keep you going. The three-quarter view maps give the world a wide-open feeling in which you have total control. Don't miss Power's foray into the jungle in this month's combat review.

- Challenging. More variety than previous Strike games. Excellent control.
- Limited strategy. Graphics are unexceptional.

**Kyle Petty's No Fear Racing**

Company..............Williams Entertainment
Release Date.......June 1995
Memory Size.......24 Megabits

The NASCAR circuit comes home with a challenge from Kyle Petty.

Kyle Petty's No Fear Racing from Williams Entertainment puts you in control of a NASCAR racing team for a season or a day. You begin a single race by choosing from one of 28 tracks around the nation. Next, customize your stock car for increased performance and prepare your pit with a crew chief and changes of tires. You can even select the number that appears on your car. Once you're on the track, you must drive full out, avoid oil slicks, make smart use of the pits and steer clear of trouble. The behind-the-car view gives you an excellent perspective on the action all around your car. And you'll need it since the computer drivers are unpredictable and liable to slam into you at any time. Strategy is limited to staying on the inside curve and using your supply of Nitro wisely. The best part of the game is the Custom Track feature. You can build your own race track, complete with scenery, then race on it. Kyle Petty also has a two-player split screen option. This month's Sports Scene takes a look under the hood.

- Custom Track option. Two player mode. Banked turns. Lots of tracks.
- Simple strategy. Unrealistic car controls and motion.

**Mighty Morphin Power Rangers—The Movie**

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

Can Rita Repulsa, Lord Zedd and the horrid Ivan Ooze stop the Power Rangers? Not if you're at the controls.

Mighty Morphin Power Rangers—The Movie lets you and a friend adopt the role of your favorite Power Rangers in a fight to save the planet. Through seven levels of Double Dragon-type action, you'll slug and punch your way toward justice. The most unique element of the game is that your Ranger can leap between a foreground...
and background level. You'll begin the game in the Teenager Mode with characters: Billy, Tommy, Rocky, Kimberly, Aisha or Adam. If you're in trouble, transform into Ranger Mode. A second player can join at any time during the game, adopting one of the remaining five Rangers. Each Teenager and Ranger has a special move, but all of the characters can perform some cool stunts like hanging from signs. Power Ranger fans can't afford to miss the review in this month's Power.

**NHL HOCKEY '95**

Company ..........Malibu
Release Date ......July 1995
Memory Size ......4 Megabits

Another EA Sports classic comes to Super Game Boy thanks to Malibu and the developers at Probe.

Malibu's latest Super Game Boy version of a classic EA Sports title proves that you can do a lot with a Game Boy game if you work within the limitations of the system. The basic features include Regular Season mode, Playoffs, best of seven series and shootouts. All the NHL franchises are represented, but not the players. The graphics, especially on Super Game Boy, look remarkably good, but the slow frame rate makes the action seem choppy. You can get used to it and have some fun, but the slow speed will turn off some players. This game is better suited to a regular session on Game Boy. The smaller characters seem to move smoothly and the large puck can be seen at all times. Even without color, the Game Boy graphics look good on this game. If you like hockey, and you like to travel, be sure to check out NHL Hockey '95.

**RHI ROLLER HOCKEY**

Company ..........American Softworks
Release Date ......April 1995
Memory Size ......16 Megabits

Hockey on wheels looks and plays a lot like hockey on ice...and there's a reason for it.

American Softworks purchased the game engine for Brett Hull Hockey '95 from that game's developer, Radical Entertainment, and converted it into this roller hockey title. Although American Softworks made several changes in the game, most of them are very subtle. The play is virtually identical to the original.

**NOSFERATU**

Company ..........Seta
Release Date ......July 1995
Memory Size ......16 Megabits

**The Prince of Darkness will haunt your dreams when you play Nosferatu.**

Nosferatu takes you into the shadowy home of Dracula and his blood-sucking creatures of the night. So why are you determined to pass through the most terrifying castle in the world? Well, your love has been taken there and only you can come to the rescue. Seta's long awaited action game includes action, fighting and puzzle-solving. If you've played Prince of Persia, the animation and play control functions in this game will seem familiar. But Nosferatu improves on Prince of Persia in almost every respect, including graphics and sound. The six stages end with boss battles, but to reach those gruesome guardians you must first navigate past dozens of traps and defeat minor enemies. Keep a lookout for the subtle effects and animations that add so much flavor to the game. This month's review will give you a taste of the horror.


No save feature.
Accolade game except for the play-by-play announcing of Al Michaels. The teams represented as RHI teams are in NHL cities and the uniforms conform to the NHL teams from those cities. The perspective on the arena uses Mode 7 to move you up and down the rink smoothly. Passing and shooting are intuitive and sharp, just as in Brett Hull Hockey '95. The turning radiiuses for the skaters have been reduced slightly in RHI to model in-line skating more accurately. Even the skating surface looks like ice since the RHI specifies that matches take place on white concrete. Hockey fans should be aware that this game is a clone, especially if they already have Brett Hull Hockey '95.

Cyborg agents circle the globe in a unique, multi-player action adventure from Ocean.

What do you do when a band of malfunctioning cyborgs runs amok? Who're you gonna call? Where will you run? Those questions are the keys to Syndicate from Ocean, an unusual multi-player action/strategy game that plunges you into a stark future where robots and androids are held in check by gunfire rather than root commands. Each player controls one of four Syndicate agents on missions aimed at stamping out a wide range of cybercrimes. The field of play—typically a three-quarter view section of a town—is full of innocent bystanders as well as bad cyborgs, robots and people. Your most difficult job is to determine who's good and who's not. Even more difficult is the process of learning how to control all the options between missions. Once you learn the rules, you'll find a richness to Syndicate that makes it more than just another shooter. If playing Syndicate as a one-player game, you can move one agent or all four together. After completing the first mission, move on to tackle missions anywhere in the world. Read the mission briefing, then outfit your team with weapons and enhanced cybernetics. The PC version of Syndicate has been receiving a lot of attention, but the Super NES game captures all the excitement and challenge. If the control functions were more intuitive, this would be a great game. As it is, cyberpunk fans should check it out.

The SWAT KATS are on the case, and no hairball is going to stop them.

The SWAT KATS swagger into a side-scrolling adventure that gets broken up with areas of Mode 7 shooting. The combination of game modes keeps things interesting, as does the colorful graphics and non-stop action. Unlike most side-scrolling action games, you can clean up the criminals in the area of your choice rather than pass through the game in a linear sequence from stage to stage. The Hanna Barbera characters look good, but there is little comic feel to this blast-fest. KATS fans won't want to miss our Take 2 review this month.

A tournament fighter and much more for Super Game Boy—World Heroes 2 Jet breaks the mold.
Sixteen characters stand ready to battle for world supremacy in Playmates' World Heroes 2 Jet. Playmates picked up this Super Game Boy enhanced fighter from the masters at Takara—a shrewd move because this is a cool little game.

In many ways, World Heroes 2 Jet is better than the Super NES World Heroes. The one-player tournament takes a different approach from most tournament fighters. Each day in the five day tournament, three opponents square off against you. You fight each opponent in a single round and your record against the three determines if you proceed. The fighters range from bizarre characters like Mudman to traditional martial arts experts like Dragon. Moves include dashes and a fake KO in which you play dead. Cool special moves spice up the fight and some are fairly easy to perform, plus the animation is great. If you're playing on the Super Game Boy, you'll forget that World Heroes 2 Jet was meant to be portable. You can play the two-player option on the Super NES and Super Game Boy, which means you won't need a second Game Pak. You can also play using two Game Boys, two Game Paks and a Game Link. Options include three levels of difficulty, time limits, scenery and music select. This month's review covers it all.

Excellant graphics and use of Super Game Boy enhanced mode
Not very challenging as a one-player game

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**EDITOR PICKS**

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

Scott....Sports, Simulations, Adventures
Lesse.........RPGs, Puzzles, Adventures
Jeff.........Action, Sports, Fighting
Joe.........Fighting, Simulations, RPGs
Dan.........Action, Adventures, Puzzles
Terry.........RPGs, Simulations, Sports

**IDSa RATINGS:**

These Independent Digital Software Assoc ratings reflect appropriate ages for players. The categories include EC=Early Childhood, K-A=Kids to Adults, T-Teen (13+), M-Mature (17+), A-Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-777-3772.
The world was swept away with Donkey Kong Country last year. With seven million copies sold worldwide in six months, it is the biggest video game hit ever. This November, the world will be ready when Donkey Kong Country 2: Diddy's Kong Quest reaches the stores...or will it be ready? (The title screen below shows an early version—it was taken before the name changed.) Rare has done an even more stupendous, eye-popping, jaw-dropping job with the ACM techniques. DKC 2 features new effects like moving hair courtesy of Alias's latest version of PowerAnimator™. (When was the last time you saw hair on a video game character that actually looked and behaved like the real thing?) Obviously, the Super NES is still a match any video game system. As for the story, K. Rool's Kremling cronies have captured Donkey Kong, hauled him off to their island hideaway and locked him up without any bananas...the swine! Now is Diddy's moment of truth. The little ape and his new friend, Dixie Kong, track a trail of bananas from a pirate ship through swamps, haunted forests, bee hives, volcanoes—they even brave a roller coaster. The game design follows the same rules set down in DKC: players can switch between Diddy and Dixie, animal friends help in certain areas, bonus areas are hidden everywhere, and bosses wait at strategic points. The game also features some cool new moves including the ability of each of the main characters to hurl the other at enemies.
Super Mario World 2

Nintendo didn't put all of its eggs in the basket, as the appearance of Yoshi's Island proves. This new Super Mario game has been in the works for well over a year, but it has recently gone back to the art department for a facelift, and what a lift it got. The comic style graphics are truly unique and feature more animation than you can believe including animated foregrounds. The game play involves Baby Mario riding around on his trusted Yoshi. Yoshi is the active partner. You can stomp enemies, slurp them up, or shoot eggs with a completely new aim and fire technique. If young Mario loses his seat on Yoshi's back, you'll have a limited period of time to catch the youngster and continue the adventure. October second is the scheduled debut date for this innovative and totally fun game. Mark it on your calendar, because this is one game no one will want to miss.

Virtual League Baseball

The first screen shots ever of Kemco's Virtual League Baseball show the Japanese version of the game and an early American version. The major difference in the U.S. version will be the appearance of the baseball players. As you can see, the characters in the American version will be taller, slimmer, and more realistic. The viewpoints should remain the same in both games, zooming from home plate during batting and pitching to a higher view for fielding. Kemco plans to release Virtual League Baseball as one of the earliest Virtual Boy games, probably in late September.

Incidentally, Nintendo Power has acquired a special screen capture system for Virtual Boy. The images shown here show one of the two arrays (or screens) that make up the stereoscopic 3-D image of the game. Shots taken using both arrays look blurry. Although all the elements of the screen appear in their proper places, you should keep in mind that the actual Virtual Boy image is three dimensional with very sharp contrast that can't be reproduced on paper.
The long awaited return of Ninja Gaiden is not exactly what we'd hoped for, but it certainly brings back memories. Tecmo's Ninja Gaiden Trilogy recreates the three classic action games from the NES instead of bringing fans a new adventure. The three games will all appear on one Game Pak, but don't expect stunning Super NES graphics and effects. Although the games have received some enhancement, according to Tecmo, for the most part they look like the original games. For fans of the Ninja Gaiden series, of which we count ourselves at Pak Watch, the chance to slash and wall-climb our way to glory one more time was great. If you've never played a Ninja Gaiden game, expect intense action and great challenge in a side-scrolling action game. The Ninja Gaiden series ranks up there with action classics like Castlevania and Metroid at the top of the NES library. Tecmo hopes to have the triple Pak out by late summer.

BATMAN FOREVER

Two-player cooperative action. Motion-capture technology. The Riddler. Two-Face. Bat toys. Computer rendered, interactive backgrounds. Sixty plus stages in eight levels. What else do you need to capture the movie event of the summer in a video game? How about some hot pics of Batman and Robin. Acclaim promises to release the game this August, but it may be a close call. At press time for this issue, the game was still far from being finished. But never underestimate Acclaim. They almost always spend the time necessary to make a good game and release it on schedule.
For those of you who have been wondering what ever happened to Mutant Chronicles from Playmates, rest assured that the alien menace is on its way. Mutant Chronicles for the Super NES is based on the futuristic role-playing and card games of the same name. The Playmates game contains 18 vertically and side-scrolling levels of maximum carnage. Your Doomtroopers hunt down the Dark Legion forces in areas ranging from Venus to the tenth planet, Nero. With tons of weapons and constant action, this game should be ready for release this fall.

**Mutant Chronicles**

**WildC.A.T.S.**

Playmates will release its first exclusive Super NES title this fall: WildC.A.T.S., which is based on Jim Lee’s comic book. The story involves aliens trying to take over the world and a team of three superheroes called the WildC.A.T.S. To finish the game, you must use all three characters to complete each of the 11 stages of Final-Fight-type fighting action. The graphics look cool and the characters are huge.

**Zoop**

Addictive puzzle games like Tetris tend to breed clones that look similar even when the game play varies. But Viacom is betting on a unique twist to the action puzzle genre that may seize the minds of puzzle players and hold them captive. Zoop borrows the ideas of stacking puzzles like Tetris, places the stacks on all four sides of a shape-shooter and challenges players to keep up with the action. Featuring funky graphics and sharp play control, Zoop should be released early this fall.
CASTLEVANIA DRACULA X

It’s here and it’s great. Castlevania fans won’t have much longer to wait now that Castlevania Dracula X has been received for approval at Nintendo of America. August should be the month to start cracking your whip. The game plays like its predecessors, with appearances by familiar enemies like the whip cracking skeletons and flying Medusa heads, but enhanced graphics such as terrific flame effects add a classy feel, and the adventure is all new.

CUTTHROATS

Cutthroat Island—the swashbuckling movie—is on its interactive way to the Super NES this fall. The early version we saw at E3 had some fun sword fighting action, but most of the backgrounds were incomplete and the action was limited. As for the game, it takes place in a setting of Caribbean swashbuckling with ships, pirates and stolen treasure. Game play is expected to be non-linear and the swordplay could be interesting, too. Instead of hack-and-slash, the sword fights are fencing-type battles with parries and thrusts.

TECMO PLANS FOR THE FUTURE

Tecmo doesn’t want to get caught short as they did last winter with Tecmo Super Bowl II: Special Edition, when lots of fans couldn’t find the game in stores. This time, Tecmo is taking reservations for the October release of Tecmo Super Bowl III: The Final Edition. Retailers will have forms on hand for players to fill out. The Reservation/Deposit form will help Tecmo make sure that everyone who wants the game will get it. The non-refundable deposit (which is determined by the retailer) will ensure that you receive a copy in Tecmo’s priority shipment. If you need a copy of the Reservation/Deposit form, check out Nintendo Power Source in America Online or our Web site at WWW.NINTENDO.COM and download the form. Until the ship comes in with the new Tecmo game, we have the first look for you right here and right now.

POWER SOURCE SUMMER CAMP

Nintendo Power Source will be the place in cyberspace to be this summer when the Power Source Summer Camp begins later this summer, probably in August. Cyber campers will take part in games and learning activities, plus they’ll be able to chat one-on-one with some of the stars of the video game industry. Some of the activities that are planned include an Infohighway Rally, art contests, camp game counselor outings, etc. One great thing about the Power Source Summer Camp will be that you never have to leave home but you can still meet new friends who are also into video games. The best thing: no mosquitos!

DRAGON: THE BRUCE LEE STORY

Bruce Lee, the martial arts master and actor, leaves Hong Kong for America in the ‘60s to make his mark. He did that, but his game may not. Acclaim picked up this tournament fighter from Virgin Interactive. The graphics seem pretty flat and the moves, initially, also seem flat. That’s too bad because the game has hidden depths. Some of the most crazed fighting fans at Nintendo think Dragon is wolf in sheep’s clothing. Dragon should be in the stores by September when Power will take a closer look.
**ROBOTECH PEEK**

Robotech, the Nintendo Ultra 64 game from GameTek, continues to look better and better. The most recent video clips sent to us from GameTek show great animation in a realistic, 3-D city with the transformable Veritech fighters stomping through flaming city streets then shifting into flight mode and shooting away. The cockpit view will probably be the dominant perspective during the action parts of the game, with stunning cinematic sequences conveying story elements.

**NEWS FROM HQ**

The news from T*HQ is first, *The Mask*, and second, *Urban Strike*. The most recent version of The Mask, arrived just prior to our press date, so we dropped everything and plugged the game into our Super NES. Our first impression was that the game features great animation and a really huge variety of moves. Many of the signature scenes from the movie have counterparts in the game, including the tornado and the fistful of guns. The character animation captures the crazed feeling of the film, as well, with many of Jim Carey’s antics being portrayed as basic moves in the game.

*Urban Strike* may turn out to be a major surprise. We first saw this Super NES combat game in its raw form at E3. Now, three weeks later, many improvements have been added and it is looking awesome. Electronic Arts always based its Strike series games on the low end Genesis platform and made good, if not greatly enhanced, Super NES versions. Now sublicensed to T*HQ, the game is being developed at Black Pearl, and quite clearly they have decided to make use of the Super NES’s superior graphics and sound capabilities. The level of graphic detail is striking, from the helicopter’s animation to the appearance of vegetation, buildings, vehicles and people.
What is a new system without games? Next month's 20-page special feature covers the first games to be released for this incredible new system.

**VIRTUAL BOY SPECIAL**

**EPIC CENTER**

**Chrono Trigger!!**

Role-playing game fans have been screaming for information on this hot new game from Square Soft. Next month's Epic Center features a special 12-page article full of the info you need to get started in this massive quest!

- Boogerman
- Phantom 2040
- Street Fighter II
- Earthworm Jim
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