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NINTENDO POWER

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SEPTEMBER VOLUME 76
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Killer Instinct
Hot Combos From the Pros

Donkey Kong Country 2
Diddy’s Kong Quest

IN DEPTH
• Doom
• Castlevania: Dracula X
• Chrono Trigger
• The Mask

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* Canadian residents pay $25
** KI Player’s Guide available September 1
   Allow three weeks for delivery
Doomsday is near! Now Super NES gamers can experience the intrigue that has kept PC players riveted for endless hours.

The legend of the Belmonts lives in a new thriller for the Super NES, and fans of the Castlevania series will find it to be a haunting challenge.

The arcade sensation makes its debut, and we have the moves and the melodrama. Killer moves from Nintendo's top players.
FULL COVERAGE
10 Killer Instinct
28 Doom
36 Red Alarm
40 Golf
46 Castlevania: Dracula X
76 The Mask
84 Dragon: The Bruce Lee Story
94 Galaga/Galaxian

TAKE 2 REVIEW
44 The Syndicate

EPIC CENTER
51 Epic News
57 Chrome Trigger
61 Romance of the Three Kingdoms IV
66 Epic Strategies

SPECIAL FEATURES
22 Donkey Kong Country 2: Diddy’s Kong Quest Preview
68 Men of Power—An Insider’s Interview with NOA’s Top Team
96 What color is yours? The contest results

EVERY ISSUE
6 Player’s Pulse
8 Power Charts
72 Classified Information
90 Counselors’ Corner
98 Player’s Poll Contest
100 Arena
102 Now Playing
108 Pak Watch
114 Next Issue
I've just read what Funky Kong wrote in Nintendo Power (Volume 74). I agree with him. Cranky is an old geezer and has no idea what he's talking about. Donkey Kong Country is one of the best games ever! It is truly one of a kind! Well, I've got to sweep the porch at Save Point.

CANDY KONG
VINE VALLEY, DKC

That proves it: two out of three gorillas prefer Donkey Kong Country!

Some people at my school think Sega is better than Nintendo! Come on people, who would buy a $400 system that is only 32-bit? The speed of its CD-ROM drive is as fast as that stupid hedgehog with no legs. I just know Nintendo is going to make Sega wet their pants with NU 64 and Virtual Boy. Thanks for making a product that is durable, inexpensive, easy to use and has graphics like I have never seen before.

MIKE PASCAL
LOUISVILLE, KY

I was shocked, no... flabbergasted about what I heard (or read) in the E3 report in Volume 74. Will there be a Game Boy version of Killer Instinct? Will it make use of the Advanced Computer Modeling rendering technique? When will it be released? Will it have all ten characters? Is it too much to ask for you to put a picture in a future issue? I am sure it will break ground for the Game Boy in all categories.

BRETT SORRENTINO
AUBURN, NH

The wizards at Rare are hard at work on Game Boy KI even as you're reading this, Brett. They've managed to pack eight characters found in the arcade and SNES versions, Super Game Boy enhanced colors, a two-player option and great music into a 4 meg power house. Will the characters be fully rendered? But of course! Look for this killer game in November!

TREVOR AND STEVEN GREEN
WOODRIDGE, IL

We have just received Volume 73, and it was the best ever! As we were flipping through it, we saw something that shocked us so bad, we nearly fainted! Staring at us was the finest lookin' video game system ever produced! Forget the Sega Saturn! We're talkin' about the NU 64, the best system ever! Everything we ever wanted in a video game system was right there. The four-player controller outlets for multi-player fun without an expensive adaptor, a beautiful black control deck, and, what's this? Cartridges! No CDs! YES!!! Thank you!
hat could be better for
an avid baseball fan
than a trip to visit ESPN
during
baseball season? How about see-
ing a spectacular game at
Yankee Stadium? Don't even
bother answering either of
those questions because Joel
Davis, winner of the Player's Poll
Contest from Volume 64, got to
do both—and more! Joel and his
father, Duane, jetted off from
their Minnesota home to The
Big Apple for a whirlwind
weekend! Excursions to the
Empire State Building and Statue of Liberty were on the bill, but the jewel in this
Grand Prize crown was the trip out to Bristol, Connecticu, to the ESPN studios.
Joel got to meet with Chris Berman and other ESPN on-air personalities. Chris was amazed that Joel won the trip by simply sending in a Player's Poll Card.
It was too easy! Being able to see all of the pre-production processes that go into a live broadcast was really cool. And then watching the end result—live broadcasts of ESPN's SportsCenter and Baseball Tonight (right from the studio!) was even cooler! But the ultimate capper, something Joel and Duane will remember for the rest of their lives, was "the legend of Pedro Gonzales and the hidden ball trick
back in 1962" as told by an anonymous Yankee fan. What a game!

**IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!**
Have you had a chance to check out Virtual Boy for yourself? If you have, we
want to know what you think of this cutting-edge system!

**NINTENDO POWER PLAYER'S PULSE**
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**editor's corner**
A truckload of top-notch Super NES games is headed your way through the end of the year, and we're going to give you the Power edge by rolling out four (count 'em!) Player's Guides. Right now, our fighting experts are putting the finishing touches on the Killer Instinct Player's Guide. It will have awesome tips and instructions for hundreds of killer combos. The Killer Instinct Player's Guide will be available at video game stores and bookstores by the first of September, or order it direct using the card at the back of this issue. Later this year, get ready for Player's Guides for Super Mario World 2: Yoshi's Island, Chrono Trigger and Donkey Kong Country 2: Diddy's Kong Quest. It's all part of our pledge to bring you the latest and greatest game-playing info.

**GAIL TILDEN**
EDITOR-IN-CHIEF

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<table>
<thead>
<tr>
<th>Rank</th>
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<th>Last Month</th>
<th>Months on the Chart</th>
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<td>5</td>
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GAME BOY TOP 10

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<td>DONKEY KONG LAND</td>
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<td>3</td>
<td>METROID II RETURN OF SAMUS</td>
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<td>TETRIS</td>
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<td>GOLDEN COIN</td>
<td></td>
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<tr>
<td>8</td>
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<td></td>
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<td>9</td>
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<tr>
<td>10</td>
<td>DR. MARIO</td>
<td>9</td>
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</table>

TOP 10 FIGHTING GAMES

<table>
<thead>
<tr>
<th>MONTH</th>
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<th>SYSTEM</th>
<th>RELEASE DATE</th>
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<td>1</td>
<td>KILLER INSTINCT</td>
<td>SUPER NES</td>
<td>AUG '95</td>
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<tr>
<td>2</td>
<td>SUPER STREET FIGHTER II</td>
<td>SUPER NES</td>
<td>AUG '93</td>
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<tr>
<td>3</td>
<td>MORTAL KOMBAT II</td>
<td>SUPER NES</td>
<td>SEP '94</td>
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<tr>
<td>4</td>
<td>WEAPON LORD</td>
<td>SUPER NES</td>
<td>AUG '95</td>
</tr>
<tr>
<td>5</td>
<td>FATAL FURY SPECIAL</td>
<td>SUPER NES</td>
<td>APR '95</td>
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<td>6</td>
<td>SAMURAI SHOWDOWN</td>
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<td>NOV '94</td>
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<td>7</td>
<td>CLAY FIGHTER</td>
<td>SUPER NES</td>
<td>NOV '93</td>
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<td>8</td>
<td>PRIMAL RAGE</td>
<td>SUPER NES</td>
<td>AUG '95</td>
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<td>9</td>
<td>DRAGON: THE BRUCE LEE STORY</td>
<td>SUPER NES</td>
<td>AUG '95</td>
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<td>10</td>
<td>JUSTICE LEAGUE TASK FORCE</td>
<td>SUPER NES</td>
<td>JUN '95</td>
</tr>
</tbody>
</table>

HALL OF FAME

The long tradition of arcade hits coming home to Nintendo systems continues with the four new Super Game Boy Classics: Defender/Joust, Centipede/Millipede, Galaga/Galaxian and Asteroids/Missle Command. Here are some other all-time greats!

<table>
<thead>
<tr>
<th>GAME</th>
<th>RELEASE DATE</th>
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<tr>
<td>DONKEY KONG</td>
<td>JUNE '86</td>
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<tr>
<td>PAC-MAN</td>
<td>APR. '91</td>
<td></td>
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<tr>
<td>SPACE INVADERS: THE ARCADE GAME</td>
<td>OCT. '94</td>
<td>It was a sad day for arcade owners when Nintendo brought the first great Mario Brothers smash to the NES.</td>
</tr>
<tr>
<td></td>
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<td>The round mounds of rainbow ones walkie-talkie in homes everywhere after Namco poured this classic to Game Boy.</td>
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<tr>
<td></td>
<td></td>
<td>The first Super Game Boy novel based on the original 8-bit Atari game.</td>
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</table>
The must-play street fighting game of 1995 is coming home, and only to the Super NES! The master developers at Rare and Nintendo have created an incredibly faithful 16-bit translation of the year's hottest arcade smash!

Some said it couldn't be done, but what the naysayers thought was impossible has been accomplished: the Killer Instinct arcade game has been successfully translated into a 16-bit Game Pak that retains all of the excitement and furious action of the original. All of the awesome features that have made Killer Instinct number one in the arcades are in the home version—and then some! Your favorite Killer Instinct characters are back, and their Special Moves, Speed Moves and Combos are with them. (Even the elusive Eyedol is here!) Also
included in the game are the Sky Stages, so you can send your opponents soaring off into the wild blue yonder—and to certain destruction far below! Of course, some allowances have been made for the differences between an arcade console and the Super NES (a couple of Danger Moves had to be redesigned, for example, but some graphic elements have actually been improved for the home version). Many of the backgrounds have been enhanced with new details, like character reflections in surrounding surfaces and more animated elements, and the color palette you choose for your fighter is retained for the bout-ending victory portrait. Though a couple of voices didn't make it in, you'll definitely hear what kind of combo you threw as well as the “Danger!” warning, and all the music is present in its full stereophonic glory! There are other cool features that will enhance your Killer Instinct experience beyond what you can find in the arcade, including two new play modes. The Practice Mode allows you to fight without a time limit, against an unresponsive opponent who never takes damage. You can practice Combos in your heart's content without fear of getting a boot to the head in return! The Tournament Mode allows you to enter up to eight player names, and the computer will then set up a series of matches and keep track of player stats as the carnage unfolds. There's even an option that forces players into Random Select mode after a certain number of wins, so there's no hiding behind a favorite character. When the game arrived at NOA headquarters, KI fever spread like wildfire, fanned by rivalries that popped up in every department. From Product Analysis to Technical Services and Consumer Service to Nintendo Power—even our Security Officers got swept up. We ended up with lots of in-house experts who have hours and hours of KI beneath their black belts. This month, we're going to let you meet some of them—and they're going to disclose some of the elite moves that keep them at the top of the KI heap here at NOA. The following pages are packed with killer moves and strategies for their favorite characters, and some for their second-choice characters as well!
"I like Jago because he's small and fast, but he's also powerful. He has a projectile, a fireball, and he has a great Wind Kick that can go through fireballs. I like pitting Jago against Sabrewulf, who spews lots of fire. He says that Jago works well against Sabrewulf's charge moves, and he likes to use combos that start with his Laser Sword opener. It's easy to use, and it's definitely a cool-looking combo element. He's fast in the arcade version, but I think he's even quicker in the Super NES game."

**Jago**

**Combo 1**

* * * FK, MK, * * * FP, MK, (P)MP, * * * (R)MP, (P)MP, * * * (R)MP

**Combo 2**

* * * FP, * * FP, * * * FP, * * * FP

**Combo 3**

(P)MK, * * * (R)MK, QK, * * * MK
"I've found a lot of little timing moves with Orchid, like waiting on the linker until the last minute and just throwing in a lot of slap moves like a fierce punch—usually I can link that to a finisher. She also has a good press and release move with the cat. I wait and anticipate people—I kind of psyche them into a weird game. If they make the wrong move or play a projectile I'm ready to strike at them with the cat—it kind of strikes fear into them. Is there any character she's best against? "Anyone that Ken uses," Henry says. "We've had a lot of Orchid and Riptor battles, Ken and I have."

**B. Orchid**

**Combo 1**
(P)FP, (↑)→(R)FP, FK, (↑)→MK, QP, ↑↑↓ QP(x2), ↑↓↑ FP

**Combo 2**
(P)MP, ↑↓↓ (R)MP, FP, ↑↓↓ QP(x2), (↑)→QK

**TJ Combo**

**Combo 1**
TOP ATTACK, (↑)MP, (↑)QP, →FP

**Combo 2**
(P)FK, (↑)→(R)FK, MP, (↑)→MP
"I like Riptor the best because he and Orchid have the most combos in the game. That's because any of his openers can be used in the place of linkers. He also has a lot of what we call slappy combos, which use regular hits in the middle of, or at the end of, a combo to knock the opponent down, then you can juggle him as he falls backwards. Riptor does those techniques best. I wanted Riptor to be a charge character—I like charge characters—and I really liked the charge switches. That's something Rare came up with for TJ Combo: starting a charge move and turning it into another move in the middle of the charge. So by the time we made Riptor, that idea was already done. As we built the moves for Riptor, we put in all of the charge-reversals: the ability to run and then go into a rake, or run and turn it into the flame, or rake in the air and turn it into the flip or the fireball. TJ Combo was the first to have those moves; Riptor is the best.

Riptor

COMBO 1
(+)→QP, MP, →→→FP,
QP, →→→QP

COMBO 2
(×)→FP, →MK,
→→→→QP

COMBO 3
(+)→FP, (→)→MK, (→)→FK

Chief Thunder

COMBO 1
×→× QP, FK, ×→× MP

COMBO 2
×→× FP, →→→FP, MP, ×→× FP

COMBO 3
(×)→FP, →FP, →→→FP
"He brandishes two axes, which is pretty cool. It appealed to me that his hair was feathers, and when he does the Sammamish, the feathers glow. That's a cool effect. I use him a lot against characters that charge toward me. Take, for example, B. Orchid. When she spins in with her legs, if I'm in a blocking stance, I can block her move and counteract it with the Triplax, which will open my character up for any huge combo I want to do. He also has the Phoenix, one of the first projectiles that a fighter can guide upwards or downwards."

**Chief Thunder**

**COMBO 1**

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Martin and Marc Doyal have people at NBA seeing double. They're both Game Counselors, they're both HI masters, and the identical twins both select Spinal when they pick up the controllers.

Marc likes Spinal because he has all the “weird” charge moves and auto doubles. He can transform into other characters, and he's a hard character to learn, so other players stay away from him. Martin likes the fact that he can morph and absorb charge moves, which makes him strong against characters like Cinder and Glacius. Which of the twin terrors wins in a Spinal vs. Spinal match up? Martin has the edge, according to Marc. It's a fairly even match though. Since they use many of the same combos, it often ends up as a duel of combo breakers.

**Spinal**

**Combo 1**
- (devour) x3,
- → FP, ↔ FK, FP,
- (↔) → MP, FP, ↔ FP,
- ↔ ↔ QP x3

**Combo 2**
- ↔ ↔ ↔ FK, QP,
- (↔) → MP, (P) FP,
- ↔ (R) FP

**TJ Combo**

**Combo 1**
- (↔) → MP, FK, (↔) → QP, (P)
- MP, → (R) MP

**Combo 2**
- (P) FP, (jump in) QP, QK, (R)FP, FP
“When I first saw KI, and I saw Cinder, I said, ‘That’s my character.’ He’s just it. No matter what anybody says, he can turn invisible. He can morph. He can turn into a fireball. He can fly across the screen. He has the strength to suck an opponent’s life bar down to about a quarter, sometimes with one combo. He’s a finesse character, and a lot of his combinations are extremely pretty. I don’t play like other people who use Cinder do, though. I’m an unorthodox Cinder. I’m kind of hard-headed, and I think Cinder would be, too.”

**Cinder**

**Combo 1**

\[ \rightarrow \rightarrow \text{MP}, \text{QP}, \leftarrow \leftarrow \text{QP}, \text{MP}, \rightarrow \rightarrow \text{MK} \]

**Combo 2**

\[ \text{JUMP} + \text{FK}, \text{MP}, \leftarrow \leftarrow \text{QP}, \text{MP}, (\uparrow) \rightarrow \text{MP} \]

**Jago**

**Combo 1**

\[ \rightarrow \rightarrow \rightarrow \text{FK}, \leftarrow \leftarrow \text{FP}, \rightarrow \rightarrow \rightarrow \text{MP} \]

**Combo 2**

\[ \rightarrow \rightarrow \rightarrow \text{FK}, \text{MK}, \rightarrow \rightarrow \rightarrow \text{FP} \]
Chief Thunder is easily the most versatile player in the game. He has great overhead attacks. His Tomahawk is the best surprise attack, and his Sammamish is the best interceptor for any of the dash moves. As for combos, while his aren’t necessarily the most complex, they’re the most elegant to watch. He has finesse as well as lots and lots of power. I’m really impressed with the Super NES version. It has all of his finishers. It’s true to the arcade in the way they rendered his lightning finishers, along with his Ultimate. It even has the killer slow-mo combos.”

**Chief Thunder**

**COMBO 1**

\[
\text{JUMP} + \rightarrow \rightarrow \rightarrow \rightarrow FP,
\text{MP}, (\rightarrow)\rightarrow MP, FK,
\rightarrow \rightarrow \rightarrow \rightarrow MP, \rightarrow \rightarrow \rightarrow QK
\]

**COMBO 2**

\[
\rightarrow \rightarrow \rightarrow \rightarrow \rightarrow QP, QP,
(\rightarrow)\rightarrow MP, FK,
\rightarrow \rightarrow \rightarrow \rightarrow FP,
\rightarrow \rightarrow \rightarrow QK
\]

**COMBO 3**

\[
\rightarrow \rightarrow FP, FK,
(\rightarrow)\rightarrow MP, QP,
(\rightarrow)\rightarrow FP,
\rightarrow \rightarrow \rightarrow QK
\]
"I like Fulgore's image. The cyborg storyline is way tech. He has the Plasmaport and the Eyebeam. Both are killer. He has cool dash reversals. If you Cyberdash then Plasmaslice right at the end, you can get two hits from it. It's hard, though. And if you teleport then Plasmaslice, your opponent won't know which way to block. The other reason I like Fulgore is his danger move. That's when his robot head comes out to attack. It's totally brutal. It's my favorite move in the whole game. It rules. He's got style, there's no question."

**Fulgore**

**COMBO 1**

\[ \text{QP, } \text{FK, } \text{QP, } \text{FP} \]

**COMBO 2**

\[ \text{QP, } \text{MK, } \text{QP, } \text{MP} \]

**COMBO 3**

\[ \text{QP, } \text{MK, } \text{QP, } \text{MP} \]

**TJ Combo**

**COMBO 1**

\[ \text{QP, } \text{FP, } \text{QP, } \text{MK, } \text{FK} \]

**COMBO 2**

\[ \text{QP, } \text{MK, } \text{MK, } \text{FP} \]
Scott Douwes, layout designer for Nintendo Power (Scott designs all the KI articles), likes the cool looks and hot moves of Glaciis, so he opts for the ice man when he's spoiling for a fight.

"He looks cool, and he's surrounded by cold mist. He can mrrph, and he has a lot of fake nuts. He can do the Puddle-Port, and when he comes up, he can do three different moves, so he can catch people by surprise. He can do an Ice Lance, pull the normal Puddle Punch or give his opponent the Cold Shoulder. It makes combos interesting and makes it easy to throw opponents off guard. He also has very powerful short combos. You can use an opener, an auto double and an ender. These three steps are very powerful. If you just execute those, you don't have to use a linker or do a really long 18-hit combo."

Glaciis

**COMBO 1**
(+) FP, MP,
↓↓↓ FK

**COMBO 2**
↓↓↓ MK, FK,
↓↓↓ FP

**COMBO 3**
↓↓↓ MK, FK,
(+) MP
According to Shane, Sabrewulf is the best character in the game. “He’s one of the easiest characters to learn, but he also has a lot of complexities you can use to surprise opponents. I use his roll most often. It’s one of his best opening moves. As for combos, I like to roll in with a Weak Kick then auto double with Fierce Punch, then do the linker with Medium Punch, auto double with Medium or Fierce Punch and finish with the roll and Fierce Kick.” Shane says that his most difficult opponents at Nintendo have been Armood Williams and Game Counselor Anton Lee. We wanted to talk to Anton, who many KI players mentioned in reverent tones, but he was on vacation. Look for his Killer Strategies in next month’s Counselors’ Corner.

Sabrewulf

COMBO 1
→ * * * * FK,
(+) → QK,
FP, (+) → MP,
FK, (+) → FK

COMBO 2
(+) → FP, QP,
(+) → MP, QP,
(+) → FK

COMBO 3
JUMP + FK, MP,
(+) → MP, FP, (+) → MK
Diddy and Dixie recently staged a spectacular show at Rare’s studio in the U.K. That’s where they came to life through the wizardry of Rare’s specialized development tools and SGI supercomputers. The following images capture glimpses of the magic and artistry of this ultimate video game in progress.
Dixie Kong co-stars in DKC2, practically stealing the show, with extravagant new attacks involving her precocious ponytail. Her dangerous doo cuts down Kremlings like a lawnmower and wraps around barrels so she can hurl them in the faces of enemies. But her ultimate move is the helicopter hair-spin that carries her and Diddy right over dangerous pits and enemies.

Dixie and Diddy won't go it alone when they reach Krem Island on their search for Donkey Kong. Some of the good guys like Ramhi and Enguarde return to lend a horn. New goodies include a swift spider who wears sneakers, a snake who coils up like a spring and bounces like a pogo stick, and Squawk the parrot who now carries more than a lantern.

You'll also meet characters in bonus levels. When the bell tolls for Diddy and Dixie, they have to pay Klubba—a highway pirate who covets coins of the Krelm. Swanky Kong's game requires tokens if you want to play and win Power-Ups. Wrinkly Kong, Cranky's wife, teaches lessons in her schoolroom while Cranky sells game stuff in his shop.

Caught in the act of being cool, the good guys in DKC2 bring exciting action and variety to their fantasy world. Diddy stars in his first leading role, swinging from vines like Tarzan, mugging for the camera and stomping on Kremlings in the tradition of previous Nintendo Superstars such as Mario and Donkey Kong. Diddy somersaults into action, climbs the rigging of sailing ships, dangles from his tail and never even saysouch. His new stunts include throwing Dixie...and being thrown by her.
The adventure begins on a pirate ship packed with Krem- ling pirates. In DKC2, the plot involves ape-napping and bananas. It seems that the Kremlings took exception to their treatment last year. So, they snare the unwitting Donkey Kong, and imprison him in Kremling’s castle. Fortunately, his little chattering buddies are determined to free the big ape. Following a scintillate trail of yellow fruit, Dixie and Diddy scamper through levels such as Gang Plank Galley, Crocodile Cauldron.

The Haunted Forest, Kremland Amusement Park, Lost World, The Swamp and K.Rool’s Castle. Each level contains multiple stages, hidden bonus areas, extra games and other surprises, like: Wrinkly’s schoolroom, Swanky’s game show, Cranky’s junk shop and Klumpa’s off booth. Rare plans to include 50% more game area in Donkey Kong Country 2 than was in the original Donkey Kong Country.
DKC 2: DIDDY’S KONG QUEST-CAPTURÉ

Inside each stage, Diddy and Dixie find new puzzles and challenges: ghostly ropes that disappear every few seconds in the Cauldron, skull-shaped roller coasters in Kremland careening toward open spans in the track, dripping honeycombs where angry bees hover, waiting for your arrival. But some of the activities are just fun, like riding in the jet plane barrels that blast you through the air or discovering secret holes where you win golden coins or tokens. Although many elements may feel familiar to DKC players, everything will be new.

These rendered images have never appeared in a game that you could actually play. (The Super NES graphics are direct color reductions of these elements, though, and they look almost as impressive.) The artist posed the characters in wire-frame, added background elements and rendered the finished screen with lighting effects. Even with a Challenge super computer from Silicon Graphics, the rendering of each image can take many minutes and sometimes hours. Surprisingly, some of the map images seen here were rendered more quickly than scenes with Dixie and Diddy. The process of covering the heroes in hair instead of simple textured surfaces requires much more time on the big computer.
They're the same, but not the same. They're deranged, erratic, and subtly changed. K. Rool's Kremlings show their true colors in DK64. No longer are they merely repulsive reptiles. Now, they're swinging cutlasses, wearing eye patches, clomping about with peg legs, and cursing everyone in sight. The Kremlings have evolved into eerie, roguish pirates, with long teeth and greenskin, and they're tougher than ever to defeat. The fiendish foes appear in altered forms in the Kremlings with their cannon and Klumpa with his skull belt. K. Rool even has an old black powder gun and a renewed interest in plunder. While Krusha has hooks for hands, Krupke watch out for Krubber when he's harrowing the forest, and the Ghost Pirate who shuns the land. Kerullas is a little ghostly and carries a huge sword and Khugger chews the rigging like a spider in its web. And let's not leave out Krusha, who has a chest like a shoulder and a brain to match.

The Kremlings may be the coolest crew of misfits ever conceived for a video game, but Diddy and Dixie have more to worry about than just the Kremlings. The home island of K. Rool holds creatures that bite and sting and crush and claw—cats on the shipwrecks, bees in the trees, porcupines in the woods, pufferfish in the sea. It's no walk in the park. Flying things, crawling things, swimming things, and hopping things put the moves on our duo nearly every step of the way. The dragonflies, cat-of-nine-tails and fish with massive jaws all have an insatiable taste for Ape Suzette. Sometimes you can swim away. Sometimes you can jump. But sometimes you'll have to stand up and fight like a primate.
Donkey Kong Country 2 promises a treasure trove of video game innovations. The development team at Rare has learned how to create new effects like shifting beams of sunlight that play over the forest floor. Every object is rendered using ACM techniques, and so many elements are animated that scenes pulse with life. The wonders go deeper than these stunning graphics suggest. We can’t show the music and sound effects, but imagine the creaking timbers of a ship at sea while a nautical ditty pipes in the background. When the game arrives this Fall, you’ll be able to experience all the magic for yourself.

COMING SOON FOR YOUR SUPER NES.
Webster’s defines Doom as 1. a decision or judgment, especially an official condemnation to serve a penalty. 2. destiny or fate. 3. inevitable destruction. Williams Entertainment defines Doom as the video game that has changed the face of gaming.

**PREPARE TO MEET YOUR DOOM**

Williams Entertainment introduces one of the best games ever for the Super NES, and one of the bloodiest. Doom places you in the dangerous, first-person role of a Martian Marine sent on a one-way mission to a futuristic base where howling alien demons have turned the locals into hamburger. Grab a gun (or butter a bun) because now it’s your turn on the grill.
Doom began life as a PC shareware program. All players could get free samples, but they had to buy registered copies from Id for the full game. Doom became a phenomenon that rocked the PC world, with players jumping out of their virtual skins when hideous demons charged them in a realistic first-person perspective. Now, the Super NES version, programmed by Sculptured Software, recreates 22 of the original 28 stages with frightening quality.

**DOOM TECH**

Doom uses the FX² chip to enhance the speed of the graphics, which results in very realistic motion as you run or sneak through the maze-like bases. The detail of the texture-mapped surfaces looks almost as good as the PC version. With 16-megabits of memory, Doom weighs in as the largest FX game ever.

**POLITICALLY INCORRECT**

The ESRB board gave Doom the first Super NES Mature rating ever, citing the graphic violence and gore in the game. That rating suggests that players should be 17 years of age or older. Doom certainly contains a great deal of violence and gore, but it's blood factor is similar to a number of games that have received Teen ratings. Players will have to decide for themselves.

In Doom, if you see an alien, you shoot it. The result is a bleeding body that lies on the floor. This graphic depiction earned Doom's Mature rating.

**TRANSPORT TO HORROR**

When experimental transporters on the moons of Mars begin beaming in savage aliens from another dimension, you receive orders to clean up the mess. Your ship lands on Phobos, and while you remain outside the base, your comrades explore the carnage... and are added to it. Now, all alone, and unable to navigate back to Mars, you have no choice but to enter the deadly base armed only with a pistol. Welcome to the horror.
SCENARIO ONE

Entitled Knee-Deep in the Dead, the first scenario deposits you on Phobos, where all the humans have been killed or transformed into zombie-like kamikazes.

You'll pass through seven grueling stages, each filled with secret areas, weapons and items. You'll learn the basics of survival.

Hangar

The first stage lets you get your boots wet without going in knee deep. Only one of the three secret areas requires much effort to open and enemies remain scattered and few in number even at the fifth and highest level of difficulty. On your first trip, move slowly and stay near walls for extra cover.

Hidden Doors

Look for secret doors everywhere. Discolored wall panels often indicate hidden entrances. The passage shown here leads to the outer courtyard and MegaArmor.

Nuclear Plant

More complex than the first stage, the Nuke Plant contains many secrets and one door key. Clue 1 leads to a secret area and the courtyard where you can snag the Chainsaw. The computer maze contains lots of Medkits and armor. Shoot enemies from a distance. Even your shotgun has an impressive range.

1 Out of Sight, Not Out of Mind

Cross the toxic pool and push the red button behind the column to unlock a hidden panel nearby.

2 Go into the Light

Up the stairs from the red door, to the left, is a brightly-lit elevator. An imp attacks at the top. Inside, you'll find a Medkit and ammo.
TOXIN REFINERY

Toxic wastes and even worse dangers can be found everywhere in this base, but many of the secrets may remain hidden unless you spend some time searching every nook, cranny and wall panel. For instance, to find one red button, you drop into the deep toxic pool near the Blue Key room. Don’t miss the trove of items beyond the blue door that includes a Soul Sphere and Invisibility Artifact. Go to the right and look for a secret wall panel near the corridor.

1
MYSTERIOUS SOUNDS

Play without music in order to hear the telltale sound of switches activating. Here, race up the stairs and to the left to reach the Soul Sphere chamber.

MILITARY BASE

Prepare yourself for a bloodbath at the military base. Hordes of Demons, Imps and Former Marines storm your position. That’s why you should stock up big in the Toxic Refinery with the Soul Spheres and Armor. To avoid rocket fire, use the Left and Right Buttons to sidestep out of danger. Stay near corners and fire at any blinking pixel. In the Star Chamber, trigger the enemies and back away while firing. You’ll survive and earn Medkits and ammo. Use the back-away strategy elsewhere.

1
NO ESCAPE?

Jump into the moat and run clockwise to the platform. Use the Chainsaw. The button opens a return path back the way you came.

2
TRY, TRY AGAIN

When you leave the elevator in the room noted above, run along the back wall. An elevator takes you to the Rocket Launcher, Chaingun, and the trigger for the final bridge.
The Command HQ on Phobos presents puzzles and new dangers. A maze section can spin you completely around while elsewhere you must wade through long trenches of toxic waste. Grab the Backpack in the secret room in the left wall near the starting area so you can carry extra ammo. The Radiation Suit near the central core can protect you for a time against toxic exposure. The yellow key in the maze area unlocks the secret to the final bridge and exit. Be patient and use the map.

**ONE SHOT ONLY**

Hit the switch and run to the elevator. If you miss it, you'll have to start the stage over if you want to reach the upper level.

**PHOBOS LAB**

The Lab isn't quite as complex as some areas, but it can end your mission just as quickly. You'll have to wade into toxic slime and keep a lookout for attackers at a distance.

**MARKS THE SPOT**

The Medkit also marks the spot for a hidden door that leads to the outer courtyard and useful items like the Soul Sphere.

**TOXIC DISGUISE**

Blow these two toxic waste cans to access the hidden door behind them. You'll get a Shotgun and Armor Bonuses.

**BACKTRACK**

Hit the switch and backtrack to the door just to the right of the screen shot shown at left. Watch out for exploding barrels!
Beyond the blue door, look for the red button to unlock the final door that leads to the exit. Use the Rocket Launcher to take out the Baron on the left first. It will take three or four shots. By the time you're through, the second Baron may be too close for the Rocket.

The final area of the first scenario is short and savage. You can collect all the items and weapons you need in the chambers before you go to the star. Don't miss the secret room just off the main corridor on the right. When fighting the Barons, move to the left as you fire on the first foe. You may confuse the second Baron, and he may get hung up inside his door, giving you more time. The final exit is out on the plain. Walk across the red ground and out to the block building.
The second scenario—dubbed The Shores of Hell—raises the challenge to a new level, with transporters, moving floors and ceilings, lava pools and more cunningly hidden secret areas. The six stages contain complex mazes where new creatures lie in wait and wide-open areas where crossfire will chew you up like a stick of jerky.

**WARP SPEED**

The Transporters instantly zap your bones from one hall to another. More than likely, the new location will be swarming with bad guys, so have your gun at the ready. Moving around the maze like this can be confusing. To get a better sense of your surroundings, use the X and Y Buttons on the map screen to zoom in and out.

**BIG, BAD AND UGLY**

Things get really ugly (literally) from here on out. Expect lots of Imps, Demons, Lost Souls and the weird, floating Cacodemons. They seem to swallow hot lead like M&Ms, and the ammo is limited. You have to make every shot count and use the natural cover.

**OPPORTUNITY KNOCKS**

Most stages provide some safe spots from which to shoot. If you can see an enemy, you can shoot it, but it may not be able to hit you. Stand at a corner so you'll be harder to target, but don't stay there long. Keep moving out of sight.

**POOR SUPPLIES**

You can only play the second and third scenarios at the two highest difficulty settings. You have to take it like a space marine, and that means taking clips of ammo from the creatures you mow down. Ammo is scarce, so don't waste shots and walk across every defeated enemy to resupply yourself as you go.

If you run out of ammo, you'll have to use your fists. Not fun. Pick up clips from defeated enemies and look everywhere for precious supplies.
SCENARIO THREE

Inferno is well-named. From the moment you activate the first door in Hell Keep you will be consumed in enemy rage and firepower. You'll find that you must run away from danger as often as you challenge it. With fiendish mazes and traps, and more numerous and tougher enemies, Inferno won't cool off until you're toast.

TOUGH, TOUGHER, TOUGHEST

How can they crush thee? Let me count the ways. The alien stronghold never seems to be empty. As soon as you figure out how to wipe out the foes in one area, you'll be faced with an even more difficult mop up task ahead. Keep two strategies in mind. Look for a safe angle or safe spot. And if you're suddenly attacked, run until you can turn and face the enemy safely. You always have the advantage of speed.

FIGHT ANOTHER DAY

Live to fight another day by running from trouble. Never stand toe-to-toe with one of these fiends because you can't win. Your only chance is to find the advantage, and there always is an advantage. Maze areas have twists, turns, transporters, columns, nooks, etc. Open courtyards often have obstacles. Some enemies pour out of doors where they become trapped if you quickly scroll to the side.
FLYING THROUGH A VIRTUAL WORLD

Do you think you've got the right stuff to be a top gun pilot? In 3-D? If you do, then you might want to check out Red Alarm, Nintendo's premiere sci-fi shooter for the Virtual Boy. Featuring a first-person perspective of the action, Red Alarm plays much like Nintendo's Super NES hit, Star Fox. There's also a Replay option that allows you to watch your progress through the stage you just finished from a variety of camera angles—a perfect showcase for the Virtual Boy's 3-D capabilities!
WIRE-FRAME WORLD

As you can see, the graphics in this game are composed of wire-frame polygons. The programmers have done a great job of suggesting three dimensional shapes and mass with this format. On the flip side, however, it can make for confusing flying in some situations. Without surface texture, you may sometimes lose sight of where you are or what's in front of you, especially if you're flying very close to an object or wall.

FOUR WAYS TO FLY

Like Star Fox, Red Alarm allows you to switch perspectives during the game. This time around, though, you have four viewing modes instead of two. The normal and tight views are the easiest to use, and they place you directly behind your Tech-Wing fighter. A bit more challenging is the cockpit view, which flight simulator fans will probably prefer. This view gets you closer in to the action, but your field of view is not quite as wide. The 3/4 top view is the most challenging flight mode, but this is the view that best demonstrates the game's 3-D visual effects.

GET READY FOR A 3-D BATTLE

The 21st century is a time of war and strife for the entire planet. As the pilot of the last Tech-Wing fighter, you must battle the forces of KAOS, a doomsday weapon with artificial intelligence and a will to survive. Your orders are to fly the Tech-Wing into KAOS itself, disable its defenses and destroy it from within. Your fighter is equipped with a limited number of shields, speed boosters and homing missiles, which can be replenished by Power-Ups along the way. Gauges on your heads-up display indicate your ship's fuel, shield and weapon status. Launch when ready!
Each stage ends in a Danger Zone, a shielded area that houses a major adversary. Hork Lander is the mech guardian of Stage One, but he won't put up much of a fight. Just be careful of the other enemies flitting about, as they'll shoot at you while you're concentrating on Hork Lander.

As you enter Stage Two, you'll notice that the tunnel seems almost...organic. It also twists and turns much more than it did before, and you can actually get lost down here! If you reach a dead end, try to trace your route back to a recognizable spot or even to the beginning. You might also change your viewing mode to get a better idea of which way the tunnel is going. More and more enemies come out of the metalwork, so keep an eye on your shield and missile gauges as you go.

Barbaray is tougher than Hork Lander and more maneuverable. You might try a "hit-and-run" strategy of strafing him and then flying off at high speed. Another tactic is to fly straight toward him to get his attention, then start flying backwards, shooting and dodging all the while.

Though there are some twists, turns and obstacles, it's not difficult to navigate through the first stage.

In this break, the environment looks more like the inside of some sort of giant creature than a machine.
STAGE THREE

With its fish-shaped mechs and seaweed-like growths on the cavern floor, Stage Three seems like it could be underwater. The tunnel starts to plunge and rise at very severe angles, and you'll need to adjust your speed to keep moving smoothly through the maze. This stage is longer than the first two, so be on the lookout for Power-Ups.

WATERY GRAVE

There are relatively few long, straight sections in this tunnel, so the speed boost might be more hindrance than help.

DANGER ZONE

There are no minor enemies in this Danger Zone, probably because this trio of combat mechs is challenge enough! These droids have extremely thick skins and two types of weapons. Once again, a shoot-while-retreating strategy might be the best battle plan.

STAGE FOUR

A trail of bread crumbs might come in handy in this stage, as the threat of getting lost or turned around within the maze is very real! Another concern is the sheer number of enemies you must face, including two not-so-minor opponents that guard the entrance to the Danger Zone. With all of these hazards taking up precious time, your Tech-Wing may run out of fuel long before you ever reach the Danger Zone!

BREAD CRUMBS, MAYBE?

There are some sections through which there is only a narrow opening. Watch your speed gauge!

DANGER ZONE

This menacing mech is just one of the Danger Zone guardians. He bounces and rolls wildly, but he doesn't shoot much, and you can take refuge behind pillars. As tough as he is, the foes that follow are even worse!

DESCENT INTO DARK KAOS

You're now penetrating deeper into KAOS. You're the last, best hope for wiping out this ultimate engine of war! Do not fail!
Remember your first video golf game? Flat, tabletop fairways and warped, unreadable greens robbed you of both your good shots and your patience. Now those days are as lost as a power-sliced ball. Employing an innovative, high-speed 3-D processor called POLYSIS, the developers at T&E Soft have transformed polygon surfaces, wireframe modeling, and graphic patterns into a stunning virtual world of golf. Take a swing on a sloped fairway, shoot from an elevated tee, and putt across the undulating surface of a green...or is that a red?
T&E Golf is packed with options to meet virtually all your needs.

**Tournament**
Can you golf seventy-two holes against forty-seven players? Grab your clubs and hustle out to the first tee! Don't forget to check player standings at the end of every hole.

**Stroke**
Play against your best score or someone else's total in Stroke Play mode. Players are allowed to tee off of the shorter Member's Tees. This mode is great for beginners.

**Options**
Get a good read on the ball! T&E's Golf has five different depth perspectives, allowing players the opportunity to customize the game to suit their viewing preferences.

**Game Options That Hit the Sweet Spot**
T&E's Golf is packed with a multitude of easy-to-learn options to suit every player's style of play. Anything else is a Double Bogey Golf game.

**Easy Access**
There’s no slow players on this course T&E organizes a massive variety of options in a logical menu format. Quickly locate and access game options and commands in a user-friendly rotating menu system.

**Nice Shot!**
After you pick your club and adjust your stance, determine how much power you want behind your swing. You can even pick the point of club impact on the ball. Practice your short game—wedge shots are tough to master.

**Get A Read**
Having a tough time reading the break on your birdie putt? Don't sweat it! Select the Grid Option and scope out the terrain in front of the hole. You can scroll around and examine your approach from all directions.

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*LATEST VIRTUAL BOY EXCLUSIVE REVIEW*

*LATEST VIRTUAL BOY EXCLUSIVE REVIEW*

*Play It Your Way*
Do you want to tee off against other players or play alone against the course? T&E Golf is packed with options to meet virtually all your needs.
Don't mind ol' Divot—he looks funny 'cause he fell off a golf cart. Ya know, Papillion ain't no beginner's course. Every morning, those crafty greens keepers plan something new. Did you know that the holes play longer in Tournament mode? You can't even buy a mulligan! Now listen up—I'll give you some advice for beating some of the toughest holes in golf...

Hole 4 Par 4

The par four, 420-yard fourth hole is a tough dogleg to the right, but the real trouble is the large red lake running along the left side of the fairway. Shoo your tee shot and you'll be digging sand out of the right fairway bunker. Birdie players play the ball straight and narrow, while the bogey players send everywhere else. Try not to get bit by this nasty dogleg.

Mean Green

Even when you get past the bunkers guarding the entrance to the green, there's no telling where those mean greens keepers placed the pin. Watch out for the speed bump dividing the center of the green.

Down The Middle

The fourth hole rewards the accurate shooters and deters the rest of the duffers. When teeing off, aim for the narrow fairway at the corner of the dogleg. Anything landing right gets sandy, and anything left is all wet.
Welcome to the unlucky thirteenth! This 180-yard, par three hole bends slightly from right to left. Watch the pin placement on the green—nearby trees rob many players of birdie opportunities. Feeling lucky? Adjust your stance and you might have a chance at a hole in one!

Hole In One!

Check the direction of the wind and aim for the hole. You just might make it!

Tricky Tree Limbs

There's a saying in golf that trees are 85% air. Care to test the theory?

No Easy Par

The thirteenth hole rewards the good short game players. Work on your wedge shots and NEVER three-putt.

Hole 13
Par 3

Papillion's final hole crushes foolhardy or lazy golfers. The magnificent 350-yard, par four hole is dominated by a fairway bunker that devours normal tee shots. Players fortunate enough to earn par should consider themselves pro tour material. A slanted green renders final judgment on your scorecard. Take a read and watch your speed!

Bunkers!

The eighteenth's multitude of bunkers is enough to drive anyone bonkers. Aim carefully and you'll avoid spending a bad day at the beach.

Tough Approach

Even if you avoid the fairway bunker, the rough around this final hole can swallow your ball.

Holing out on this green can be an uphill or downhill struggle. Get a good read and check your putt speed.

Hole 18
Par 4

| Hole Number | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|-------------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|
| Par         | 4 | 4 | 5 | 4 | 3 | 4 | 3 | 5 | 4 | 4  | 3  | 5  | 4  | 3  | 5  | 4  | 3  | 5  |
| Yards       |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |
| Championship| 390| 360| 420| 480| 200| 370| 160| 440| 510| 460| 380| 370| 180| 570| 410| 180| 490| 350|
| Membership  | 360| 335| 470| 470| 185| 355| 145| 410| 465| 420| 345| 340| 150| 540| 375| 160| 455| 340|
As a brash young executive, you'll have to prove your mettle by taking on increasingly tough assignments worldwide. You'll find yourself offing assassins, rescuing kidnap victims and even battling rival cyborgs in the reptile house of an old zoo! The world map flashes to indicate regions de-stabilized by your successes. You can send your cyborgs into these vulnerable areas only.

Before each mission, dip into your Cryo Chamber to select teams of one to four cyborgs, then arm them and modify their various body parts. You can also spend funds to develop advanced weaponry and body parts. All this is quite costly, which means you'll have to tax the populations under your control. Tax them too much, though, and they'll rebel. Who said world domination was easy?
TO SEVER AND PROTECT

A flashing yellow triangle indicates mission targets, while a cross hair appears when your cyborgs are in range of any civilian, enemy cyborg or enforcer droid. Try to resist the urge to squeeze your trigger indiscriminately. You don't want to spill innocent taxpayer blood, do you? You can easily identify enemy cyborgs by their flaming orange hair and black outfits. While some missions call for liquidating enemy cyborgs, others require you to win over misguided civilians with the Persuadatron. Offing these civilians is an especially bad career move that's guaranteed to bring down the wrath of the Syndicate Executive!

Be sure to pump up the volume. Loud gunfire and a trail of bodies warn you when an enemy cyborg is near.

THE HIGH AND THE MIGHTY

For each mission, you stand on a control platform far above the city streets, observing and controlling the action below. You won't be able to see your cyborgs when they go into buildings and duck behind walls, so you'll have to use the Scanner at the bottom of your screen. Different colors on the Scanner identify civilians, enemy cyborgs, walls and other objects. You can juice up a cyborg's capabilities via the CHIP in its neck. This device controls Adrenaline, Perception and Intelligence (API) levels. Crank these levels down when the coast is clear, or your cyborg will develop a dependency problem. As a last resort, you can self-destruct specially modified cyborgs, wasting anyone and anything unlucky enough to be in the vicinity.

Enforcer droids hover just above the mean streets of the future. When destroyed, they'll often leave valuable ammo or weapons.

The debriefing after each mission provides a statistical rundown of how you and your cyborgs did.

POWER-UP

Fully arming and modifying four cyborgs can quickly deplete your cash reserves, especially during your low-budget early missions. What's more, only seasoned syndicalists can deftly control four cyborgs at once, so it's often best to go with only two cyborgs. Beef up your dynamic duo by giving them extra chest protection and super vision, and maybe even an extra shotgun or two.

FOUR'S A CROWD

On persuasion missions, one cyborg can carry the pricey Persuadatron while its fully armed partner clears out the bad guys en route.
Josef burst into my house, sweating with fear. "Josef? What is wrong, my friend? Here, sit down." He stared at me, eyes wide, his trembling mouth working in spasms. "Richter... it is Annet and Maria. They're gone. Dracula has taken them! The Lord of the Undead lives again!"

With a flash of lightning and a crack of thunder, Konami’s latest Castlevania title finally makes its way to North America as Castlevania: Dracula X. This is the first Castlevania game to be released in the U.S since 1991’s Super Castlevania IV. It’s a testament to the appeal and quality of this game series that fans would be clamoring for yet another installment after eight years and six previous titles. This time around, it’s Simon Belmont’s descendant, Richter, who must seek out the vampiric head honcho, rescue two fair damsels in distress and restore peace and prosperity to the Transylvanian countryside.

Unlike Super Castlevania IV, which featured an eight-way whip, you can whip only to the left or right.
DEADLY NEW MOVES

To make up for your whip's short attack range, you can pick up other weapons in each stage. Secondary weapons are powered by the heart icons you gather, and usage costs vary. Hold Up and press the Fire button for a single shot from your special weapon, or press X for a powerful special attack that strikes everything on the screen.

Another new move is the back flip. Crouch and quickly press the Jump button twice to sail over your tormentor's head.

Special attacks, like this blast from the Knife, use more stored hearts than single-shot attacks.

CASTLEVANIA

Inventive adversaries and moody backgrounds contribute to the Gothic atmosphere.

The lack of a multi-directional whip attack is keenly felt in some stages.

NEEDFUL THINGS

The maps on the following pages show the locations of weapons and Power-Ups. You can collect up to 100 hearts, but you can hold only one secondary item at a time, so make sure you really want a particular item before you take it.

Inventive adversaries and moody backgrounds contribute to the Gothic atmosphere.
STAGE 1  A VILLAGE AFLAME
Taking my ancestor’s chain link whip from its place of honor above the mantel, Josef and I strode into the street, where we beheld a scene of chaos. “The village! The monster is burning our homes!” Josef turned to me. “Dracula would destroy an entire village just to wreak vengeance upon the Belmont family. It is your duty to answer his challenge, to battle through the flames and reach his castle!”

SNuffling Along
The skeletons in the first part of the stage pose little threat, but those that come after throw bits of themselves at you. You can sample different weapons, but don’t waste hearts using special attacks on easy targets.

STAGE 2  A BRIDGE TOO FAR
Centuries of neglect had reduced the outside of the castle to a moldering wreck. The crumbling path to the gate collapsed into the chasm as I made my way across, but my beloved Annet and her sister Maria were trapped somewhere beyond, and I could not allow myself to be overwhelmed by fear. The maze of stairs and corridors crawled with all manner of fell creatures, and I had to be careful of surprise attacks from above.
This area automatically scrolls, giving you little chance to collect the numerous items as the beast follows you. The beast, however, falls into the flames at the end of the stage.

**HURRIED & HARRIED**

**HOUND OF HELL**

This first major foe is no pushover. There is a pattern to his movements as he leaps from side to side, but he often ends up off the screen and out of sight. As you hit him, be prepared to leap onto a platform to avoid his fireball attack. Another way to avoid the fireball is to leap towards and over it as it travels across the ground.

**SHOOT FIRST**

As you move across, let the sections you’re on begin to collapse and then whip the space ahead of you before you jump. If you don’t get the timing right, the fish men will knock you off the bridge as you leap.

**BATS APLENTY**

It’s tempting to jump onto the platforms for this battle, but you might fare better if you stay on the ground, especially if you have the axe. The large bat will break up into smaller bats after a single hit, only to slowly reform into one creature. Special attacks don’t help much, but the cluster of small bats moves slowly and predictably, giving you time to strike at will.
STAGE 3  WATCH YOUR STEP

The next stage of my journey took me deeper into the confines of the castle. The stairs and platforms were rife with floating, ghostly heads and flame-breathing guardian statues. I eventually came to a huge chamber in which my only path across was made up of a series of uneven pillars. I shuttered to think of what waited for me below if I fell!

RARE 1-UP.

In the long room just after crossing a waterway, you'll find this staircase. Crouch down and whip the wall to find a rare extra life. You'll need this if you end up facing the headless knight!

BALANCING ACT

If you make it across the pillars, you'll meet up with the headless knight and proceed to Stage 4 - the high road. If you fall off the pillars, you'll skip the rest of Stage 3 and proceed to an alternate Stage 4 - the low road - one that's quite different from the "normal" course.

STAGE 4  THE LOW ROAD

The room of pillars had been designed as a double-edged trap. If the flame-breathing statues didn't get me, the floating heads would knock me off the pillars and send me tumbling into the caverns below. As a boy, I had heard stories about what lay below the foundations of the castle. According to the tales, there were caves that were filled with seething pits and populated by creatures made of steaming, dripping mud. Worse yet, the path was booby-trapped with platforms that would suddenly flip the unwary into the bubbly mire. The mud itself was not fatal, but it would slowly pull trespassers to a messy end.
HEADLESS HORROR

If you don't fall off the pillars, you'll soon confront this battered and beheaded knight. You'll cause more cumulative damage with single shots from your special weapon than with special attacks. The platforms offer some protection, but be wary of the flying bead. You can leap over the spikes that the knight calls out of the floor, but it's nearly impossible to leap over his bead (neck?) without taking damage.

BURNING RAGE

The exit from the alternate Stage 4 is guarded by a spectre with a formidable bag of tricks. He shifts from side to side, throwing fireballs around the chamber. You can destroy the fireballs with your whip, but if one of them touches you, you'll be partially paralyzed for a few seconds. The spectre regenerates after his first life bar is gone, so conserve your hearts.
STAGE 4 THE HIGH ROAD

I had hoped to avoid the lower chambers of the castle, but the path eventually turned down anyway. Luckily, I did not encounter the mud pits, but the obstacles I faced were dangerous enough. As I trudged onward, great steel blocks lined with spikes plunged out of the darkness above and nearly impaled me! This paled in comparison to the mechanical madness I encountered later: a system of platforms and pulleys designed to carry someone up a vertical tunnel. I might have appreciated this engineering marvel more, if not for the flaming skulls swarming about! I also discovered two locked doors along the route. Perhaps I should have kept the key I found earlier?

KEY TO SUCCESS

The key that you find near the headless knight's room, which takes the place of the special weapon in your inventory, will open two doors in this stage. Will the lack of extra firepower be outweighed by what you find?

MINOTAUR MADNESS

Dracula has charged the Minotaur with the task of keeping intruders out, and it's a job the bull-headed creature relishes! Platforms once again play a role in your battle strategy as you jump to different levels to avoid the Minotaur's charges and frontal attacks. If you have axes, you can toss them over his blocking weapon and strike him in the head. When he throws his head back, he's getting ready to toss some rocks. If you time it right, you can run in under the shower of stones and strike him twice before he can react.
My journey continued deep under the earth and high into the towers of the castle. Red knights and green giants, walls of moving rocks and machines of great size, were just a few of the challenges I conquered. I shudder to think how my quest might have differed if I had... hm?

What's that, child? Did I ever save my beloved Annet and her fair sister Maria? Well, it's a long story, and the hour grows late... and it's a tale perhaps best told in the daylight!
The Real Game Begins

B
R
X
1=1
N
FOREVER

Coming soon
to your
Super NES
from Acclaim
CONTENTS

- Epic Center News  
  Page 51

- Chrono Trigger: 
  Part 2  
  Page 52

- Romance of the 
  Three Kingdoms IV: 
  Wall of Fire  
  Page 62

- Epic Strategies  
  Page 66

EPICS ON-LINE

If you love epics and want to meet some new friends who share your passion, the hottest place in cyberspace is the Nintendo Power Source Epic Center on America Online. You'll find the latest news, bulletin boards and ongoing creative adventures like Wizard's Realm. You'll also be able to chat live with epic fans and people from Nintendo, Square and other licensee companies. Final Fantasy fans will find ongoing epic struggles between clubs of Moogles, Yetis, Dark Moogles and other beings of fantasy...and anyone can join.

In Wizard's Realm, you'll find hundreds of postings that follow various heroic and evil characters on adventures in the land of King Golbert. You can choose to be one of dozens of characters, like Duke the brave he-man, Chargon the evil dragon, or Peach the fairy creature who often travels disguised as a basket hound. The rules for this interactive RPG are simple and you can even submit your own ideas, which may then become a part of the Realm. Postings from the King or Wizard give characters clues or send them off on new adventures. It takes imagination and a computer, but Wizard's Realm and other upcoming on-line RPG experiences in Epic Center offer a fun way to explore new worlds.

THE EPIC CALENDAR

Here's the latest read on upcoming epic games. Chrono Trigger hit the shelves last month and should still be available. (A Chrono Player's Guide hits this month.) This is the biggest game ever from Square Soft, but another blockbuster is due out in November when Secret of Evermore arrives. Together, these two epics alone would make 1995 the best year ever for epic gamers, but there's much more on tap. As for Secret of Mana II, the latest word from Square Soft is that the sequel may appear in 1996, but the final decision has not yet been made. We also learned from sources at Square Soft that development on a new adventure has already begun at the U.S. office and that the same team that created Secret of Evermore is back in the saddle. Since the preliminary design of the new game has just begun, we have no details yet.

At Enix, the focus on The Seventh Saga II has shifted to 1996. According to Enix America, the game still needs to be translated into English and probably can't happen in this year. That is also true of the other upcoming Enix products, including Genesis and Dark Halt. The good news is that Dragon Quest VI (Dragon Warrior 5 in the U.S.) may actually arrive early. Enix now reports that the massive epic may arrive in the Spring of 1996. In all, Enix plans to release four new epics in 1996. As for this year's surprise hit, Ogre Battle, Enix reports that every shipment has sold out, but they continue to reorder. If you can't find Ogre Battle currently, ask your retailer if a new shipment is on the way.

Koei's two fall titles—Civilization and P.T.O. II—should appear in October and November respectively. These may be the final 16-bit titles from Koei. The space colonization game and Brandish II mentioned previously in Epic Center now look unlikely to be released for the Super NES. Contacts at Koei, however, are looking forward to continuing their line of excellent historical strategy games on the Nintendo Ultra 64.

Capcom's Breath of Fire 2 should be out this November. Tecmo's Secret of the Stars should be out already. And, in November, your Epic Center news reporter will travel to Shoshinkai in Tokyo to report on the first NU 64 epics from Koei, Square and other Japanese companies.

VOLUME 76  51
Epic Center continues its coverage of the ultimate RPG: Chrono Trigger, from Square Soft.

Our story so far.....

When last you visited the pages of Epic Center, our heroic party members had managed to extricate themselves from the Proto Dome and zap themselves to the End of Time. Now, you will follow Crono and his friends on the quest for the Masamune sword and then into the dark lair of the evil Magus himself. The trail leads from the magical town of Medina to the prehistoric jungles where reptiles battle early humans for dominance. In the end, you must help right a terrible wrong.

At the End of Time, take the portal that leads to the odd town known as Medina Village, 1000 A.D.

Magical Medina

Although you may be tempted to go home for a rest, the best thing for you to do once you leave the End of Time is to warp to Medina Village 1000 A.D. Arriving in Medina, you'll step out of a closet in one of the houses. Instead of finding people, you'll find goblins who really despise human beings. They are subjects of Magus, the evil ruler of the southern continent.

Melchior is the key to the Masamune Sword. Only he can mend the sword and make it whole again.

The natives don't think very highly of humans. Before you can buy anything in Medina, you must fight the proprietor! Even after that, the prices are too high.

Chrono Trigger™ ©1995 Square Soft Bird Studio/Shueisha Illustration by Akira Toriyama
**MEDINA VILLAGE**
This is an information stop. Even if you have to fight characters before talking to you, it's worth it to learn about Magus.

**MELCHIOR'S HUT**
Melchior is a wise arms dealer who lives southwest of Medina. For now, you can buy weapons from him.

**HECKRAN'S CAVE**
Fight your way through this cave and defeat Heckran using your newly discovered magic abilities.

**HECKRAN'S CAVE**
Heckran has guarded the secrets of his cave for years. If you defeat him, you'll discover that Magus and Lavos share an ancient and mysterious connection. Heckran's attacks can be fierce, so use Marie's healing techniques to keep your party healthy while you use combos with Crono and Lucca.

**HECKRAN**
2,100 HP
As a creature who lives by magic, Heckran can also be defeated by using magic. Its Water attack can drown any hope of success, so make sure you are prepared to heal your party instantly using Marie or powerful Mid Tonics. Use Crono and Lucca's combos, such as Flame Toss and Fire Whirl, to burn Heckran and kick some ash.

**MEDINA VILLAGE**
In Medina, you'll learn about Magus and the feelings these goblins have for humans. Talk to everyone, then head to Melchior's Hut and Heckran's Cave where there is a Time Gate to Truce.

1. Residence
2. Medina Square
3. Forest Ruins
4. Melchior's Hut
5. Heckran's Cave

Before reaching Heckran, you'll have to ward off the attacks of Heckran's henchmen. Use the Save point to heal up before facing Heckran.
In Truce Village in the year 600 A.D. you will hear rumors of war. Magus’s army has taken the southern bridge, but now a hero has appeared. Crono to the rescue! After feeding the troops at the bridge and defeating Ozzie's skeletal champion, you'll move south and hear the tales of a boy who has gone off to find the Masamune—a powerful sword capable of defeating the evil Magus.

The Silver Points can be converted into prizes in Norstein Bekkler's lab. If you win the cat for 80 Silver Points, take it back to Crono's House, then win the Cat Food at Bekkler's and put it in the Cat Dish when you're in town. Your cat may even have kittens.

The trail of evil
ZENAN BRIDGE

The Battle for Zenan Bridge is about to begin. After agreeing to help the Knights of the Square Table, prepare to face Ozzie and his warriors. Crono's Lightning attacks toast the Deceased warriors quickly. Keep pursuing Ozzie, but don't bother attacking him. You'll have two battles with the Deceased before meeting Zombor, a giant collection of bones waiting just ahead.

ZOMBOR

- **Head:** 960 HP
- **Body:** 800 HP

Zombor suffers damage to his head and body only if you use specific attacks. Ice damages his head while Lightning and Fire hurt his body. If Robo is with you, try the Rocket Punch against Zombor's head. Brave Ozzie will flee to fight another day.

SOUTHERN VILLAGES

Having broken through to the southern continent, you can now visit Dorae and Porta. Talk to everyone and replenish your healing tonics.

CURSED WOODS

The Cursed Woods hold a secret. In the final glade, you'll find the hidden entrance to Frog's House.

DENADORO MTS.

The dangerous paths of the Denadoro Mts. lead you to Masamune and Mune—the keepers of the only sword that can defeat Magus.
**DENADORO MTS.**

Follow Tata into the mountains and prepare to face goblins and lancers. Crono’s company must follow the trail to the peak and down the other side to the cave where Masa and Mune guard the legendary sword. Along the way, look for chests filled with loot.

**MASA & MUNE**

**Masa & Mune: 1,000 HP**  
**Fusion: 3,600 HP**

Prove your worthiness to Masa and Mune, individually at first, then again when they fuse into one enemy. Masa and Mune concentrate on combo attacks. Fire and Lightning magic aren’t effective. Ice works well, as do Crono’s regular attack and Fire Whirl.

**Treasure Trove**

- **Gold Helmet** / Crono, Frog, Robo
- **Silver Earring** / All Characters
- **Silver Stud** / All Characters

The odd creature at the top of the mountain gives you a Magic Tab.

Concentrate on keeping your three fighters healthy.

Masamune’s tornado attack can be anticipated. Make sure you heal up before the attack.

Seek out Frog in his forest home and offer him the Hero Medal. If you do, you’ll discover the broken half of the Masamune sword.

Use Crono’s Slash attack to put an end to Masamune’s planned Tornado attack.

**TATA’S HOUSE**

Return to Tata’s House where Crono receives the Hero Medal—the mark of the hero.

**CURSED WOODS**

Fight through the forest and on behind the wheel to find Frog’s secret home. Get the broken half of the Masamune Sword.

**MELCHIOR IN 1000 A.D.**

Melchior can forge the sword anew only if you bring him a special mineral called Dreamstone, which is found 65 million years in the past.

**65 MILLION B.C.**

The Dreamstone can be won by defeating Ayla in the soup drinking contest at the prehistoric party.
The age of Reptites

Sixty-five million years ago, mankind lived in a struggle for survival with a race of creatures known as Reptites. When you travel back in time to find the Dreamstone, you'll meet the woman warrior, Ayla, and you'll be drawn into the struggles of her tribe. After a wild night of dancing and eating soup, you'll find the Gate Key is missing and the door to the future is locked.

The Reptites compete with early humans in this ancient period of time.

Ayla the cave woman leads her clan, but can she lead you back home again?

You can rest and stock up on some items in Ioka Village.

The wildest party of the age takes place the night you arrive from the future. The feasting and dancing lasts into the night. Eat soup and win the Dreamstone.

Follow the trail left by the thief of the Gate Key.

MU

Mu appears when it rains in the Hunting Range. You won't have trouble defeating the odd creature and it gives you a Horn, Petal, Feather or Fang, which you can trade for items with the chief of the Ioka. Later, Ayla steals items from Mu without having to fight.

1. Mystic Mts.
2. Ioka Village
3. Hunting Range
4. Dactyl Nest
5. Reptite Lair
6. Meeting Site
7. Laruba Village

VOLUME 76 57
The thief turns out to be Ayla's wimpy friend, Kino, and he has taken the Gate Key into the heart of the Forest Maze. Fortunately, Kino has a very little brain and he leaves footprints in the wet earth. Track him through the forest to the Reptite's Lair.

Follow the footprints into the forest. Magic attacks have little effect on many of these beasts.

When the trail grows cold, explore both branching paths until you find the footprints again.

The Reptite Lair is filled with angry green Reptites, Megasaurs and other guardians. You can jump down holes to escape from many fights. In the end, you can't escape from Nizbel—the chosen champion of Azala, lord of the Reptites.

The Weevil can use HP from the Fly Trap to boost its own HP. Use Lucca's Napalm attack to spread the pain around to all enemies within range. Use combo attacks to maximize the damage against Nizbel.

When Nizbel gives a blow, you'll have to replenish your HP immediately.

Check out every treasure chest within reach.

Nizbel 4,200 HP

Azala's monster waits for you at the end of the maze. Use Ayla's Rollo Kick and Crono's Cyclone. Most attacks don't damage Nizbel's thick skin at all so expect a lengthy battle. Magic attacks aren't very effective. You'll get the Gate Key back after making Nibelo go extinct.
You'll say goodbye to Ayla, but only for a short while. Return to Medina and Melchior's Hut. Melchior will fix the Masamune.

Haunted past: 600 A.D.

With the Masamune restored and Frog now back in the party, it's time to hunt down Magus himself. First, you'll pass through the Magic Cave southeast of the mountains to the island where Magus' Castle looms like a nightmare.

Return to Medina and Melchior's Hut. Melchior will fix the Masamune.

Chilling moonlight reflects off the ramparts of Magus's evil lair inside, you will pass through a gauntlet of 100 enemies.

Return to 600 A.D. once you have the reforged Masamune.

Ask Frog to join you on your quest. He will accept the offered Masamune.

With Frog in your party, you can now enter the Magic Cave southeast of the mountains near the sea.

Return to 600 A.D. but first visit Spekkio to learn some new magical moves.

Melchior uses the Dreamstone to fix the broken Masamune Sword. The sword gives you a fighting chance against Magus.

Cursed Wood

Go to Frog with the new Masamune and he will join you at last. It is time to right the wrong inflicted upon him by Ozzie and Mages.

Magic Cave

The Magic Cave is actually a tunnel that leads to the nightmarish island fortress of Magus.

Magus's Castle

The challenge grows ever greater as you explore the halls of Magus's Castle and fight three major battles before facing Magus.

1. Magic Cave
2. Magus's Castle
When you emerge just beyond the dead man in the Magic Cave, you'll find that you are just outside Magus's Castle. Bats hover over the parapets. A cold moon shines down on the evil scene. Inside, all is silent until the shadow of Ozzie appears near the stairs. Ozzie—the fiend who changed Glenn into Frog and who destroyed Cyrus—waits. Before reaching Magus, you'll have to deal with Slash and Flea, the henchmen, and 100 foes in the castle must all be defeated.

Be prepared for an epic struggle. You'll climb higher in the castle, following Ozzie through room after room of mechanical traps and hidden dangers. At last, you'll face Ozzie himself, but even then you still have Magus waiting for you. The castle includes regular overhead views plus side-scrolling perspectives. Jugglers, Roly Bombers, Outlaws and other villains haunt your every step. Bring as much Mid Tonic and Mid Ether as possible and equip your party with strong defensive items.

Save your progress and use a Shelter to heal up.

You must battle Ozzie's henchmen, Slash and Flea.

Follow Ozzie through rooms filled with traps. He flees onwards and upwards.

Tiles fall out of the floor in this room. In the chamber below, use Lighting 2 on the skeletons.

SLASH 3,200 HP / 5,200 HP
Slash provides the first test. Although the battle rages for a long time, it isn't very difficult. Crono and Frog should use the X-Cut. You'll win the Slasher sword.

FLEA 4,120 HP
The background shifts to a flight through space when you fight Flea. Use the Blade Toss 350-400 HP, Max Cyclone 350+ HP, X-Cut 350 HP. Flea also uses Prism Beam and Stare. The trickster appears to be protected by ice, but you can attack other points in the room to damage him. Eventually, he opens the wrong trap in the floor and falls through.

OZZIE

The trickster appears to be protected by ice, but you can attack other points in the room to damage him. Eventually, he opens the wrong trap in the floor and falls through.

Combes like the X-Cut can result in up to 500 HP of damage against Slash.

Flea's Waltz of the Winds confuses one member of your party.

Move the Target Cursor (the hand) to find Ozzie's secret points of weakness.
After defeating Ozzie, you'll have to warp to Magus's private chambers. Climb the tower, avoiding fights when possible. Use Lighting 2 against the Vamps and Rolys. The elevators deliver Outlaws and Groupies, then Outlaws and Jugglers. Defeat the Outlaws first so they can't combine their attacks with the Jugglers. Watch the Jugglers' susceptibilities.

Magus is susceptible to one type of magic at a time. Use Crono's lightning magic and Marie's water magic. Frog's Masamune sword decreases Magus's defense. Water attacks like Ice or the Ice Sword combo do 500 HP plus damage.

You haven't seen the last of Magus, but only time will tell if Crono wins the final battle to save the world.

You have traveled far already, but Crono has a long way to go. At this point, you are between one third and one half of the way through the game. In all, you'll spend sixty hours or more on this adventure, and when you defeat Lavos for the first time, you'll be able to return to play again with Crono at full power. There are said to be more than ten different endings. The Nintendo Player's Guide, available in October, will have all the secrets.

The dactyls fly you to Azala's palace. After your epic battle with the Reptile, Lavos crashes to earth, causing mass extinction.

Chrono Trigger has just begun...
The Koie cult continues with the fourth in the company's popular series of strategy games set in ancient China. Rich graphics and an arsenal of new command and character options will keep you plotting conquest for hours on end!


The collapse of the Han Dynasty in the second century A.D. plunges China into political and economic chaos. Feudal warlords, secure in their heavily fortified cities, plot against their neighbors while preparing themselves for the ever-present possibility of a barbarian invasion. Can you, too, reunite the richest and most populous nation on earth by conquering all 43 cities? Romance of the Three Kingdoms IV retains the same six basic scenarios as its predecessor, but Koie has greatly enhanced the graphics, made the interface more intuitive and added lots of command options. Now a 24-meg titan, RTK IV features a richly detailed aerial map that reflects the changing seasons. You can choose from among 450 rulers and officers or create as many as 180 yourself. RTK IV comes with excellent on-screen help, accessed by pushing the Y button, and a far richer array of diplomatic and clandestine options than its predecessor. The battlefield control is far subtler, thanks to many new commands that allow you to use fire as a weapon.

Assign your ruler and officers to tasks that best suit their abilities. Many of the unusual talents can only be used in battle.

You'll need to send out spies, or interrogate travelers if you want information on your rivals.

**GET A RULER**

Before the game starts, you'll have to pick a warlord. Historical figures have cities preassigned to them. If you create a new ruler, though, you can take your pick of unoccupied cities.

**HISTORICAL HEROES**

Practice with each scenario with the strongest ruler possible. Good choices are: Cao Cao in Scenario 1; Liu Bei and Yuan Shao in Scenarios 2 and 3. These warlords are renowned figures in Chinese history!

**SMARTS, NOT SWORDS**

Some rulers are better in the back room than in the front lines. For example, in Scenario 1, Liu Bei has eye-popping Charm and Politic ratings, which make him especially good at running a city, recruiting, negotiating. However, his leadership ability in battle is only so-so.

**MACCHIAVELLIAN MENTOR**

For a real challenge, take a mediocre ruler under your wing and try to conquer China. In Scenario 1, Liu Yong is a non-entity blessed with two relatively prosperous southeastern cities, Shou Chun and Jian Ye. Can you expand his fragile grip all the way to the Gobi Desert?

**REWRIGHT HISTORY**

You can create your own rulers and officers with unique skill levels using a set of basic ability points. Older rulers have more ability points, while officers' ability points are set randomly. Reduce your risk of betrayal by creating kinship ties with existing characters. Pick your character's portrait, too.

**SPECIAL ITEMS**

Find new officers by sending an officer with a high Politic ability to search one of Cina's eight regions. Sometimes the searching officer will bring back a special item. Give the item to any officer to increase his or her ability in certain areas. The officer receiving the item will also become more loyal. Special items include books, horses, weapons and the hereditary seal. Occasionally, travelers will give you special items.

**STEPS TO VICTORY**

Conquering all of China will take smarts, guts, courage, moxie and luck. Do you have what it takes? Remember, not all 49 cities are created equal, but you'll need to seize them all.
**RUNNING YOUR CITIES**

It's not easy ruling the most populous nation on earth, but good officers are a big help. Assign officers tasks that best suit their individual abilities, always keeping in mind the crucial Loyal rating. A new feature in RTK IV allows you to put an officer in charge of the four city functions: Farms, Dam, Economy and Technology. The new Snoop option allows you to gather information on a rival's development efforts. You can then use this information to boost your own capabilities!

**INVEST SHREWDLY**

Take time to draft and train soldiers, increase your food supply and build weapons. When playing in Pro mode, though, the system may force you to fight while you're still unprepared. You'll find your military skills put to the ultimate test!

**BUY OR MAKE**

To conquer a city you'll almost certainly need to knock down the castle gate, and to do that you'll need a battering ram or a catapult. You can't buy these weapons, so you'll have to build them yourself. First, though, you must develop a high level of Technology. Watch out for saboteurs trying to set fire to your arsenal!

**SECRETS TO YOUR SUCCESS**

**GET ON THE ANCIENT INFORMATION HIGHWAY**

Gather as much information as possible before making your moves. Send a highly loyal officer on a six-month spying mission to an enemy city. You can also spread disinformation with the Gossip and Rumor options.

**NEGOTIATE AS MUCH AS POSSIBLE**

Enhanced artificial intelligence in RTK IV makes negotiations more realistic. For the first time, you can negotiate with barbarian tribes. Use your diplomatic capabilities to make alliances before going to war.

**MAKE YOURSELF VERY POPULAR**

Drafting soldiers from the cities you rule reduces your level of support. When it drops below 50, there's a real danger of rebellion. Make yourself popular by giving promotions to the people.

**MANY HANDS MAKE MUCH POWER**

Focus your investment on cities with at least 200,000 people. Smaller cities just can't develop the goods you need very fast.

**PROS AND DOWNS**

Floods and typhoons often ravage the southern and eastern regions in the summer. The drier western and northern regions are less susceptible to flooding, so you need not spend as much on dams there.

**A GOOD OFFICER CAN MAKE A DIFFERENCE**

You can never have too many good officers. Search the provinces for officers who aren't attached to other rulers, or simply bribe an officer who serves a rival warlord.

**LARGE FORCES ARE NOT ALWAYS BETTER**

When an officer's Loyal rating drops below 50, fire him and recruit him anew. He'll come back with a higher Loyal rating. You can also boost an officer's Loyal rating by giving him gold or promoting him.

**SOLDIERS WITH LOTS OF HELLO**

Drafting more soldiers decreases your army's overall fighting spirit. They will be more likely to flee the scene of a battle or cave in to psychological pressure, such as taunts and rumors.
"Wall of Fire" is the name of an actual battle, found in Scenario 4. Liu Bei trounced the once mighty Cao Cao in a great naval battle by sending out secret agents to chain together Cao Cao’s ships. Liu Bei then sent a burning ship into the paralyzed fleet. Thanks to the all-new, fire-related features in RTK IV, you can recreate this famous battle. Other new options allow you to use your crossbows to shoot flaming arrows or the firebolts, which are far more powerful than flaming arrows.

**THE PLOTTING THICKENS**

Before going to war, you need to be sure of your officers’ loyalty and your army’s morale. Leave extra provisions behind so the people won’t rebel while you’re out in the field. Consult your advisors often. And watch your allies. They want to conquer China, too!

**SNEAK ATTACKS**

A novel feature in Romance of the Three Kingdoms IV allows you to send a highly loyal adviser into an enemy city for a six-month spy mission. The officer will send back reports every two months. Should you attack the city, your officer can betray an enemy unit. You can also bribe an enemy officer to betray his unit in battle. Always consult your trusted aides before making a big move.

**THE BATTLES BEGINS**

The battles begin in the land outside a city. Placing your forces in a forest or grassland makes them vulnerable to fire, while placing them below a mountain makes them vulnerable to enemy troops hurling boulders. Seek out officers with Naval talent before launching an aquatic attack. Once on the water, chain enemy ships together and set them on fire. If one of your ships bursts into flame, jump for the Douse command!
Ogre Battle

With twelve possible endings, it's no wonder that many Ogre Battle enthusiasts are playing this strategic RPG again and again. This month's Epic Center Strategy returns to the Continent of Zenobia to reveal the secrets to attaining the happiest ending in the Zetegenia Age.

THE QUEST FOR THE BEST

Ogre Battle isn't your average build-up-your-levels-defeat-all-the-enemies strategy role playing game. Hack and slash Rebel leaders never rule beyond their first year, and some frustrated players discover the best reputation rating doesn't equate with the best ending. Are you the harbinger of an enlightened age, or just another ineffectual despot? This month's Epic Strategy section focuses on the key factors that contribute to living happily ever after in the Zetegenia Age.

Qualities of a True Leader

The three qualities required of a leader are Alignment, Charisma, and Reputation. You need high ratings in all three of these traits to qualify for the best ending. These qualities also affect your ability to recruit powerful characters and find valuable items and treasures. Depending on your playing style and decisions, these leadership traits increase or diminish throughout the game. A virtuous leader is rewarded with the best ending when he or she reclaims the Temple Shalina. Read on to learn the leadership secrets to success.

Everyone Loves an Underdog!

Nobody likes a big bully. A common mistake among beginning Ogre Battle players is to build up the levels of two or three units to astronomical levels, and then to use these heavyweights to destroy every Empire army in sight. This universal technique works in all games that require level building, right? While this method will allow you to reach the end of Ogre Battle, this strategy won't give you a happy ending. A winning technique is to fight enemies that are two or three levels stronger than your army unit. Keep a few tough units around in case the imperial forces get out of hand. If you accidentally engage a weakling unit, avoid the impending slaughter by retreating from the battle. Running from a battle causes every character in the retreating unit to lose one Charmisma point, but defeating a paltry enemy force slashes your alignment and reputation point totals. When you do engage a higher level unit, be sure to equip your weak armies with powerful weapons, armor, and items. Use Heal and Heal All items to revitalize your forces (if you run out, visit a Trade City and replenish your inventory) and don't be afraid to expend a Tarot Card or two to turn the odds in your favor. If you're worried about running out of Tarot Cards, be sure to load up your deck with Jokers. The Joker is available at most quality item shops throughout the game. Finally, if you do have to engage a weaker enemy unit, select the LEADER tactic.

Lead a Liberation Unit

First impressions can make or break your success story in Ogre Battle. Make sure the inhabitants of every city see your leader's best side. One crowd pleasing method for raising your reputation is to liberate cities using a unit with a very high alignment. This specialized force is usually referred to as a "Liberation Unit." Check the individual alignments of your characters and assemble your Liberation Unit before venturing into new areas. Finding characters with high alignments early in the game is challenging. Clerics and knights with an alignment of around fifty points make suitable characters for a Liberation Unit. Players who seek the best ending usually put their leader (the main character) in this unit.
Liberation Units don't have to be suited for combat—in fact, your Liberation Unit can be made up of only one or two characters. Examples include Paladins, Doll Mages, Doll Masters, Samurai Masters, Symplyx, Muses, Monks, Titans, Nixies, Scraphams and Silver, Gold, and Platinum Dragons. Keep in mind that Liberation Units frequently do not make the best defense units. After liberating a city, you may move low alignment units into to occupy the area without penalty to your reputation.

Never Lose a City

One of the quickest ways to destroy your reputation is to lose your Liberated cities to imperial forces. The citizens quickly lose confidence in your ability to effectively govern your growing kingdom. Whispers and rumors speak of the unpleasant curriculunm within the empire's repatriation program. If you control the surrounding countryside, keep a sentry unit on the city to fend off any enemy incursions. As an added benefit, any units within a city will slowly recover hit points—it's probably because of all that great food available in the marketplace. Be especially cautious when defending a coastal city—the empire is notorious for recruiting bands of pirates. If a campaign turns ugly and your cities begin to fall, the trusty purple Rest Switch can be your most able and willing lieutenant.

Actions Create Reaction

As commander of the rebel cause, you are frequently confronted with important decisions that shape the future of your government. Your conclusions also shape the public's perception of you as a leader. When faced with a dilemma, pay close attention to your Reputation meter as you select your answer. One of the most controversial game decisions is whether you should forgive the witch Deneb in Deneb's Garden. While the Ogre Battle Instruction manual clearly states that if you forgive Deneb your reputation will fall, many players opt to do it anyway. The reason players do this is to obtain the Glass Pumpkin, an item used to build an army of Pumpkins. Watch your reputation meter fall next time you decide to forgive the witch. While this character may assist you in beating the early areas of the game, your low Reputation level closes the door on opportunities to recruit powerful characters later in the game. Does this imply that you should finish off all your defeated enemies? Absolutely not. The game would become very difficult if you wiped out every character you defeated. Weigh your decisions carefully and consider the implications of your choices. Don't forget you can always reset and give a different answer—unless you saved the game on only one file.

If You're the Best, You'll Get the Rest

If your leader has high Reputation, Alignment, and Charisma scores, you've accomplished the toughest part of reaching your goal. A healthy Reputation gauge allows you to wield the Brumhild Sword, the legendary weapon found in a hidden temple in the northwest corner of the Kastolasion Sea. The Brumhild Sword is the key to the Chaos Gates, five hidden portals you must enter to get the best ending. Be sure to pick up all twelve of the Zodiac Stones. These valuable gems are found throughout the game. (The Epic Strategy section in Volume 75 covers the most commonly missed Zodiac Stones.) The people of Zenobia seek a virtuous leader. May your quest have the happiest of happy endings.
Suddenly, Howard interrupted his remarks. "I don't think so. With Killer Instinct, Yoshi's Island, and Donkey Kong Country 2, we've advanced the technology even further than in DKC. I think that the people at Rare and Nintendo believe that there is tremendous potential for future Super NES games.

**NINTENDO POWER:** We've heard rumors about a disk drive for the NU 64. Is there any truth in it?

**Minoru Arakawa:** We will unveil a bulk storage device for the Nintendo Ultra 64 at Shoshinkai this November along with the NU 64 controller. I can say that it is a new technology, not CD-ROM, but not all of the details have been completed yet. The Shoshinkai show will be incredible. You'll love it.

**N.P.** I've already got my ticket!

**H.L.** We're happy to announce a new Dream Team member for the NU 64. LucasArts Entertainment and Nintendo are beginning to work on an exclusive NU 64 title called Shadows of the Empire. The story will extend the original Star Wars universe with a new plot and new characters. As I understand it, you play the part of a young rebel who holds the fate of the Jedi...
Everyone can see how good the new Super NES games are, but what about Virtual Boy? We've had a tough time at Power trying to demonstrate its 3-D impact.

H.L. In both Japan and the U.S., Nintendo plans to show off the immersive qualities in a number of ways. In North America, we are working with Blockbuster to offer rentals and a coupon for $10 off the retail price. We will have mall tours around the country and, at retail stores, players will be able to experience Virtual Boy first hand with our special interactive displays.

N.P. Anything special happening for Mario's 10th anniversary?

M.A. Mr. Miyamoto's latest masterpiece, Super Mario World 2: Yoshi's Island, is coming out this fall. I think it is important to remember that each Mario game has improved dramatically. Ten years ago, Super Mario Bros, was the best video game ever. Four years ago, Super Mario World demonstrated a new level of 16-bit games. Now, Yoshi's Island pushes the Super NES even further.

H.L. That's right. The Morphation technique that Mr. Miyamoto designed is just as revolutionary as Super Mario World was in its day.

M.A. I think last year it was Rare. This year, Mr. Miyamoto's Super Mario World 2 goes off in a whole new direction, and Rare has done incredible work on Ki and DKC 2. But we find new talent appearing all the time from unexpected places.

H.L. What we've learned is that (as in Hollywood) there are a limited number of superstars in this business. We're fortunate to have two superstar development teams led by Tim Stamper at Rare and Shigeru Miyamoto at Nintendo.

N.P. That brings up another topic. Who is the greatest creative force in video games today?

M.A. I think last year it was Rare. This year, Mr. Miyamoto's Super Mario World 2 goes off in a whole new direction, and Rare has done incredible work on Ki and DKC 2.

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N.P. Everyone can see how good the new Super NES games are, but what about Virtual Boy? We've
N.P.  What product has been the biggest surprise success?

H.L.  Tetris. Most video games have a limited lifetime. Tetris continues to sell almost seven years after its Game Boy release.

N.P.  What was the first game that you ever played?

M.A.  The first was Space Invaders. The first Nintendo game was Radar Scope—our first arcade game. I thought it was very good, but it didn’t do well. (Big grin.) Then we got Donkey Kong and I didn’t know what to think—if it was good or bad—and it was the biggest game ever.

H.L.  (adds with a laugh) We also thought ChChu Land was going to be a huge arcade hit. A week after introducing it, our test location reported a take of just three quarters.

N.P.  So what makes a great hit?

M.A.  It has to be fun. We have evaluators all over the world. If a game scores well here and also in Japan and Europe, we know we have a big game.

N.P.  On a different topic, does Ken Griffey, Jr. really help design his games?

H.L.  Absolutely. Ken is an avid video game player. For his new Super NES baseball game, he took the development team from Rare to four Mariners games to explain...
Howard Lincoln became Senior Vice President of NOA in 1983 and Chairman in 1994. Before moving to Nintendo, Howard practiced law in Seattle, served in the Navy, and graduated with a law degree from Berkeley. Howard grew up in Oakland, CA where he once modeled for a Norman Rockwell Boy Scout poster. These days he braves the elements and brown bears to fish the streams of southeastern Alaska.

N.P. Is there anything you would change about the video game industry?

H.L. Maybe the perception that video games are just toys. This is pervasive in the general media and it does a disservice to the people who play video games as well as the people who make them.

N.P. What do you see in the future for Nintendo?

M.A. It's simple. If our games are fun, we will be successful.

H.L. I agree. It's not really a matter of technology or storage systems. It's a matter of making games that are exciting and entertaining. Nintendo has always been incredibly focused on games while other companies wander off the track.

We wrapped up the interview with a classic golf story. You should know, first off, that Mr. Arakawa is an excellent golfer. He and his wife, Yoko, play some of the best courses on the West Coast and in Hawaii. Howard, on the other hand, humbly describes himself as a hacker. Several years ago, our fearless leaders took an important Japanese guest out for a round of golf. They were hoping to impress the man. Mr. Arakawa hit a tremendous drive off the first tee. The guest likewise hit a nice shot. Howard hit a sign 20 yards away. The ball bounced straight back from the sign and rolled between his legs. When he turned to see where the ball had gone, he saw the guest looking absolutely stunned.

What do you say to a guy who drives backwards between his own legs? He also saw Mr. Arakawa laughing so hard that he was on his knees with tears in his eyes.

It's a good thing that golf isn't Nintendo's main game, but the story illustrates what is important: fun. What could be better than working for a company that just wants to make more fun for everyone? "In the end," Howard told us, "it isn't the technology that's important—it's how much fun you can have with it."
FROM AGENT #910

Car Modification

If none of the drivers in Street Racer fit your driving style, you can modify any character to your liking. Begin a new game and choose any of the game modes. When the Driver Select screen appears, press X, Y, X, Y, X, Y then hold the X Button. While holding X, you can use the Control Pad to change your driver's abilities. Each player can change their characters using this code on their own controller.

FROM AGENT #576

Jumper Man

If you find yourself trapped in the corner whenever you play your friends in the Battle Mode of Super Bomberman 2, then this is a trick for you! If you have a multi-player adapter, plug it into the Controller II port. Plug a controller into port five of the multi-player adapter and use it to begin your match. When the action starts, you'll be able to jump over the walls with just a press of the Y Button.

FROM AGENT #111

Sound Test

Lemmings 2 fans can listen to all of their favorite Lemmings tunes with this code! When the Title Screen appears, move the finger-cursor over to the hole in the tree in the lower left corner of the screen. Press the B Button to make the words Music Test appear in place of the cursor. While these words are on the screen, you can change the music by pressing the B Button.
From Agent #774

Free Napalm

Normally, Cybernator players have to build up their weapons as they work through the game, but with this code it is possible to get the best weapon right away. Start a new game and begin playing as normal, but avoid shooting any of the minor enemies in the first stage. When you reach the boss, stand beneath it and fire your weapon straight up. If you manage to destroy the boss without hitting anything else, including the guns protecting the boss, you’ll receive the Napalm weapon. If you survive the following stage, you’ll keep the Napalm for the entire game.

From Agent #234

Pattern Test

Agent #234 has found a special password that will allow you to access a secret Pattern Test screen. Before you begin playing a new game, go to the Password screen enter the password PCMNPTT then highlight END and press the B Button. When the Pattern Test appears, use the Control Pad on Controller I to scroll through all of Pac-Man’s different animation poses. After you have finished playing with the Pattern Test, press the Select Button to return to the normal game.

From Agent #350

Hidden Fighters

Even though Fatal Fury Special already has more characters than either of the original Fatal Fury games, the programmers included a code that will give you access to an extra fighter. To enter the code, after you first turn on the game, wait until the Takara logo appears, then quickly press Down, Down/Forward, Forward, Down, Down/Back, Back and X on Controller I. If you enter the code correctly, the Fatal Fury logo will change to blue, and the extra character will appear.
Indiana Jones' Greatest Adventures, by JVC, is a great game, but it can be really tough to finish. Agent #632 has not only collected all of the passwords for the easy mode of this game, but he's also collected all of the passwords for the Hard Mode as well. Since this is the place for great codes, we thought we'd better pass these passwords along as quickly as possible!

**Level 3 - Easy**

![](phi-si-si-psi-omega.png)

**Level 3 - Hard**

![](omega-omega.png)

**Level 5 - Easy**

![](omega-delt-phi.png)

**Level 5 - Hard**

![](phi-phi-psi.png)

**Level 11 - Easy**

![](psi-si-delt.png)

**Level 11 - Hard**

![](omega-omega-phi.png)

**Level 13 - Easy**

![](alpha-phi-delt.png)

**Level 13 - Hard**

![](omega-omega-phi.png)

**Level 15 - Easy**

![](phi-delt-omega.png)

**Level 15 - Hard**

![](si-delt-phi.png)

**Level 17 - Easy**

![](psi-delt-phi.png)

**Level 17 - Hard**

![](omega-psi-omega.png)

**Level 21 - Easy**

![](omega-omega-delt.png)

**Level 21 - Hard**

![](omega-delt-phi.png)

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**From Agent #861**

**Bonus Samurai**

This code will allow you to play as one of the three hidden characters in the game. When you first turn on the game, wait until the introduction sequence begins to play. When the image of the samurai chopping down the trees appears, quickly press Select four times to activate the secret characters. Go to the Player Select screen, pick one of the new warriors, then head straight into battle. With the extra powers these guys have, you'll be unstoppable.

**Level 22 - Easy**

![](psi-phi-phi-omega.png)

**Level 22 - Hard**

![](omega-delt-delt.png)

**Level 24 - Easy**

![](omega-omega-omega.png)

**Level 24 - Hard**

![](psi-omega-omega.png)

**Level 26 - Easy**

![](phi-phi-delt.png)

**Level 26 - Hard**

![](psi-omega-omega.png)
From Agent #950
Level Skip
If you're having trouble with one of the levels in the Game Boy version of The Lion King, then try out this quick code. Once you've reached a point that you can't clear, pause the game, then quickly press B, A, B, A and A. If you enter the code correctly, you will automatically skip to the beginning of the next stage.

From Agent #994
Another Boss Code
If you want to play as the boss in World Heroes Jet, you'll need this code—and quick reactions! After you first turn on the game, wait until the Takara screen appears, then press Right, Left, A, B, Down, A and Up. In order for the code to work, you must finish inputting the code before the logo fades. Once you have entered the code, the extra character will appear in the lower right corner of the Character Select screen.

At the Takara screen, quickly press Right, Left, A, B, Down, A, B and Up.

From Agent #853
Bonus Sounds
Back in Volume 39 we printed a Sound Test code for Final Fantasy Legend II. Recently, Agent #853 discovered a way to access even more sounds by slightly changing the original code. On the Title Screen, select the Continue option and highlight any of the save files that have your party built up past level 57, then press the B Button to return to the Title Screen. Hold Select, Band Start to access the Sound Test and use the A Button to listen to the sounds. The number of sounds you can listen to will equal the total levels in your party.

WANTED: SPECIAL AGENTS
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
Action-game fans will shout “Smokin’!” after grabbing a look at the lean, green Morphin’ Machine! THQ has packed lots of running, jumping and blasting into The Mask, but there’s also a good bit of detective work called for as you make your way through the six stages of this hot new title. Life isn’t the same for mild-mannered bank clerk Stanley Ipkiss after he discovers an old mask floating in the river late one night. Psychologist Dr. Alfred Neuman theorizes that the mask depicts Loki, the Norse god of mischief. All Stanley knows is that it releases his innermost desires—and gives him the powers to make them come true!
The lode from Loki gives Stanley astounding powers. He can plow through bad guys by morphing into a Tornado or Zip past them at super-fast speed. Both the Super Jump and the Mallet can help him find hidden passages and Power-Ups. The Horn will stun crooks, while the high-powered Guns help The Mask get the drop on hoods packing heat!

Stanley first appeared as a comic book hero before morphing to the silver screen. THQ's game is highly faithful to the movie, as Stan the masked man dashes off to woo the lovely Tina Carlyle and end Dorian Tyrel's evil plans to X-out Edge City's eminences, including Tina herself. Smooth animation and colorful backgrounds help capture the goofy good-naturedness of a hero who has charmed millions of fans worldwide.

It's not easy fighting Dorian and his dastardly henchmen, not to mention the ornery landladies and bumbling cops of Edge City. Fortunately, The Mask can snare lots of green goodies on his way.

**MORPHING M’S**

The Mask's superpowers are up valuable Morph Energy. To grab a big green M whenever you see one. If you drop below 50 points you'll automatically gain more Morph Energy, but very slowly.

**CASH AND GEMS**

Money talks in Edge City, especially if The Mask wants to get into the Coca Bongo Club. Be sure to check every hidden corner for these and other Power-Ups. You'll find unseen goodies stashed behind walls and on ceilings.

**MORE MASKS**

These glimmering beauties are the most valuable Power-Ups of all, giving The Mask an extra life! Getting to them takes trial and error, though.

**MASK ENERGY**

When his Mask Energy falls to zero, The Mask loses a life, so keep an eye peeled for these precious pumps. Don't bother if you already have the maximum amount of Mask Energy, though. You can usually retrace your steps to pick up a Power-Up.

**MILO**

The Mask's best friend increases the maximum amount of Mask Energy and Morph Energy he can carry. He'll need these extra energies to beat the big bosses at the end of each stage.
Stanley's Apartment

Once Stanley puts on the green, he wants to make tracks from his abode. There's a treasure trove of Power-Ups on the way, but Shhh! These neighbors definitely don't like to be disturbed.

Don't know where to go? Try Super Jumping into the nearest vent, or push Up when standing before an elevator.

Sent by vent

Cat-astrophe

Sneak past closed doors to avoid disturbing your surly neighbors. Those flying felines will scratch away your valuable Mask Energy!

You can also zip past these un-cool cats, but that eats up your supply of Morph Energy.

Beat-up couches lining the halls make terrific trampolines, but watch out for those pesky alarm clocks. As long as you're making like The Demolition Man, punch your way through windows and grab those snappy fedoras wherever they turn up. If the Mask loses a life, he can return to where he last found a hat.

Stop in front of elevators that aren't boarded up and push the Up button. The Mask will be whisked up, down or, thanks to the magic of Loki, even sideways!

Hoodlums

Punks prowling the corridors will try to relieve The Mask of his good friends Franklin, Jefferson and Grant. Punch them before they have a chance to pull their knives.

You can always whack these guys with the Mallet, but it takes Morph Energy.
The Mask

DON'T GET BOWLED OVER
The bowling alleys are closed, so this guy is getting in a little rooftop practice. Stout Mallet whacks will put him in the gutter and allow The Mask to advance.

QUIET!
Some of Stanley's snoozing neighbors like to hang out high-caliber "Do Not Disturb" signs. Leave them to their blissful dreams by sneaking by.

THE LANDLADY
Having dealt with plenty of Edge City eccentrics, the landlady is unperturbed by this strange green guy with popping eyeballs. The masked man will have to hammer the hopping alarm clock, then hammer the landlady. Dodge her bullets by constantly jumping.

Hammer the Landlady enough and she'll turn into a whirling pink dervish. It's all hot air, though. She will soon spin out of sight.
Street Smartie

The snare drum of a hip jazz band accompanies The Mask as he glides through the night on the Edge City streets. The Mask should take his time to explore the construction sites for hidden Power-Ups. Bad citizens will pelt him with their garbage and slip-sliding clowns in search of a circus will try to hit him with their juggling balls. Meanwhile, Burt and Irv, the greedy auto mechanics, try to throw a wrench into the proceedings. But what does The Mask care? He's the original cool cat!

The Mask's Ball

Uh-oh, somebody forgot to turn the heavy machinery off before quitting for the night! Punch out the flame-spitting flare on the end, then pound on the black gear at the base of the crane with the Mallet. Meanwhile, play dodge the heavy ball.

Mask's Best Friend

Finding your way to Milo is tough, but this pooch allows The Mask to collect extra Mask Energy and Morph Energy. Climb the tall building to the left of the second Mask billboard. When you reach the pink penthouse, jump.

It's a Bird It's a Plane

Now it's very late and no one is on the street except for a bunch of ugly mugs toting Tommy guns. Yes, Damien's cronies are planning to knock over Edge City Bank! To thwart their nastardly plan, The Mask takes to the skies above the city's high-rent district. He leaps from awning to window ledge to roof, then whooshes to the next skyscraper via the old ventilation route. It's a UFO: Unidentified Masked Object!
VENT, IT’S LATE

Those round rooftop vents will zap The Mask around if you just push Up. Some are barely visible, including one that takes him to an Extra Life!

WEIRD WELDER

No one in Edge City wants to hire a midnight welder, so this guy decides to practice on The Mask! Roll out your heavy morphing artillery for this one. The Mallet, Tornado, Guns and Horns will all extinguish his welding torch.

AWESOME AWNING

The awnings give The Mask a big boost, but watch out for windows swinging in the breeze. They’ll knock him to earth again!

BIG-BELLY BULLY

All sorts of nasty habits help The Mask’s toughest foe yet. This overweight mug blows foul-smelling cigar smoke on The Mask and tries to crush him with a death dive. When your Morph Energy runs low, try to corner him and punch him hard.

Your arsenal of pocket projectiles will silence most baddies at long range.
LEAVES OF LOOT
Not all treasure is buried in the ground! Damien and his pals have left a trail of big bucks in the treetops. Plucking the loose change is tough, because it's not always obvious where The Mask is walking. If you're impatient, morph into a Tornado and whip through the trees.

GROUNDS KEEPERS' WEEPERS
Punch out the pesky maintenance men with their noisy leaf-blowers. The fleet-footed batsmen are harder to strike out, though. Try to knock 'em out of the park with the Mallet.

Bad Cup, No Doughnut
If you've been able to find Milo three times, you should have plenty of Morph Energy. You'll need it to get past the clumsy constables guarding the park gate. Pull out your Guns and ask, "Do you feel lucky?" as soon as the oafish officers appear, or else lace on your boxing gloves and punch them out!

These cops will have to take more target practice if they want to nail The Mask.

OBSCURE THE VIEW, YOU'LL HAVE TO RELY ON YOUR GUT FEELING TO FIND YOUR WAY. WHEN YOU FALL TO THE GROUND, WATCH FOR THE GRIMY GROUNDS KEEPERS AND BAT-WIELDING BANDITS. YOU CAN FIND YOUR OLD FRIEND MILO ONLY IF YOU REMEMBER TO BE A GOOD CITIZEN AND USE THE TRASH CAN.
Who Was That Masked Man?

The police are still asking that question, even after they've managed to collar The Mask. He'll have to break out of the Edge City Jail, which looks nearly as decrepit as his apartment building, and go underground into the city's sewer system if he wants to drop a bomb on Dorian's explosive plans.

In the Big House

Where else does a masked man belong but in jail? But this one has a hot date with some troublemakers at the Coco Bongo Club. With the law after him, The Mask will have to hightail it for the Sewers. First, though, he'll have to collar a passel of creepy cops and cons.

Sewer Door

Put on your thinking cap to figure your way through this amazing subterranean labyrinth. Keep Super-Jumping, even when plunging down deep wells, to get to areas packed with Power-Ups. Check out ceilings for hidden passageways and every grate you run across.

Cuckoo at the Coco Bongo

It's not easy getting into the swankiest nightclub in town, even for The Mask! Zip past the coconut-tossing monkeys. If you're stuck, bash the red spots in the floor. At last you'll meet the mask of Dorian Tyrel. Is he ugly? While the club band plays on and the gorgeous Tina Carlyle sings moral support, Dorian tries to use his newfound supernatural powers to end your heroics. You'd better have lots of lives saved up if you want to defeat him!
THE TALE OF THE DRAGON

Part street-fighting action, part mystical quest, Dragon begins with a terrifying dream. Bruce's father sees a gloomy graveyard, where the masked Phantom pursues Bruce! To protect his son, the father gives Bruce three mirrors. Each time Bruce loses a match, he loses a mirror. Eventually, Bruce has a vision of his own son being pursued by The Phantom.

Save the mirrors to give Bruce a chance to fight The Phantom at the end!

The Phantom haunts Bruce throughout his life. The giant, terrifying creature wields the deadly Kwondo.

THE SOUL OF A GREAT FIGHTER

Fists and feet are flying when the great Bruce Lee takes on a bevy of baddies from Hong Kong to America!

Acclaim continues its flurry of 16-meg titles for 16-bit with Dragon, a 10-stage fighting game for up to three players with some intriguing variations and a more compelling story line than most. Based on the biographical movie of the greatest martial-arts star of all time, Dragon follows the life of Bruce Lee from his humble beginnings in Hong Kong to international superstardom. Bruce's quest is as much spiritual as it is physical. Besides fighting a series of terrifying opponents, he must vanquish the ghostly Phantom that has pursued him since childhood. Smooth animation, clips from the original movie and responsive game control add up to a game that fight fans will want to check out.

CHI IS THE KEY

The secret of Bruce's success is "chi" (pronounced "key"), a mystical power forged of self-discipline and inner strength. Bruce boosts his blue Chi Meter with successful attacks but loses Chi when his attacks fail. Bruce can also earn Chi in other ways, such as landing the first blow in a fight. Earn enough Chi, and Bruce can use one of two advanced combat techniques: Fighter and Nunchaku. Only by using these techniques can Bruce beat his toughest opponents, including the dreaded Phantom!
Follow the story of Bruce Lee's dramatic life in the One or Two Player Story mode. In Match mode, you battle it out, Bruce Lee vs. Bruce Lee, in a series of bouts in the setting of your choice. In all modes, you have a choice of three difficulty levels, ranging from Piece of Cake to Arcade Ace. You also have a choice of three speeds: Original, Normal and Turbo.

**ONE-PLAYER STORY**
Travel with Bruce from Hong Kong to America to film sets in Southeast Asia, culminating with a fight against The Phantom. After each match, earn points based on the quality of Bruce's fighting.

**TWO-PLAYER STORY**
Two Bruce Lees are better than one! Team up with a friend to fight Bruce's enemies. Then, fight it out with each other to save your Bruce's mirrors.

**FIVE MODES OF PLAY**

**ONE-PLAYER MATCH**
It's your Bruce Lee versus a Bruce Lee controlled by the Super NES. This mode gives you a good chance to learn the moves by watching the system controlled Bruce Lee in action.

**THREE-PLAYER MATCH**
Plug a Multi-Tap into your Super NES for a three-way fight to the finish! In this mode, the last Bruce Lee left standing wins the round. You'd better watch your back!

**DRAGON ATTACK**
Try the risky but powerful combo of a Throw followed by a Stomp. At close range, press Away and the Hard Punch Button to grab and throw Bruce's opponent. Then, stand on the fallen opponent, push Up, at the top of Bruce's leap, push Down.
Follow Bruce Lee’s life through 10 fighting stages, interspersed with bonus rounds. Stills and text from the movie round out this unique portrait of a man. Time and again Bruce must prove himself to hostile doubters. Are you up to the challenge, too?

**THE LANTERN FESTIVAL**

In his childhood, Bruce practiced martial arts and spiritual self-development. This preparation serves him well during his first fighting challenge, which comes during a holiday party in Hong Kong. Bespectacled Bruce only wants to dance but must defend his honor against a hard-bitten Sailor on shore leave. The Sailor’s menacing shipmates cheer him on as he tries to teach the brazen local boy a lesson.

**THE SAILOR**

It looks like the Sailor grabbed a length of anchor chain before going ashore. He tries to choke and throw Bruce withit. As long as Bruce keeps moving and stays clear of the chain, he can win easily.

**GUSSIE YANG’S KITCHEN**

**COOKING UP TROUBLE**

After the Lantern Festival fight, the police search for Bruce. At home, Bruce’s father reveals that he has long had premonitions that Bruce would die in Hong Kong. He now sends Bruce to San Francisco, where he was born an American citizen. Shortly after arriving, Bruce gets a job washing dishes at Gussie Yang’s, a Chinatown restaurant. A pretty waitress takes a liking to the handsome newcomer, but that only sparks the jealous rage of two Chefs.

**POINTS FROM PIROUETTING PETE**

Bruce can earn both Chi and points by practicing on Pete the Dummy in Bonus Rounds. Avoid the sticks and hit the pads, especially the bottom pad, which is worth a whopping 10,000 points. The more hits Bruce lands, though, the faster Pete spins!
THE UNIVERSITY GYM
Fired after brawling with the Chefs, Bruce goes back to school. Some not-so-big men on campus don’t like the brash newcomer and his strange way of fighting. When challenged, Bruce is more than happy to show his stuff!

SCOTT THE KICKBOXER
Earn enough Chi to go into the Fighter technique, then attack Scott with Ultra-Fast Jumping or Flying Kicks.

GEORGE WU’S GYM
Community elders in Oakland, California, don’t like the idea of a brash upstart teaching martial-arts secrets. They command Bruce to battle the bloodthirsty Johnny Sun at George Wu’s Gym. Bruce dismisses his friend’s plea and insists on fighting the sneaky Sun!

JOHNNY SUN
Johnny crouches low to better fend off Bruce’s blows. His Throat Grab really sucks the energy out of Bruce. Counter this terrifying move by pressing Away and the Hard Punch Button at the same time.

GOLDEN HARVEST
Here’s an extra match not found in the movie. Bruce must battle a staff-wielding Female Acrobat. Soon, a partner joins to double-team Bruce.

TERrible Twins
An especially effective combo against the Acrobats is the Chop, followed by the Stomp. After executing this devastating move, get ready for a violent attack from Bruce’s enraged opponent!

BRUCE’S KWOON
Bruce writes a book about Jeet Koon Du, his new philosophy of martial arts. He then opens a Kwoon, or martial arts school. His students include Steve McQueen. One day Scott shows up and shows Bruce he’s learned a thing or two since their days in the University Gym! In particular, watch out for Scott’s powerful Spin Kick and Shoulder Kick. The kickboxer will also try to bear-hug Bruce from behind.

GREAT SCOTT
The elusive Scott masterfully parries Bruce’s blows and scampers safely from Bruce’s leaping attacks. Despite their different backgrounds and fighting styles, these two men have great respect for each other.
BRUCE'S BIG CHALLENGE

Karate purists attending a tournament in Southern California boo Bruce for teaching Jeet Koon Du. Bruce responds by saying he can beat anyone—in sixty seconds! Rising to accept this challenge is Johnny Sun, who broke Bruce's back with a cheap hit the last time they fought. A Hollywood producer in the audience, seeking an actor to play the role of Kato in The Green Hornet, watches the outcome closely.

"THE BIG BOSS"

The Green Hornet has made Bruce a cult favorite back home in Hong Kong, where a shrewd movie producer offers Bruce the chance to leap to the big screen. In Thailand to film The Big Boss, Bruce spots a co-star with a strangely familiar face.

LUKE SUN

Even though the cameras are rolling, Bruce's opponent isn't throwing any stage punches. That's because he's Johnny Sun's brother, and he's out for revenge! On the ice house set, Luke hurl massive blocks of ice at Bruce. After throwing punches with Hard Punches, Bruce will have to chill out the revenge-crazed Luke.

ENTER THE DRAGON

As the world's biggest martial-arts star, Bruce returns to Hong Kong to star in his first Hollywood movie. This tale about a deadly tournament on a remote island culminates with Bruce's battle against the terrifying Claw Man. The lethal limb isn't as dangerous as Claw Man's smoke breath, though. The smoke breath will stun Bruce, leaving him vulnerable to a vicious follow-up attack.

THE GRAVEYARD

While filming Enter the Dragon, Bruce has a nightmare about The Phantom attacking his son, Brandon, in a graveyard! Bruce will need his Nunchaku to defeat this unearthly opponent, who lashes out with a razor-sharp Kwondon. Both Fighter and Nunchaku techniques leave Bruce more vulnerable than the conventional Mantis technique, but Bruce doesn't care. After all, he's fighting for his son's life!
DRAGON: THE BRUCE LEE STORY

MATCH FIGHTING

Fight-game fanatics will want to skip directly to Dragon's full-throttle Match modes. The action really heats up when you build Bruce's Chi and launch him into the advanced fighting techniques. Soon, the sky is filled with swooping and diving Bruce Lees.

ONE-PLAYER MATCH

When fighting a Bruce controlled by your Super NES, you'll see his full range of moves. Whether one, two or three play, you always have a choice of six backgrounds and difficulty levels. Thanks to a handicap option, novices can square off against fighting experts in One-, Two- or Three-Player Match modes. The handicap halves the energy of any Bruce Lee.

TWO-PLAYER MATCH

This may be the best mode for a pure adrenaline rush. There's no strategy here—just flat-out fighting! In all three Match modes, a Ying Yang symbol appears from time to time. Leap to grab this and boost your Chi. When you have sufficient Chi, a flashing sign will announce that you can launch into the Fighter technique. In these short matches, that may be enough to give you the winner's edge.

THREE-PLAYER MATCH

When a third, blue-clad Bruce Lee appears, get ready for a fists-of-fury flurry! You can all-out fight or team up with another player to vanquish the remaining Bruce Lee. Remember, though, that coming in second is the same as finishing third. Don't be too helpful to your partner, or the dragon may turn around and bite you!
**OGRE BATTLE**

**HOW DO I BEFRIEND A CHARACTER?**

Neutral characters encountered throughout the game can be recruited when you select the Befriend option. Characters loyal to the Empire cannot be befriended in combat. A Persuasion or Charm item can also win a warrior over to your side. Certain creatures may only be recruited after collecting particular items or speaking with other characters.

**HOW DO I GET BEHIND THE WALLS IN ZENOBIA?**

The high wooden walls surrounding the Slums of Zenobia and the City of Milano confound more than a few soldiers. High flying military units may fly over the barriers, but most players find that they need a powerful land-based force to defeat the enemy. Venture south of the Debonair’s lair and explore each of the small islands in the bay. One of the larger islands conceals a secret Roshfalhan Temple. Visit this temple and speak to the monks to receive the Termite item. You can use the hungry insects to eat through the fortress walls surrounding both cities.
**SECRET OF THE STARS**

**HOW DO I ENTER JEEP VOLCANO?**

The entrance to Jeep Volcano is located in the brown hills on the northeast corner of Heart Island. Push against the south side of each embankment. One cave provides you with valuable information while the other cave leads to Jeep Volcano. Talk to your father’s ghost and explore the island using David of Kustera before you venture deep beneath the rumbling mountain.

**HOW DO I ENTER THE CITY OF DECATUS?**

The city of Decatus is filled with new items, weapons and a wealth of information. Unfortunately the city guards won’t let you in the front gate. You need to find another way over or under the city walls. Visit the village of Giant and speak to the digger in the town’s upper right corner. You’ll find the Digger by walking around the outskirts on the right side of the village. The digger likes to help children. Speak to him using the Aquillion party and he’ll agree to dig a tunnel beneath the walls of Decatus.

**WHERE CAN I FIND A TICKET TO THE CIRCUS?**

You can’t get beneath the big top in Decatus until you find an admission ticket. Fortunately, luck is on your side. The mayor’s race is under-way and the campaigning politicians will do anything to get your vote. Visit the polls in the buildings east of the circus tent. Cast your ballot and revisit the mayor after he’s won the election. Unlike some politicians in real life, he’ll remember you and reward you with a ticket. Now you can see the biggest show on Secret of the Stars.
Blackthorne

How do I avoid the Spider Mines?

Spider Mines are robotic arachnids equipped with explosive charges. These mechanized spiders detonate if they touch you. Spider Mines can be destroyed with Fire Bombs or easily avoided. As a Spider Mine approaches, press up on the Control Pad. This move makes Kyle lean against the wall and blend in with the shadows. Hold up on the controller until the danger has passed.

How do I destroy remote generators?

Wasp Bombs can destroy Power Generators in inaccessible locations. (The generator in Stage Four can be destroyed with the shotgun.) Wasp Bombs are remote controlled explosives that look like yellow bees. Highlight the Wasp Bomb in the Item Box and press the X Button to launch the weapon. Use the controller to maneuver the bomb to the Power Generator. When the bomb arrives at the target, press the X Button again and detonate the Wasp Bomb's explosive charge.

How do I defeat Sarlac?

Sarlac is the final guardian in Blackthorne. While there are no safe spots or tricks for defeating this foe, there is an effective pattern that can improve your chances of success. Shoot continuously at Sarlac using the B and Y Buttons. The best technique for avoiding damage is to kneel below the lion statues. If Sarlac slings a fireball, stand and hold up on the controller to avoid getting burned—this is the same trick you used on the Spider Mines and gun-slinging enemies. If you find yourself in a precarious predicament, roll left or right and continue the fight to the end.
The Giant Clam in Seabed Showdown loves to share his perilous pearls of wisdom with you. You can beat him if you know the secret about the closed clam shell. Errant pearls always bounce off the closed clam. Swim between the Giant Clam and the closed shell and let the pearls bounce back and strike the Giant Clam. Repeat the pattern until the Giant Clam is chowder.

**WHERE ARE THE HIDDEN AREAS IN LEVEL 1-6?**

Tire Trail, the sixth level in the first world of Donkey Kong Land, conceals a total of three different secret areas, more than any other level in the game. If you don't find all three of these locations, you won't get 100% and the best ending. Find the first area below the starting point of the level. The second area is at the top of a rising rope prior to the continue point. The entrance to the third secret area is in a barrel below a diving Zinger. Examine the photos below to nail down the specifics.

**Q & A FAST FACTS**

**SUPER MARIO ALL STARS**

- **Q:** Is there a Minus World in the game?
  **A:** No, it's only in the NES version.

- **Q:** How many warp points are in the Lost Levels?
  **A:** None.

- **Q:** Can I get 28 P-Wings after I finish Super Mario Brothers 3?
  **A:** No, they're only in the NES version.

**EARTHBOUND**

- **Q:** Which is better—the Casey Bat or the Gutsy Bat?
  **A:** The Gutsy Bat is better. You'll strike out if you use the Casey Bat.

- **Q:** Can I stay at the Inn in Moonside?
  **A:** Yes, but you must answer "No" when the innkeeper asks if you want to stay (everything is reversed in Moonside, including your answers).

**MORTAL KOMBAT II**

- **Q:** Which hidden characters are in the game?
  **A:** Jade and Smoke.

- **Q:** Can I do Friendship Moves?
  **A:** No, not in the Game Boy version.

- **Q:** Is there a bonus level?
  **A:** No, not in the Game Boy version.
The brilliantly simple premise of *Galaxian* guarantees hours of arcade-style fun. A horde of alien spacecraft is invading earth. Your task: destroy as many as possible! You have three high-tech fighters but you can only use one at a time. The militaristic marauders move in lockstep at first, but soon giant ships, protected by the craft in the front ranks, peel off and shower you with bombs. When you destroy all the craft in one convoy, another convoy will bear down on you. The pennants in the lower right-hand corner indicate how many convoys you have battled. When *Galaxian* and *Galaga* are played on a Super Game Boy, their colors are faithful to the original games. What's more, the frames are faithful copies of the artwork found on the vintage arcade cabinets.

**CONVOY CORNER**

The big bombers like to fly in squads of three and trap you in a corner. You can get off several quick shots in succession, because each time you hit one of the approaching ships, you automatically reload. However, the flurry of falling bombs makes it hard to escape without getting hit yourself. Slide to the edge when you see a terrible drop in heading your way! However, you don't have to run when single spaceships swoop down on you, especially the poky green ones. A ship will pause ever so slightly just before it reaches you. This fatal pause gives you a chance to finish it off!

**GREETINGS EARTHLINGS**

Travel back in time with Nintendo's handheld release of a classic from the dawn of video gaming. The year is 1979. 'Dallas' rules the radio, 'Dallas' tops the Nielsen's and grown men are still wearing leisure suits. Meanwhile, gamers go gaga over *Galaxian*, blowing quarters by the pocketful down at the local arcade on this hot title. Now you, too, can capture—or recapture—that *Galaxian* feeling by jumping into the cockpit of this arcade classic and blasting away at the fleet of alien spacecraft invading earth!
EEEK! IT'S A GIANT BUG!

Get your adrenalin pumping before taking over the controls of Galaga. You'll need it! That's because the game's rapid-fire action allows you to squeeze off rounds as fast as you can move your finger. With careful positioning you can decimate the first two rows of flies as they circle before you. The flies are followed by a double row of intergalactic insects that can be brought down with two hits apiece. The remaining bugs then form a tightly coordinated swarm, much like Galaxian, with individual bugs peeling off for dive-bombing runs. Thanks to Galaga's enhanced artificial intelligence, the bugs will change course to elude your fire. That means you'll have to be very quick if you want to chip their wings!

When the last remaining big bug flies down, it will try to capture your ship with a powerful tractor beam. Should the bug succeed, it will return to the top of the screen with your ship right behind it. You can then use your reserve ship to blast the bug and free your ship, giving you two ships and twice the firepower!

Never stop to rest on their laurels, the folks at Namco apparently spent the following two years watching sci-fi movies from the 50s on late-night TV, hence their ingenious idea for Galaga: giant bugs invade earth! Once more, you're an intrepid star pilot. This time, your task is to exterminate all the flies, scorpions and other icky things that go bump in outer space! Dazzling enhancements include bugs that fly in circles and spooky sound effects straight out of the opening credits of "The Omega Limit."
All over the U.S. and Canada, budding advertising directors got creative with ads for all five colors of the new Play It Loud series of Game Boys. Of the thousands of entries, red and clear seemed to be the most popular colors. As you can see, our top ten winners created it loud using paints, pens, pencils and computers, and the themes ranged from comic to cool. Dozens of other great entries received votes, as well, but we just didn’t have enough space to show them all.

MIKE PHILLIPS
Ogden, UT

There’s A Better Way

BRENDAN LEE
Wheaton, IL

To Make Your Game Boy A Little Bolder
Introducing the Nintendo Play It Loud series—a whole new generation of portable gaming machines. It looks just like an ordinary case. A carrying case to keep cool out of your palm. And your wrist strap pink in the Naly.

LAURA SCHUMACHER
Toledo, WA

PLAY IT YELLOW

LUKE BALLARD
Elkton, KY

LAURA SCHUMACHER

PLAY IT COOL

PLAY IT GREEN

PLAY IT LOUD!

BRIAN SHATTUCK
Crocker, MO
**POP QUIZ**

**Q:** What's the one thing these two have in common?

**A:** They both have nothing to hide.

The Clear Game Boy: Just one of the new Game Boys from the exciting play to find areas.

**BEYOND COOL**

Boney B. Beyond Cool

Beyond Cool

Beyond Cool

Beyond Cool

Beyond Cool

Beyond Cool

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Go to NINTENDO HEADQUARTERS to pick up your own VIRTUAL BOY™

Travel to the head- quarters of Nintendo of America in Redmond, Washington!

Take home a Virtual Boy and selection of Game Paksl!

See what’s hap- pening behind the scenes at NOA—play the latest games, test the latest products!
Second Prize
5 Winners
Virtual Boys
Immerse yourself in an all-new, 3-D environment!

Third Prize
5 Winners
Nintendo Power T-Shirts
Make a virtual fashion statement!
Can you get through 100% of Donkey Kong Land in less than 36:34? Show us your best time!

Tom, a game counselor in Nintendo's Call Center™, completed all of Donkey Kong Land in 36 minutes and 34 seconds. He thinks NO ONE will beat his time! He doesn't know you very well, does he? Go bananas as you roll, blast, and carom your way through all of the levels. The first ten players that attain 100% and beat Tom's time receive four Power Stamps!

Can you get through 100% of Donkey Kong Land in less than 36:34? Show us your best time!

Bust a new high score with Bub and Bob! How many bubbles can you burst in Challenge Record Mode? The players with the top ten scores win Power Stamps! The toughest part of this contest is putting down your controller!

Bust a new high score with Bub and Bob! How many bubbles can you burst in Challenge Record Mode? The players with the top ten scores win Power Stamps! The toughest part of this contest is putting down your controller!

Don't be hard on yourself—start out with Challenge Record mode on "easy"!

Sufferin' Succotash! Welcome to the looniest Basketball game ever to hit the Arena! How many total points can you score in one player mode vs. the computer? Do you pick players that can play inside the key or shoot outside from three point land? Don't let that heavy anvil drop on your head... throw a cream pie instead! Top ten point scorers dribble away with Power Stamps!

Sufferin' Succotash! Welcome to the looniest Basketball game ever to hit the Arena! How many total points can you score in one player mode vs. the computer? Do you pick players that can play inside the key or shoot outside from three point land? Don't let that heavy anvil drop on your head... throw a cream pie instead! Top ten point scorers dribble away with Power Stamps!

Just go Daffy or spaz with Taz at the top of the key. Remember to set the game difficulty on the lowest level!

Pro vs Player

Donkey Kong Land

Power Challenge

Bust-A-Move

Power Challenge

Looney Tunes B-Ball

Enter The Arena!
MARIO’S PICROSS
Can you beat 5:06 in Time Trial mode?

Mike Bogenschutz  Baileys Harbor, WI  1:01
Scott Rippey        Murrieta, CA  1:03
Chris Hoffman       Hamilton, OH  1:44
Ryan Byers          Tolono, IL  3:04
Karl Wimmer         Cloquet, MN  3:40
Justin Hoy’s Mom    Covina, CA  3:49
Jim Wilson          Jacksonville, FL  3:59
Kyle Mellander      Antioch, CA  4:00
Mike Rennick        Calgary, AB  4:20
Cheryl Hughes       Vancouver, BC  5.00

BRA-ZAA-BRAZAAAA!

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, 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, get a life, quit cheating, and try again without one.
Simon Belmont returns to the Super NES and his legendary role as a tenacious vampire hunter in an all new adventure.

The first Castlevania game for the NES became a hit overnight, and Konami has stuck with its tried-and-true formula ever since. The formula includes a vampire hunter with a whip who also uses assorted secondary weapons while facing lots of haunting enemies. The three NES games, two Game Boy adventures and one previous Super NES title all feature excellent graphics and music and always provide players with a great challenge. Castlevania: Dracula X is the next installment. Don't expect great surprises in Dracula X. Konami kept the classic look and feel of the earlier games while making small innovations here and there. Some of the graphic effects, especially in the backgrounds, add a glitzy veneer to the basic action. The artists also managed to add a sense of depth through skillful shading and use of perspective. As for the enemies, many of the skeletons, medusas, fishmen and others reprise roles from previous games. The action leads you through seven stages of danger with lots of vertical as well as horizontal areas and a great variety of enemies. Nintendo Power leads you into the shadows in this month's review.

**CASTLEVANIA: DRACULA X**

Company .......... Konami
Release Date ...... September 1995
Memory Size ....... 16 Megabits

**DOOM**

Company .......... Williams Entertainment
Release Date ...... September 1995
Memory Size ....... 16 Megabits

Bloodthirsty aliens have invaded the moons of Mars. Trying to stop them may lead to your doom.

One of the most successful PC games of all time makes its Super NES debut in a huge 16-megabit Game Pak with extra processing power courtesy of the FX chip. Williams Entertainment, Id Software and the programmers at Sculptured Software who carefully recreated both the look and playing speed of the PC game deserve a lot of credit. The first-person perspective uses polygons and texture maps to create 22 stages of high-energy, shooting action. All the bosses from the original Doom have been included, although six stages were cut...
due to a shortage of memory. Still, this is the best Doom for a video game system currently available. The game places you on Phobos—one of the moons of Mars—where a distress call from a scientific outpost suggests that aliens have invaded. When you and your comrades arrive, you stay behind until you suspect that things have not gone as planned. To your horror, you discover that you are now alone at the desolate base and your only protection is a revolver. Thus begins a game of hunt-or-be-hunted as you move through the alien-infested corridors, searching for weapons and driven by revenge. Throughout the game you’ll pick up armor, ammo and keys to unlock new areas. You’ll also find hidden doors, stumbles into traps and face a horde of very tough and very ugly aliens. Because of all the spilled blood, Doom received a Mature rating by the IDSA, suggesting that it is suitable for players 17 years of age or older. Doom has its share of blood and guts, but the Mature rating seems harsh when compared to the Teen ratings earned by other hack ’n’ slashers out this year. Don’t miss this month’s Power review and all the blazing action in Doom.

Excellent game design. Good, but bloody, graphics. Fast scrolling. Great sound effects and music. Challenging and fun. (If you’ve never played Doom, you’re missing out on an experience that will shape the future of video games.)

Several of the stages from the original Doom are missing. The graphics aren’t quite as good as they are on a good computer monitor. (If you’ve already thrashed Doom on your PC, this game won’t provide any new thrills.)

The spirit of Bruce Lee returns with fists of steel in this unique fighting game from Acclaim.

Virgin Interactive originally planned to release Dragon, but Acclaim picked up this fighting tournament game recently and will market it this fall. Dragon: The Bruce Lee Story uses three of the black belt hero’s movies as the backdrop of the game. Don’t expect much more than a nod to the movies, though. The adventure aspect never comes into play in Dragon. The one-player game holds few surprises. You must

duel with a series of opponents using hits, kicks, and special martial arts moves. The biggest innovation in this part of the game is that you can use better moves if you build up enough experience points. That option alone makes it an interesting play, but Dragon goes beyond that by including a traditional two-player mode and—hold on to your nunchakus—a three-player option. You can also play two against the computer. In all of these modes of play, the experience meter is a major part of the game. He who proves his worthiness early will prosper... and kick some Buddha.

Some unique options and tactics for a tournament fighter. Fun for up to three players. Fairly challenging, even in the one-player mode.

The graphics are nothing special, although some of the moves look cool.

Two more classic arcade games arrive for Game Boy with Super Game Boy enhanced features. It’s a trip in time.

Galaga/Galaxian combines two of the best looking (and sounding) of the Arcade Classics series of Super Game Boy enhanced games. The colorful borders for the Super Game Boy will take players back to the early eighties when these games were a hit for Namco in the arcades. Now, Namco has worked with Nintendo to reproduce the games for Game Boy and the results are impressive.

The plot behind Galaga is your basic alien menace scenario. Your ship moves along the bottom of the screen, blasting upwards while squadrons of aliens zip across the screen and swoop down in intricate patterns. Your ability to move into the spot where all the enemies in a squadron can be shot down is the key. Every so often, pairs of aliens and individuals dive down at you and fire two missiles at a time.

Galaxian begins with the same basic idea of one horizontally scrolling ship facing an alien menace, but instead of swooping squadrons of aliens, you face a
large formation at the top of the screen. From time to
time, aliens break away from the formation and dive
bomb you while firing missiles. Both games include
two-player alternating options. Fans of the arcade
games or younger players who never got the chance to
master Galaga/Galaxian shouldn't miss this month's
Power review that steps back in time.

Great reproductions. Excellent use of Super Game Boy enhancements. Two-player modes.
Simple, repetitive play, although fun.

Virtual Boy Golf, developed by T&E Soft of Japan, showcases the incredible 3-D of the new, portable sys-
tem. T&E Soft is no stranger when it comes to quality
golf games. Their offerings for the Super NES included
True Golf Classics: Waialae Country Club and True Golf Classics: Pebble Beach along
with Wicked 18—a fantasy course for
taupe golf fanatics.
Virtual Boy Golf uses some of the
same excellent features, including the curved swing meter and gridded putting surfaces. The best part of the game, however,
is the sense of control. An easy-to-use spinning menu
lets you choose clubs, adjust your stance, view the
course or your score and generally do all the things
you could do on a real golf course...and you get to do it
all at your own pace and in the order that you like.
When you're finally ready to take a swing, go for it. As
for the course, graphics, the trees and other hazards
are set along the Virtual Boy's 32 planes of depth and
the ball smoothly shrinks into the distance. For the
first time in a video golf game, you have the sense that
you can truly judge distances. The 18-hole
course in the game contains every sort of golfing
terrain to test your mettle and patience. Head out to the links
with Nintendo Power's
power hackers this month.

Good sense of 3-D. Excellent controls
Only one course.

Virtual Boy Golf

Company ........... T&E Soft
Release Date ....... September 1995
Memory Size ....... 8 Megabits

Hit the links with Virtual Boy in the most
realistic golf game that never leaves a divot.

Killer Instinct

Company ........... Nintendo
Release Date ....... August 1995
Memory Size ....... 32 Megabits

The smash hit from the arcades comes home
in an awesome, ripping, killer Pak for the
Super NES. Who says miracles don't happen?

Killer Instinct can't be measured in
megabits. It can only be measured in
combo hits. The game wizards at
Rare have stunned the world again by
 cramming practically the entire
arcade game into
this 16-bit version. But KI isn't about compression
schemes. KI is the ultimate challenge for fighting game
fans. All the characters have been included along with
virtually every move. (Yes, even Cinderella went into
the final game.) The phenomenal graphics of the arcade
are reproduced with only small losses in background
animation and frame rates. The play control will take a
bit to master if you're fixated on the arcade controls,
but the action is quick and smooth. If you haven't spent
a billion quarters on KI in the arcades, you're
going to be in for a
big surprise when
you play, because
this tournament
fighter emphasizes
your choice of moves
over pure speed. By
putting different
combinations of
moves together, you
can amass multiple
"combo" hits that
leave your opponent
staggering. The one-player mode is terrific for prac-
ticing your combo breakers because the AI will throw
every move in the book at you while most players have
favorite moves that they use frequently. But the two-
player mode is where KI cleans up. The combo of awe-
some graphics, moves, challenge, sound and energy is
hard to resist. This month's special KI review features
the hottest combos from some of the best KI players at
Nintendo.

The best tournament fighting game ever for the Super NES
Excellent graphics, challenge, fun, sound. The Super NES game of
the year

Not an 'exact' arcade replica
**The Mask**

**Company:** T*HQ  
**Release Date:** September 1995  
**Memory Size:** 16 Megabits

The man with the magical mask is smokin' in this action-packed platform game from T*HQ.

When Stanley Pkiss puts on The Mask, he is transformed into a green-faced, struttin' maniac with a taste for dancing and danger. At least, that's the Stanley we all know and love from the movie and Darkhorse Comic books. In this platform game version from T*HQ, you must stop the bad guys of Edge City by using your incredible comic superhero powers—like the super whirlwind, a tiptoe walk for sneaking past noozing enemies, and a unique ability to blow through gratings and pipes to reach new areas. The Mask's weapons consist of the same wacky hammers, boxing gloves and fistfuls of guns as in the movie. Even the movie music tunes have been recreated. Some of best animation occurs during wait periods when the Mask suddenly transforms into one of his cinematic roles, such as the tango king or the love-sick man whose heart pounds out of his chest.

Each stage takes you through a maze of enemies and obstacles, some of which are taken from the movie, like the annoying alarm clock in Stanley's apartment building. Fighting action tends to be very simple and very little AI. The fun comes from trying to find your way through the maze, collecting bundles of bucks and other power ups and defeating the occasional mini-boss. This month's Power review will help you navigate the ins and outs of The Mask.

- Smokin' animation that brings the character of The Mask to life
- Some great comic moves taken from the movie
- Good sound
- Simple AI for enemies
- Some maze areas are confusing

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**NBA Jam Tournament Edition**

**Company:** Acclaim  
**Release Date:** June 1995  
**Memory Size:** 4 Megabits

Now you can slam and jam with NBA Jam Tournament Edition anywhere you go.

NBA Jam Tournament Edition for Game Boy recreates the same hit action of the arcade and Super NES versions with one difference—there is no two-player option. Virtually everything else, however, is in the game. The Game Boy version contains most of the options found in the Super NES Jam T.E., including Hot Spots, Power-Up Icons, Tag Mode and Juice Mode. The game plays like other NBA Jam versions. You take a team of two players from any NBA team and challenge the best in the league. Turbo shots and "On Fire" streaks can turn your regular all-star into a monster jammer. Each player is rated in eight categories on a scale of 0-9, but the most important skill is that which you bring to the game. First you have to take your team through a tournament that consists of the other 27 NBA teams. Then, after all that, you meet the ultimate challenge when facing superstar and special character teams. Each team has at least three NBA players, but some have more, as you'll find out if you cruise through the season. There are also a number of hidden, secret characters, but you'll need special codes to get them.

- Very good play control and graphics
- Passwords
- Secret codes
- No Super Game Boy enhanced features
- No two-player option

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**Primal Rage**

**Company:** Time Warner Interactive  
**Release Date:** September 1995  
**Memory Size:** 2 Megabits

When ancient gods fight for the right to rule Earth, people may end up as snacks.

Primal Rage for Game Boy recreates the look and feel of the arcade game. Probe has programmed a simplified game plan for these paleo-gods whose rage drives them into immortal combat around the globe. The story may be weird, but the action falls firmly in the tournament fighting category of action games. Six monster-gods battle using kicks, bites, tail whips and special power moves to prove that they are omnipotent. In this
small screen version, there is no sign of the human supporters of the two fighting gods. (They're probably off playing the Super NES game.) The finishing moves—always a big draw in fighting games—often include such tasteful acts as eating one's defeated opponent or flaying the skin off of its body.

As charming as all this sounds, Primal Rage for Game Boy doesn't quite measure up to its big brother for the Super NES. The one-player game doesn't have the intensity of the two-player matchup for the Super NES because the AI is uneven on the characters. Some characters are challenging while others are lunch meat. If you master a few of the special moves quickly, you should be able to roll through the early rounds of Primal Rage. On the other hand, the speed of the characters is pretty good for a Game Boy fighter. You don't feel as if the characters are walking against a hurricane.

**Good graphics  Easy to learn and win.**

**No enhanced Super Game Boy features. Not very challenging.**

### RED ALARM

Virtual Boy rockets into futuristic conflict when chaos reigned and the Red Alarm is humanity's last hope.

When a machine designed to end all war on earth gains sentience, it spells disaster for the world. After the 70-year war of the 21st Century, only one viable weapon system remains intact—a single Tech-Wing fighter. You are the pilot who must fly into the shifting reality of the K.O.S. machine and destroy its core.

The first shooter for Virtual Boy turns out to be much more than the simple shooters you may have played on two-dimensional video game systems. Red Alarm takes you into a 3-D universe where you have total control of your Tech-Wing fighter—to go where you want to go, to do what you want to do, and to blast what you want to blast. Of course, there are a few limitations. Would-be Tech-Wing pilots can fly in 360° within the confines of the current stage, but not beyond predefined limits. In each of the six stages, you'll encounter alien enemies, both biological and mechanical, and one major guardian at the end. The wire-frame, vector graphics convey a sense of depth in the Virtual Boy environment, but the graphics also present a few difficulties since there are no visible solid surfaces to indicate when your fighter has reached a barrier. Once you've figured out how to navigate, the action really starts to howl. Some of the special features in Red Alarm include custom camera angles and replays flight. You can choose one of four different camera angles during the live game or the stage replay.

Star Fox was just baby steps in comparison to Red Alarm. Now it's time to sprint. This month's Power review takes you into orbit and back again.

- Excellent sense of 3-D. Fast and Challenging.
- Lack of solid surfaces for spatial references.

### ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE

**Super NES**

Company ..................Koei
Release Date ............July/August 1995
Memory Size ..........24 Megabits

Koei's newest historical RPG takes you back to China in the third century A.D., when two mighty warlords try to unite a shattered empire.

Once more the Middle Kingdom of China hurls toward chaos when the emperor dies. Now, two strong military leaders vie for supremacy while dozens of minor lords rampage throughout the land. Koei's latest historical RPG from producer/designer Kou Shibasawa features impressive animated cinema scenes, a full musical score, and special graphics effects that will stun long-time Koei fans. The essence of the strategy game remains true to the Romance series, in which players strive to unify the ancient and war-torn provinces of China. With six scenarios to choose from and numerous possible outcomes, this game has almost endless replay value. After choosing your scenario and ruler, you'll be thrown into the thicket of political intrigue that requires not only that you keep your own house in order, but that you muck up your neighbor's house. The amount of information available can be staggering, but Koei's latest interface is by far the best.

106 NINTENDO POWER
ever for one of its historical RPGs—it's both easy to learn and use.

As the leader of a region, you'll begin the game with a number of towns, retainers, equipment, provisions and gold. During your turn, you can build infrastructure like farms or dams, train troops, spy on enemies, start gossip in the towns of opponents, negotiate alliances, go to war, buy and sell commodities, recruit officers, delegate responsibility and make dozens of other command decisions. Each turn lasts one month and resolution follows the move. The AI is unpredictable enough to keep you on your toes, as well. If you've always wondered about this type of game, but haven't tried one yet, Romance IV is a good place to start. This month's Epic Center review covers the most important strategies for a future emperor.

Excellent graphics and sound for this type of game. The best menu selection system from Koei to date. Complex strategies. Replay value. Lasting interest. The historical period may seem obscure to many Americans.
EA Sports comes through again, and just in time for the new hockey season, NHL '96 improves the classy series in just about every area. As in last year's version, NHL '95, this game combines the NHL and NHLPA licenses so that you get real players and teams. Although the changes are often subtle, the overall difference in play is remarkable. Your sports editors compared last year's NHL '95 and this year's NHL '96 directly and uncovered the following improvements. First off, the view of the ice is more removed so that you can see farther, making passing and shooting more natural. The animation looks smoother and the play control feels very realistic with skaters starting slowly, picking up momentum, etc. The digitized sound effects rival the real thing. Breakaway nets, fighting, hat tricks, penalties, crowd responses keyed to fouls and goals all give NHL '96 the sense of reality that few sports games achieve. Like last year's NBA Live '95, NHL '96 is a cut above the rest. Whether you're a hockey nut or not, this is a great two-player or one-player sports title. Look for it in October.
Erik the Swift, Olaf the Stout and Baleog the Fierce have returned, or at least, we hope they will return this November or December. Interplay hasn’t yet decided on a final release date for the new Vikings adventure, but the finished game just arrived at Pak Watch and we couldn’t wait to join up with these three cool Norsemen in their latest romp. Once again, the mighty Tomator will test your cunning and puzzle-solving ability as you lead all three Vikings through mazes filled with bizarre, humorous, and often deadly traps. The fun (and challenge) of the Lost Vikings games comes from the way in which you use each character to move the entire party past some obstacle. In LV2, Erik, Olaf and Baleog are joined by two mythical characters—a dragon and a werewolf—each with new special moves. For instance, the wolf can use his claws to climb walls. Other new features include Olaf’s ability to shrink, Erik’s high-jumping turtles and Baleog’s new bionic arm. The sense of humor remains as well. Let’s hope for an early release.

Nintendo’s latest Game Boy arcade classic has just shown up at the Pak Watch desk in a close to final form. Defender/Joust combines two classic games from Williams in a Super Game Boy Pak. This may well be the best of the arcade classics. Defender plays fast and provides a challenge as you blast invading aliens over the surface of the planet. Joust includes a special updated graphics option that looks more sophisticated but preserves the frantic gameplay of the original, ostrich-riding Joust. Software Creations in the United Kingdom is putting the final touches on this classy classic, which should be ready in October.
Still not finished, but getting closer, Tecmo Super Bowl III: Final Edition arrived at Pak Watch for a sneak peek. Even with features missing, it looks like a winner. The final game will include all the features that have made the previous Tecmo Super Bowl games so popular, like detailed season play using Manual, Coaching, or Automatic control. (The best part about this option for many players is that they can set up league play with other football fans.) The ease of control also scores big in this version. New features include a create-your-own-superstar option—kind of a Dr. Frankenstein meets the NFL. One of the coolest things about custom players, however, is that they can grow up and improve after the season for use in future seasons. The battery-backed memory saves the player stats and improvements. Players can also pick their own playbooks and order their own lineups for their teams. If creating your own players isn’t enough to build a winner, you can also get real NFL players from the Free Agency market. Tecmo includes both the NFL and NFL Players license plus the league’s two new teams. Tecmo Super Bowl III looks better and sounds better than previous editions, as well. October is the month, but you can preorder your copy at some retailers.

Kemco’s first Virtual Boy title, Virtual League Baseball, finally arrived in its completed, American form. Previously, we’ve only been able to show you the Japanese game. As you can see, the updated game looks far more realistic than its Japanese counterpart. The play is realistic, as well. Baseball fans will appreciate the control for batting and pitching. Infield defensive play control also shines. Teams are organized in three Continental leagues and include national teams from the Americas, Asia, and Europe. Along with Golf, Virtual League Baseball already proves that Virtual Boy is an ideal platform for realistic, 3-D sports games. Kemco should release Virtual League Baseball at the end of September or early October, and Power will cover it in a regular Virtual Boy review.
You may have forgotten about the movie by now, but Demolition Man for the Super NES will be memorable. Although the game began development at Virgin Interactive, Acclaim purchased the distribution rights recently and will add D-Man to their growing Super NES release schedule for this fall. October should be the month you'll find it in the stores. As for the game, it's a mix of awesome, side-scrolling action and less exciting, overhead action. The Stallone character, uthawed after thirty years in order to track down a super criminal, seems to be pretty warm in the first stage, where he bungee jumps out of a chopper and then off several buildings while his Uzi blazes. This is not a game for the weak of heart. Everybody gets shot and everything gets blown up. But if you like action, action is the name of this game. Unfortunately, the overhead perspective levels fall short of the quality we saw in True Lies. The small characters move stiffly and attract video fire from every thug on or off the screen. Sometimes, you just have to take what you can get, and Demolition Man has enough to make it interesting.

A new Star Wars game for Game Boy just touched down at Pak Watch with great expectations. THQ developed Super Jedi for Game Boy using basically the same levels that Lucasarts designed for the JVC game, with the obvious exception of the Mode 7 stages. Players choose to use Leia, Luke or Chewie in each stage, then they run, jump, and attack the forces of Jabba the Hutt and the Empire on the Forest Moon of Endor. Although the development team at Black Pearl didn't include Super Game Boy enhanced features—something of a waste when all they needed to do was put in a starfield—the game still looks good. Play control suffers a little from slow reaction times and the challenge isn't nearly as great as that of the Super NES game, but Star Wars diehards will want to check it out when it's released next month.
**MAKING NEWS**

T*HQ sent us its latest copy of *Urban Strike*, which looks better every time we see it. In this new version, you aren’t limited to a single chopper in a given theater of operations. For heavy blasting, you can use the Blackhawke, a second chopper to which you can transfer your crew. The graphics are better with every version, as well. Mindscape reports that *Monster Dunk*, its first Nintendo Ultra 64 title, is well under development. The game design includes funky characters and courts, as well. Some of the courts will have hands and other ghoulish traps like hands that suddenly reach out of the floor. *Super Bomberman 3* remains on the edge despite its popularity. Hudson Soft is not convinced that a third *Super Bomberman* game will sell well in the U.S. It’s too bad, because any Bomberman game is a good game and SB3 has some fun innovations. The Bomberman series remains the best time four people can have with one Super NES. Here’s a last minute list of new Pak Watch arrivals: *Jimmy Houston’s Boss Tournament*, *PGA, Mortal Kombat 3* and *MechWarrior 3050*. We’ll take a closer look next month.

**PGA TOUR INVITATIONAL**

T*HQ* packed five actual links from the PGA Tour into this Super Game Boy enhanced golf-o-rama based on the game from EA Sports. Summerlin, Sawgrass, Avenel, Woodlands and Scottsdale offer varied terrain and challenge for strategic golfers. Planning and setting up your shots requires knowledge of the game and the course, but *PGA Tour Invitational* gives you most of the tools that you need. A simple power and accuracy meter controls your swing, just like the EA Sports series of PGA games. Although controlling your shots to be easy, the courses themselves offer some realistic golf challenges. Tom Kite, Fuzzy Zoeller and a host of PGA regulars join in the fun during tournaments and skins matches. Pros and duffers alike will be hooked once they hit the links.

**SHAQ FU**

Shaq is back with another attack in T*HQ’s *Shaq Fu*, based on the game from Electronic Arts. In this tournament-style fighter, Shaquille O’Neal, NBA superstar, takes on a mob of frightening martial arts experts. Using the same characters as the Super NES game from last year, *Shaq Fu* is a showcase for Shaq, but his fighting skills are more limited than those of his opponents. Still, this Pak Watcher went through the entire game with the Shaq Man in about 15 minutes. Challenge? Not much. In the one-player game, you don’t even have the option to play with anyone but Shaq. *Shaq Fu* plays better as a two-player match in the Super Game Boy enhanced mode, which takes full advantage of screen colors and borders. The fictional fighters include a sword-wielding mystic named Rajah, a jungle woman named Voodoo, a beast called The Beast, and three other characters plus Shaq. T*HQ* should have this one on the shelves by October.

**WAYNE GRETZKY HOCKEY**

The “King” of the Kings makes his Super NES debut in an upcoming multiple-player hockey game from Time Warner Interactive called *Wayne Gretzky and the NHL All Stars*. Although the game seemed at Pak Watch headquarters only a few days ago, the initial impression is that it will be very good for the final version. Graphically, the game has large characters so you end up seeing less of the ice than in a game like *EA Sports’ NHL ‘96*, but you seldom lose sight of the puck, either. Gretzky Hockey surprised us in several areas. The options include some cool
ways to pump up your team while the modes of play include the ability for players to join in a match even after it has begun. Of course, you'll need a multi-player adapter and some extra controllers to plug in. Wayne Gretzky and the NHLPA All-Stars should skate into stores later this fall, probably in November.

**BATMAN FOREVER**

The Boy Wonder and the Man Who Loves Batman Dancing join forces once again in Acclaim's upcoming Batman Forever for Game Boy. Based on the movie, the Dynamic Duo pursue The Riddler and Two-Face—one at a time—through four vertical and side-scrolling fighting stages where thugs offer little resistance and the biggest challenge is getting your bat toys to work properly. Probe really let the ball slip on this one. If you're a Batman fan, stick to the Super NES version of the game.

**WHERE ARE THEY NOW?**

*Titus* has a few new games up its sleeve, although it's anyone's guess when and if the titles will ever be released. Their best game ever, Prehystork Man, has yet to come out, although it continues to be on the Titus schedule. The two new titles that may fall into the same bottomless well are Incantation and Power Pigs of the Apocalypse. Both action games look interesting, but along with Whiz, Realm and Oscar, they may remain mysteries forever. Rumors of the demise of Star Fox 2 have been greatly exaggerated. Development of Nintendo's sequel to the hit 3-D space action game is finishing as we go to press. The big question mark is the release date, most likely in the first half of '96. The most recent versions of Star Fox 2 look very sharp and include a much more strategic feel, with radar windows and mother ships where you dock after a battle. Another delayed game is Dirt Trax-FX from Electro Brain. This FX' dirt bike racer was scheduled for a summer release but never made it to the starting line. Electro Brain still hopes to publish Dirt Trax, though, so keep your eyes peeled. It's worth a look if it hits the track. And for all of you who have been wondering what's up with Boogerman, the good news is that the final version has arrived at Nintendo and the game is definitely scheduled for release this fall.
We gave you a taste of Mario's new adventure last month; next month we'll have an in-depth, 16-page review to celebrate the plucky plumber's tenth anniversary. And what a tasty treat this new title is! Feast on its juicy graphics and savor its many secrets in our next issue.

**Secret of Evermore**

Square Soft is putting the finishing touches on its eagerly awaited, made-in-the-U.S.A. RPG. How does it stack up against Square's other role-playing classics? You be the judge. October's preview will introduce you to a whole new cast of characters.

**Batman Forever**

Holy circuit boards, Batman! We're back in Nintendo Power! Acclaim's latest action thriller for the Super NES comes hot on the heels of one of this summer's cinematic sensations. See the caped one in video action against the Riddler next month.
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