In the Arcade now.
What's new. Who's back.

K12

IN-DEPTH
Toy Story
Mega Man X3

EXCLUSIVE
DRC 2 TIPS

EPIC CENTER
DRAGON QUEST VI
NOT SINCE YOUR PRIZED COLLECTION OF TOENAIL CLIPPINGS HAVE YOUR FRIENDS BEEN SO TERRIFIED OF YOU.
The latest issue of Nintendo Power is now available for the new system. So, put down the clippers, put your sock back on, and fill out the card below, or just call for the free NU 64 graphics and will clue you in on every game you can choose. The Nintendo Power will be there with everything you need to make you king that are right for you. Plus, no other magazine will reveal hidden areas of castles and more thrilling for the new system. Kong Country 2 Players Guide. See page 92.
Scrape up your quarters and hot-foot it to your local arcade—but not before taking a long, hard look at this month's exclusive coverage of KI 2. We'll let you in on new moves that'll give you the winning edge!

Just when you thought you had all the combos and combo breakers down, all the slappies and slo-mos mastered, KI returns in a killer arcade sequel that debuts in several cities this month. Most of the cast is back, but there are some new contenders on the horizon. See who's new and who's history in this month's revealing eight-page extravaganza. Only we can reveal the new characters. New backgrounds. New animation. And new, killer techniques. If you head for the arcade without reading up first, you'd better take lots of quarters—you never know who else gets Nintendo Power!
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Nester’s Funky Bowling
MEGA MAN X3
I Like You Just the Way You Are
I would like to say I love your magazine! Your mag is awesome, and one of the reasons I wanted a Super NES instead of a Sega system was because Sega doesn't have a monthly magazine full of hot tips. (The other reason is that the Super NES is way better.)

Well, I can't wait to get my next Nintendo Power!

Christopher Bertanica
Skaneateles, NY

Want More Rumors!
Since every year things change about Nintendo Power, here are some general suggestions to make the magazine even better:

1. More rumors.
2. No comics. (Nintendo Power is a video game mag, not a comic book.)
3. A totally new Player's Pulse section: remove all the garbage about Halloween costumes, dogs reading, cakes that look like Game Boys and all the other really lame stuff like that.

Dave DiRienzi
Baltimore, MD

600-600 At You
I would have to question you on the quality of your magazine. It sounds like it's written for preschoolers. Now it used to be good, but it has gotten way worse since it was started. I mean it used to be cool, but now it sucks! You people only print letters "for" your magazine and never print anything "against" it or anything that says this or that sucks. You guys have your eight-year-old readers eating right out of your hands, and I hate it! I'm sure the only reason Ogre Battle rates so low in the Power Charts is because it's too complicated for your eight-year-old readers. I've played and passed all the highly rated role-playing games in your magazine and Ogre Battle beats them all, especially EarthBound.

Charles Summers
Waco, TX

Where on the Web is Diddy Kong?
Is the Nintendo Power Source site on the World Wide Web as good as the one on America Online?

Edward LaRusic
Clairmont, Alberta

NOAGeoff, our online honcho, says "We've recently revamped and jazzed up our Web site. You'll want to check out the special pages for Donkey Kong Country 2: Diddy's Kong Quest, as well as pix and news on the N64 and lots more cool stuff. But don't take our word for it. Zip to WWW.NINTENDO.COM and make up your own mind!"

Goo-Goo vs. You
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I am writing to say HOORAY for Sarah LaBrie’s letter in Volume 77. I completely agree with her about most video games as portraying girls as "EEEK! There’s a caterpillar on my foot!" I also agree with her that that is not fair. However, not all video games are like that. Take Marie or Lucca from Chrono Trigger. They are perfect examples of how most girls are not treated at the slightest noise. But overall, Sarah is right.

**Christopher Cardil**

**Girls in Video Games: 2**

I have just read Sarah LaBrie’s letter. Pu-lease! She’s obviously never even gotten a glimpse of Final Fantasy II or III! In FFII, Rydia is definitely a force to be reckoned with. She can send enemies scrambling to the doctor with Virus, cook monsters with Nuke, use Meteo to burn her enemies in a flaming meteor shower, or lumbaste enemies with Bahamut. And on top of all that, she pays no attention to Edge’s hopeless flirting! That does NOT sound like a girl who needs a guy to save her every five minutes! Then there’s FFIII Terra, Celes, and even 10-year-old Realm can use all the powerful spells that Edgar, Sabin, and the others can use. So, to all those people out there who think that girls in video games are always portrayed as “delicate, prissy, male-dependent bimbos,” play FFII and FFIII and they’ll realize they’re dead wrong!

**Greg Louis**
**Herndon, VA**

**Way to Go Sarah!**

I’m referring to the letter in Volume 77 from Sarah LaBrie. I totally agree with you, Sarah. Girls don’t enjoy prancing around in bikinis, and our favorite color isn’t pink! I am getting sick of these stupid games where women are wimpy, dumbo sex objects. At my school, I’m known as Queen of Nintendo. Every boy knows that I can kick his butt at any game. Way to go Sarah for standing up and speaking the truth!

**Audrey W.**
**Elyria, OH**

**CANYON COWBOY**

Enclosed are photos of me at the Grand Canyon wearing the Nintendo Power shirt I won in one of your contests a while back.

**Mike Gordon**
**Lititz, PA**

**A True-Blue NES Fan**

Although I have enjoyed the Nintendo Power for several years, I am disappointed to find that the amount of information available for NES has, well, gone pfft! There aren’t nothing left! Some of us must rely on antiquated machinery such as the NES for our entertainment. Therefore, I will not be renewing my subscription to Nintendo Power and will save the money in hopes of eventually buying a Super NES. I hope you understand that, while I enjoyed reading and using the tips you offered before, I no longer have any use for the information now being given.

**Jordan Wesemann**
**St. Louis, MO**
The long-awaited launch of Donkey Kong Country 2 nudges Killer Instinct from the top of the charts after four months of unchallenged domination. Do you beg to differ? Then write down your numero uno game on the Player's Poll response card at the back of this issue and send it in!

**POWER CHARTS**

### SUPER NES TOP 20

<table>
<thead>
<tr>
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<td>SECRET OF MANA</td>
<td>Square Soft</td>
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<td>14</td>
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### MOST WANTED

1. Nintendo Ultra 64
2. Killer Instinct (NU 64)
3. Super Mario RPG
4. Donkey Kong Country 2: Diddy's Kong Quest
5. Cruis'n USA (NU 64)
6. Mortal Kombat 3 (NU 64)
7. Doom (NU 64)
8. Virtual Boy
9. Robotech (NU 64)
10. Chrono Trigger

### GAME BOY TOP 10

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
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<td>SOLDIER CORPS</td>
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<td>SAMUS</td>
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<td>10</td>
<td>GALAGA/GALAXIAN</td>
<td>Nintendo</td>
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</table>

### SPAIN'S Top 5

1. KILLER INSTINCT
2. DONKEY KONG COUNTRY
3. BATMAN FOREVER
4. ILLUSION OF GAIA
5. HAGANE

Judging from their list of favorites, Spanish gamers are pretty much sympatico with their Stateside counterparts. The surprise is Madrid's mania for Hagane, Hudson Soft's new spin-off superhero. Any takers for a bit of alter-ego stealth?

### VIRTUAL BOY TOP 5

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<thead>
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<th>Rank</th>
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<td>RED ALARM</td>
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LETTERS, CONTINUED...

VIRTUAL CAMPER

Recently, I went on a rather boring camping trip with the ol' family. Thank God I had my Virtual Boy. When things got really dull, I just found myself a comfy little place on the ground and took VB out of my backpack Portable and 3-D. Gotta love it!

Gene Shevchuk
Matawan, NJ

Too bad those mosquitoes aren't virtual too, eh, Gene?

Controller Query

I read your Sept. '95 issue (Volume 76) and you asked us readers how we like Virtual Boy. I think it has great image and all, but I hate the controller! It would've been better if it had one directional pad instead of two. But that's my only complaint. For the rest of it, it's great!

John Ha
Erial, NJ

We talked to Mr. Mantani, who designed the Virtual Boy controller. He listed three reasons for a second directional pad on the right instead of a set of buttons. 1) The left pad controls left-right and up-down movement, while the right pad controls back-and-forth movement. After all, this is a 3-D system! 2) When you're caught up in the heat of virtual play, it's easier to recognize a directional pad than a set of buttons. 3) The second directional pad provides greater control over very complex movements, such as a tank with treads and a swiveling turret. Games exploiting this capability haven't been developed yet, but Nintendo designers expect they will, and always like to give players the tools they'll need for maximum fun.

Made From the Best Stuff on Earth

If the Sega Genesis and the Super NES are both 16-bit systems, why couldn't the Genesis handle a game like Donkey Kong Country or Killer Instinct? Aren't games for both systems made of the same stuff?

Evan Jacobs
Wyndmoor, PA

Sure, games for both systems are made of programming code, but the similarities end there. Richly rendered games wouldn't look quite as groovy on the Sega Genesis because that system only supports 64 different colors at once, while the Super NES supports 256 colors. Making things even tougher for Sega is the fact that Nintendo has an exclusive deal with Rare, the maker of DKC, DKC2 and Kl. You'll only see those games on Nintendo systems. Of course, if you really have a thing for hedgehogs, you know which system to get, right?

WRITE AWAY RIGHTAWAY!

We've recently made some changes in the look of Arena. What do you think of them?

NINTENDO POWER PLAYER'S PULSE
P.O. BOX 97033
REDFORD, WA 98073-9733
E-mail: NOAPulse@aol.com
Arcade Exclusive!

You can’t resist it. One glance reveals that every graphic feature of KI 3 has been reworked, rerendered, and reanimated by the graphics gurus at Rare. Nintendo Power worked with the developers at Rare to bring you the first look at the new combatants: Maya, Tusk, Kim Wu, and Gargos. We also reveal the first official moves and exclusive strategies for this killer arcade fighter. This stuff is orbital, from the ultra-realistic lighting and shadow play to the multiple levels of scrolling parallax that give the fighting arenas depth. You’ll find detailed animation playing throughout the more than a dozen new backgrounds and new animations for all the characters’ moves. As for game play, crouching and blocking won’t keep you in the fight in KI 3 like it did in the original Killer. The fighting engine now rewards direct attacks, the use of lots of combos, and players who learn how to get the most out of a wide range of super moves. As for sound, KI 2 rocks with new songs and vocals.
The ranks have shifted since the last Ultratech tournament. Four new contenders seek to either thrill the world with their awesome skills or become a stain.

**TUSK**

This sword-wielding giant may not know much about the futuristic world of Ultratech in which he finds himself, but he knows how to dispatch enemies from any age. One of his coolest moves is the Back Stab. Tusk's pop up Conqueror has great range and packs power. Push Toward and Fierce Punch, then use the Conqueror for an effective attack.

**Special Moves:**
- Boot Kick
- Web of Death
- Skull Splitter
- The Conqueror
- Back Stab
- Super Move: The Destroyer
- Breaker: P/K

Out of the northern wastes and times long forgotten comes the fierce barbarian known only as Tusk.
Kim Wu

Kim uses a scorching fireball attack to keep enemies at bay. Although the Fireflower won’t do much damage, if you follow it with a shadow Fierce Kick dash, you can get inside and score mass damage. Like Maya, Kim Wu can be effective in a close, aggressive attack and her Super Moves, one of which is shown here, make her a formidable fighter.

This spiritually enlightened soul fights with her entire body, but watch out for her devastating kicks and spin moves.

Special Moves:
- Tornado Kick: ✧✧✧ K
- Firecracker: ✧✧✧ MP/FP
- Splitkick: ✧✧✧ K
- Fireflower: ✧✧✧ QP

Super Move:
- Snap Dragon: ●●●●●●●●● FP

Breaker: ●●● P/K
When fighting with this amazon as your alter ego, keep up the pressure and stay in close to rack up the most damage on your opponent. One strategy is to use a Flip Kick followed by a punching knife attack. The kick hits high and the punch hits low, making it a tough combination to block. Maya can make cutlets of enemies using the high/low game.

**Special Moves:**
- Flip Kick: ↑↑ MK
- Savage Blades: ↑↑ MP
- Mantis: ↑↑ FP
- Jungle Leap: ↑↑ FK
- Cobra Bite: ↑↑ WP
- **Super Move:**
  - Tree Cutter: ↑↑↑↑ FP
  - Breaker: ↑↑ P/K

**GARGOS**

Little is known at this time of the creature that has taken Eyadul’s place at the pinnacle of Ultratech’s bloody tournament, but some say he is a living gargoyle.
## BACK FOR BLOOD

**Jago**

**Special Moves:**
- Wind Kick: K
- Laser Blade: FP
- Ninja Slide: K
- Endokuken: P
- Tiger Fury: P
- **Super Move:**
  - Tiger Thresh: FP
- **Breaker:** P/K

**Combo**

**Special Moves:**
- T.J. Tremor: MK
- Spinfist: OP
- Rollercoaster: MP
- Powerline: FP
- Skull Crusher: FK
- Cyclone: hold FP, FP
- **Super Move:**
  - Power Frenzy: FP
- **Breaker:** P/K

**Sabrewulf**

**Special Moves:**
- Sabre Wheel: MK
- Sabrepounce: MP
- Sabrespin: FP
- Sabre Howl: OP
- Sabre Flip: FK
- **Super Move:**
  - Lupus Loopy: FP
- **Breaker:** P/K

**Spinal**

**Special Moves:**
- Skeloskewer: K
- Flame Blade: FP
- Skull Scrape: FK
- Power Devour: OP
- Soul Drain: OP
- Skeleport: K
- **Super Move:**
  - Grim Reaper: FP
- **Breaker:** K

**Glacius**

**Special Moves:**
- Cold Shoulder: MP
- Liquidize: K
- Icy Grip: OP
- Artic Blast: K
- Ice Lance: FP
- **Super Move:**
  - Arctic Slam: MP
- **Breaker:** P/K

**Pulgore**

**Special Moves:**
- Cyberdash: K
- Plesma Shield: K
- Eyelaser: MP FP
- Plasmaslice: P
- Laser Storm: P
- **Super Move:**
  - Ulter Slice: P
- **Breaker:** P/K

**Orchid**

**Special Moves:**
- Flik Flak: K
- San: FP
- Tiger Slide: K
- Airbuster: K
- Tonfe Fire: P
- **Super Move:**
- Gyro Kyaku: FK
- **Breaker:** P/K

---

**WHERE ARE THEY NOW?**

So where are Riptor, Chief Thunder and Cinder? Rumor has it that they didn't show up for the tournament, but you never can tell if they might try to crash the gate.
A NEW STANDARD

Not all of the new features in Kl 2 require awesome graphics. This game sets new standards in game play strategy and other areas.

LINKERS UNLIMITED

One of the limiting features of the original Killer Instinct was the lack of linker variety. Each fighter had only one linker to extend combos. In Kl 2, characters have multiple linkers, three or more. What does that mean? The total number of combinations for Jago alone exceeds one million combos!

POST FIGHT STATS

In a mind-warping instant you just slapped your way through the wildest set of supers and an ultimate to put down your feeble foe. Now, it would be nice to know what you did. That's no problem, what with the complete post game stats supplied by Kl 2.

NO MORE DANGER?

Kl without Danger Moves? Well, sort of. You still have game ending moves that reduce your opponent to an unspeakable mess, but you have fewer limits on how to achieve this ultimate victory.

TECH HAIR

Rara has pushed the graphics to a new level using the latest upgrades of Alias's PowerAnimator™ 3-D software. The fighters come to life with such realistic animation that you can see them breathe and watch their hair wave in the breeze. Combining lots of animation in the backgrounds with more levels of parallax and scrolling background elements makes for the best 3-D look to date.
**AUTO DOUBLES**

One of the control changes in the new Killer is the way that players launch an auto double. In the original game, you had to know which specific button to hit to get the auto double off your opener, but that system has been simplified in KI 2. Now, if the opener uses a Fierce Punch, all you have to do to get the Auto Double is to follow up by pushing the next button down the line, in this case, the Medium Punch or Medium Kick. It’s easy to remember and execute.

**COMBO BREAKERS**

In the original Killer Instinct, you had to know the strength of your opponent’s punch or kick if you wanted to throw a combo breaker—quick breaks medium, medium breaks fierce and fierce breaks quick. You had to be able to recognize every move instantly. Now you have a much better chance of breaking a combo. In the new scheme, kicks break punches and punches break kicks. That means that if you notice your opponent throwing a punching auto-double (you’re getting pounded by the same punch over and over) you can break into the auto-double combo by breaking it with a kick. The strength doesn’t matter and you’ll raise your breaking potential from 33% to 50%.

**POWER BRAS**

The biggest innovation in Killer Instinct 2 may be the inclusion of the super move power bars. The power bars fill in as players throw combos, take hits, or make particular special moves. Once the power bar is filled, you can throw one of several incredibly powerful Super Moves for your character. We’ve included one Super Move for every brawler, but that doesn’t mean that creative players won’t find more Supers in the game. Each character has at least five Supers, which we’ll reveal later.
Long-time fans and newcomers alike will applaud the return of the little blue robot with a heart of gold. When the evil Dr. Doppler reprograms reploid robots to pillage and destroy, it’s up to Mega Man and his best friend, Zero, to save humanity. Get ready for nine stages of rock-em, sock-em reploid-rustling action!

The reploids known as Mavericks have gone berserk. Meant to serve and live in perfect harmony with humans, they’ve transformed into blood-thirsty biomechs after being infected by Dr. Doppler’s computer virus. Only Mega Man stands between the Mavericks and total chaos!

Capcom’s latest entry in this wildly popular action series retains the top-notch game-play and puzzle factor of previous entries, but adds a twist. A special communicator allows the Blue Bomber to call on Zero, a fellow Maverick Hunter and Mega Man’s best friend. With his flaming orange hair, the mysterious Zero looks a lot flashier than Mega Man, but don’t be deceived. He’s a tough fighter who stays cool under pressure!
GET THE GEAR

A big reason for the enduring popularity of Mega Man games is their high figuring-out factor. The object isn’t simply to stay alive. You’ll want to seek out every special item available, even if it means giving up a life! Passwords protect your supply of special items, many of which are only available from Dr. Light, Mega Man’s creator. This brilliant and kindly scientist lives on as a hologram in special capsules.

THE KEY TO DOPPLER-TOWN

Like other entries in the Mega Man X series, you won’t want to fight all the way through a stage on your first try. Instead, you’ll want to pick up a power-up or two before cashing in your microchips. Among the many possible routes to the dreadful doc, a particularly good one calls for defeating the Maverick leaders in the order shown below.

MORE MAYHEM

More challenges await Mega Man and Zero in Dr. Doppler’s treacherous headquarters.

This Zero is a Hero

Once in each stage, you can switch to Zero. It’s a good idea to make the switch before going through a tough section where Mega Man might take a lot of damage. Zero has only one life and can’t fight the big enemies at the end of each stage. When his life meter is nearly depleted, switch back to Mega Man. Zero’s communicator will then show static, indicating that he is unavailable.

Zero’s unique attacks include the Hyper-Zero Blaster and its follow-up, the 3-Fold Saber Beam Attack, but he can’t use any of the weapons that Mega Man has won from enemies.
**NEON TIGER**

Provided you're good at timing your leaps onto the dragonflies, this should be a fairly easy stage to get through. Defeat this big bad tiger to get its Ray Splasher, a helpful weapon when battling enemies that attack you from above or below.

1. **TANKS FOR THE LIFT**
   The big dragonflies flitting about Neon's domain will give you a lift if you land on them just right. You'll need to ride one if you want to reach this Energy Subtank early in the stage.

   You can fill up your Subtank by repeatedly blasting the runty tractors patrolling the ground below.

2. **MAUL THE WALL**
   Make a return trip to this stage after you've won the Tornado Fang by defeating Tunnel Rhino. Use the weapon to drill through this fractured wall and find a Dr. Light capsule, which contains the Double Charge Shot.

   Equipped with the doctor's Double Charge Shot, the Mega Buster doubles its pow-pow power.

3. **SQUISH THE CENTIPEDE**
   This oversized annelid pelts Mega Man with spiked eggs, then disappears into the floor or ceiling, only to reappear again a moment later. Shoot your Mega Buster at its head and mandibles. The rest of its body is invincible.

**GRAVITY BEETLE**

This mean Maverick is holed up in the DopplerTown airport/industrial complex. You can blow through this stage fairly easily, but getting all the special items will be tough. Plan on a return trip after you've gotten the Triad Thunder and Spinning Blade. When riding the elevator, don't forget to grab all the power-ups, especially the I-up.

1. **YA GOTTA HAVE HEART**
   To get to this Heart Tank, dash-jump from the platform below and to the right. Expect to take some hits from the enemies in this room, though.

   You can minimize your damage by carefully timing the enemies' missile attacks.

2. **ROBOT ROUTE**
   Getting to this special item that allows you to take a robot ride is tough. You'll need the Air-Dash capability. Climb to the top ledge on the right, leap off and Air-Dash to the left.

   If you can, select Chimera, the two-fisted robot ride.

   Watch out for the hovering enemies. They have a nasty habit of slipping right into your path.
**A WING FOR A STAIR**
Hitch a ride on a dragonfly here to a Heart Tank. Watch out for the spiked enemy below, though.

The dragonflies can hurt as well as help, blocking your leaps and dropping goo on you.

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**TAME THAT TIGER**

Squish Gravity Beetle with the help of your Ray Splitter, which you got by beating Mean Tiger.

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**DEFY GRAVITY**

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**GET THE POINT?**
You can't cross these lethal spikes without your steel-toed boots. Once you get to the far wall, hop up and say Hi to the Dr. Light capsule. Return safely by jumping back into your robot ride.
**Blast Hornet**

Mega Man finds this insect with an attitude nesting in a high-tech factory on the outskirts of Doppler Town. Buzz straight through this stage and defeat Blast Hornet to get his Parasitic Bomb. You won’t be able to get all the power-ups, though, without the Air-Dash Boots, which Dr. Light has secreted near Blizzard Buffalo.

**Feet Don’t Fail Me Now**

Getting past the deadly spikes protruding from the wall above this conveyor belt is tough. Wait until you’ve obtained the Air-Dash ability from Dr. Light in the Blizzard Buffalo stage and the Leg Chip, hidden in the Toxic Seahorse stage. You’ll need both to fly up to this Dr. Light capsule, where the good inventor has a life-sustaining Energy Chip for you.

**Heart Landing**

After getting slimed during your long climb, your first impulse will be to head for the first dry platform and clean up. Don’t give up just yet, though. At the top of the goo-fall, you’ll have the chance to grab this Heart Tank after jolting its guardian.

**Tentacle Trouble**

These arms want to hug you permanently! Compared to other reploids crafted by Dr. Doppler, this submarine moves fairly slowly. You’ll have lots of time to power up your Mega Buster and toast him.

**Toxic Seahorse**

You’ll have to climb through a torrent of cascading green goo at the beginning of this stage. Many players have a tough time eliminating enemies while avoiding falling into the disgusting depths. If you’ve beaten some of the Mavericks, try using some of their weapons. Volt Catfish’s Triad Thunder zaps just about anything that gets close, while Crush Crawfish’s Spinning Blade smokes enemies a short distance away.

**Start**

Press the Y button to power up your legs, then press the B button to jump. Follow by pressing Up and the A button at the same time.
3 ROCK 'EM SOCK 'EM
After fighting your way over the hangar roofs, use your trusty Tornado Fang to drill back into the hangar. You'll have to drill twice to crack the crates. One of the crates blocks a shaft that drops you to a robot ride.

4 REALITY BYTES
In this room, one of Dr. Doppler's yes-men will try to say no to Mega Man. To defeat the bronzed Byte, power up your Mega Buster.

2 WATER WARRIOR
This rustproof robot ride comes equipped with high-speed torpedoes. When you reach this wall, use them to blast through to the Dr. Light capsule. You'll find the Leg Chip, which gives added zip to Mega Man.

3 THE MEAN HORNET
This fly guy gets a bee in his bonnet when Mega Man shows up. His warming wings are even fiercer.

With the Leg Chip, it will be easier for Mega Man to dash by enemies.

4 ZERO IN
You'll take a lot of hits from the many enemies in this tough section. Unfortunately, you'll want to save as much energy as possible, because Toxic Seahorse is just around the corner.

One way to save energy is to switch to Zero. Remember, though, that only Mega Man can fight major enemies.

2 WASTE TOXIC
Don't let the acid, just blast the toxic users with your Mega Buster. If you have trouble, though, wait until you've won the Frost Shield from Blizzard Buffalo.

A flick from the seahorse's Acid Burst will make Mega Man's skin crawl.
**CRUSH CRAWFISH**

**DR. LIGHT’S BODY SHOP**

You can’t get to this Dr Light capsule without first jumping aboard the robot ride at the beginning of this stage. None of the weapons you’ve acquired by defeating Mega Man’s enemies can break through the wall leading to the doctor. Only Chimera’s iron fists will do the job.

Reploids have overrun a sub factory! Starting on top of a giant crane, you’ll gradually descend into the turbine room of a submarine before clawing your way back up to the crawfish. Dr. Light puts in an appearance here.

**VOLT CATFISH**

The air is crackling with electricity in the cruel catfish’s power plant. All sorts of over-amped gear are throwing out sparks and arcs. Shocking! You’ll probably have to take some damage. Just be careful not to stick your fingers in any sockets, O.K.?

**Mega Man’s Chip Shot**

Dr Light may have lived many years ago, but his spirit lives on in these holograms.

**Take A Dive**

After grabbing the Energy Subtank in the Tunnel Rhino stage, head to Volt Catfish’s domain to grab this Heart Tank. Because the tank rests on spikes, you’ll have to surrender a life to get it. That’s all right. Immediately after grabbing it, you’ll want to head for Toxic Seahorse for another easy-to-get Heart Tank.

Slide down the wall, then power-jump to the Heart Tank by pressing the A and B buttons simultaneously.
Vile’s claw arm will pin Mega Man to the floor. Attack this villain with the Ray Splasher.

3 MEGA-GO-ROUND

Feeling trapped? Fire your Mega Buster at the submarine’s turbine to turn this room on its side, then climb the wall to get out. You’ll need your Air-Jump ability to make it all the way out.

Shooting the turbine opens a hole for you to climb through.

3 FULL METAL JACKET

After re-entering the factory, climb the wall. Time your leap so you don’t get a shock from the nasty short circuits. Hop onto the robot platform and return the way you came.

The weight of the robot ride will break through the floor and take you to an area filled with Power-ups.

Mega Man can’t be hurt as long as he’s romping in his robot ride.

ASSAULT THE BATTERY

Drill Vert with Tunnel Rhino’s Tornado Fang or ice him with Blizzard Buffalo’s Frost Shield.

Fillet the fish to win its Trid Thunder, one of the mightiest weapons around.
BLIZZARD BUFFALO

Mega Man will need to show some fancy footwork if he doesn’t want to fall for Blizzard Buffalo’s snow job. Treacherous ice slicks and snowmobile-riding reploids are just some of the hazards awaiting the Blue Bomber in this tricky stage. Expect to take some nasty falls before you learn how to walk on ice.

1 THE MEGA-ICE MAN COMETH
Crack this stack of giant ice cubes with the Tunnel Rhino’s Tornado Drill. At the bottom of the well, dash-jump over the spikes and the ice slick to reach the Heart Tank.

2 A CHIP OFF THE OLD DOC
Make your way to a Dr. Light capsule by climbing to this platform shortly after passing the stack of giant ice cubes, then dash-jump to the right.

TUNNEL RHINO

This is the first Maverick stage you should enter after fighting through Maverick Hunter headquarters. That’s because it’s easiest to get an Energy Subtank here. After traversing the series of conveyer belts, hop to the upper right-hand corner of the room to find the Subtank. If you’ve passed the wall-crawling reploid bugs, you’ve gone too far.

1 MEET THE ROPERS
To get this Heart Tank, you’ll need both the Triad Thunder you got for zapping Volt Catfish and the special Arm Chip from a Dr. Light capsule. Use the Arm Chip to super-charge the Triad Thunder.

2 A TANKFUL OF TROUBLE
This mean-looking tank-driver would love to tread on you! He’ll also try to impale you with his grillwork. Meanwhile, the driver will winch himself out of the tank. While hanging from the ceiling with one arm, he’ll use the other to block your attempts to leap out of harm’s way.
**WARM FRONT MOVING IN**

Toast the ice man guarding this snow machine, then melt the chilling device with your Mega Buster. While in this section, watch out for the fast-moving enemies in snowmobiles.

After destroying the snow machine, jump over the chasm to the right and grab the extra energy power-up.

**MORE MEGA BITS**

Once you've beaten the first eight Maverick leaders, a giant explosion will rock Doppler Town. When the dust is cleared, you'll see Dr. Doppler's underground headquarters! You can now return to previous stages to gather items you've missed, or advance to the doctor himself. Things get tougher once Mega Man goes underground, though Doppler's headquarters overflow with cast-off reploid parts. Your quest doesn't end with the defeat of the despicable doctor, though. You'll soon discover that an even more horrifying foe has been controlling him!

**TUNNEL RUMBLE**

You'll have to move fast through the halls of the headquarters. Doppler has lined the ceilings with giant spikes that show no mercy to dawdlers!

The tank is invincible, so zap the demented driver with your Mega Buster.

Of all the Maverick weapons, Tunnel Rhino is most vulnerable to Toxie Seahorse's Acid Burst. However, you should be able to rain in rhino early in the game with the Mega Buster. Plan on a return trip to earlier stages, where you'll be able to drill through blocks and walls with the rhino's Tornado Fang.

You've already put Byte offline. In Doppler headquarters, you'll have to battle to the bitter end against his badder bro, Bit.
War has raged across the galaxy for over 250 years, but your clan has an incredible new weapon: the Modcat Heavy OmniMech. More powerful and more heavily armed than any previous war machine, the Modcat has tipped the balance of power in your favor. Clan Wolf is now poised to take control of the warring houses and unite the galaxy under a single banner—if you're up to the task. The final battle for supremacy begins now!

**MECHWARRIOR 3050**

FUTURISTIC BATTLEMECH WARFARE

Mechwarrior 3050 is the hard-hitting sequel to Activision's futuristic adventure/simulation. This game leans more towards battlefield action than the original Mechwarrior did and is, in the end, a much more exciting ride. The narrow, forward view has been dropped in favor of a three-quarter overhead view, so you can now scan the entire area around your mech all at once. Add to this a new full-screen radar display, sprawling battlefields and an intriguing plot, and you've got a game that's light years beyond the average shooter. You can even walk in one direction and fire in another, which is especially effective (and lots of fun) in the two-player mode, where one player acts as pilot and the other as gunner.

**BATTLE OF THE STARS**
**GROSS TONNAGE**

There are tons of running, rolling and flying enemies in each of the five missions, and all of them are gunning for you. Though you'll find replacement ammo packs hidden in the enemy installations, you can carry only so much ordnance, so use your weapons wisely.

**SMALL, FAST AND DEADLY**

Step on the mini-mechs and tanks to destroy them. The tanks are a bit tougher than the mechs, but you won’t take damage stepping on either one.

**WANNA DANCE?**

The bigger mechs are very quick and powerful, so keep moving and destroy everything you come across. Better yet, toast the factories that churn them out. Don’t ignore the small fries, either. A squad of them can easily take you out!

**LOTS AND LOTS OF FIREPOWER!**

There are nine assault weapons to choose from in three categories: Heavy Ordnance, Main Guns and Tactical Weapons. Your mech can carry one of each type, and you’ll outfit your rig before every mission. When choosing your weapons, keep in mind their power, range and maximum ammo loads.

**PARTICLE PROJECTION CANNON**

This Heavy Ordnance cannon can be charged to different levels before firing. If overcharged, it will explode.

**GAUSS RIFLE**

The Heavy Ordnance Gauss shell detonates on impact, creating smaller, secondary explosions over a wide area.

**ARROW VI**

Though weaker than the other Heavy Ordnance weapons, the heat-seeking Arrow VI missile is the most effective.

**LARGE LASER**

If you want a potent Main Gun, look no further than the Large Laser. It’s very effective against big mechs.

**MACHINE GUN**

A mainstay since the twentieth century, the humble Machine Gun has been outclassed by more advanced weaponry.

**AUTO CANNON**

The Auto Cannon doesn’t pack the same punch as the Large Laser, but it does have a larger ammo load.

**INFERNO SHORT RANGE MISSILE**

This missile generates intense heat on impact, making it the perfect weapon for overheating enemy mechs.

**LONG RANGE MISSILE**

Simple yet effective, this “dumb” missile can strike from a distance, helping you stay out of harm’s way.

**THUNDER MINES**

Mines are powerful but awkward to use. They’re good against stationary targets, but mechs will avoid them.
Your first mission takes you to the Draconis Compound on the planet Alshain. Your radar shows only a portion of the battlefield at one time, but we've provided a map of the entire complex. The map indicates where ammo packs and coolant tanks (which repair damage) are hidden. We've also listed each segment of the mission in order. Your commanding officer, Colonel Ward, will beam orders to you as the mission progresses. Though he says to blast the radar sites first, we recommend taking out the mech bays first so there will be fewer enemies to contend with.

**If it moves, wax it!**

When going up against big mechs, use one Arrow VI missile to soften it up, then finish it off with the laser. Both the laser and the Inferno Missile are great for taking out buildings or groups of minor enemies.

**Destroy the DCMS Bays**

These factories produce enemy mechs and aircraft at an alarming rate. Take out the center mech bay first (it has two "H" symbols on its roof), then blast the smaller bays around it. Colonel Ward orders you to the radar sites first (the current mission site is circled in red on your radar screen), but the bays are easy to find even without the extra guidance.
You'll get coolant tanks at both launch sites, and the J-1 site also has an extra ammo pack concealed beneath one of the gun emplacements.

The launch buildings are far apart, so don't bother with other targets. Take out the complex in sector J-1, then proceed to sector G-6. Don't worry too much about heat damage, since the launch buildings have coolant tanks inside them.

Don't let them take off.

If you survive your first mission, you'll be promoted to Star Captain and sent to the volcanic inferno of Satalice, a most inhospitable environment for your heat-sensitive mech. Remember that heat buildup will destroy your mech just as easily as battle damage will. The first segment of your mission is timed, giving you less than three minutes to find and destroy the Rasalhague's launch buildings. If they succeed in transporting their mech fusion engines off-planet, your mission will fail, and so will your clan's bid for ultimate power!

Be sure to save up enough ammo for the central assembly building. Watch out for the homing land mines!

Don't step out of line, soldier.

There's no deviating from the Colonel's game plan this time around. You must eliminate all of the material-gathering stations before the main assembly plant, or you'll have a major ecological disaster on your hands.
You can use a weapon to propel yourself across the ice. Face the opposite direction from where you want to go, then fire.

**SMOOTH AS ICE**
Several of the radar jamming sites are located at the centers of ice mazes. Watch your speed on the icy patches or you'll find yourself spinning out of control or slamming into a wall of huge steel spikes.

**WATCH YOUR STEP**
The snowy surface of Ridderkerk is littered with homing land mines and hidden gun emplacements that pop up out of nowhere as you approach. If you're lucky, you can shoot or outrun the mines before they latch on to you and detonate, but don't count on it. Listen for the sound of them popping out of the snow as your cue to take evasive action.

For your valorous conduct on Satalice, you'll be awarded the field commission of Star Colonel, then you'll be shipped out to the ice planet of Ridderkerk for another mission! The First Lyran Regulars have deployed five jamming sites around the Fedcom research complex, so your radar will be useless. Your first assignment, then, is to take out the jamming sites as quickly as possible. Once that's done you can use your radar screen to locate the research center and the main Fedcom base. The First Lyran Regulars have a lot of homing weapons, so watch your back.

You'll have to deal with tougher than usual choppers and mechanized Stragglers. A tank will now result in some chassis damage.
Once you pick up the last piece, there’s no turning back. Just follow a path from the last bomb all the way up to the target. There’s a bomb component just to the left of your starting point, and you’ll see it circled in red on your radar display when you start the mission. This is the component closest to the plant’s front gate, so save this one for last. Once the gate is down, enter the complex and destroy the drop ship manufacturing facilities.

The Fifth Ghost Regiment has constructed a drop ship manufacturing plant on the forest world of Avon. Your job is to collect four bomb components scattered around the perimeter and drop off the completed device on the Ghosts’ front doorstep. The only problem is that the bomb will automatically arm itself after you pick up the last piece, and you’ll have only 30 seconds to deliver it to the target before it goes off in your face!

The 394th Garrison has radar jamming sites around its installation, so you’ll be fighting half-blind for a while. There are only two sites, but the maze they’re in is very large, complicated and heavily guarded. Here’s where good, old-fashioned map-making skills will come in handy!

You’ve been promoted just in time to take command of the situation back home. The 394th Garrison has stolen genetic material bound for your clan’s research centers and taken refuge on your own home planet. If you retrieve this genetic material and eliminate the awesome Thunderbolt Mech that guards it, your clan will be able to engineer the finest warriors in the Inner Sphere...and you’ll be named Khan of Clan Wolf!

You must retrieve nine canisters spread out over a vast area. Be prepared for a long battle and conserve your ammo.
When you reach the elevated platform with the plane circling on a strap below, make sure that Woody doesn't take a flying leap off the left side or he's liable to entirely miss the table with the blocks. If, instead, he falls off the platform at an angle, Woody's guaranteed to make a safe landing.

Prepare to be dazzled! Toy Story, Disney's blockbuster film, comes straight off the silver screen as a truly stunning game for the Super NES. Even the most avid gamers will rub their eyes in awe!

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Andy is celebrating his sixth birthday by opening his presents, but upstairs his toys are in a tizzy! Fearing that they'll be shelved in favor of finer girls, the toys call out the troops for a risky recon mission. Woody must lift the lid off the platoon's plastic pail and provide them with a baby monitor for messages. Avoid flying planes, chugging trains, and the mystery balloons at all costs!
For fans of Disney's computer-animated mega-hit, Toy Story, the short wait for the movie's conversion to a game for the Super NES is over. Long before the movie hit the theaters, Disney Interactive was already hard at work on the game, and the result is a fast-paced platform cart with knock-out graphics. While it's true that many video translations of good movies fall short—sometimes far short—of expectations, Toy Story hits the mark in many aspects. Not only is the story line almost identical to the movie, but the same computer-generated animation that Pixar used to bring those beautifully rendered characters to the big screen has been used to create Buzz, Woody and crew for the Super NES as well. The toys come to life in stunning 3-D graphics that are a delight to behold. From Hamm to Mr. Potato Head, from the Green Army Men to Rex, the big green reptile, they're all there. The early stages might seem overly easy, but the challenge increases rapidly, so rest those thumbs and get ready for an eye-popping experience. The toys are back in town!

**LASSO LESSON**

You'll find that using the pull-string lasso to grab hooks is one of the most challenging and important moves in the game. In this level, you have only one hook to practice your lasso toss on. Get it down cold now. Using the lasso technique is the only way to reach a stockpile of health bars in this stage, and you'll need to use it skillfully in many other levels, too. So swing like a pro—or get ready for a very long fall.
While Andy’s away, the toys may play, but he’d better not catch them in the act! As Andy makes his way upstairs, Woody must hide any evidence that the toys have been out of place. There are also stars to seek out, but you’d better act fast. This stage is timed!

**Sky High**

Before you knock over the tabletop blocks to free your friends, make sure you use these little wooden wonders to grab the shining stars overhead. If you don’t, the stars will be too high for Woody to reach.

**Stars To End**

If you begin by quickly nabbing all the Gold Stars, you’ll still have time to free all your blocked buddies. Be sure that you grab the stars at the end of the level before you release the R.C. Car. If it beats you to the bed, the stars will be unreachable.
Woody’s worst nightmare has come true. Andy has received a Buzz Lightyear for his birthday, and the muscle-bound space ace is treading on Woody’s turf. What’s worse, the laser-packin’ lummox doesn’t even realize that he’s a toy! To prove that he’s every bit as good as the sweated-headed hero, Woody must race Buzz on a course loaded with perilous pitfalls and hopping hazards. Unfortunately, no matter how hard he tries, Buzz Lightyear just can’t be beat.

To snatch the last stars in this level, you’re going to have to make the leap of your life. Just before reaching the finish line, you’ll spot a hook hanging far to the right. If you can catch it with your pull-string, you’ll reach the stars. Miss it and you can kiss ’em goodbye.
**Big Buzz**

Woody tries to sleep off his defeat to Buzz, only to find himself battling the big guy in a nasty nightmare. To make matters worse, Buzz seems to have grown by leaps and bounds, and his laser can deal out some real damage. As the stage begins, Lightyear materializes near the floor, so Woody should duck and start pummeling Buzz with his pull-string. You’ll have to wait for the Lightyear laser to go off before you can land a hit, and you should aim for the space ace’s face.

**Crash Course**

Andy can take only one toy to Pizza Planet, and Woody’s determined to be that favored sidekick. But first the cowboy has to get Buzz plucked out of the picture. Use the R.C. Car to bump Buzz off the bureau while picking up precious batteries. Be careful—sudden swerves can send you spinning.

**Driver’s Ed**

While upcoming twists and turns are well marked by arrows, staying on track can still be a hit-and-miss affair. If you find yourself constantly swerving or over-compensating for wretched steering, you may want to give up using the Control Pad to guide your wildly-spinning wheels and use the less touchy L and R Buttons instead. It also helps to stay close to the center of the lane, where it’s easier to avoid the oncoming objects scattered along the edges of tight turns.
Woody's usually playful pals are plenty steamed about Buzz's untimely tumble, and they're out to punish their once lovable leader. In this level, Woody must help the anxiety-ridden Rex race across the room, while trying to avoid the revenge-seeking toys. If you manage to outfox your former friends, you should have no problem grabbing all the Gold Stars that are scattered around the higher reaches of the room.

It's important to snag every last star and Continue Flag in this stage if you want to keep Woody hale and hearty. And unless you like backtracking, you'd better grab the Gold Stars by the garbage cans before you head up to higher pastures. Can't locate the Continue Flags? You'll find them only by bashing the blocks that are barricading Rex. Make sure you've made the flags unfurl, or you're likely to see a lot more of this level.
Andy's toys are throwing a tantrum, and Woody is up to his eyeballs in trouble! While the playthings plan a pounding for our cowboy, Rex repays a debt by giving Woody a high speed ride out of harm's way. Your main challenges in this Tyrannosaurus race are the R.C Car and the platoons of falling paratroopers. If you hear the car screeching up behind you, move to the middle of the screen to avoid its tormenting tires. To bypass the troops, stay left and then pop right over their open parachutes.

**FAST FOOD**

Woody and Buzz must pick a perilous path through Pizza Planet, disguised as a burger box and a cup of cola. Watch out for can-spewing soda machines, falling french fries, and children chasing their paper planes. And don't bump into Buzz!

**HOLD IT!**

When those pesky planes come flying by, hold down on the Control Pad to crouch and wait. When the kid comes along chasing his plane, you'll be safely hidden beneath your cup.

**RADIAL ROUNDP**

Woody may have escaped Andy's enraged toys, but now he's found Buzz in an awfully foul mood. A showdown at a service station ensues, with Buzz using his simple brawn and wing-spinning moves to put Woody in his place. The cowboy has only a crude tool at his disposal: an old, wretched radial. Tire Buzz out by bouncing the rubber ring over his muscular midsection, and collect the stars that spill out during his super power-spins. It's not as simple as it sounds.
While Woody wanders through the Pizza Planet, Buzz Lightyear has gotten sidetracked by a spaceship-shaped machine, which he has mistaken as his ticket back to home base. In order to bail out the befuddled Buzz, Woody must work his way through this mechanical maze while avoiding its hi-tech trappings.

**NO SWEAT**

While the exploding fuses that are strewn around this stage may appear to be menacing, Woody has no reason to worry about them. As he approaches these time bombs, they'll begin to shake, and shortly after, they'll blast to bits. Get the fuses trembling by coming in close, then quickly put some distance between Woody and the dangerous devices.

**HIDDEN HAT!**

When you locate the long row of fuses, run by the little land mines and jump into the wall. Now hop up to a hidden room where a Cowboy Hat lies beyond a small gap.

**CRAZY COGS**

While attempting to reach the top of this tricky stage, Woody soon discovers that many of the cog lifts move in mysterious ways. With plenty of patience, though, bounding from platform to platform will become a breeze. Instead of just running willy-nilly, ride each cog for as long as you can, and just before it disappears behind a wall, make your leap to the next lift. Don't let their sudden changes in direction fool you or you'll be in for a fall.
Four alien squeeze dolls have disappeared within the walls of the giant machine, and their cuddly comrades have recruited Woody to rescue them. In what is definitely the strangest stage of the game, players are given a first-person perspective to go looking for the little guys. The only trick is that every time you find one of the three-eyed extraterrestrials, you must deposit it back at the start of the stage before you can nab another. Luckily, there aren't any hidden hassles that could damage Woody's health.

To repay Woody for rescuing their little green buddies, the squeaky dolls lead Woody to Buzz, who is about to be toy-napped by Andy's nasty neighbor, Sid. Manning the controls of a giant claw, Sid's spending his quarters to capture the space ranger for some less-than-pleasant purposes. Make him blow his pocket change by bumping aliens off the claw every time he picks Buzz up. While avoiding the treacherous talons stand off to Lightyear's left and start juggling the E.T. s three at a time. When the claw catches Buzz, bop the aliens up and to the right to tag the mechanical arm as it moves away.

Seems that Sid hasn't cleaned up his room lately, and it's full of diabolical dangers. Trying to flee the fate that awaits all of Sid's toys, Woody races across the brat's cluttered workbench, facing exploding fireworks, sinister spiders, and deadly drop-offs at every turn. Even if you survive, you may still fall prey to Sid's sadistic schemes.

When Woody finds himself hanging from a chain, he may need to take a long leap to lasso the nearest hook. In most cases, the cowboy should hand-over-hand his way as close to the wooden post as possible before making his jump.
A HAT TRICK

Although it's easy to miss, you may spy a Cowboy Hat spinning beneath one of Sid's workbenches. Here's a hint on how to nab it: Look for the four hooks hanging in a row and start swinging back to the left. Unfortunately, a hat won't protect you from the scorching heat that Sid's going to deliver. Since you'll miss a bunch of stars while you're smoldering, chill out and wait until the fire is out before going back to grab them.

You've made your way through many difficult stages, but the animated action is far from being over. Before this toy story can come to a finish, you'll have to use Buzz's kung-fu moves to fend off menacing mutant toys, race past Scud (Sid's menacing mutt) with the help of a newfound friend, and go for a spin on the R.C. Car through twisting suburban streets. If you manage to muddle through all of these levels, you will be rewarded with a rocket-powered ride on Buzz Lightyear's back to a smooth landing in Andy's waiting arms.
Air Ultras and Air Ultimates

The beauty of Killer Instinct's combo system is that it allows for so many variations. Here's a trick that lets you perform an Ultra or Ultimate combo after you've knocked down or juggled your opponent. When your opponent's second life bar is flashing, do a quick combo with an auto double that results in a knockdown or juggle. A split-second after the auto double, whip out an Ultra or Ultimate combo activator (the Press/Release forms work best). The key is to quickly "overload" the computer with commands, so the combo should be very fast but packed with hits. If it works, it will look like you're hitting thin air, but you'll actually be delivering the punishment. Whether your opponent is across the screen or clear off it, hanging in the air from your juggle, he or she will still be damaged by your punches.

As Fulgore, start off with a Fierce Cyberdash, Eyelaser and a Quick Punch...

...followed by the Press/Release Ultra or Ultimate combo activator.

As T.J. Combo, do a Fierce Kick, Fierce Knee K.O. and a Medium Kick...

...followed by the Press/Release Ultra or Ultimate combo activator.

Sound Test

Want to hear the stirring strains of the Ogre Battle musical score? On the Name Select screen, enter MUSIC/ON as your name, then press A. Press Up and Down to scroll through the musical selections and press Start to play them.

Enter MUSIC/ON as your name, then press A.

What music goes well with a dawn patrol?

Round Select

To start from any round, press Right, Right, Left, Left, Up, Down, Left, Down, Down and Down on the title screen. The music should start over. Now press Y to get the New Game option, then press Y for the Round Select option.

If the music doesn't start over, turn your game off and on and try the code again.

You can start from any round and even go straight to the major bad guys.
Hidden Players
The NBA playoffs are just a couple of months away, but with this trick, you'll be able to put together an all-star team in no time. Select the Edit Players option from the Roster Setup menu. Highlight one of the players and press B to access his file. Choose one of the players from the list below and enter his last name in the name slot, then press B. The player's picture and stats will change to match the player you've named. You can now use the Trade Players option to get that player on your roster.

Michael Jordan
Charles Barkley
Earvin "Magic" Johnson
George Gervin
Bill Walton
Dave Cowens
Larry Bird
Oscar Robertson
Kareem Abdul Jabbar
Jerry West
Kevin McHale
Elgin Baylor
Phil Ford
Walter Davis

Stage Select and Bonus Mission
Squad 51, there's a three-alarm fire at the Bradshaw Steel Mill...but you can skip over that mission, if you like! To start from Stage Two, hold the R Button on Controller II and press Start on Controller I. To start from Stage Three, hold the L Button on Controller II and press Start on Controller I. To access the special bonus mission, hold both the L and R Buttons on Controller II and press Start on Controller I. The bonus mission usually appears only if you score 4,500 points or more in Missions One through Eight. Not only is there a raging fire in this mission, but there are also raging mutants!

Enter the appropriate code on the title screen.
Firefighting school didn't prepare you for mutant hordes!

End Screen and Credits
THQ's latest helicopter adventure is not for the faint of heart or shaky of hand. If you'd like to skip over the tough stuff and go straight to the end screen and credits, enter the following password: D, 6, 3, P, M, J, T, K, H, W and Y. Press Start to go back to the title screen, then press Start again.

Enter the password and press Start twice.
You'll be on furlough before you know it!
Holy Stage Select, Batman!

To skip ahead to any stage, press Left, Up, Left, A, B and Start on the game start screen. Change the game type to "Normal," set the difficulty level and press Start. Choose your character as you normally do, then press Start to access the stage select screen. Press Up, Down, Left and Right on the Control Pad to choose the stage you want, then press Start. This code also allows you to use any gadget in the game (even if you haven't found the blueprints for it yet), though you still carry only four gadgets at a time.

Explosive Arrows

Link is a perennial favorite among game players, and like a certain battery-operated bunny, he just keeps on going! This trick was only recently unearthed, and it utilizes two weapons you probably already have in your arsenal. Equip both the Arrows and the Bombs, then fire them simultaneously. Whammo! You've got Explosive Arrows! These will be perfect against a lot of the major enemies.

Correct Code

Here's the correct form of the stage select code we originally printed back in Volume 79. On the screen with copyright information, press Left, Up, X, Y, Right (not B) and Y. Ignore the message that appears and press A and Y together, then B and X together. Press Start to begin a new game. You can access the stage select screen at any time by pressing Select, and your life bar will refill slowly after every hit. Since we originally printed this code, we've also learned that if you pause the game while fighting a major foe, your life bar will automatically refill all the way!

Tough Tourney

To increase the difficulty of the "Hard" setting, press L, L, R, R and Select on the title screen. (L and R refer to the L and R Buttons, not Left and Right.) If done correctly, you'll hear a tone when you press Select. You'd better start practicing your serve and your backhand!
Power-Up Codes Galore

This is our month for great basketball codes! Like its Super NES sibling, NBA Jam Tournament Edition for the Game Boy is a rollicking good time. Fortunately for Jam fans, most of the codes for the Super NES version of the game also work for the Game Boy version! Enter any code on the screen that says, "Tonight's Match-Up," then press Start to begin your game. If you enter a code correctly, you'll often receive a quick message at the top of the screen just before the referee performs the opening tip-off.

Legal Goal Tending
Want to get in your opponents' faces without getting a foul? Press Right, Up, Down, Right, Down and Up. "GOALTEND" will flash on the screen before the game starts.

More Interceptions
Press Left, Left, Left, Left, A and Right to improve your chances of intercepting the ball. "QUICK END" will flash on the screen before the game starts.

Shot Percentage Display
Press Up, Up, Down, Down and B. "SHOT %" will flash on the screen. When you shoot, the game will display the odds of your making that basket.

More 3-Pointers
Improve your chances of ranking three-point shots by pressing Up, Down, Left, Right, Left, Down and Up. "3 PT" will flash on the screen just before the game starts.

Super Dunk
If you want to dunk from anywhere on the court, press Left, Right, A, B and A. "ULTRA JAM" will flash on the screen before the game starts.

Slippery Court
Press A, A, A, Right, Right, Right and Right to get that just-waxed feeling! There's no reaone, but all players will slide around as if the court were covered in ice!

Always On Fire
Press Down, Right, Right, B, A and Left if you want to always be on top of your game. "FIRE" will flash on the screen before the game starts.

High Shot
Press Up, Down, Up, Down, Right, Up, A, A, A and Down. Shooting the ball higher won't improve your game, but it's fun to watch. There's no reaone with this code.

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!
Conquer the world for your crime syndicate! That’s the straightforward goal of Ocean’s new game, which blends elements of strategy games with plenty of pure firepower. As many as four players can equip squads of cyborgs and send them out on more than 50 deadly missions on the mean streets of the future.

The collapse of the New World Order plunged civilization into chaos. Finally, ruthless crime syndicates asserted a semblance of control. Now, they’re in a fight to the finish for total domination! But in this hyperviolent world, old-fashioned human soldiers are a liability. Instead, the syndicates have hijacked the latest advances in biotechnology to develop lethal cyborgs, marauding machines with superhuman capabilities. As a junior syndicate exec, you’ll modify your cyborg’s body, arm them with powerful weapons and send them out to pacify the citizenry. Unintuitive game control and so-so graphics keep Syndicate off the A List, but the game’s novel setup, dark humor and creepy music should attract both action and strategy fans.

Bigwigs in the syndicate are grooming you for a top managerial position. To climb the criminal-corporate ladder, though, you’ll have to prove your mettle by successfully completing increasingly difficult missions all over the world.

Stage a riot? Rescue a dictator? Persuade a Russian ballerina to join your side? There’s no end to the inventiveness of the scenarios in Syndicate.
THE COGS OF WAR

The game commences with eight identical agents resting in the Cryo Chamber. Additional chambers await captured enemy agents. It's up to you to outfit and send out your robots. You control a cyborg via the CHIP implanted in its neck. The CHIP also injects drugs that boost API (Adrenaline, Perception, Intelligence) levels in the agent's bloodstream. Enhance your team members with different capabilities and you'll have a smorgasbord of cyborgs to choose from. On particularly treacherous missions, you might want to take out a bunch of enemy agents by blowing up a scantily equipped cyborg.

SYNDICATE

BRAIN & EYES

Enhance your cyborg's CPU by investing in cerebral research. Eyes Version 1 enhances night vision, while Version 2 makes it easier to lock on a target. Eyes 3.0 endows your automaton with perfect night sight and the ability to instantly identify threats.

ARMS AND ARMORY

Your cyborgs can carry more firepower if you ante up cash for hydraulic, plastic or cybermesh arms. The Pistol, Shotgun, Long Range Rifle and Uzi SMG are all cheap and nasty.

CHEST

This heavy metal cage will protect your minions from direct fire. Plow cash into research so you can develop advanced Versions 2 and 3, pronto! The advanced armors come with the all-important Self-Destruct capability.

HEART

The heart stimulator carefully maintains the cyborg's heart rate, while the铸铁 heart accelerator maximizes the impact of CHIP drugs by speeding up blood circulation. The top-of-the-line cybernetic heart will send blood racing at triple its normal speed.

LEG

Dodge bullets and get out of harm's way more quickly with Version 1 hydraulic legs. Invest in R&D to get Version 2 plastic and Version 3 cybermesh legs. Than your metallic minions will really move like they're made out of quick-silver!

TRY, TRY AGAIN

Mission failed? You can immediately reenter the Mission Zone, but it's best to hit Reset and begin again. Otherwise, you'll lose all the money you've spent to equip and modify your team. When you successfully complete your mission, you'll get a lengthy password and the option to move on to your next mission in an adjacent zone.

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YOUR WICKED WORLD WIDE WEB

You'll watch and control all the action from an airship hovering over each Mission Zone. Your boss is watching at the same time via a satellite link-up, and he'll be none too pleased if you botch things! Your most precious commodity is up-to-the-minute intelligence, so be sure to study these tips on inflicting serious damage. Pause frequently to survey the Mission Zone for hidden dangers.

WESTERN EUROPE

Save your meager beginner's budget by hitting the streets with only two cyborgs. Load up on cheap Shotguns and make sure the one with the Persuadertron has a Version 1 chest. As you seek Mush for multimechanical cyborgs, don't forget to persuade a few innocent civilians.

SCANDINAVIA

Free-market extremists have kidnapped a judge's son. Rescue the lad and persuade him to sign up with your syndicate, but don't be afraid to spill a little entrepreneurial blood en route. Take your time in these early missions and your research on tech at the lab will have spiffy new gear when you return. Don't rest for too long in any one place, though, or rival agents will attach. Just keep moving.

CENTRAL EUROPE

With some care and planning, you should be able to begin filling your empty Cryo Chambers with persuaded enemy agents in this usage. Dech all members of your squad from head to toe with Version 1 modifications. Juice their API levels to the max, then take a car ride to the compound's gate. If you can avoid the urge to waste the enemy agents to your right, you should be able to persuade them later on.

EASTERN EUROPE

A Warsaw nightclub operator on amiable terms with local police can be of big help to your syndicate, but first he needs some friendly persuasion. The burly bouncers won't want to let you in. Impress them with your good will by whistleblowing a Persuadertron. Once you've secured the subject, watch out for rogue cops lying in ambush behind a wall.

UPALS

Your biggest mission yet calls for you to grab the brilliant Dr. Urquhart, who's been bioengineering a mutant locust that could devastate the crops of rival syndicates. Get to the doctor's top-secret lab by stealing a car from under the noses of two guards. To get rid of the guards by the side of the road, you'll have to effect an old-fashioned drive-by.

SIBERIA

Dance, little sister! A world-class ballet dancer with excellent cash flow would like to join your side, but her training will need a bit of tweaking. Be on guard for well-armed enemy agents who don't like people in tutus.

 cover story

Seek protection from buildings, walls and other objects. Incremental do this too, so watch out for ambushes. The Persuadertron will warn through walls, but be sure your captive doesn't get stuck on the other side.

void a droid

Both green guard droids and cherry-topped police enforcer droids help patrol the streets. Neither will fire until fired upon, which makes them fun for the occasional round of target practice.
TAKE THE LONG VIEW
When you first enter an unfamiliar Mission Zone, press Start then use your Control Pad to examine the entire zone. While ambulating through the area, listen closely for the intrusive sound of approaching enemy gunfire.

A V-8 IS GREAT
Press the B Button to hop into and out of vehicles. When you reach an intersection, press the Control Pad to make a turn.

ALL FOR ONE AND ONE FOR ALL
Press Select as the beginning of a mission and your cyborg will move and mow down the opposition in lockstep. Most often, though, it's best to control them separately. Press Select again, then press and hold the Y Button while pressing Left or Right to cycle through your squad members.

MONGOLIA
A broadcast tycoon with ethics? Imagine that! Sam Kudser's chief scheduler needs a bit of moral persuasion so he will agree to carry the syndicate's commercials. He will be attending a heavily guarded staff picnic in a city park. Keep your shotguns holstered. You don't want an entry riot to cancel the scheduler, do you?

KAZAKHSTAN
Free speech is verboten in the future, but an irresponsible writer has gone ahead and written a nasty poem about your syndicate anyway. You'll have to persuade the publisher to take it to the ink-stained wretch while he's writing. Once there, write off the wordsmith. You'll have to flush out rival syndicates with a few bursts from your Mini-Gun into the Karaganda City Square.

KAMCHATKA
The security of one of your syndicate's top weapons labs is in danger. After gaining access to the deceptively named Taoist Synodicate, they are taking over the surrounding toxic zone. Take lots of firepower on this mission. Once you've driven up the lab gate, be prepared for a full force assault. If you've depleted your ammo, check out the small rectangular building near the exit for a concealed Gauss gun.

FAR EAST
Enjoy the sporting life in Taiwan. With your syndicate's plasmaball team training hard for the finals, you'll have to persuade the referee to give your boys the benefit of the doubt. Then charm the girlfriend of the opposing team's star to blackmail him. Be sure to grab the prototype CyberMed Kit stashed in a small square building near the bottom-right wall.

CHINA
A Shanghai businessman of unquestioned moral rectitude and political i

PACIFIC RIM
An especially unpopular syndicate leader (It's one of them, right?) decides to take a stroll through downtown Tokyo. Little does he suspect that a rival syndicate is laying a trap for him. Garner public relations coup by thwarting the would-be assassin. You can flush the enemy agents from their cover in the lower right-hand corner of your screen by firing indiscriminately at them.

INDIA
It will take lots of narcotics firepower to capture an animal lab run by the TLC Syndicate. First, sweep the area, then taint the prototype Flamethrower hidden in the building just above where your team starts. Watch out for the enemy agents lying in wait behind the building's columns. Reduce your casualties in this stage by stockpiling an Rifles and Laser Gun.
CHIPSHTS
You control your agents via the CHIP inserted in the neck. The color-coded status bar at the bottom of your screen tells you the health of each cyborg, which weapon he or she is using and how much ammo is left. The three small bars to the right of the weapon register API levels in the agent's bloodstream. Increase the dosage when your agents are entering a dangerous area, but ratchet them down when they're in relative safety. Otherwise, you'll breed dependency in your agents.

AN INSIDE JOB
It's usually best to send your cyborgs into buildings one at a time. Narrow doors and halls often create a cyborg logjam, which can create problems if you need to beat a hasty retreat. If a firefight breaks out, you might accidentally shoot someone you shouldn't. The scanner on the bottom center of your screen will track your cyborg and all other persons inside the building.

IRAN
Tehran's finest are escorting a senior syndicate accountant to the local Cryo Chamber. Take along plenty of Mini-Guns. You'll need them to silence his heavily armed escort. Aim carefully, or an errant shot will punch out the pencil-pusher. Be sure to persuade the accountant's best buddy to come with you.

IRAQ
U.K. Your syndicate plans wipe the town of Al Kutbeh from the map with a nuclear test. Unfortunately, the town is also the home of the Mind Virus International syndicate's chief hacker, who plans to defect to your side. Escort the proper heading to a bunker before the big boom. It's impractical, if not downright dangerous, to send more than one of your agents into the narrow, twisting building where the hacker is hiding out. Watch out for agents sent out by the hacker's amoyed ex-managers, including one hiding in the bunker itself.

INDONESIA
Head to Bangkok, where you'll need to persuade four business-persons of the need to pay your syndicate for protection. Assassins from the rival Syn syndicate will render the point men if they reach the suits first. Clear the area of targets by making a broad sweep toward your observation aircraft, turning right and then heading away. You'll find your subjects helplessly hanging out in the middle of the cratered city and the nearby building. Move slowly when evacuating or you'll lose your subjects.

ARABIA
The psychological warfare men at MVI are masterminding a cult that preaches peace and love among clones. The terror? Inside MVI's megaplex and shut up the swindle-f gang. The megaplex is where the right agents are hiding out. The megaplex's wide-open spaces make the Long Range Rifle and Laser Gun particularly useful for picking off MVI agents, who aren't practising what they preach.

WESTERN AUSTRALIA
The Perth police aren't willing to trade in their old enforcer droids for new ones developed by your syndicate's weapons lab. Get some experience in the field of marketing by permanently decommissioning the old droids. Follow your radar screen carefully, for some are hidden in buildings. As always, watch out for enemy agents.

NORTHERN TERRITORIES
Laser-fracen Too agents threaten to overwhelm the Cairns Police Station on a dark night in a raid. Hold steady and you'll save the day. You and your Guy Squad will have to hold the fort until reinforcements can arrive. You're not likely to complete this extremely challenging stage unless you've developed a full set of Versine 3 modifications. Load up on Guns and Mini Guns. When ready, tank up your team with advantages, then send them dashing out of the first building, guns ablazing.

NEW SOUTH WALES
Surrounded by a group of admirers, world-famous architect Phyllis May is on her way to give a lecture in Canberra. You'll find her at the bottom of the Mission Zone. Decommission the nearby police droids and persuade her to join you. Don't be so gentle with her husband, a former mole for your syndicate who plans to turn traitor. Terminate him with extreme prejudice.

LIBYA
Abet a riot by destroying all enforcement droids and enemy agents in the area. If you want to see this straightforward stage quickly, take along a handful of Choppers. They'll neutralize the milling crowds as well as the many droids.
**ALGERIA**
Head right from the building in the middle of the pond, then detonate the droid with a Gauss Gun as soon as you reach solid ground. After dispatching the motorist, you'll want to split up your team. Track down one target in the L-shaped building at the top right of the zone. The other is hunkered down behind a barbed-wire fence at the lower right corner of the zone.

**MAURITANIA**
Your higher-ups would like a nice friendly chat with renegade cyborg tycoon Martha Mugabe, who has recently announced her independence. Take care to sweep the many guards from her sprawling factory complex. Eliminate the droids with your Long Range Rifle before corralling Mugabe and bringing her back alive.

**SUDAN**
Evidence planted by operatives for Sphinx Inc. has persuaded an overzealous bank manager to freeze your syndicate's assets. You'll need to silence the rumor-mongers and bring in the misguided manager to discuss an interest-free loan. Remember that a persuaded person tends to wander, so don't move too fast to the exit point.

**ZAIRE**
Take back a hijacked company car and teach the pyridrill the third theft auto doesn't pay. When you reach the stolen car, you have to sweep the area before turning the ignition. Watch out for a troublemaker behind a billboard and the droid in the courtyard of the hijackers' hangout. You'll find that Mini Guns come in handy for removing stalled auton in your path.

**NIGERIA**
The muckraking editor of Nigerian On-Line News in making life uncomfortable for your syndicate. Be prepared to heal him with a hail of gunfire when he lands at his company airstrip. Expect an unfriendly welcome from agents sent in by Sphinx Inc. They're swarming over the airstrip like ants. When you get to the control tower, watch out for the agents wielding rocket launchers.

**KENYA**
A shrewd saboteur has been bombing memorials throughout East Africa. Persuade her to side with your syndicate. You'll have to eliminate rivals, including agents sent by the Centurio Syndicate. They'll become violently jealous after you've persuaded the saboteur. Crawl the four captives, who have been dispersed to safe houses around town.

**SOUTH AFRICA**
Free-thinking journalists and agents from Sphinx Inc. are stirring up trouble in the oil-rich region near Cape Horn. Deep-six the difficulty makers while protecting the kindly dictators who prime the pump of oil production. You'll find your first target on the far side of the large, thin building just above the primary point.

**MOZAMBIQUE**
Tsk-tsk. The ungrateful residents of this sector have revolted and seized their brutal dictator and his three family members. Be sure to put your Versus 3 eyes for your midnight rescue mission. You'll need them to find the four captives, who have been dispersed to safe houses around town.
What's with this 102% business, you ask? Well, it's as plain as the tail on your butt! Every significant event in the game, including finding Kremkoins, completing stages and beating major monsters, has been given a numerical score. As you progress through the game, your score will add up until you've got 102%. Your current score, as well as the number of Kremkoins and Hero Coins you've found, are shown on the save file screen. How am I supposed to know how they came up with 102%? I'm a super-hero, not a mathematician!

I'll ignore that remark, thank you very much! Now where was I? Oh, yeah! If you're having trouble uncovering all of DKC2's secrets, then you've done good by coming to see ol' Cranky. I've got a banana boat load of terrific tips that will help you explore every nook and cranny of Crocodile Isle and walk away with 102%. Just tear out this poster and put it in a prominent place (maybe replace that velvet painting of Elvis or the one with the dogs playing cards), and you'll see my top ten tips in order. So what about that Griffey kid on the other side of the poster? I'm the big star here!
Here's a good tip for you, little monkeys, so listen up. When you fully complete a stage, an exclamation point will appear after the stage's name on the map screen. If there is no exclamation point, then that means there are still things you need to do or find in there. Most events, like finding a Kremkoin or completing a Bonus Area, are worth one or two percentage points each.

If you see an exclamation point after a stage name, then you know it's safe to move on to the next stage.

Watch The Bananas

Donkey Kong got himself captured, but at least he was smart enough to leave a few clues behind as he was being hauled away. (I guess he didn't trust you monkeys any more than I do!) Look for arrows made out of bananas, or for single bananas off to the side or next to walls. Most banana arrows or trails mark the way to the exit, but some point to hidden items or areas. As for the lone bananas, these sometimes indicate invisible hooks, barrels or secret passages through seemingly solid walls.

Hero Coins Don't Count

Well, most of them don't, anyway. Every stage has a Hero Coin in it, but finding them usually doesn't count towards your percentage score. The only Hero Coins that are worth percentage points are the ones in the Lost World stages. Since these are extra special, extra tough stages, the folks at Nintendo decided to give you some credit for finding everything in them, including my wonderful coins. Heck, my coins should be the whole focus of the game!

Donkey Kong Country 2

Cranky's Top 10 Tips

They won’t count towards your percentage score, but finding all of the Hero Coins will help you win Cranky's grudging respect... if you want it, that is!
Visit The Family

Just because you think you're a big hero now is no reason to snub your family. Even if you don't need to, be sure to visit every member of the Kong clan at least once during the game. The initial visits to Cranky's Monkey Museum, Wrinkly's Kong Kollege, Funky's Flights II and Swanky's Bonus Bonanza are worth one percentage point each, so don't be a stranger. Just don't expect a free lunch when you come knocking on my door.

When In Doubt, Buy Clues

You young whippersnappers don't have half the experience that I do! If you're caught in a jam and don't know where to go or what to do, just drop by my Monkey Museum. If I'm in a good mood (and you've got a few Banana Coins to spare), I just might give you a small but valuable piece of my incredible game play knowledge. You can always visit Wrinkly at a Kong Kollege branch, too, but why she takes such a shine to you little tree swingers, I'll never know!

Head Off The Beaten Path

Don't be afraid to explore all around you: helicopter spin off to the sides of vertical stages, cartwheel jump off of platforms, climb up hills or towers and team jump all over the place. You'll often just run into the edges of the screens, but you never know where invisible barrels or secret paths may be hidden. Then again, if you're as good as I am, the unknown holds no fear!

Crates And Barrels

Here's a nifty little trick I'm sure you never could have come up with on your own! If you've got a barrel to spare, hold it out in front of you and run into walls. If there's a hidden passage, the barrel will break it open. If there isn't, the barrel won't shatter, and you'll be able to use it somewhere else. This trick works with crates, Kannonballs and other items, too.
**Animal Tricks**

Practice and perfect all of your animal friends' special skills. These skills are often the keys to uncovering bonus items, finding hidden areas or completing stages. When I was your age, I didn't need any animal friends to help me through my adventures, but I guess video game heroes have gone downhill since then!

Squitter's platform walks, Runtly's super jumps and Squeaks's flying skills are all valuable parts of your gameplay repertoire.

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**Repeat Easy Stages**

If you're running low on Banana Coins and extra lives, repeat earlier, easier stages to gather more. You can get out of any stage you've completed before by pressing Start to pause, then Select to exit. Use Funky's Flights to go back to Pirate Panic, Barrel Bayou or other stages where there are bonus items and extra lives galore. Of course, real heroes like me don't need extra lives!

Bananas and Banana Coins seem like chump change compared to Kremkoins and Hero Coins, but just when you need them the most, you may find that you can't find any to save your video life!

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**Save Wisely**

This tip applies especially to the higher, tougher areas like Gloomy Gulch and K. Rool's Keep. Try to end your play sessions and save your game after the Funky's Flights II branch has opened in the current area. When you resume your game, you can then go immediately to earlier stages to gather lives before you try to move on. If you resume a game at the beginning of a particularly tough area, you may have a hard time progressing without lots of extra lives.

I'll bet my last banana that you've stepped on your own tail before by saving at the wrong time! Sometimes it's better to start a new session farther back in the game.
COMING SOON TO YOUR SUPER NES FROM NINTENDO
A NEW ON-LINE ADVENTURE

In December, a new interactive adventure began in Nintendo Power Source's Epic Center on America Online. The new adventure is called Metroid, Blood of the Chozo, and it's a sci-fi thriller taking place on a planet far, far away. Although Samus appears as a character in the interactive experience, the plot has nothing to do with Zebes or the Mother Brain. In the beginning of the adventure, characters explore the mystery of the violent Chozos that have appeared from deep space. As in the case of Wizard's Realm, the stories of characters are created by our online audience. Characters' adventures can be written rules by one or more authors. Guild Masters monitor the story lines to make sure they don't violate preset standards and rules.

ANTI-YOSHIS

Some things are just too good to be true. In the case of Yoshi, that eternally cute and friendly dino from Super Mario World and Yoshi's Island, there is a dark side, unknown before now. In Super Mario RPG, a new character is introduced who is the antithesis of Yoshi: he's a bad Yoshi-like dinosaur called Washi. Washi is blue, wears sunglasses, sports a red crest on his head and a spiked collar around his neck. Increase experience is through diet: if you feed your dragon the right food, it will grow stronger and be more effective in battle. There is no word yet on just what constitutes a preferred diet for dragons, but rumor has it that gold, jewels and meddling wizards are high on the list.

A WHALE OF A TALE

If someone were to ask you what the top rated game as scored by the evaluators at Nintendo Co. Ltd. was, you might reply that it was Super Mario World, Yoshi's Island, Donkey Kong Country 2 or The Legend of Zelda: A Link To The Past. Good guesses, but all wrong. Number one on the in-house chart is an RPG from Namco that was released in Japan on December 15th of last year. Tales of Phantasia falls firmly into the Final Fantasy camp of RPGs when it comes to battle engines, but the quality of the graphics and sound stands out even at a casual glance. This game is even prettier than Chrono Trigger. Instead of using the traditional overworld map and close-ups for towns, Phantasia keeps all of the action at the same scale in an angled, overhead viewpoint. The game ranges widely over the world, from a mountain hamlet to the coastal city, from castles and ships to a tropical village, from deep forests to rocky deserts. With a party of up to four characters in tow, you battle enemies using magic and weapons, which is pretty standard stuff, but apparently the story is also very involving. Namco hasn't made a decision on the fate of Tales of Phantasia for the U.S. market, but according to our sources at Namco, it is looking at several alternatives.

DRAGON CHOW

Have you ever wanted to raise a dragon? RPG players in Japan will get that chance when they plunge into Bahamut Lagoon from Square Soft. One of the unique aspects of the Final Fantasy-based game is that players cultivate characters and raise them to new levels. In the case of dragons, one of the ways to
There is great news for fans of the original Breath of Fire: Capcom's 32-megabit, role-playing sequel is on its way to stores. Breath of Fire II packs more detail, more monsters, more mazes and a detailed plot line with more twists and turns than its predecessor. If you're a player who measures role-playing value by the amount of time you spend on a game, this sequel is a bargain that won't leave you disappointed. Just make sure you have plenty of free time to spend with this epic adventure.
The world of Breath of Fire II takes weeks to explore. Scattered across the islands and continents are foreboding castles, expansive cities and vast labyrinths concealing innumerable dark secrets. With all the monsters and mazes, getting around can be tough, especially if you don’t know where to go next. Use the map below to locate cities and other significant landmarks. If you’re looking for specific information, check out the details in the Story Line column on the following pages.

1. Hometown
2. The Ruins/Niro
3. Colosia
4. Tagwoods
5. Windia
6. Capitan
7. Nimufu’s Tower
8. Sima Fort
9. Wildcat Restaurant
10. W. Cape
11. Tunlan
12. Highland
13. Thieves’ Cave
14. Mt. Maori
15. The Wisdom Tree
16. Myst Valley
17. Sky Tower
18. Farm Town
19. Eburai
20. The Church
21. Gate

Life on the Frontier

With some of the inhabitants of the villages dotting the world of Breath of Fire II are willing to share information on the surrounding countryside, the best way to learn about your new world is to explore the area firsthand. But be warned: Hideous monsters and wild animals roam all four corners of the planet. Until you defeat monsters for the first time, you’ll never know how many hit points they have left on their energy meters. Survival in the wilds also depends on planning. Prepare yourself for danger by stocking your party with plenty of herbs and antidotes. In desperate situations, you might be required to live off the land. Keep a sturdy fishing rod and large supply of bait ready in case your food supply begins to dwindle.
From what you can remember, you had a happy childhood. You grew up in the town of Gate with your father and sister, and you spent many hours playing in the tall grass growing behind the village. A huge dragon had slept in the grass, but you weren’t afraid because all the grown-ups told you that long ago the dragon had saved all the people in the town.

What was there to fear from a good dragon? Your sister liked to make up strange stories, including one about the sleeping dragon being your mother. She said she dreamed the story one afternoon while napping in the whispering blades of grass. Then one day you took a nap beneath the dragon, and when you awoke, your world was changed forever.

When you awoke from your nap beneath the nostrils of the dragon, no one in Gate had heard of you, your father, or your sister. Like many children in Gate, you became an orphan. The Church of St. Eva took you in, but you didn’t remember there being any church before and didn’t trust the man running the orphanage. One evening an archer named Bow decided to run away to a new town. Left with few alternatives, you joined your new friend and fled into the rainy darkness. You were young, and no one warned you about the dangers in the real world.

**PET DETECTIVE**

All great adventures have small beginnings. While looking for work, you and Bow stumble across a girl looking for her pet, Suzy. Beggars can’t be choosers, especially if the job puts food on the table. Stock up on herbs and antidotes, then explore the outskirts of your hometown. You’ll need to scale the cliffs of Mount Fubi before you’ll find Suzy.
You would like a ticket to the Coliseum in Colosia, but the fights are sold out and the event promoters aren’t hiring. The only way to get in is to beat one of the warriors outside the ring. After using the Time Warp spell, visit the pub at night and talk to Rand about Baba. Baba cuts wood in a forest northwest of Colosia. If you explore Tagwoods and defeat Baba, he’ll give you his axe and let you take his place.

Augus, the greedy fight promoter, has a special request. He wants the girl to take the fall in the Coliseum, but she’s uncooperative. This isn’t a problem, he explains, because he’s hired an assassin to hit her with a poison dart during the fight. Like any smart hero, you listen to Augus explain his evil plans, never revealing your true intentions. Perhaps Rand can assist you in foiling Augus’s plot.

The crafty Joker Gang is stirring up trouble in Hometown. They recently nabbed Mina, the little girl who hired you to find her pig, and they’re holding her ransom in their hideout. Talk to Mina’s sister, Nina, at the Magic School before you embark on the rescue mission. After infiltrating the Joker lair, take careful notes on all the information the gang members give you. You’ll have to answer an important riddle before you can locate and save little Mina.

Granny’s house. Granny is experimenting with a new form of magic, and Sana and Granny insist that you stay long enough to try one tiny experiment. While you might be a little reluctant, let Granny weave her spell. The experiment reveals that you hold the secret power of the Dragon. Does this have anything to do with the sleeping dragon back in your childhood? You remember what your sister said about your mother being the dragon. What did she mean?
HOME IMPROVEMENT

Granny and Sana move into your hideout in the ruins, but they need more space to continue their magic experiments. Bow can't do all the work on the expansion alone and demands that you hire a carpenter for construction work. Granny knows of a carpenter looking for work in Capitan. He's the same one you rescued in the well. Speak to the carpenter and offer him the job. After he accepts the work, the channel ferry to Sima Fort will dock at the Capitan wharf.

NIMUFU'S TOWER

After crossing the channel, the party encounters a giant frog named Jean. Jean hasn’t always been a cold-blooded reptile. He’s actually a prince under a spell cast by the witch Nimufu. Nimufu will divulge the secret for breaking the spell if you reach the top of her tower and best her in battle. Explore every nook of the tower and locate the Water Shaman, who will bestow additional powers on the party.

TOILET RING

Jean can prove he's a prince if he has his Royal Ring. Unfortunately, he gave the ring to Nimufu as a gift. When you return to the Tower, you learn Nimufu left for a party at the Wildcat Restaurant. Evidently she’s not having a good time, since you find her in the bathroom flushing the ring down the toilet. Jump in after it!

BUG BRUNCH

The imposter prince has a ring, too! Just when you think your goose is cooked, Princess Petape recommends a cooking contest to ferret out the fake. Jean knows he can win if he whips up a Gold Fly Pudding. Thankfully, you're assigned the task of collecting ingredients, not taste testing. Can you find a Gold Fly? The proof is in the pudding!

STORY LINE

21. Hire the carpenter in Capitan.
22. Ride the Capitan Ferry to Sharon Forest.
23. Meet Jean the Frog.
24. Explore Nimufu’s Tower.
25. Defeat Nimufu and learn of Jean's curse.
26. Return Jean to Sima Fort.
27. Visit the Wild Cat Restaurant and win the Royal Ring in a cook-off.
28. Capture a worm, a cockroach and the Gold Fly in the Sima Fort basement.
29. Defeat the evil Kuwadora.
30. Retrieve Patty, the thief, from the Sima Fort chefs.
31. Take the real thief back to Trout in Hometown.
32. Reunite Bow with Kilgore and celebrate.
33. Uncover Trout’s vile secret.
34. Take a new job at the Ranger's Guild.
35. Visit the Whale Cape and wake the whale.
36. Pay admission for the show in Tunlan.
37. Visit the home of the Uparupa Hunters.
38. Defeat Owlgernon and win the Owl Fruit.
39. Capture a Uparupa in its lair.
40. Defeat the Sideshow Chief in Tunlan.
41. Find the Wisdom Tree on the West Continent.
Jean's award-winning Gold Fly pudding is too much for you and the imposter prince, but the royal fake has stacked the deck against you. Princess Petape knows about a lethal secret beneath Sima Fort. Use the secret passageway on the right side of the restroom and confront the pretender to the throne.

As a reward for defeating Kuwadora, the King of Sima Fort says you can have anything you want in the castle. Revisit the royal chefs in the kitchen and pick up Patty, the thief. Returning Patty to Trout clears Bow's name, but everything seems a little too perfect. Patty accuses Trout of running a racket, but he says he has nothing to hide. Without proof, Patty doesn't have a case, and who's going to believe a thief anyway? Still, you have to admit that there's something fishy about Trout. Perhaps the remorseful Kilgore can give Bow information on Trout's racket.

The heartless chief of the circus side show is tired of his Grass Man exhibit and is looking for a new act, but he won't take a business loss by turning his show loose. You need to find a Uparupa for the circus or the Grass Man is doomed to one last, very final curtain call. While you don't know anything about Uparupas, you remember the monster hunter's house north of the town of Gate. Someone there might tell you where to find one and how to catch it. If you can't find any hunters home, check to see if there is anyone out in the backyard.

Something hideous has happened in the town of Gate, something so awful that the most courageous rangers in the world are too terrified to investigate. Bow reminds you that this is the town where the two of you met as children. Rumors persist that some sort of evil force destroyed nearly all the trees in the forest where you used to play. If someone could communicate with the trees, you might learn the cause of the destruction and discover a means of stopping it. Of course, the only beings who can talk with trees are the rare and elusive Grass Men. The only time you've seen a Grass Man was in a circus side show a long time ago. Where is the circus now?
If Spar had the Therapy Pillow, he could enter the mind of the Wise Tree and determine the nature of the evil killing Gate's forest. The Therapy Pillow is in a vault in Tunlan. If you completed the first Breath of Fire game, you already know that the inhabitants of Tunlan speak the language of music. You must find the Famous Flute to communicate with the locals. Talk to a man outside the Tunlan Inn for more information on the Highland Castle. Make sure Sten joins your party for the journey.

**SHROOM HUNT**

If you can cure the Queen of Tunlan, you can have the Therapy Pillow. Retrieve Gedd the Magician from Mount Maori and take him to the Queen's chamber. The Queen requires a special potion that is made from a specific mushroom. You can find this mushroom in a meadow at the summit of Mount Maori. Use Sten to scale the steep face of the mountain.

**KILLER CALORIES**

The mushroom from Mount Maori shrinks your party to a minuscule proportion, enabling you to venture into the Queen’s bloodstream and dispose of the fatty fiends prowling her arteries. To cure the Queen, dispose of all the wandering monsters in every internal organ. Check the little green monster icon at the top of your status screen to see if a monster is hiding nearby.

**STORYLINE**

41. Return to Tunlan and learn about the Therapy Pillow.
42. Journey to Highland Castle with Sten in your party.
43. Return to Tunlan with the flute and learn of the Queen's illness.
44. Venture to Mount Maori and find the Magician.
45. Return to Tunlan with the Magician.
46. Pick mushrooms on Mount Maori.
47. Destroy the monsters inside the Queen.
48. Enter the region of Sandroot, the Wisdom Tree.
49. Journey to the Myst Valley.
50. Find and destroy the fog inside the Sky Tower.
51. Destroy the fog and return to Myst Valley.
52. Explore Farm Town with Rand in your party.
53. Find the Great Bird in the lower reaches of Windia.
54. Soar on the Great Bird to Eburai.
55. Visit Fort Cott with Kat in your party.
56. Find Patty in the Thieves' Cave outside Highland.
57. Return to Fort Cott.
58. Explore Bando and find Father Manson.
59. Discover the secret of the St. Eva Cult in Evai.
60. Defeat Habaruku.
61. Rescue your father deep within the bowels of St. Eva Church.
62. Return to Gate.
63. Explore the Gate Woods.
64. Find Patty, the thief.
65. Defeat Habaruku and enter the underworld beneath Gate's dragon.
66. Prepare for the final confrontation with Dragnil.
WALKING IN A FOG

Gandaroof the Wisdom Tree thanks you for saving his memory and tells you to explore the Myst Valley south of his forest. Upon arriving at the entrance of the valley, you find lowlands saturated in a soupy fog. You can’t see a thing. A nearby resident shouts to you the directions to the Sky Tower, the device that controls the weather. The Sky Tower is located beneath the ocean, and exploration requires some deep sea diving. Remember to take a few deep breaths before you venture far underwater.

FARM TOWN

Located on the flat, fertile plain south of the Myst Valley, Farm Town is the village where Rand grew up. Rand’s mother orders everyone to work clearing the land behind her homestead. Employ your low level characters and build up their experience here.

THE GREAT BIRD

Rand’s mother is being held captive at the Church of St. Eva. The only access to the church is by air. Place Nina at the front of your party and speak to the guard at the gates of Windia. If you can obtain the Mark of the Great Bird, your party can rescue Rand’s mother. The Church might have some answers to your questions, too.

DRAGNIL

The evil Dragnil, the final enemy in Breath of Fire II, awaits your party somewhere on the planes of Infinity. Destroying this vile creature is no easy task. Raise your character levels to an average of 45 and keep a supply of WFruits handy in case your magic power runs low. When you first confront Dragnil, cast the Anfini spell to revive your party for battle. Dragnil often drains your magic and life points, and there’s very little you can do to counter this attack except cast Cure spells. The beast is rumored to possess over 10,000 hit points, so expect a pitched battle to the end. You are the last hope for peace in the world. The fate of humanity teeters on the edge of your sword.
About two months ago, a phenomenon of monumental proportions swept over Japan, affecting nearly every game player in the nation. It was a storm that had not touched the land of the rising sun for three years, but the long hiatus only served to make the effect stronger than ever. The phenomenon had the force of a tsunami and the drama of a typhoon, but it could be controlled, oddly enough, even by children. The force of which we speak is Dragon Quest VI from Enix—perhaps the single most anticipated video game of all time.

The road to the national release of DQ VI seemingly was paved with stones the size of houses. Almost from the time of the Super Famicom/Super NES release back in 1991 Enix has talked about this game. More than a year ago, the game was set to be released, but further development was required and the rumor of the sixth coming of DQ died. Enix wanted the game to take the RPG world by storm. They worked on. Finally, the finished game appeared to the public at Shoshinkai in November 1995. The launch was set for a few weeks later on December 9th. Previous launches of Dragon Quest games have met with crowds numbering more than a million strong snaking through the great cities of Japan. These days were treated as holidays by legions of Japanese gamers. So what's all the fuss about?
Although DQ fans will notice similarities to the NES games that preceded DQ VI, the latest DQ uses high-quality, 16-bit graphics. Gamers who camped out at stores with the hope of purchasing their own copy of the latest DQ. The games aren't cheap, either. In Japan, the 32 megabit DQ VI costs about 11,400 Yen, or over $100 U.S. Nintendo Power managed to snag one of the first copies and fly it back to America where we began playing the game immediately. It is estimated that Enix will sell between three and four million DQ VI Game Paks in the first few months of release, which will make it one of the hottest selling games ever.

So what makes the Dragon Quest Series so special to Japanese gamers? In the U.S., the Dragon Warrior series (which is just DQ translated into English) has sold in the hundreds of thousands as opposed to the millions in Japan. Our Japanese colleagues mention several reasons for the unwavering support for DQ. The story is a big part of it—a sweeping epic involving kingdoms, magic and dragons. In addition to the plot, the Dragon Quest series is familiar to its audience because many aspects of the world never seem to change, including many of the battle and play control conventions. It's kind of like coming home. Other players site the musical score as an important factor and the challenge in raising your characters to powerful heights of strength. In DQ VI, fans expect more of all those elements, and it seems that they are getting it.
THE BATTLE REMAINS THE SAME

The battle screens of Dragon Quest VI look surprisingly like the battles in the first Dragon Quest. In all of the games, you find yourself facing a party of enemies head-on, forced to make decisions by selecting battle commands from a series of menus. You can fight with your weapon, use a tool or item, cast a spell (if your character has magic and MP), or try to run away. In DQ VI, you can set your command to auto in which you don't have to target a particular enemy. Alternatively, you can choose to fight individuals or groups of enemies that you select. Graphically, the backgrounds in the battle screens show a marked improvement over past DQ adventures. More animation was used for the enemy's attacks and spells than in previous games. For anyone who hasn't played any of the Dragon Warrior games, the basic idea of the series is to fight enemies in order to gain experience and build up levels. Since such a large amount of play time is spent in battle mode, it's important that DQ games have a fast command structure. Even so, one of the complaints that some American gamers voice is that you spend too much of your time fighting and not enough adventuring. None of that has changed with DQ VI.

WHAT'S IN A JOB

Not all heroes are created equal, at least not in the world of Dragon Quest. Every character has a profession that limits or increases his or her power in different skills. Most characters also possess special skills or attacks. Fighters use weapons or martial arts moves to trash opponents, while magic users cast spells. Limitations might include the fact that some characters cannot be equipped with certain weapons or armor. Those are the basics, but the 18 professions in DQ VI have a great deal more variety than in previous games. Players will find themselves taming wild beasts, transforming into dragons, calling in the troops, healing the sick, stealing items from foes and even confusing enemies by magical dances.

Generally, you'll find characters in regions where their special attributes make

PROFESSIONS

NABaTH A sword expert who can cast magic. He can equip most armor and weapons and he makes double hits.

FIGHTER Uses most armor and weapons. At higher levels, his number of critical hits increases.

DANCE Learns many dance styles. A dance may take away a foe's HP or confuse enemies or stop them.

MAGICh A basic magic user. The Magician uses lots of attack magic even at low levels of experience.

MENk A holy wanderer is an expert at healing magic. The Monk's special move is Resurrection.

FIGHTER Can steal items from enemies and find hidden items. Uses special Search magic in towns and caves.

BEAST MASTER After battles, he gets foes to join your party. He can transform into a dragon.

FREELANCER He has many skills, including a monster call and sleep spell. He can mimic enemies, as well.

Characters go to the shrine in order to switch professions in Dragon Quest VI. With a choice of 16 different professions, it may not be an easy choice.

Multiple enemies take the field of battle against your character or party. Part of the strategy is figuring out which enemies to attack first and last.

Slimes and other enemies can be defeated for Experience Points and Gold. Experience builds character strength and you can buy goodies with Gold.

Enemies range from coucal foes to fearsome fiends, but within the confines of a particular region they tend to be of compatible strength.
MAGIC FIGHTER  Combines magician and warrior, attack magic plus the ability to use weapons and armor

CHARISMATIC  He can summon monsters or increase member's attack points or increase MP or HP

SUPER STAR  Combines a Dancer with a Freelancer. Very cool. Fends off monsters just by being cool.

MERCHANT  He knows the hidden value of items. Can get more money from defeated foes. He calls an army by paying them.

BATTLE MASTER  Warrior plus fighter. Good at fighting dragons or metal monsters or zombies

PARAGON  Fighter plus monk. Takes all of the attack for the party.

RANGER  Thief plus merchant plus Beast Master. Avoids enemies' fire attacks.

HERO  Very high stats in all categories. During battle, his HP is automatically restored during battle.

them useful as party members, but at times you may have to make a difficult choice in bringing one or another character. Some characters gain new skills over time, so it is important to raise their levels. Of the 18 professions, two still remain cloaked in secrecy by Enix, perhaps one of the hidden professions is a game programmer who can delete dragons with the click of a mouse.

PARTIES IN DRAGON QUEST VI CONTAIN UP TO FOUR CHARACTERS, BUT THOSE CHARACTERS WILL CHANGE AS YOU PROGRESS IN THE GAME.

THE VAST WORLD OF DRAGON QUEST CONTAINS SECRET AREAS, EXTRANORMAL FORMS, NEW WAYS TO TRAVEL, NEW MAGIC, AND EVEN A FEW PRAGMATIC OPTIONS TO MAKE THE GAME A BIT EASIER TO PLAY. IN THIS LAST CATEGORY FALLS A NEW OPTION THAT ALLOWS PLAYERS TO RECALL CONVERSATIONS. IN DRAGON QUEST VI, YOU DON'T HAVE TO WRITE EVERYTHING DOWN. YOU CAN BRING UP CONVERSATIONS FROM THE PAST TO MULL OVER AT YOUR LEISURE.

ANOTHER CHANGE CONCERNS THE VITAL SEARCH COMMAND IN DQ VI. YOU MAY HAVE TO SEARCH IN ODD PLACES SUCH AS VILLAGE WELLS, WHICH MAY CONTAIN TREASURES OR PEOPLE. IF YOU USE THE SEARCH COMMAND AT A WELL, YOU'LL FIND YOURSELF ACTUALLY CLIMBING DOWN THE ROPE. YOU CAN ALSO USE A SEARCH SPELL TO FIND HIDDEN ITEMS. CLIMBING INTO WELLS MAY BE SLOW-GOING, BUT TRAVELING FROM PLACE TO PLACE IN THE DQ UNIVERSE HAS NEVER BEEN EASIER. TRANSPORTATION COMES IN THE FORM OF SAILING SHIPS, WAGON TRAINS, AND MORE EXOTIC FORMS SUCH AS A FLOATING ISLAND. WITH ALL OF THESE WONDERS, WE CAN ONLY HOPE THAT A U.S. VERSION WILL FIND ITS WAY OVER THE PACIFIC.

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BONUS GAMES IN DQ VI INCLUDE SLOT MACHINES, A BEAUTY CONTEST, AND VARIOUS TYPES OF PUZZLES AND BONUS BATTLES.

HEROES RIDE IN STYLE IN DRAGON QUEST VI BY LAND AND BY SEA. THE MAGICAL, FLOATING ISLAND IS A NEW TOUCH.
Secret of Evermore is one of the hottest role-playing titles of the past year, and with good reason. Combining the best elements of adventure and role-playing games, it provides a terrific balance of player-controlled combat, mind-bending puzzles and intriguing plot twists. This month, we delve ever deeper into the mysteries of this amazing imaginary realm!

**FAQs**

While some role-playing games are known for their terrific monsters and tough opponents, Secret of Evermore’s appeal lies more in its great mazes, puzzles and the numerous items you must find and figure out how to use. A lot of players have been asking us about the same places and things, so we’ll cover those frequently asked questions (FAQ’s) in this month’s Epic Strategy. Some of the things we’ll be talking about are not essential to finishing the game, but many role-players like to find every item and secret in the game, and we’re here to please!

**Volcano Path**

The first puzzle that seems to stump a lot of players is how to get up to the top of the Volcano. At the end of the Volcano Path, look for a gray oval on the ground. This is a steam geyser that, when stepped on, will propel you to a higher ledge. Cut the bushes to the left to reveal a second geyser. Step on the left geyser, then enter the cave to the left. When you emerge...

![Image of the Volcano Path map]

...step on the geyser to shoot up to the crater. The fellow up there will teach you the Levitate formula and save your game for you.

**Volcano Core**

Once inside the Volcano Core, you’ll find yourself stuck because there’s a stone in your way and no Mud Peppers left to power your levitate formula. At that point, follow the paths up the ramps to the ledges above the main door. You should be able to find a boulder that you can roll down the slope by pushing your attack button. It will crash into a lava pool and create a new path. After more exploring, you’ll enter a system of tunnels. Go up one screen, left one, down one, down two along the left sides of the rooms, right two and up one. Defeat the vicious Viper Commander to receive a Mud Pepper. If you leave and come back, he’ll appear again. You can keep on defeating him to get as many peppers as you need.

**Volcano Pipes**

With their conflicting currents, the Volcano Pipes can be a confusing ride. Go up the left pipe, take the second left, go up all the way, left all the way, down all the way and right into the pit. Climb out and step on the switch to open a gate. Jump back into the water to ride back to the starting point. Take the right-hand pipe and go straight up. This will put you on the path to Magmar, the guardian beneath the Volcano.

**Annihilation Amulets**

Annihilation Amulets can be traded for a number of goods and services, including a trip across the Great Desert, the Ticket to the Exhumation in Ivor Tower and several impressive pieces of armor. Don’t waste your hard-earned jewels buying them in Crustacia, though. You can pick them up in the Nobilia marketplace for 30 bags of rice each. You can also pick up two for free in Ivor Tower. On the third level of the town, there’s an amulet upstairs in the third building from the left. To get a second amulet, go around the left side of the same building to a secret door in the rear. Go down to enter the door. Look for a vendor in the marketplace who will trade you armor for amulets. His pieces are much better (and a lot cheaper!) than what you’ll find in the local armor shop.

**The Nobilia Marketplace**

As in real life, finding bargains in the Nobilia marketplace can be frustrating and time consuming. Obtaining a single item is usually the result of many different trades done in sequence, so it’s hard to tell how much money you’re really spending along the way. For example, you can get a jeweled Scarab in exchange for one jar of Spices and two bottles of Perfume. Depending on who you trade with, the Scarab can run you anywhere from 84 to 210 jewels! Once you know which vendors are offering the best prices on certain basic goods, however, the process becomes much easier. The best deal on rice...
can be found in a stall near the top left corner of the market. The woman there will offer it to you at three jewels per bag. If you're looking for Spice that's priced right, visit the vendor to her left. Take him up on his offer of four bags of nice per jar of spice. (It will cost you twice as much if you trade with ceramic pots.) If beads are on your shopping list, look for them at the stall just below the main entrance to the market. The old man there will let them go for one bag of nice and three jewels. If you want to get to the two stalls in the lower right corner of the market, you have to go one screen to the right to the next plaza. Go to the lower left corner and enter the building. Go left through the building and you'll come out in that closed-off corner. One final word of caution. Don't bother trading for new armor.

Save the Oglin
After you send Aquagoth to the briny deep, you'll climb up out of a well near the town of Ivor Tower. If you stand next to the wall and press B to turn the crank, you can raise the bucket. If you bring it all the way up, you'll discover that an Oglin has hitched a ride! Before you can do anything, he'll jump out and bounce away into the trees. Some players have been concerned that this Oglin is up to no good, but that's not the case at all. In fact, if you're lucky enough to stumble across this Oglin in the Dark Forest later in your adventure, he'll thank you by giving you either the Thugs' Cloak, which improves evasion percentage, or the Wizard's Coin, which improves magic defense percentage.

The Dark Forest
Speaking of the Dark Forest, a lot of players have been wandering around in there for some time. Though drawing a map is always a good idea, there's an even easier and faster way to determine whether or not you're on the right track. Look up into the branches of the trees along the path. If you see what looks like a bat or an owl, then you're heading in the right direction. He's often hard to see, but you can usually spot his glowing eyes as he blinks. All the rest of the paths are dead ends anyway, so it shouldn't be hard to find your way to the exit.

Ebon Keep Sewer
Like the Dark Forest, there is a simple way to get through the Ebon Keep Sewer. When you walk down through the entrance, just follow the wall on the right (or your character's left) all the way to the exit. Think about it as if your character was placing his left hand on the wall and never taking it off, following that same wall around twists and turns. This will take you on a roundabout route around the edge of the maze, but you'll eventually reach the door that leads into the Ebon Keep Dungeon. The chests in the sewers don't have anything significant in them, but if you'd like to see for yourself, switch to the dog and press down on some of the walls. You'll find hidden paths (the ones the rats use) that will take you to the chests.

A Rat, a Bazooka, and Level Building
The Vominator is the king of the rats that infest Ebon Keep. You don't need any special strategy to defeat him, but you do need to build up your experience and weapon attack levels. Most players get to Ebon Keep at level 24 or lower, but you should be at least to level 26 to face the Vominator. To build yourself up, go back through the dungeon to the sewer. Switch to the dog, set the boy's aggression level and attack strength as high as they will go, and let him defeat all the rats. Go out and come back to make more appear. Your weapon attack level will go up one notch after every 99 enemies. If you want something extra-special for the battle, buy one piece of armor from Cecil (remember him from Final Fantasy II) in the Ebon Keep armor shop. He'll throw in the incredible Thunder Ball Bazooka free of charge.

Killer Plants
As you explore Omnitopia, you'll come across a Greenhouse with rows of deadly plants that will tear you apart! If you manage to turn off the lights, though, they'll go dormant. From the entrance to the Main District, go right one hallway and down two more to Area C2.

Go to the computer in the control sector to turn off the lights.

Enter the trap door to get to Fan Room. Press B to flip the switch, then exit. Go left to Area C1 and enter the trap door to get to the Heating Coil Room. Enter the white beam to go to Area D1. Go right two hallways to Area D3 and enter the trap door to go to the Control Sector. Go to the central computer and press B to turn the Greenhouse lights off. Enter the Access Code you received earlier in the game into the right computer, then exit. Go up one hallway and right one hallway to Area C4. Enter the trap door to get to the Alarm Room. Walk into the white beam to go to Area B4. Go left one hallway and fall through the trap door to enter the Greenhouse.

As you walk through the building, you'll find another vendor.

When you first enter Nobilia, you'll be sent to the arena to fight Vigor, but you'll find some of the same items in the waiting room just before the match (look for a hidden passage on the right side of the room). Just be sure to raise your experience levels in the desert before you come here and you'll do just fine.
Even the best egg-tossing dinosaurs finish World 1-7 without the last four red coins. There's a hidden area near the end of the stage. Stand on the last log at the end of the stage and toss a few eggs or spit watermelon seeds straight up into the air. If your aim is on the money, a small Spring Ball will drop out of the trees. Bounce off the ball into World 1-7's secret area and collect the remaining coins.

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**WHERE ARE THE FOUR RED COINS IN WORLD 1-7?**

Stand on the last log in World 1-7 and throw eggs up into the air to find a Spring Ball. High in the trees is a secret area concealing the last four red coins in the stage.

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**HOW DO I DEFEAT RAPHAEL THE RAVEN?**

Don't let the big bird in Stage 5-8 stump you. Raphael the Raven is fairly easy to defeat if you know where he's vulnerable. As you flee from the flightless fowl, try stomping down the two posts sticking out of the rotating globe. Each time you pound a post, it slides all the way through the orb and pops out on the other side. The trick to defeating Raphael is to pound the post at the exact moment he's on the opposite side of the sphere. If your timing is perfect, you'll unbalance the black bird, and he'll take damage. It takes three hits to permanently ground Raphael.

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Experts are polarized on the method for defeating Raphael. Some wait until he stops before they pound, others pound posts on the run. Lining up your post attacks requires timing. You can only hurt Raphael when he's on the opposite side of the spinning orb. It takes three perfect post pounds before this flightless fowl finally flounders. Jump the fireballs that circle the globe in both directions.
WHAT ARE THE BEST BATTLE STRATEGIES?

The best way to learn the secrets of winning battles is to know your enemy. Start a new scenario and watch the computer play against itself. Use the Spy command to check the enemy's strength before riding into battle. Make sure your army has enough weapons. Attacking forces should have an Arms rating of 75 or better. Finally, keep your armies well supplied. A winning army lives on its stomach.

Stay ahead of the game by using the Spy Command to evaluate potential threats.

Know your enemy. Let the computer play a few turns against itself and learn from its mistakes.

HOW DO I FLOOD A CITY?

Flooding a defender's city severely reduces the city's defense rating and lowers enemy morale. You can flood only cities that border two river squares. Your general will tell you at the beginning of battle if it is possible to flood a city, but this command won't come until later during the fight. Wait for your general to tell you the option is available at the beginning of your battle turn, then choose the Attack command and select the word "flood."

In case you forget, your generals will tell you if it is possible to flood a city prior to battle.

The waiting is the hardest part. You can't select the Flood command until preparations are made.

HOW DO I CREATE A NEW DIVISION?

Making divisions allows you to protect your holdings in several places at once. Keep in mind that creating a new division weakens your existing armies. All units involved in the transfer must occupy the same square on the map. During the Plan Phase, choose the division you intend to break down, then select the Military and Organize commands. Transfer the necessary food, gold, soldiers, and generals to an empty division at the bottom of the screen. Press the B Button until the game asks you if you want to stop reorganizing. Select the "yes" command to end the process.
THE SECRET OF EVERMORE

WHY WON'T THE GATE OPEN IN THE PYRAMID?

The center gate in the Pyramid Extension can be opened only once. If you open the center gate before speaking to Tiny, you can't revisit this area. One possible solution is to take the Wheel and the Gauge to the Tinker in Ebon Keep repeatedly. While this won't work in every game, sometimes the Tinker will blast you off in the rocket and into the next phase of the game.

HOW DO I EXPLORE OMNITOPIA'S HALLWAYS?

Get around the hallways in Omnitopia's Main District shouldn't be a problem if you defeat the Sphere Bots blocking the hallways. You can enter the air locks in the right corner by switching to the dog (use your Select Button) and using him to walk into the small circular doors. When the dog enters the air lock, he'll float up to the same level as the hovering Sphere Bots, and you'll be able to defeat them. As the Bots are defeated, you'll be able to open the passage through the center of the hallways. The Sphere Bots reappear if you continue a saved game here.

HOW DO I REACH TINY IN THE PYRAMID EXTENSION?

Reaching Tiny the Barbarian isn't very tough if you know the routine for finding him. From the start of the Pyramid Extension, walk up to the rock and use the Levitate spell to move it onto the right switch. Walk over and stand on the left switch, then make your dog sit on the middle switch. When all three switches are covered, the gates in the center will open. Enter the two middle gates and step on a teleporter. You can find Tiny if you reenter the teleporter you came from, but the number of times you must enter the teleporter before reaching Tiny is random. When you do find Tiny the Barbarian, he'll give you the Diamond Eyes. Take the Diamond Eyes back to the Tinker in the Tinker's Tower.
**DONKEY KONG LAND**

**HOW DO I REACH THE LEDGE IN STAGE 3-4?**

You can pick up the letter "K" and a bunch of bananas on the high ledge at the start of stage 3-4. As soon as you enter the stage, run left and jump into the barrel moving up at the side of the screen. The barrel is on a one-way trip and isn’t coming back. You must reach the barrel on the first try. If you’re quick enough, you’ll ride the barrel up to the high ledges and collect the goods.

Simple sailors go bananas trying to find a way up on this high ledge. The trick is to catch a ride in the barrel to the left of the starting point.

Ride the rising barrel up to the edge of the ledge and score the letter "K" and a banana bunch, then jump down and complete the rest of the stage.

**HOW DO I DEFEAT K. ROOL?**

Feeling crushed by the King of Kremlings? Don’t give up. In order to defeat K. Rool, you need to jump onto his bald head. Wait until he throws his crown and stomps on his head before he charges. Keep following him around the deck until you’ve hit him six times. Periodically the King changes his strategy and attacks with a series of belly flops. This is where the game ends for most players. You must survive six belly flops before the King starts throwing his crown around again, but there’s a safe spot on the edge of the grating opposite K. Rool just remember to duck.

King K. Rool is determined to dump you overboard before the credits finally roll in DK Land.

The only way you can hurt King K. Rool is to jump on his head as he tosses his crown around.

You can duck on a flop-proof safe spot on the deck grate at each side of K. Rool’s ship.

**Q & A FAST FACTS**

**MECHWARRIOR 3050**

Q: How can I tell what my next mission objective is?
A: Select your Radar Computer to find out.

Q: How do I make it to the door before the bomb blows up in Mission 4?
A: Collect the canister closest to the metal door last. This gives you 30 seconds to escape.

**URBAN STRIKE**

Q: Where do I find the co-pilot, Long Haed?
A: You break him out of jail in Campaign Six.

Q: Can I defeat the enemies in the "Danger Zone?"
A: Areas flashing "Danger Zone" indicate that you can’t enter there yet. While you can shoot some of the enemies, you’re usually wasting your time. Come back later.

**PGA TOUR '96**

Q: How do I add back-and-top spin?
A: Adjust your Arc Meter on the Draw/Fade menu before swinging.

Q: Why does my ball fly left or right, even when there is no wind?
A: You must press the A button when the swing cursor is in the meter box. Anything left of the meter pushes your shot left, and anything right slices.
Join Nester and his twin sister, Hester, for some frantic fun at the virtual bowling lanes!

NESTER FREAKS FOR FUNKY BOWLING

Long-time readers will remember Nester and his ongoing quest to star in his own video game. Partnered with his twin sister, Hester, Nester finally realizes his dream in Nester's Funky Bowling for the Virtual Boy. The spike-haired pair tear up the lanes in one-player and two-player alternating action. The bowling itself is incredibly realistic, while the twins' animated antics keep you entertained between frames. The level of challenge is very high, and the game has that same "just-one-more-time" quality that made Tetris and Dr. Mario mega-hits. If you're one of those players who just has to beat the high score, then this Pak is for you!

Score:
- 0-90: Beginner (Gutter Putter)
- 90-200: Intermediate (Pin Head)
- 200-270: Advanced (Alley Cat)
- 270-300: Pro (Lane Brain)
Bowling is really physics turned into a game. Players must judge how a moving object will affect a group of stationary ones. Mass, speed, and angle of attack all help determine which pins will fall when the ball hits them, and the game’s programmers have done a fantastic job making the action of the ball and pins realistic. In Nester’s Funky Bowling, just as in real bowling, you can “finesse” your throw to make the pins bounce, ricochet, and roll around, knocking down other pins in turn.

**BIG OR SMALL, SOUTH PAW?**

Besides having three play modes, the game lets you choose your character, ball size, and whether you’re left- or right-handed. It’s great fun to experiment with these factors, just to see which ones will help you bowl that perfect, 300-point game!

**Practice**

There are four aspects of play control: choosing where you stand, setting the spin and speed of the ball (using two different meters), and moving left or right as you throw. The Practice mode lets you perfect these maneuvers as well as work on specific problems. By making adjustments each time you throw, you can see how the different factors affect how the pins fall.

**Modes of Play**

- **Practice**
  
  Choose from 28 different pin formations, ranging from a normal setup to difficult problems, like splits. You can keep working at a problem until you get it right.

- **Challenge**
  
  In this mode, the first ball of each frame is thrown by the computer, leaving you with a problem to solve. Get as many spares as you can to make the high score.

- **Bowl**
  
  This is your standard game of bowling. Scoring is done by computer, so you don’t even have to know the rules; just throw as many strikes and spares as you can!
**Challenge**

This is the most challenging and possibly the most rewarding play mode. The computer will throw the first ball for each frame of a ten-frame game. The computer never gets a strike, leaving you to pick up the spare. The fun here is not in getting a perfect 300 score, but in solving all of the sticky problems the computer throws at you. Precise play control is crucial in this mode!

**Hey! No Problem!**

The pin formations are generated at random, and there are more variations here than what you'll find in the Practice mode. You'll probably be presented with a lot of splits, as these are the toughest problems in bowling. Luckily, there's no time limit on making your shot, so take your time.

**Not So Simple**

Some problems may look simple, but a slip of the spin or power meter can send your ball in the wrong direction or barrel down the lane too fast. In fact, if your ball is going too fast, the force of its impact will flow along a straight line, rather than spreading out among the pins. Set your speed just below maximum for the best effect.

**The Fun Side of Physics**

Splits are difficult, but not impossible, to turn into spares. The trick is judging where and how to hit one pin to knock it into another.

If the pins are arranged diagonally, don't throw the ball straight down the lane. Angle the ball along the line of the pins.

Hit the front pin on the left side to send it flying across the lane. You must approach from the left, but you can experiment with the spin control.
This is your standard game of bowling, otherwise known as ten pin or turkey bowling. The object is to knock down all of the pins with one throw (a strike) or two throws (a spare) of the ball. You get ten chances (frames), and a series of ten strikes equals a "perfect" game of 300 points.

WHERE TO BEGIN

The most common beginner's mistake is to hit the pins straight up the middle. Chances are you'll cut a path straight through the pins, leaving some pins on the sides still standing. The best basic strategy is to stand slightly off to one side and curve the ball toward the other. As we mentioned before, keep your speed just below maximum.

BUDDY, CAN YOU SPARE A SPILT?

Unless you're a real lane brain, strikes may be few and far between at first. A good number of spares, though, can mean the difference between the thrill of victory and buying your buddies the next round of hot dogs. Keep working on any problem areas. It may take a while to perfect your technique (that pin needs to go just a bit more to the left*), but with a few minor adjustments to your game, you'll learn to tell which direction you should be going in.

VIRTUAL BOY
Titus all but disappeared from the scene last year with three Super NES games waiting in the wings. This year, under new management, and after seeing the brisk holiday sales of the Super NES, it is finally releasing Prehistorik Man, Ardy Lightfoot and Sink or Swim. Even though we covered both Prehistorik Man and Ardy Lightfoot last year, as the Titus titles arrive in stores, we think they're worth a second look. This month, we're offering refreshers on the first two games as well as a brief look at Sink or Swim, a game we passed over earlier. For complete coverage of Prehistorik Man, take a look back at the six-page review that ran in June; for additional coverage of Ardy Lightfoot, see the March issue from last year.

Hard times have fallen on Sam's prehistoric village. Late one night, after everyone had fallen asleep, a pack of lizards sneaked into the storage hut and absconded with the entire winter supply of food. Now the tribal Chief wants Sam to either get the food back or collect enough dinosaur bones to buy supplies for the chilly months ahead.

At the beginning and end of each prehistorik level, the Chief critiques your progress through the game.

Prehistorik Man is a hilarious side-scrolling adventure about man's earliest adventures. The hero, Sam, must collect bones to buy his tribe food for the winter. He has several friends along for advice. The Chief explains the object of every level, the Metalsmith improves his weapons, and the Prehistorik Scientist designs several forms of prehistorik transportation, including a stone age unicycle, a leopard skin hanglider and the Ooga Boinga, a prototype of the pogo-stick. If Sam collects enough bones, he can cash some of them in for extra continues at the item shop.
The old, dormant volcano in Level 7 hasn't erupted for years, but rumors persist that a single misstep on a hot steam vent might build enough pressure to cause the mountain to blow its top. In the event of an eruption, run fast and keep an eye out for the shadows of hot rocks falling from the sky. Strike your club repeatedly against the boulders to break them down and remove them from your path. You can avoid frying your feet by climbing into the high tree tops at the first sign of rising lava.

**Fiery Forest**

As soon as the volcano blows, hot rocks shower down from the sky and ignite the surrounding forest. In order to survive, Sam must flee through the high tree tops. Collect spears and throw them at the trunks of trees, then use the spear shafts as temporary ladders or spring boards to climb or leap above your smoldering problems.

**Cycle Jumping**

After collecting the four tattered pages of the Book of Knowledge, Sam must escape from the unruly villagers in Slimeville. The Prehistoric Scientist has developed a Sports Wheel for a quick getaway, but Sam needs to learn about stump jumping and proper timing (press the B Button as Sam approaches the end of a ramp) or he'll be all wet.

**Hidden Passages**

Your trusty club is your best friend and primary means of locating hidden food hoards. Swing your club in the air and pound it around on the ground to locate secret passageways and hidden steps. Look for stars bouncing off your club when you're pounding the ground. Stars indicate a weak floor or wall that's almost ready to collapse. Keep pounding until the ground caves in.

**The Dino Graveyard**

Oogawhama! It's a giant, undead dinosaur! This final guardian in the Dino Graveyard is the only thing that stands between Sam and the happiest ending in prehistory. The dinosaur has a tough time trying to hit a moving target, so spring between the three platforms until you see an opening. Each club hit in the head takes a red notch off the dinosaur's life bar. Keep repeating the pattern until the undead dino is finally extinct.
When combined, the seven pieces of the Mystic Rainbow grant anyone any wish desired. Unfortunately, the evil Visconti has a wish nobody else wants to see come true, and only Ardy Lightfoot can stop him. With your help, Ardy must complete this 17-stage, password-backed, platform adventure and find the pieces before Visconti gets his paws on them.

Who lurks behind the curtains? The vile Visconti has ordered his henchmen to stop Ardy Lightfoot at any cost. Ardy and Pec's Excellent Adventure

Ardy Lightfoot is a side-scrolling action game that will appeal to skilled players. Of the three games showcased in this update, Ardy Lightfoot is the most challenging. Its tough play isn't a result of diabolical foes or bevy of bad guys but of less than precise play control. Ardy's leaps, especially his jump attack technique, are exceptionally difficult to master. Despite this rough edge, the game has an entertaining storyline propelled by lively animated sequences throughout Ardy and Pec's adventure. Ardy lives in Prismland, a colorful world inhabited by enchanting characters and entrancing scenery. Players who enjoy games with cartoon-like graphics will be enthralled by Ardy's quest for the fragments of the Mystic Rainbow.

Hidden Goods

Prismland is full of lost and hidden treasures. Some of the most valuable items in the game are the stars scattered throughout each level. Every time Ardy collects 100 stars, he earns an extra life. Explore every nook and cranny in each level for chests containing treasure. Depending on the chest, you might be rewarded with extra lives, stars, or power-ups that grant your characters special abilities.
**ARDY LIGHTFOOT**

**TURBULENT TUBS**

In the caverns beneath the town and in several other stages in the game, Ardy and Pec encounter a series of rotating tubs. Jump into a tub, make a circuit or two, and look for a safe landing platform at the end of the dizzy ride. In tougher areas, Ardy must jump from one tub to another while keeping an eye out for fowl enemies. Use Ardy’s tail or Pec’s insatiable appetite to remove the feathered fiends hiding in tubs. Ardy can’t jump on a rotating ride that’s already occupied, so be sure to look before you leap.

**TALL TAIL JUMPING**

The Tail Jump is the toughest move to master in Ardy Lightfoot. Players must perfect this technique immediately or they won’t last long. To properly execute Ardy’s Tail Jump, press the Jump Button and hold it down as Ardy lands. If your timing is accurate, Ardy’s tail will flash beneath him as he lands. Before Ardy has a chance to stand, release the Jump Button to make him leap higher than usual.

**INDIANA ARDY**

Ardy Lightfoot is one of those action games that separate the best players from the button-mashing pack. With the exception of the tough jumps, most players can cruise through the game’s terrain until they meet a major enemy. The more jump attacks required to beat the guardian, the tougher the enemy is to defeat. Players patient enough to learn to properly execute Ardy’s jump attack, as well as gamers with extremely good hand-eye coordination, have the best chance of viewing the end credits in this tough but entertaining game.

With few exceptions, you must defeat most major enemies using Ardy’s Tail Jump attack. Unfortunately, the game’s play control shortcomings make these confrontations tough.
Far off the coast of Greenland, a cruise ship has struck an iceberg and is rapidly sinking. You’re the only rescuer for a thousand miles. So all the passengers and crew are relying on you to save them. You must work your way up from the keel to the mast in this password-backed puzzler as you try to be the hero of the day. Depending on your skill and daring, you and the crew will either Sink or Swim!

Sink or Swim looks a little bit like the puzzle game, Lemmings, and like the Lemmings, the panicked crew and passengers on this sinking vessel lack the common sense they need to save themselves. You’re the only brains left on board and it’s up to you to guide everyone to the exits. Thankfully, the evacuees are somewhat predictable in their behavior—they always climb up away from the water. Use your problem solving skills to clear the obstacles in the evacuation route.

**Take a Training Course**

While the controller functions in Sink or Swim are easy to master, the fast-moving levels can quickly frustrate a novice. If you’re feeling like you’re all thumbs in your rescue attempts, reset the game and select the Trainer mode. The Trainer mode features a few typical levels with puzzles you’ll encounter in the game. Unlike the normal game, Trainer mode includes a picture of your controller with buttons that flash when you need to press them to perform a specific function. Continue your rescue effort when you graduate from training.

Trainer mode gets players into the game. The buttons on a diagram of a Super NES controller at the top of the screen flash to show players what they need to do next.
Sink or Swim features 100 puzzle levels packed with pounding pistons, jammed airlock doors, bursting pipes, quirky conveyor belts, flooding water and panicked passengers. The object of the game is to direct the passengers in each level safely to an exit and locate the access door leading to the next compartment. Some levels require perfect timing, while others test your critical thinking skills. Players fortunate enough to complete five consecutive levels earn an easy-to-remember password.

The exposed pistons on this sinking ocean liner can squash you flatter than a sea cucumber at low tide. Safety appears to be an afterthought on this doomed vessel. As a highly trained rescuer, you must use your lightning-fast reflexes to pass smoothly and swiftly between the pounding steel, but you should find another route for the evacuees.

**Belts**

While the ship’s conveyor belts are normally used for transporting cargo, they can also carry passengers and crew members to safety. Use the ‘rotating belts’ to keep panicked crowds from retreating in the wrong direction. You can reverse the direction of a conveyor belt by standing in front of the belt control switch and pressing the Y Button.

**Blocks**

Bouncing cubes and scattered luggage can help or hinder your rescue efforts, depending on where they end up when you move them. Use a bomb to blast the objects out of your path, or activate a conveyor belt to move them to a desired location. Keep an eye out for falling cargo. A falling block can squish unlucky passengers, including you.

**Life Preservers**

The object of some levels in Sink or Swim is simply to get everyone into a life preserver before the rising water fills the chamber. To open a glass case containing a life vest, stand in front of the box and press the Y Button. After you release it, the vest falls down to the surface of the water, where it can be picked up by a swimmer.
The Sports Scene shifts into high gear in the New Year, touting a new look and the same straight talk. This month we span the globe to check out the latest releases, jetting to Europe for the PGA European Tour, North America for NBA Live '96, and then just about anywhere they kick a round ball for FIFA Soccer '96.

PGA European Tour

by Black Pearl

inter is the time of year when golfers dream of warmer days and lush green fairways. But why not dream big this year? How about golf in Europe? Black Pearl Software lets you fulfill your golfing fantasies in PGA European Tour. The game features five prestigious European courses: the Crans-sur-Sierre in Switzerland, Wentworth in England, Le Golf National in France, Spain’s Valderrama and the Forest of Arden, home of the English Open. Players can take on the professional golfers who frequent the European golf circuit, including Italy’s Constantino Rocca, Scotland’s Colin Montgomerie, Germany’s Bernhard Langer or seven other professional golfers. Each European pro possesses a unique golf swing and approach to the game. Select from four modes of golf competition: Match Play, Shoot Out, Skins Game or the 72-hole, four-round Tournament mode. A battery-backed memory saves each player’s vital statistics, from Par Saves to total golf winnings (all winning amounts are in British pounds), and a customize option lets gamers pick clubs to put in their bag. PGA European Tour is compatible with the Tee V Golf accessory, the only licensed golf club simulator available for the Super NES.
Players of PGA Tour '96 will find striking similarities in PGA European Tour's programming design. In fact, aside from the individual courses and featured professional golfers, the games are identical, presenting some obvious pros and cons. Golf enthusiasts who perfect their playing skills in one game will easily adapt and quickly climb the leader board in the other. Aside from getting used to new golf courses, the learning curve for Tour savvy players is non-existent. Gamers who were frustrated by the quirky putting and lack of a wind indicator on the overview screen in PGA Tour '96 will be disappointed to learn that those elements haven't been changed for PGA European Tour. If the putting really bothers you, select the Putting Green mode and practice your short game or, if it suits your style of play, simply select the Mulligan option and take your putt again.

The game does a great job of simulating the flavor and drama of life as a professional golfer and golf fans can measure their total winnings against the real tour money leaders. Colin Montgomerie topped the list in 1995 with a total of £835,051.40 and play courses they might otherwise see only on television.

If you're looking for a golf video game that showcases some of the best courses on the European tour or if you want to play against the top players on the European professional circuit, PGA European Tour is your game of choice. But if you already own PGA Tour '96 and you're looking for a new and innovative format for a golf game, you might want to consider other golf titles available for the Super NES.

Options are the key ingredient in any successful sports game, and PGA European Tour has plenty of them. Visit the Pro Shop and work on your swing, perfect your short game or compare your statistics with the records of other players.
Cran-s-sur-Sierre’s 14th is the longest hole on the 6,739-yard course. A sliver of rough intrudes on the tee shot landing zone, and power hitters are penalized if they push too far. The key to conquering this hole is the lie of your second shot. If your ball finds a good lie, you can use a fairway wood to cut down the distance on your approach shot. Three bunkers and a small lake guard the green. Having the wind to your back is to your advantage on this hole. Cran-s-sur-Sierre is the Home of the Canon European Masters, a four-day tournament held the first week of September. The 1995 event was won by Mathias Gronberg, who scored an 18-under 270.

The 14th at Cran-s-sur-Sierre plays in your favor if the wind is at your back. The key to conquering this hole is hitting a solid second shot with a fairway wood.

Forest of Arden
Hole #9 460 yards par 4

The shot from the pro tee box on the 9th makes or breaks your chance for birdie. Play it straight and you’ll encounter few problems from the middle of the fairway.

Le Golf National
Hole #13 394 yards par 4

The tricky 13th at Paris’s Le Golf National is unlucky only for aggressive or foolish players. The 394-yard hole is guarded by four enormous lakes—water is the most common hazard on the 6,966-yard, par 71 course. Greedy players attempting to shortcut the dogleg usually end up with ripples on the lake and a penalty stroke. The front edge of the green is surrounded by water, and a barrier of trees blocks approach shots that veer left or right. To land safely, select an iron with a high loft and aim for the back of the green. If you play the hole conservatively, your best shots will give you an occasional birdie putt on the green.

Stay on the fairway and stay out of trouble. Water and tall trees prevent anything but a straight approach to the green. Corner cutters are harshly penalized.
Valderrama
Hole #17 508 yards par 5

Valderrama's par five 17th lets players pick their potential hazards. After knocking the tee shot to the corner of the dogleg, players must choose their approach shots to the hole. Shots aimed at the left side of the green risk the chance of getting soaked. Shots landing too far right of the green are nabbed by a large bunker. Balls rolling off the back of the green have a 50/50 chance of landing in either hazard. If you want to play it safe, hit a fairway wood approach shot to the apron on the right side of the green. Bunker shots look better on your scorecard than a one-stroke water penalty.

Wentworth
Hole #13 441 yards par 4

Trees line both sides of Wentworth's 13th, knocking errant shots down or deflecting balls out of play. A small fairway bunker snags sliced tee shots and three more bunkers surround the green. As if you didn't have enough to worry about, a small creek sixty yards from the hole awaits poorly positioned approach shots. Unless the wind is gusty, launch your tee shot just right of the trees on the left edge of the fairway. You'll shorten the dogleg and take the fairway bunker out of play. Play it straight down the middle if the wind is perpendicular to the tee box.

If there's no wind, left is right on the 13th's tee shot. Anything sliced is sucked up by the seemingly minute fairway bunker in the corner of the dogleg.
NBA LIVE '96
by Black Pearl

Crash the boards and stomp your feet, this basketball game is hard to beat. Black Pearl introduces NBA Live '96, a game loaded with action and options. All the NBA teams and players are here. There are three modes of play: Exhibition, Season, and Playoffs. A password save option saves your progress in Season and Playoff modes. And because all basketball fans have their own opinions of how the sport should be played, NBA Live lets you choose between Arcade mode, where players never foul out or get tired or injured, and Simulation mode, where you get every NBA reality except salary negotiations. If you can't make up your mind about the rules, or if you're a replacement referee looking for inspiration, a custom mode lets you select the rules and regulations to suit your own style of play.

The team selection menu is informative and easy to use. Every NBA team is ranked by scoring, rebounds, ball control, and defense. Since NBA Live '96 is a one-player game, many players opt for the thrill of playing an entire season. Fans can select from a regular 82- or a shortened 26-game season. When playing in Season mode, you can trade starting players with other NBA teams (remember that the trading deadline is February 24th). Make sure that you take

Season mode features an informative Team Schedule menu that lets you preview your competition in the coming months. The “simulate” command passes control of the games you want to sit out. You play who you want and when you want.

Season mode features an informative Team Schedule menu that lets you preview your competition in the coming months. The “simulate” command passes control of the games you want to sit out. You play who you want and when you want.

NBA Live '96 is great for those away games with your Game Boy. A handy password option lets you save your season and playoff records. Although the action looks small, basketball fans will like what they see in this portable sports game.
Ever wonder how a German league team would stack up against a World Cup contender? Select the Friendly mode, matchup and find out. Friendly mode does not imply, however, that your opponents will be pushovers.

FIFA SOCCER '96
by Black Pearl

FIFA Soccer '96, one of the hottest soccer games for the Super NES, is now available for Game Boy. Unlike some portable sports translations, this game has features identical to its Super NES counterpart, including a ton of menus, statistics and options. You get the real teams in real leagues with authentic players, modeled after their individual strengths and weaknesses, and you get a big game out of a little cartridge. The screen perspective is big, and with the exception of the clock in the upper left-hand corner of the screen, gamers see all the action on a third of the field at a time. The players are clearly defined (you can make out the band at the top of their tube socks) and have realistic motion, but the characters are not so large that the ball disappears off the screen with every kick or pass. A white circle icon appears beneath the player with the ball, so it's easy to keep track of the action when the game is fast and the play is furious.

FIFA Soccer '96 not only includes extensive options but lets you adjust the game to suit your preferences. Change the game language, adjust weather conditions or penalties, or make injuries a reality (in the game, that is). The Injuries option in League, Tournament and Playoff games is very realistic. Depending on the severity of the injury, the player may roll around on the field for a few minutes or sit out an entire series of games.

Is the ref in your face? You can adjust the official calls to range from no fouls to a full deck of red cards. Pause the game and change your game strategy, coverage, formations or even make a player substitution. FIFA Soccer has plenty to please and little to disappoint. If you've been waiting for one of the best Game Boy soccer games of the new year, be happy. You didn't have to wait very long.
**CHALLENGE #1**

**YOSHI'S ISLAND WORLD 6**

The Yoshi's Island challenge series culminates with World 6. Can you get 100% in all the levels of this final world? You can't take a hit when you confront Bowser in his castle. The first twenty entries with perfect scores in World 6 receive two Super Power Stamps. Crybabies need not apply.

**CHALLENGE #2**

**KILLER INSTINCT**

It's no secret that the Ultratech's cybernetic soldier can't be controlled. Now we want you to get out of control and cyberdash your way to the top of the Fulgore scoring list. Select Fulgore and blast away in two player mode. The top ten Fulgore scores control the Battle Zone and strut away with two Super Power Stamps.

**DEFENDER**

Time to get retro in a classic confrontation. Plug Defender into your Game Boy or Super Game Boy on your Super NES and blast your way to fame. Remember to save your Smart Bombs for the final waves of mutants. The top ten scores hit hyperspace with two Super Power Stamps and the eternal gratitude of the galaxy.
This month’s Battle Zone features the top Combo Scores for Killer Instinct, and the Great White North makes a stunning comeback. Canada executes a Danger Move in the Battle Zone and walks away with the top honors. Don’t mess with anyone with a last name like Lukianenko. We even triple-checked the spelling! The West stays above the cool mark in second place and Texas pride keeps Central alive.

**Killer Instinct**

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<td>Concord, CA</td>
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<td>Kristopher Costa</td>
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<td>Damon Smith</td>
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**SUPER PUNCH-OUT!!**

**Best Times for Defeating Nick Bruiser**

- Jim Mishak, Amherst, OH: 0'08"97
- Neal Sobel, Miami, FL: 0'09"35
- Don Krieger, Pittsburgh, PA: 0'10"79
- Mike Holland, Corona, CA: 0'11"18
- Mark Schneck, Whitehall, PA: 0'11"32
- Stan Uy, Norwich, CT: 0'11"75
- Jim Jones, Streamwood, IL: 0'12"60
- Aaron Becker, Gering, NE: 0'12"67

**DOOM**

**Best Times for 100% in the First Level**

- Nate Grant, Seymour, MO: 1'22
- Aaron/Vince Barreto, Eden Prairie, MN: 2'46
- Drew Bannister, Clarkston, GA: 5'17
- Tony Bower, London, ON: 6'59'17

**ENTER THE ARENA**

Be sure to include your name, address, and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than March 15, 1996 to qualify for the Power Stamp prizes. The players who best complete a Challenge receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Nintendo Power Staff determines the selection of printed scores. Address your entries to:

**POWER PLAYERS' ARENA**
**P. O. BOX 97833**
**REDMOND, WA 98073-9733**

Before you can enter one of the challenges, capture your score on film. Be sure to include a picture of your Super NES in the photo of your high score. Dim the lights in the room, then take a few photos without a flash. When taking a photo of a Game Boy, place it on a flat surface and snap a shot using natural light (NO FLASH!). Using a game enhancement device results in disqualification.
What do you do when you find a piece of the rainbow?

If you're Ardy Lightfoot, you make a wish come true. Ardy and his round, Kirbyish pal, Pec, travel through 17 stages of the Prismland in this side-scrolling Super NES adventure from Titus, searching for seven pieces of power. Their quest takes them through a vast range of areas including a mine, a ghost town, a monster's stomach, a pyramid, a pirate ship, and a series of castle areas. Ardy’s moves include throwing Pec and making super jumps by using his own tail as a pogo stick. He also stretches himself into an invisible, unhittable form to throw off enemies. The game doesn't do much of anything new, but it does many things well. Originally, the game was scheduled to come out last year, but it never made it. This month, Nintendo Power puts you on the path to end of the rainbow.

- Nice graphics and good play control
- Not much innovation. Lots of repetition

Race against time and terror in Atlus's first Virtual Boy adventure.

It's Halloween and the witching hour approaches for Jack Frost, Jack Lantern or Jack Skelton—three faerie creatures who can't be caught away from the underworld after midnight or they vanish in a flash of red LED vapor. Led by a Pixie through maze areas filled with enemies, the Jack of your choice has a chance to get home only if he beats the clock in each level, which may consist of three or four stages. Each stage has three or more keys Jack must collect and several enemies that must be dispatched. The final stage in each level contains a power-
MechWarrior returns for an in-depth look into the future.

No, this isn’t a rerun. MechWarrior may have been out for a few months, but we’re stepping back into the future world of FASA to bring players a more strategic look at this game. Why? For one thing, it’s tough. Each mission consists of being dropped on a planet with one heavily armored combat mech unit. You choose your weapons, then stomp off to meet the enemy. Besides controlling the three weapons systems, mech pilots also control movement of the mech and the pivoting upper turret section, so you can walk in one direction and shoot in a second direction. The missions play out in much the same way as the Strike games from Electronic Arts. On each world, you have multiple mission objectives. It’s up to you to determine which targets should be your priority and which can wait. The two-player option allows two pilots to control the mech. While one of you steers, the other pivots the turret and fires the weapons. This month’s strategic review should help pilots penetrate enemy lines without overheating their mechs.

X marks the spot for mega maniacs.

Capcom stirs the pot one more time in order to dish out the third Super NES game in the Mega Man X series. The X games feature excellent graphics powered by Capcom’s C1 chip in the Game Pak. Similar to Nintendo’s FX chip, the C1 makes it easier to produce special graphics effects such as large enemies and tons of sprites on the screen. In this game, Mega Man X finds himself battling the reploids one more time. In this side-scrolling adventure, he has the assistance of Zero, who can be called upon at almost any time. The layout of the game follows the tried-and-true Mega Man formula. You fight through any of the eight levels in order to win the special weapon from the stage end guardian robot, then use that weapon in other areas. Mega Man X3 presses all the right buttons, but it won’t surprise any Mega Man fan with innovation or originality. Power plunges into the mega fray this month.
trades, offensive and defensive plays that you can select, three levels of challenge, substitutions, auto-switching, custom rules and more. You can even simulate games instantly in the season mode so you can play a season from any point on the schedule. Although all the hoops and whistles will be found in NBA Live '96, game play itself doesn't live up to the standard set on the 16-bit system. The game animation tends to be slow. It's so slow on Super Game Boy (How slow is it?) that you could put down your controller, go downtown to a real NBA game, watch the game, get stuck in traffic coming home and have a good night's sleep all before you could complete one pass on this turtle. The speed and graphics improve if you play on an actual Game Boy, making this one of the rare games that is easier to play on the hand held system than on Super Game Boy. NBA Live '96 is definitely one for the road. This month, Nintendo Power goes on a road trip to test this mini bad boy of b-ball.

- Lots of options NBA logos and players
- The Super Game Boy option performs poorly

**NESTER'S FUNKY BOWLING**

Company ..........Nintendo
Release Date .........February 1996
Memory Size .......16 Megabits

Nester finally sneaks into a real video game, and it's a bowl.

One of America's favorite games has surprisingly few video game counterparts, but that may change now that Nester's Funky Bowling for Virtual Boy is here. The one-time quipster from the pages of Nintendo Power has found his dream world, a world in which he is the focus of everyone's attention. Nester bowls in three modes: a regular bowling game, a practice session, and a challenge mode. Two-players can take alternating turns in any of the modes. The physics of the movement of the ball and pins is very realistic. Some great animations rub it in when you miss a spare. If you're seeing red, then it must be working. Don't miss this month's review.

- Very solid bowling action Fun challenge and practice modes.
- Alternating play on Virtual Boy is awkward

**PGA EUROPEAN TOUR**

Company ..........Black Pearl
Release Date .........February 1996
Memory Size .......8 Megabits

Challenge Europe's finest golf courses and tour pros.

Five of the best golf courses in the world make up the Super NES tour for the latest of the EA Sports PGA golf series. Black Pearl used the SA-1 chip in the Game Pak for added graphic realism, just as in PGA Tour '96. Duffers who sink this game into their Super NES will find themselves on the links with professional golfers, challenging them stroke for stroke in
tourney, skins and match play. Black Pearl managed to stuff the entire game into 8 megabits of memory (PGA Tour '96 was a fat 16 megas) and that efficiency could end up saving you a few dollars at the store. Power roams the continent in this month's Sports Scene.

**Good graphics and interesting courses**

**Poor putting**

---

**PREHISTORIK MAN**

**Company** Titus  
**Release Date** January 1996  
**Memory Size** 8 Megabits

Caveman Sam must save the world.

The prehistory of Prehistorik Man included a false start last year when Titus thought the game would be released. Unfortunately, Titus didn't manage to get this action game out the door. Now, it seems as if PM will finally step out of the age of myth and into the twentieth century for the Super NES. Players will unthaw twenty-three levels of ice age bedlam, funky enemies, and cool stages that include hang-gliding and unicycling action. Although most of the action in Prehistorik Man amounts to side-scrolling stunts and hop and bop, you'll also find adventure elements such as the need to talk to other cave people, to buy weapons, and to upgrade equipment and carry out missions for the tribe. This month's Titus review will cover some of the best features in PM, but if you want more, refer back to Nintendo Power Volume 73, June 1995.

**Good graphics, play control, lots of variety Great fun, especially in particular stages where you have special abilities**

**The challenge isn't always very high Can be tedious at times Limited save feature**

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**SINK OR SWIM**

**Company** Titus  
**Release Date** January 1996  
**Memory Size** 4 Megabits

Try to keep your head above water in this perplexing puzzler from Titus.

You're in a ship at sea that's taking on water and you are the only one who can lead the crew out of the complex maze of engine rooms and passages. It's literally a matter of sink or swim in this Super NES action-puzzle game from Titus. In each of one hundred rooms, you must flip switches, hand out life vests, blow up obstacles and race the rising flood of water in order to save your crew. Borrowing heavily from the Lemmings school of puzzle games, Sink or Swim provides a challenge and some fun along with a few headaches. The theme may seem desperate, and sailors tend to get squished if you're not quick enough, but the graphics and music are light-hearted. Originally, the game was slated to be released last year, but Titus put it on hold along with Prehistorik Man and Andy Lightfoot. In January, all three games finally made it to stores in the U.S. This month, Power reviews all three titles in a special Titus roundup.

**Challenging Fun**

**Infrequent passwords Lots of repetition**

---

**SYNDICATE**

**Company** Ocean  
**Release Date** July 1995  
**Memory Size** 8 Megabits

Power revisits the action and intrigue of the world-wide Syndicate from Ocean.

The Syndicate first appeared for the Super NES last summer when Nintendo Power ran a Take 2 in the July issue. Since then, we've taken a longer look and we believe other players may...
want to do the same. What's the attraction? Frankly, it's not the graphics, which look like something out of a flea circus. Rather, we found the mix of gaming elements interesting. Both the strategy and the shooting action and the four-player mode is one of a kind. The background story concerns cyborgs and international intrigue. Your band of four agents tracks down the offending psychotic borgs, then retire them with extreme prejudice. In the four player game, each player controls one of four Syndicate agents. Some of the difficulties include learning the command functions and moving around interiors when your view remains on the outside of the buildings, but once you learn how to handle these awkward lapses in the game, you'll be hot for action. If you liked Shadowrun, you may also find The Syndicate pushes your button. Don't miss our full review this month.

**Toy Story**

**Company ............Disney Interactive**

**Release Date .........December 1995**

**Memory Size .........32 Megabits**

To infinity and beyond, there's nothing like Toy Story.

It's Andy's birthday party and the toys are freaking out. What new toys will arrive? Who will be replaced in Andy's affections? Such are the concerns of toys everywhere. In Disney Interactive's Super NES action game based on the hit movie, Woody the cowboy must deal with the arrival of Buzz Lightyear, the space ranger who can't believe he's a toy. The game actually uses the same 3-D computer models used in the movie by Pixar. The game graphics of Toy Story look phenomenal, although not as detailed as in the movie. Game play varies widely in the different stages, moving from fairly standard platform jumping and side-scrolling to overhead driving sequences and even a 3-D Doom-like area that recreates the alien crane game in the pizza parlor. Other favorite cinematic scenes that are represented in the game include Sid's mutant room full of mutant toys and the race down the street. Nintendo Power goes to the movies this month with Disney's Toy Story.

- Beautiful graphics
- Variety of play
- Play control feels a bit loose
- Hit detection is poor in places
- No voices from the movie.

**XBAND MODEM**

**Company ............Catapult**

**Release Date .........September 1995**

**Super NES**

Link up for the ultimate in two-player gaming on the Super NES?

It may be a departure for Now Playing to cover accessories, but the XBAND modem from Catapult is cool enough to warrant the coverage. Two-player games almost always involve more surprises and more fun than single-player games. That alone is enough reason to remind players about this great game playing option. Another good reason to include the XBAND in Now Playing is to dispel myths about the cost. A lot of people don't understand how the cost structure works. After the initial price of the unit, which is only $19.99 you have one month free use of the XBAND network for as many game con-
nects as you want. After that, there are two monthly plans: all
you can stomach for $9.95, and the limited connect for $4.95,
which includes 50 connects with anything over that costing an
extra 15 cents each. You can also restrict your connections to
local numbers so that you don't run up long distance charges.
It's totally up to you. Even if you do play long distance, you
can sign up with XBAND Nationwide, which lets you connect
for $3.95 per hour any time of day thanks to a deal XBAND
struck with MCI. More
confusion exists about
how the system
works, but it's really
very simple. The fol-
lowing games are sup-
ported on the Super
NES XBAND at this
time: MK 2, NHL 95,
NBA Jam T.E., Super
Street Fighter II, Madden '95, Madden '96, Weaponlord, Ken
Griffey Jr. Presents Major League Baseball, Killer Instinct and
Doom. MK 3 and NFL '96 may be ready by the time you read
this and Super Mario Kart is just around the corner. All you
need to play is the game, the modem and a phone. You plug
the modem into your Super NES and the game into the
modem. The modem line is plugged into the phone line. After
that, you just fire up the Super NES and the modem automatically
connects you to the XBAND network. You play against
friends or unknown gamers, write messages, receive e-mail,
join in contests and leagues and play at any time. There are
efficient XBANDers already that you seldom have to wait for a
partner.

![Two-player competition at any time with some of the best games ever.]

![Easy to get hooked, but local play option helps]

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**Power Meter**
The Power Meter ratings are derived from evaluations on
a five point scale with five being the highest score possi-
ble for a category. The categories are: G=Graphics &
Sound, P=Play Control, C=Challenge, T=Theme & Fun

**System Key**

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

- **Scott**
  *Sports, Simulations, Adventures*

- **Leslie**
  *RPGs, Puzzles, Adventures*

- **Jeff**
  *Action, Sports, Fighting*

- **Henry**
  *Fighting, Action, Sports*

- **Dan**
  *Action, Adventures, Puzzles*

- **Terry**
  *RPGs, Simulations, Sports*

**IDSA Ratings**
These Independent Digital Software Assoc ratings reflect appropriate ages for players. The cate-
gories include: EC=Early Childhood, K-A=Kids to
Adults, T=Teen (13+), M=Mature (17+), A=Adult
(18+), NR=No Rating. To contact the IDSA regarding
the rating system, call 1-800-771-3772.
When T-HQ went shopping recently, they wound up buying a gem from Solid software called Mohawk & Headphone Jack. This Super NES game combines some of the best-known features of games such as Uniracers and Sonic the Hedgehog, wraps it in a funky soundtrack, spins you around with an innovative shifting of gravity and tops it all off with excellent options. But what's it all about? Mohawk and Headphone Jack, two bare bros with green and pink mohawks, respectively, live in enclosed, cavern worlds where arrow switches spin the center of gravity. Imagine that you are on the inside surface of a ball that rolls over when you hit a switch. Inside shifting worlds, your character faces enemies, puzzles, warps and cunningly concealed areas. On your side, you have bombs, a great jump move, the ability to curl into a spiked ball for attacking enemies, and power-up items such as the icon that turns Mohawk into a unicycle guy. Since the worlds are so large, a map function has been included. When you zoom out into map mode, you can scroll around the entire world, planning your next move. The Bot enemies are cool, although they are simple and exhibit no intelligence. The Mode 7 graphics, however, could use some work. The release date hasn't been set at this time, but it will be in the spring or summer, possibly as early as April.
e played Bound High in Japan at the last Shoshinkai, and, although no exact date has been decided at this time, the game is coming to the United States later this year. Virtual Boy players may be surprised by both the simplicity and the fun of Bound High as they control a bounding sphere that knocks enemies off when it bounces on them. The trick is to stay on the play field, which is suspended high above the earth. Some blocks vanish if you bounce off them, and other blocks may reveal hidden puzzles, items or other objects. The variety of playfields also presents a challenge. Sometimes, you'll find large areas for easy bouncing but other stages may have small, scattered blocks that require precision. Adding to the difficulty is the rebound angle when you hit a moving enemy. You don’t necessarily bounce straight up in the air. Three modes of play—Quest, Puzzle and Random—offer enough challenge to keep players face-in for a long time, and a password lets you start from where you left off.

**SOURCE Extra**

**Developer** — Japan System Supply  
**System** — Virtual Boy  
**Memory** — 8 Megabits  
**Play** — Three modes and password

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**WAYNE GRETZKY HOCKEY**

Intendo of America and Time Warner Interactive announced the forthcoming release of a new Dream Team exclusive title for the Nintendo Ultra 64. Wayne Gretzky Hockey for the NU 64 will feature the Great One himself. Time Warner Interactive sources say that Wayne will work actively with the game's design team. The first hockey game for the NU 64 will feature fully rendered, textured, 3-D players. An intelligent camera will select the ideal angle view as the action moves around the rink. The early design specs call for a four-on-four format that includes goals. The game will also include the NHLPA license and all the names of NHL stars, with their statistics and likenesses. The hockey moves include an impressive library of animation for checking, penalty moves, face-offs, and forward and backward skating. TWI anticipates releasing the game in the fall of '96.

**SOURCE Extra**

**Developer** — Time Warner Interactive  
**System** — NU 64  
**Play** — 4-on-4 arcade hockey  
**Comment** — Coin-op version releases in summer
College ball usually precedes the pro game, but in the case of College Slam, it follows in the footsteps of NBA Jam. The Super NES collegiate hoopster from Acclaim features graphics similar to the Jam games, but players taken from 44 college teams around the country, not to mention the school logos and even their fight songs. The three play modes include a head-to-head option for up to four players, a tournament with 16 teams, and a season mode. Acclaim has included player and team editing features and special on-court gimmicks such as net meltdowns and backboard smashes. You can also send one of eight fraternity teams into the fray. The two-on-two battles feature alley-oops, coaching tips, announcers, hot spots, power-ups and a battery backed-up memory for saving season campaigns. Our best guess for the beginning of slamming season is this March.

The two-player option works cooperatively, with Morgan and Shaw hacking and slashing the governor's thugs in loving unison. Cutthroat Island also contains two fighting options: sword fighting and brawling. The brawling option lets players mix it up with their fists, but be warned that your opponents will still be wielding forged steel. In addition to the swordplay, the adventure includes specialty stages such as a ride in a mine cart and an actual treasure hunt contest being held by Acclaim.
Ocean warms up for its recently announced Mission Impossible game for the NU 64 by creating this rendered fighter using Silicon Graphics workstations and Alias software. Lobo stars the comic book hero and five other tough characters including Kringle, Dox, Shada, Loo and D-Nitro. The three modes of play include Solo, Vs. and Practice. In practice, you can choose to match up any of the six fighters and test their moves. Solo is the one-player tournament and Vs. lets you bash your buddies. The option menu includes three levels of difficulty, time limits, round limits, and music controls. Game play on the unfinished version we received had bugs, both large and small, so it was difficult to evaluate. The moves operated on standard tournament fighter control patterns and ranged from basic kicks and punches to special long-range attacks and auto-combos. Ocean hopes to have this fighter on the market this winter. We should have a completed copy and a full review in Power next month.
**MORE TOY STORY**

Toy Story looked great on the Super NES and the Game Boy version from T•HQ also makes use of the wonderful Pixar characters from the Disney movie. In fact, the Game Boy version looks a lot like the 16-bit game with Woody stumbling into adventures in Andy's room, the pizza place, Sid's chamber of toy horrors and everywhere. The finished game will include at least ten stages from the Super NES game and major characters from the movie, such as Buzz Lightyear, Mr. Potato Head, Hamm, Rex and the Green Army Men.

**MISSION IMPOSSIBLE**

Nintendo and Ocean just announced another exclusive Dream Team title for the NU 64, Mission Impossible, due for release sometime later this year. According to our sources inside Ocean, players will have to solve puzzles involving realistic missions, such as getting past armed guards to infiltrate a secret base. Sounds like the TV show and the Mission Impossible movie, also due out this year. Early design specs call for a multiple, simultaneous player mode.

**OLYMPICS FOR THE SUPER NES**

T•HQ scored the license for the Atlanta Olympic games for the Super NES in addition to the Game Boy license. Both video games are due to be released in May, prior to the offi-
special games in Atlanta, and will include most of the same events from track & field, swimming and specialty events such as weight lifting. Pak Watch will bring you the first play review of both 1996 Olympic Sports games very soon.

**Nintendo 64 Conference**

At Shoshinkai last November, Mr. Yamauchi of Nintendo Co. Ltd. announced that there would be a developers conference in Kyoto in December. At that conference, Japanese third-party publishers learned first-hand about the technical specifications for the new Nintendo 64 from the developer of the system, Mr. Takeda of NCL and several representatives from Silicon Graphics Inc. Among those companies that were represented at the conference were top Japanese video game publishers, including Enix and Capcom. News Pak has also learned from an inside source at Namco that the arcade powerhouse is hoping to develop games for the new 64-bit system.

Some of the topics discussed at the conference included the number of titles in development and the steps that third party publishers would have to take in order to make Nintendo 64 games. Mr. Takeda estimated that Nintendo Company Ltd. would publish 14 to 15 Nintendo 64 titles per year. There will be no limit on the number of third party games, but hopeful publishers must demonstrate how their games will take advantage of the Nintendo 64's advanced graphics and play control systems. NCL hopes to insure an extremely high standard for the games that appear on the new system. In addition, games that appear first on arcade systems will have to include unique elements for the Nintendo 64.

Further mention was made with regard to the 64DD, the disk drive system for the Nintendo 64. It was announced that the 64 megabyte magnetic RAM disk drive unit will fit beneath the Nintendo 64 console in a stacked formation.
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Entries will be judged by an independent agency. All entries must be postmarked no later than March 1, 1995. We are not responsible for lost or missing mail. On or about March 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting the prize, winners agree to assign, license, if necessary, their names, photographs, or other likenesses for the purpose of advertising and promotion on behalf of Nintendo Power magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entries divided by 100,000. No substitution of prize is permitted. All prizes will be awarded. To receive a list of winners, which will be available until March 31, 1995, send your request to the address shown.

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Super Mario RPG

Go behind the scenes next month for more of Super Mario RPG, the ground-breaking new project from Nintendo and Square Soft. Check out early stages of the game. See how the battle mode works. And meet new characters— including Yoshi's enemy-gal!

College Slam

Get ready to bang the boards in another hoop fest from Acclaim. Next month we'll go one-on-one with more than 40 teams from coast to coast in College Slam.

3-D Tetris

What happens when Tetris meets Virtual Boy? Tetrad goes 3-D and players face a whole new dimension of challenge, that's what. See for yourself next month!
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