Get them into the Nintendo Power Super Power Club and you’ll pick-up 4 Super Power Stamps! All they need to do is fill out this form.
A Friend into Sides Trouble.
I'm a 19-year-old artist who loves Zelda. When I was in the 7th grade I had potential to be a good artist, but I lacked creativity. Since I had no real interests, I didn’t work on my ability. But that changed when I received The Legend of Zelda on my 13th birthday. I was hooked instantly. When I wasn’t playing it, I was drawing it. I tried so hard to draw Link just like the instruction booklet. As I grew older, I expanded and drew new poses and made up my own characters. I now have my own style and I enclosed my own unique Link as an example. Thank you Nintendo for inspiring me through those critical years. You’ve helped me to let my imagination go and now I draw nearly anything. Who would have thought that a little character like Link could have such an impact? I’m going to college now to major in graphic design. Thanks again.

Susan Van Sant
Tracy, IA

I enjoyed reading your article on the making of Super Empire Strikes Back. You should have an article on all the steps there are to make a video game.

Andrew Ortega
Panorama City, CA

In your September issue in Player’s Pulse, you asked how I liked the Making of Super Empire Strikes Back article. I loved it! And I definitely want to see more! I’m very interested in how video games are made, and your article was very informative. You should print articles like this as often as possible. I can’t wait until the next one!

Ben McBride
Fort Lauderdale, FL

I like the fact that the first “The Making of” article was based on Super Empire Strikes Back, but that’s still not enough to make it an interesting section. I think this article is boring and a cheap way of killing space. Why don’t you use space to increase coverage for Classified Information or Counselors’ Corner?

Danny Miu
Elmhurst, NY

Thanks for the input, Danny, but like the saying goes: “Everyone’s entitled to their own opinion.” Yours just happens to be in the minority. Almost every response wanted to see more of this type of article.

The topic is: How does this Bonus Issue stack up against last year’s Bonus Issue? Let us know your thoughts on the special articles and extra goodies!

Nintendo Power
Player’s Pulse
P.O. Box 97033
Redmond, WA 98073-9733
Jonathan Hoff, from Hutchinson, Minnesota was selected as the Grand Prize winner of the Player's Poll Contest in Volume 42. A trip to beautiful Hawaii to watch the 1993 NFL Pro Bowl was the prize. Jon and his father, Gary, stayed at the same hotel in Honolulu that many of the players stayed at, so they got a chance to meet some of them. Poolside with the pros. Pretty rough, huh? The weather, of course, was excellent. Quite a change from the weather in Minnesota. In fact, when we made the call to Jon to inform him that he had won the Grand prize, he was just getting back home—from riding a snowmobile!

![Image of Jon Hoff at the NFL Pro Bowl in Hawaii]

Just in case the action in the football game got a little slow, as Pro Bowls often do, Jon and Gary had a couple of fresh copies of Nintendo Power on hand!

**EDITOR'S CORNER**

Ah, the first issue of 1994! And we're going FOG wild. All Super Power Club members are receiving a very special set of Mega Man X milk caps with this, the January '94 Bonus Issue. Once you've punched the six milk caps out of the carrier sheet, you can do several things with them. For starters, you can play with them if you don't know how to play the milk cap game, check out the inside back cover of the issue to find out. All Club members in Hawaii will know what to do with them because milk caps are all the rage on the islands. Whatever you do, hang on to them, because like trading cards—they're very collectible.

Gail Tilden
Editor in Chief

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Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 8 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

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**VOLUME 56 - JANUARY 1994**

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Mega Man's tour de force mission is upon us! Finally, the eleventh game in the Mega Man series marks Capcom's first foray into the Super NES realm. While there are no major surprises, there is more of the same excellent game play that all Mega Man games possess. Let's see what X can do!

**CHILL PENGUIN**

Sigma, former leader of the Maverick Hunters, has employed fellow robots to exterminate all human life. X figures that by defeating several Maverick Hunters, he can help ZERO, the new leader of the Maverick Hunters. Chill Penguin comes first.

**ACCELERATION SYSTEM**

Designed to be used in emergency situations, X's Acceleration System allows him to dash ahead quickly for a short distance. X will be equipped with a new set of boots when he exits the chamber. This power will be invaluable to X. It will allow him to jump distances up to twice as far as he could before!
**DR. LIGHT'S LEGACY**

Dr. Cain uncovered Dr. Light's lab many years after the brilliant scientist had departed from this world. Buried under several meters of top soil and rubble was X, the most advanced robot the world had ever seen. This robot actually had the ability to think and reason. Using X as a model, Dr. Cain began producing "reploids," a whole new line of robots based on X. Less than a year passed before something went wrong with the reploids Uh-oh

**HANGIN' WITH X**

No longer does "not quite" making a jump spell instant doom for Mega Man. X is equipped with an enhanced traction control system, which allows him to stick to the walls. He will slide, because of the forces of gravity, but can he boost himself back up.

**X-PLOSIVE**

Far superior to the Mega Buster, X's X-Buster takes the power of his trusty Arm Cannon to new levels! With his Variable Weapon System, X can now switch between the X-Buster and any other weapon he has acquired by pressing the L and R Buttons.

**ZERO THE HERO**

ZERO saves X from Sigma when they meet for the first time at the end of the introductory stage X hopes that he will be able to join forces with the leader of the Maverick Hunters. Before he can do that, he must improve his weapons systems.

---

**THIS RARE BIRD CAN REALLY FLY!**

Chill Penguin can't fly, but he is fairly fast, especially when he launches himself at you! It's best not to move too close to him. Stay back, charge up the X-Buster, and let him have it from afar. Don't shoot while the blizzard effect is in force—it's useless.
STORM EAGLE

Storm Eagle's domain provides X with an X-cellent opportunity to go hunting for Power-Ups. If X fires at the tanks marked DA, they will explode. A Power-Up or some other useful item, possibly a 1-Up, will be hidden behind them. Use the power of the Acceleration System to propel X over some of the long gaps and to infiltrate otherwise inaccessible areas. Jumping and clinging to walls is a must in this stage.

FLAME MAMMOTH

If you enter Flame Mammoth's stage before completing the Chill Penguin stage, everything will be ablaze and you probably won't be able to get the Heart Tank! This stage is definitely easier to handle after Chill Penguin has been iced.
I STORM

You can make it through this stage without defeating Chill Penguin first, but you'll have to deal with the fire blasts as well as the regular maverick robots.

MORE THAN HOT AIR

Flame Mammoth's lair is larger than other boss hideouts. Make good use of the Acceleration System to sprint away from the fire shooter. Blast him from afar with the weapon you picked up from Storm Eagle.
SPARK MANDRILL
Spark Mandrill controls the lights in his stage. It's not always easy to see where you're going or where you need to go because the lights go off and on. The area near the end of the stage with the bottomless pits should be traversed cautiously.

FLYING FIRE
The mechanical fireflies buzz from right to left with blinding speed and they can really catch you off guard. Charge up the X-Buster just to be safe.

ARMORED ARMADILLO
It should be noted that if you ever want to re-enter a stage to fill up your Sub Tanks, the Armored Armadillo stage can't be beat. The mechanical bats just keep coming and they are full of energy offerings.

HOLD OUT, X
Before dropping down to the bottom, wait on the wall until the huge excavation machine takes off to the right. A Sub Tank is waiting to the left.
SPARK-O-MATIC LIGHT SHOW

Spark Mandrill's light show presentation isn't very impressive. Send him to the robot scrap heap by pelting him continuously with the Ice Beam. He'll shoot out a large energy burst, but you can easily jump over it.

RULER OF THE MINE SHAFTS

Use small electrical blasts to knock Armored Armadillo out of commission. Large blasts only set him off! Stay as far away as possible and jump over him if he rolls into a ball and spins toward you.

OUT ON A LEDGE

Again, do not miss the opportunity to score a Heart Tank. They increase your overall energy level.
**LAUNCH OCTOPUS**

Launch Octopus' stage is probably one of the most difficult out of the initial eight. The strength of the maverick robots and the danger of the natural surroundings makes it that way. If you get swallowed by a mechanical fish (and you probably will), just shoot your way out. Make sure you sink the floating sub and take the big plunge with it.

**STING CHAMELEON**

This stage is probably one of the easiest stages in the game. There aren't a lot of unexpected enemies that show up and when they do, X has more than enough power to bust them to bits. Use an accelerated jump to get up to the area that hides the Body Armor.

1. **HEART TANK**
   - After you scrap the mech eel in the expansive submerged area, proceed to the right. X will uncover a room that hides a Heart Tank. He'll be well on his way to having his energy level maxed-out.

2. **HEART TANK**
   - A leap leap after a quick dash from a ledge is what X needs to get to this particular Heart Tank.
LAUNCHING AN ATTACK

The worst thing to do when fighting Launch Octopus is to let him get his mechanical tentacles wrapped around you. Whereas most bosses only deplete your energy when they come in contact with you, Launch Octopus will actually absorb X's energy if he has him in his clutches. The Shield weapon from Armored Armadillo works great at long range. Use it or lose it, X!

Oh no! The evil Launch Octopus got a hold of X and is in the process of draining his energy.

The weapon that X got from Armored Armadillo is just what X needs to do the trick on the octo-boss.

MECH-A-MAN

Taking over the controls of a mech, X can take a break and let another machine do some of his dirty work for him!

A SNEAK ATTACK!

Like the predator that he is, Sting Chameleon cloaks himself and moves around in his lair before finally revealing himself and attacking. Try to dodge the spikes that fall from above.

Visit Boomer Kuwanger's stage first in order to get his Boomerang Cutter weapon. Use it on Sting Chameleon.
BOOMER KUWANGER

Mostly vertical in its orientation, Boomer Kuwanger's stage is a test. Jumping from platform to platform and from ledge to ledge while dealing with enemies coming at you from directly above can be quite a pain. Make good use of the Shield that you obtained from Armored Armadillo when ascending through the tricky areas.

**BARRIERS**

If X trips a laser barrier, the guns will nail him with a laser. Wait for the barriers to turn off before crossing.

**SHIELD YOURSELF**

No matter what, you have to avoid the spiked platforms as you take a ride up the shaft on the moving platform. By activating Armored Armadillo's Shield weapon, chances of survival are greatly enhanced. Hold down the fire button for 4 to 5 seconds to activate it.

**MACE KNIGHT**

Wait for the maverick knight to throw out his mace weapon before uncocking a big blast from X's chosen weapon at him.

**AFTER THE EIGHT**

When X dispatches all eight stage bosses, he meets up with ZERO again. This time, Vile gets the best of ZERO and it's X's turn to uphold justice and carry on the mission of the Maverick Hunters. Several more bosses await X as he enters the final stage.
TAKE THE BULL...

The saying goes, "Take the bull by the horns." Well, even though Boomer Kuwanger has horns, you really don't want to get anywhere near them. What you should do, however, is switch X's weapon to Homing Missiles and fire them constantly at Boomer Kuwanger. Jump up and cling to a wall if he charges at you. He'll try to impale and throw X with his horns.

X MEETS UP WITH SIGMA

If anything is disappointing about Mega Man X, the game, it would have to be the final stage. Not because it's not challenging, but because it's not long enough. We want more!! In the long vertical shaft before you reach Sigma's Dog, make sure you are fully Powered-Up by thrashing the green caterpillars.
From the moment you awaken in the jungles of Than, every creature around is out to get you. The only help is your trusty blaster and your wits. The problem is, everyone else is kind of scrambled. You don't know who you are, or why anyone is out to get you. Delphine Software and U.S. Gold have teamed up to create an intriguing adventure that takes you through the dangers of several planets. While you're unravelling the mysteries surrounding your identity, you discover an alien conspiracy attempting to rule the Earth. Can you stop them in time?


When players first begin playing FlashBack, the animation and graphics will blow them away. Each of the character's movements have been painstakingly detailed, creating an interactive movie. The entire look of the game is reminiscent of Out of this World, only the movement and the play control is much improved. Players will have trouble getting used to the controller functions, but with practice, they become second nature. The story line is very involving, drawing you into the plot.

The spectacular animation sequences help weave an intriguing mystery for players to solve. Very little is revealed at first. As the stages progress, more and more of the story unfolds itself, urging players to continue onward.

18 NINTENDO POWER
The character's movements and action have been animated with great detail, giving the game a very realistic look. Because there are so many different moves you can perform, the play control may seem complex when you first begin playing. It becomes much easier to handle once you remember that all the moves center around the Y Button. For example, if you press Left, you will walk, but if you hold Y and Left, you will run.

Most of your character's moves are performed by pressing the Y Button. Lower yourself off a ledge by holding Y and pressing Down on the Control Pad.

You can set up your own moves while you're still doing the first. If you press A while you're dropping down, you will draw your gun as soon as you land.

Close up animation sequences fill in the gaps between stages, keeping the story line flowing.

Although you can't be hurt during the story sequences, you may find yourself starting out in some sticky situations—sometimes without a weapon.

In the Cyber Tower, you must test your skills against eight levels of cyborgs and attack drones before you can win passage back to Earth.

As the game progresses, you will travel to new and different worlds. Each stage becomes harder than the last, challenging you with a wide range of powerful enemies and traps. If you are up to the challenge, your quest will take you into the dangers of the Cyber Tower, back to an alien infested Earth, and off to the alien home planet to end the crisis once and for all.

Later in the game you will visit the aliens' home, as you attempt to stop their invasion. You are planet Earth's only hope!
Straying from unconsciousness, you find yourself in the midst of a steamy jungle. Nothing is familiar. You haven't any idea where you are, or even who you are. A nagging feeling of danger surrounds you. Blaster in hand, you set off into the jungle to face the perils of a forbidden planet. Finding your identity before your enemies find you is top priority. The mystery lies all around for you to unravel as darkness settles across the jungle.

**THE TITAN JUNGLE**

**STEP BY STEP**

**B1**

The Teleporter is resting on the left. Place the Stone on the trigger to keep the lift rising out of reach.

**B2**

Get the Holoscreen that is sitting in the top left corner of the screen. You will get a clue and open the gate at A4.

**B3**

Hit the trigger on the right side of the screen will open the gate. Shoot the mutant to get the cartridge.

**B4**

Be sure to climb up and over the deadly green ray. Walking through it will prove fatal to the unwary traveler.

**B5**

Avoid the flashing mines and hit the trigger. When the lift lowers, climb up to the Generators and change the Cartridge.

**B6**

Use the triggers to move the lift out of your way. Just jump over the triggers that move the lift the wrong way.

**C1**

The injured man in the corner needs help. Find the teleporter and bring it to him and he will give you the ID Card.

**C2**

This gap is too large to jump. If you use the fully charged Cartridge on the Lock, a bridge will span the chasm.

**C3**

Get the Key and the 50 Credits that are laying on the ground. The Key will let you out of this area.

**D1**

When you drop to the bottom of the screen immediately crouch down. The laser cannon will blast you if you don't.

**D2**

Throw the stone toward the mutant to make him turn around. When he faces the other way, drop down and shoot him.

**D3**

There are 500 Credits sitting in the top corner of the room. If you hit the trigger the cannons on E5 turn on.

**D4**

Grab both the Key and the 500 Credits sitting in the top corner of the room. The Key will let you out of this area.

**D5**

After you give the old man the 500 Credits jump into the pit. The Anti-G Belt will safely take you to the next stage.

**D6**

Return to the injured man and use the Teleporter. After he is gone, you will find the ID Card on the ground.

**E1**

Use the ID Card to gain access to the next area. The gate will only open when you use the ID on the Card Lock.

**E2**

New Washington lies at the bottom of that hole. You'll need to find 500 credits to get the Anti-G Belt.

**E3**

Use the switch to turn off the deadly green ray. But jump over the trigger or the ray will turn back on.

**E4**

Mutants can be dangerous. So be ready for a fight! Walk up to the edge above the mutant, and draw your gun before you drop down on them.

**E5**

You will land in a crouched position with your gun drawn and ready to fire. If you catch them by surprise, you won't get shot.
After you escape from the jungles of Titan, you will find yourself in the wild urban jungles of New Washington. While you are in the city, you must earn enough money to make it back to Earth. The jobs are tough and are going to require their fair share of gunslinging. As you work through the streets, remember, anyone could be an enemy! Have your Blaster and your Force Field ready, it may save your life.

**ASIA**

**STAGE 2 NEW WASHINGTON**

**TAKE THE TRAM**

All the areas of New Washington are accessible by Tram. To travel to another area, stand on the dock so that you are out of view behind the tram. Hold the Y Button until the tram leaves the dock. When you want to exit, press the Y Button again.

The Tram System will take you wherever you need to go. If you miss it, the next one will be by soon.

All the areas you must travel to are well marked on your map. Select the map, then press B to view it.

The jobs are tough and are going to require their fair share of gunslinging. As you work through the streets, remember, anyone could be an enemy! Have your Blaster and your Force Field ready, it may save your life.

**RESTRICTED #1**

While you may enter the other restricted areas during this stage, Restricted Area 1 will remain off limits. You will meet the Police here later in the game.

**FIND THE FORGER**

Entering the Cyber Tower game show is the only way you can get back to Earth. Visit Jack outside the cafe to get the False Papers you need.

In order to get back to Earth, you need to get False Papers to enter the Cyber Tower.

After paying off the Forger, he will give you all the necessary Papers.

**FAITH LEAP**

To get to the upper ledge, stand next to the wall, hold the Y Button and tap the Control Pad towards the ledge. Hold Y until you grab the ledge.
After you have completed all the jobs at the Employment Center, and have purchased the forged papers, return to the Cyber Tower. Here you can attempt to win a ticket back to Earth.

Before you can get work in the Employment Center, you need to have a Work Permit. You must struggle through the bureaucratic red tape of the Administration Center in order to see the boss. When you give him your ID Card, he will issue you the Permit.

Good Luck!

Getting to the Cyber Tower is only the tip of the iceberg in this game. More of the problem will reveal itself when you arrive back on Earth. Where is this alien force coming from? And why? Finding the answers to these questions will require some careful exploring and heavy blaster fire!
Last month, we featured Clay Fighter. This month, another impressionable Interplay offering takes shape on the pages of Power: Claymates! Whereas Clay Fighter is a street fighting game, Claymates is all action. Well, mostly action. There is a puzzle-type element involved in the scenes between stages.

CLAY SLAYS!

This game is really fun! "Sure," you exclaim, "you say that about most games." Well, we can say that about most games because we only review the good ones! Claymates certainly fits the good game mold (pun intended). Lately, it seems like it's getting harder and harder to find side-scrolling action game that can hold your attention long enough for you to reach the big bad boss at the end of the stage. You just know he's there waiting. Claymates can do it! The variety of characters and stages, the whimsical story line and the good play control add up to a winner. It's not just hop, jump, duck, slash, and do it all over again. There are plenty of different things happening throughout the game. What's more, the fun factor is only boosted by the fact that Claymates is a big game. Most of the stages are vast. Check out our maps for proof of that fact!

The graphics are not highly detailed but they're fun and fit the overall Claymates theme.

Clayman will have to guide a pair of robots to obtain the necessary items to eliminate the obstacles that block his path to the next stage.

Collecting the letters C L A Y at the end of the stages leads you to a Bonus Stage.

Speaking of that Bonus Stage... here is one of them! It's kind of like a huge pinball machine.

Another Bonus Stage will challenge your sense of direction and reflexes. Follow the bouncing clay.
Clayton, the star of the show, is just a regular ol' ball of blue clay. However, by bumping into other strategically-placed clay caches, he'll be transformed into one of the five other Claymates. As you will see, the Claymate Power-Ups that Clayton finds are well-suited for each particular area that he must travel through. Accordingly, each Claymate has dissimilar abilities and different methods of attack. Pay attention.

**Muckster**
This clay cat can climb trees with the best of them and has good jumping ability.

**Clayton**
A clay fist is the only protection Clayton has against his clay competitors.

**Globemeister**
This acorn-hucking chipmunk has excellent attack power. Multiple acorn shots can be delivered.

**Oozy**
Oozy is faster than a hedgehog. And like hedgehogs, he's difficult to control. Rats!

**Goopy**
He can only be out of water for 10 seconds, but underwater, he's an ace clayfish.

**Doh-Doh**
With a running start, this bird can fly for short distances.

**Contraptions**
Throughout the whole game, the Claymates will come across various machines and specialty items that they can use to their advantage. Don't pass 'em up!

**Mutasizers**
There are three types of these odd-looking Mutasizers. Each one performs a different function that serves the Claymates. A: absorbs all of the diamonds in the area. B: makes diamonds that were once invisible appear. C: drops a hammer that makes all enemies in the vicinity freeze for a few seconds. This is especially helpful because it lets you approach and pass enemies without fear.

**Geo-Shapes**

D. gives you a balloon with a platform attached to it that lifts a Claymate to new heights. E. lets a tornado out of the box. It will mow down enemies. F. allows the eye that appears from the box to see once-invisible diamonds. G. opens the red door that appears from a box to take you to a Bonus area. Collect these items!
Clayton's goal in each stage is to reach the Goal and exit the stage. He'll need the help of the Claymates to get him where he needs to go! Don't pass up the chance to transform Clayton. To help you out and give you a sampling of the game, we've included a tip for each of the levels in Stages 1-4.

**A. THE SECRET DOOR**

If you have obtained the round Geo shape, you can enter a secret area. Take a ride on the balloon platform as high as it can go and then open the other Bonk Box with the round Geo shape on it. Enter the door.

B. UP, UP, AND AWAY!

Muckster's got great springs! With his excellent jumping ability, you should be able to set up high. The feisty feline can make a mistake. Punch the robots. They'll start over.

Clayton's Yard
Jeremy's Yard
Streets of Clay
Moldy Lane

2. THE PACIFIC

As fate would have it, the action gets more difficult (and more interesting) when Clayton ends up in the Pacific. Goopy makes his first appearance here and will be called upon many times because there is a lot of territory to be covered—underwater. The puzzles in between stages also get a bit more difficult to complete in the Pacific. They're not overly difficult, though. Just keep moving things around until you find a way into the next stage.

2-A. CAPE CLAYNAVERAL

1) Ride up on the kite. 2) Clear the "Good Job" balloon marker and grab the Gloopy Power Up before going down into the water. 3) Snag the round Geo shape and proceed to the right. 4) Avoid the moving mines and go up.

5) Before going to the Goal, go up to the left and through the secret passage to collect a wealth of goodies.

Cape Claynaveral
Ooze Land
Crabby Bay
Clammy Reef
By jumping on and depressing the switches, the steam release valves will be shut down. It's basically impossible to make it past a steaming valve without taking a hit. The best plan is to seek out the switches and shut them down.

**EXPOSED WIRES**

These power cables are hot! Electrical charges run back and forth along them. Any smart Claymates will avoid the sparks by jumping over them. Just watch out for the bees. Several hives have been constructed among the power poles.

**HIDE-A-WARP**

It looks like a solid wooden barrier, but Oozy can go through and touch the warp in the photo below. Remember to always look for odd places like this. They do exist!

**INVINCI-DASH**

If any of the Claymates drop down through the funnel into one of these Mutinsizers, they'll become invincible for a few seconds. You can run right through any obstacle or enemy.

**CLAY SHOOT**

If you get a 2nd Power-Up for Gloopy, you can shoot a clay ball through barriers like this one. It's great for taking out enemies when they have no chance of getting at you!

**SHOOT FIRST**

There are several enemies, including an electric eel, that you shoot through this opening before proceeding up and around. It's much harder to get them from above.

**BEN**

Glom onto a Globmeister Power-Up and start hurling a multitude of acorns at this floppy-eared clay hound!

**CORKY THE CLAM**

If you don't have a 2nd Power-Up for Gloopy, take a quick swim through the caves to find one. Wait on the ledge on the right side of the clammy boss' area and fire away at Corky.
Welcome to Japan! Clayton never dreamed that he'd end up in the land of the rising sun, but here he is! The enemies are more aggressive here and a lot of them require more than one hit to defeat, especially the little sword-wielding samurai dudes. Don't be distracted by the lush, green scenery. There are much more important things to be looking for—the things that are looking for you! The between-stage puzzle screens begin to present a decent challenge in Japan. Again, this feature of the game really helps to break up the action sequences. You can take your time to complete these screens and there's nothing that's out to get you, either!

More treachery is waiting for Clayton and the Claymates when they trek to the continent of Africa. What a place to land, especially after getting shot out of a giant cannon! We're not sure what part of Africa Clayton lands in, but it's certainly not the desert. The puzzle screens between the stages in Africa continue to progress in difficulty. Some of them will take time and heavy thought to complete. The boss at the end of the Africa stages, Jobo, is very simple to defeat. It's almost comical how easy it is.
**A) COLUMN CLIMB**
Instead of wasting time sliding down the long water slide, Muckster can take a shortcut by climbing up and over the column. Cats don't really like to get wet. Especially clay cats! It's quite a messy sight!

**B) DIG IT**
Globmeister can dig down through the brittle ground in this area to reach the Bank Box. What's in the box? Only Globmeister will know because no other Claymate can dig. Ominous is one of his specialties!

**C) NO PAIN**
Once the swords fall and stick in the floor, they are of no danger to the Claymates. They can just walk right past them. Approach them slowly and wait for them to fall. There's no sense in getting stuck!

**D) HIDDEN CLAY**
Behind the purple picture lies a ball of clay. You wouldn't know it was there, but this is just one of those places where curiosity pays off. Explore all possible areas in this game!

**WEBIGAIL**
Use the small spiders as projectiles and bounce them up at Webigail! Try this method stand right next to the big spider and back away!

**CLAYMATES**

**DOH-DOH**
There is a hidden ball of clay located in this area. After you get it, Doh-Doh will be able to fly up to the upper level in this area. Of course he'll need to get a running start.

**GREAT FALLS**
The waterfall is a tricky place to be. Watch your step. One false move could lead to an immense disaster for a stray ball of clay! Go for the warp. It'll take you off to a new area.

**NO PAIN**
When standing on the block that takes you through the lava, wait on the left side of the block and then move to the right side. You'll be in a better position to avoid fireballs.

**GO RIGHT!**
The lee sprout plants seem to hint that they are guarding something valuable to the left of them. Pay no attention to their dourous play. Just keep on heeding clay to the right.

**D) FIRE ALARM**

1) Get the Muckster Power-Up.
2) Ride the platform across the waterfall.
3) Obtain the Oozy Power-Up so you can haul through the tunnel.
4) Blast the spear-tosser as you ride up on the cloud.
5) Make this tricky jump. Slow down through this section.
6) Watch out for the barrel rolling down the incline. Be prepared to jump over it.

**GREAT FALLS**
The waterfall is a tricky place to be. Watch your step. One false move could lead to an immense disaster for a stray ball of clay! Go for the warp. It'll take you off to a new area.

**JOBO**
Jobo isn't the final boss in the game. That's plenty more action ahead! Drum repeatedly on his noggin.
In his single-minded pursuit of power and wealth, Baron Fortesque has created a monster. The Baron's invention is the Chaos Engine, a steam-powered machine that is setting the world of 1877 on its ear. In this overhead view shooter from Spectrum Holobyte, your mission is to recruit a pair of mercenaries from a group of six and infiltrate the Baron's estate.

**SOLDIERS FOR HIRE**

**BRIGAND**

This mercenary is in the business purely for the money. The Baron has stashed away large sums and Brigand is willing to risk his life to find the loot. He has average abilities and begins the mission with a Rifle and Shot Burst.

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<tr>
<th>Health</th>
<th>Speed</th>
<th>Wisdom</th>
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**GENTLEMAN**

The intelligence and speed of the Gentleman keep him at the top of his game. While he's not very strong, the Gentleman can avoid a lot of trouble with his quick moves. He starts with a Flame Pistol and mapping abilities.

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**THUG**

The ox-like Thug is a mutant powerhouse who can withstand a big beating and still fight back with a mighty force. His Shotgun fires several small shells and the Molotov weapon that he begins with sends out a circle of flame.

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Soldiers of Fortune is a one or two
player game with an overhead view.
In single-player missions, a com-
puter-controlled partner joins in to
help with the fight. The four worlds
of the mission are made of four
stages each. When you complete a
world, you will be rewarded with a
password. The password keeps track
of your accumulated power and
wealth and the number of fighters
that you have in reserve.

After every other stage you

**Mercenary**

£2,750

Experience is on the Mercenary's
side. This fighter is a veteran of
many battles and a good leader.
While his abilities are average,
Mercenary does make good use of a
Gatling Gun and he is an expert
with explosives.

**Navvie**

£3,000

The strongest fighter of the group
got his physical training by build-
ing roads and canals. He also had a
stunt with the army where he
learned to make weapons. Navvie
begins the mission with a powerful
Cannon and Dynamite.

**Scientist**

£2,500

The Scientist is the brains of the
bunch. He is smart and fast. While
his homemade Lightning Gun may
not be the toast of the town, the
First Aid Kit with which he begins
the mission with makes him a good
member of the team.

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The outer reaches of Baron Fortesque's territory are filled with trees, craters, moors and other natural obstacles. Most of the levels have a straight-forward layout with very few secret areas.

The opening stage consists of three areas. You'll start in an open south-to-north passage, then make your way south in narrow, enemy-infested corridors and fight north again through a Monster Generator-filled area which leads to the goal. Hit the monsters and spare the Generators for more cash collecting opportunities.

Three Golems appear just north of a Molotov item. Approach the Molotov from the south. When the item explodes, the flame will wipe out the monster trio.

Grab the Gold Key in this area to open up a small clearing to the south. Once there, you'll find Coins, a Power Up, Food and a pair of Special Powers items.

This area is packed with Monster Generators and an army of Stone Golems. When you're surrounded by Golems, grab the Dynamite on the ground to obliterate the enemy threat.

LEVEL 2: MUD RIVERS
SOLDIERS OF FORTUNE

LEVEL 3: RINGS

This level is filled with flat rocky plateaus and monster caves. Your first encounters with the Hulking Lizardmen will occur here. They are similar to the Stone Golems, but they can withstand more shots and toss rocks more quickly. Try to fight these creatures from a distance.

By breaking the Node in this area, you’ll open up passages which lead to the west and eventually to the Goals in the north.

Collect the Gold Key here to open up passages that lead to the other Gold Keys in the west.

This is the first level with multiple Goals. The Goals lead to different sections of the next level. Collect the three Gold Keys in the southwest to open Goal B.

The opening section of Level 2 is similar to the forest of Level 1, then it turns into a swampy moor. Enemies pop up from the muck and surprise warriors at close range. Before you cross bridges or walk through narrow passages, be sure to fire across the gap to clear away the enemies that may be waiting on the other side.

Frogs appear here for the first time. They jump quickly and cover long distances. Fire on them as soon as they show up.

Spitting Swamp Plants fire projectiles in diagonal directions. Face off with them and finish them off.

Collect a Key here to make a bridge appear northwest of this section, then follow a clear path to the goal.

POWERFUL PARTNERSHIP

If you’re on a single-player mission, it’s important to choose a good partner. Even though the Scientist has a weak weapon, his intelligence and aim make him a strong partner candidate. He also has a First Aid Kit which you can take by pressing the Select Button.
After the completion of every two levels, you will have a chance to build up the powers of your fighter in the Equip Character screen. The most important category is Skill. When you build up this aspect of your character, his capacity for greater Health, Speed and Wisdom will increase. If you then max out your character's Health, his capacity for Weapon Power-Ups will grow. And, in turn, if you increase the power of his weapon, his capacity for greater Skill will go up. This relationship between Skill, Health and Weapon Power-Ups ensures that your character will be balanced as his power increases. This increase also allows for more special abilities.

Extra Life
Skill
Health
Speed
Wisdom
Special Power
Weapon Power-Up

Weapon Power-Up, Skill, and Health categories are inter-related. Build one, then balance the others.
The Workshops are at the outer reaches of the development. They consist of several primitive stone buildings and are populated by Golems.

**LEVEL 1: MAZE**

This level lives up to its name. It's a maze of buildings and barriers. While the maps on this page and in the game will help you find the right route, it does pay to fight through all of the passages.

There are three posts in this area, each of which cover a special item. Once you pulverize one of the posts, the others will be unbreakable. You can collect all three items by using the Shot Burst to break all of the posts at once.

Collect the Key to the west of this point before you collect the Key to the west. This move will allow you access to areas that have more special items and Coins than other areas in the Maze level.

**LEVEL 2: TRAPS**

Enemies lurk around every corner in this level. The key to survival is to know when to fight and when to run. If you try to battle every creature in a mob, you'll likely take some damage. Try to make a clean break and run to an area where the monsters won't follow you.

Mysterious patches of ground come to life in this area, and more appear once you grab the Key. Use a special item if you have one that will take out all of the enemies at once or fight them off one at a time, but watch your back.

A group of gold mutant Frogs attack here. Run away from them. When you hit the Telephone, you'll be able to get out of the area.

The small enclosed area in this section holds many special items. If you walk around the east side, you'll be able to open the door.
Because of the large number of cannons, monsters and traps in this level, you will definitely be in for a challenge when you enter the Quarters. Enemies that can take a lot of hits appear in large groups here, more than ever before. Beware!

You'll face a single cannon-and-two monster barrage here. Use a special weapon if you can't hit them before they hit you.

A strong monster approaches from the north. Run to the south around the corner and hit the monster with a diagonal shot as it follows.

If you have a computer-controlled partner, don't be very careful around the steam. Watch out!
This place is crawling with monsters. Take it slowly and blast the baddies one at a time or use a special weapon.

Steam stops and starts here. Run from the vents when the steam is off; then look for a pipe to blast and stop the flow.

You'll find three Goals at the end of this level; the Goal that opens depends on the order in which you collect objects in that area.

**STAY OUT OF HOT WATER**

The name of this level is “Steam” because this is the first area where you will encounter traps that spurt radioactive water vapor. The traps blow out steam, then stop, then blow out steam again at a constant rate.

**KEEP PLUGGING AWAY**

You're rapidly approaching Baron Fortesque's digs and the cellars where he hides the Chaos Engine. There are two more worlds to explore. Good Luck!

**WORLD 3: FORTESQUE MANSION**

The animated objects in Baron Fortesque's home serve as an example of the strange powers of the Chaos Engine. Break them in pieces and move on.

**WORLD 4: THE CELLARS**

The Chaos Engine rules in this dark and dank underground world. Hit the valves to clear away the water and watch for the engine's security system.
COMING SOON TO YOUR SUPER NES FROM SUNSOFT!
SHELL TO SHELL

Konami has a winner on its hands with the Super NES version of Tournament Fighters! The Turtles have long been known for their action games, but now they take to the street fighting scene. They're right at home on this turf, but they're certainly not alone.

Yeah? So what! I don't.

TURTLES FIGHT WITH HONOR!

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VOLUME 56  35
There are several cool ways to play Tournament Fighters. You can travel in the Tournament Mode, read about the tale behind the fighting in the Story Battle Mode, or go head-to-head with two players in the Vs. Mode. Another cool option is the Watch Mode, which lets you check each fighter's moves.

There's more money up for grabs in the Tournament than you could ever imagine! It's winner take all. You can choose to fight with any of the 10 available fighters and then face off against everyone else.

Each player can choose from all of the fighters and go head-to-head against a friend. Players can select the same character to fight with, too! This is a great option to have in a street fighting game.

As with most street fighting games, Tournament Fighters allows you to access an option menu to change the Controller Configuration and set the time limit, speed and difficulty level. We recommend the default Controller Configuration, which is very sensible.

Highly underrated in the street fighting scene, the ability to block and to know when to block can be critical to winning consistently. You'll pay the price if you don't put up a block to avoid special attacks.

All fighters have their own special attack moves. A lot of the Controller motions required to execute the moves are similar, but the outcome is different.

When the green gauge below your energy meter is full and flashes, press X and A at the same time to activate your Ultimate Attack Move. Devastating power!
Leonardo is one of the best fighters in the tournament. His attack moves, while nothing extremely radical, are powerful and easy to execute. Leo's Ultimate Attack move is called the Millennial Wave. When the Ultimate Attack gauge is full, press the X and A Buttons to attack your rival with flying fists. Back away so you won't overshoot him.

Raphael, a light, compact warrior, loves to slice and dice with his weapon, the Sai. His Ultimate Attack move sends a volley of fireballs screaming toward his rival. Remember not to get too close to your opponent when using the Ultimate Attack move.

**Chester Buster**

If you come under attack, press Away from your opponent to block the move. Blocking is a great set-up for attacks.

Press Yawed, Down and then Down/Toward plus the X or Y Button to make Leonardo jump and execute the Roto Cutter. Leo will somersault toward his opponent with Katana blades spinning at full attack force.

You can easily throw Shining Cutters one right after the other. It's a very good strategy.

It's not really endless, but it is lightning fast. Refer on this one to get you out of a jam.
Walk tall, be green, and carry a big stick. That's Donatello's motto. OK, maybe it isn't, but it should be. Don simply loves to swing the Bo. The spirit of a dragon will be called upon when Don executes his Ultimate Attack move. This attack can drain about half of his rival's energy.

**GROUND CLAW**

Ground Claws can be ripped off in rapid-fire fashion. Start the next before the first connects.

**BO THRUST**

An awesome display of finesse, the Bo Thrust is a great move if you've got your rival cornered.

**HEADSPIN ATTACK**

If you try to execute the Headspin Attack, but don't hold the Control Pad in the required direction for long enough, you'll end up doing a sliding back kick. It's OK. Use it in conjunction with the Headspin Attack for a combo move.

You can move Don forward or backward when he is spinning on his head, especially when you press the A Button to keep him spinning in conjunction with this attack move.

The happy-go-lucky Turtle has serious plans on his mind: winning the tournament! After all, he needs a vacation. Mikey's Ultimate Attack move simply rages on his opponent. Throwing every attack move in his book is the result. Wow!

**DYNAMITE BOMBER**

If you're close to your rival, several hits are usually scored with this quick rolling attack move.

**DRAGON BREATH**

A strange ability due to natural kung-fu, Mikey can spit fireballs from his mouth if he wants to.

**RISING THUNDER**

Mikey is crouched down in anticipation of his next move. Wait until your opponent has jumped toward you.

Hold Down for a second and then press Up plus X or Y to execute the Rising Thunder attack. Shoryuken? Huh?
ARMAGGON

Armaggon's Ultimate Attack move, the Tsunami, isn't what you'd call extremely powerful. Water apparently doesn't hurt too much. Don't rely on it to get you through a match, In fact, no matter which fighter you use, never rely on the Ultimate Attack. Concentrate on mastering the other attack moves.

AQUA SHOCK

A swirling blast of water is sent from Armaggon's mouth. Use the X Button. It's a fast move.

FIN SLICER

A very powerful move. The Fin Slicer can usually score two hits if you are close enough.

SLICE 'N BITE

After administering the Fin Slicer, try to go for the Bite attack by pressing the X Button. You just may get it!

WINGNUT

Preferably attacking from above, Wingnut feels right at home hovering in the air above his opponents. Maybe it's because he can get his radar to work better from an elevated position. Maybe it's not. For Wingnut's Ultimate Attack move, you want your opponent to be close to you because the range of the attack isn't as great as the attack moves for most other fighters.

MOONBUSTER

This move can only be performed while Wingnut is up in the air, not at ground level.

POWER DIVE

An excellent and easy move to do, the Power Dive can catch an opponent off guard.

HOVERING ATTACK

Pressing Toward or Away plus Y and B simultaneously while in the air allows Wingnut to move into good position for an attack.

Use the Hovering move to fly over your rival and then attack when you are behind them! It's a very useful move.
Chrome Dome is a well-rounded fighter who has a pretty good shot at winning the tournament. His Ultimate Attack move, the Chrome Bomb, needs to be executed at close range if you want to achieve favorable results. Chrome Dome even blows himself up during the move. Cool!

## Chrome Spark

Use of Chrome Dome's best combination moves is very simple. Jump toward your opponent and press the Y Button. Both fists will strike your rival.

## Electric Pile Driver

This move won't work unless you are close to your opponent. It's powerful and worth the effort.

## Punch/Kick Combo

Press X Button. Both fists will strike your rival. If you're close enough, you can score more than one hit if you use the A Button with this attack.

## Spinning Attack

For its usefulness, this attack move isn't all that it's cracked up to be. There are better moves.

## Spinning Upper Cut

Since Aska is so quick, you should be able to get in combination moves easily. A Spin Attack followed up with a fierce kick works extremely well.

It seems as if you will use the A Button quite often when you fight as Aska. She can deliver some very strong kicks. Try this technique: press toward your opponent plus the A Button. She will administer her Hip Attack. It's not an overpowering move but it's so easy to do that you should use it a lot. The Tornado Attack, her Ultimate Attack move, will send a blustery tornado spinning toward her rival. It's OK, but not nearly as cool as other moves.

## Chrome Dome's Ultimate Move

Chrome Dome's Ultimate Move, the Chrome Bomb, needs to be executed at close range if you want to achieve favorable results. Chrome Dome even blows himself up during the move. Cool!
Plain and simple, War just doesn't like anything or anyone. His ultimate goal of destruction applies to everything (except himself). His Ultimate Attack move demonstrates this fact. He transforms himself into a ball of pure destructive energy and bounces off everything in sight.

**Turning Uppercut**

![Turning Uppercut Image]

Press the Y Button to use this move. It's a great move to go to after you are finished blocking an attack.

**Death From Above**

![Death From Above Image]

Press the X Button to use this move. Not terribly powerful but very accurate. Death From Above can be used from any distance.

---

Possibly the strongest fighter, but not necessarily the best. Like any other street-fighting game, anyone can win this tournament. Shredder's Ultimate Attack move, the Lightning Crusher, directs lightning through his body toward his opponent.

**Aura Crusher**

![Aura Crusher Image]

Press the A Button and then press the X Button to use this move. The A Button is used at any time, the X Button is used when your rival is open to attack.

**Aura Shield**

![Aura Shield Image]

Press the B Button to use this move. A defensive move that also works as an offensive move. Any attack that hits the shield will reflect.

**Knee Crush Plus More!**

![Knee Crush Plus More Image]

Press and hold away from the opponent and press the X Button. The Knee Crush move is used.

---

When the Turning Uppercut move ends, move in close and press the X Button. War will spin his body around and send up a force field into the corner.
The columns highlighted in yellow designate moves executed at close range.

### Leonardo

<table>
<thead>
<tr>
<th>Function</th>
<th>A</th>
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<tr>
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<td>Jumping Front Kick</td>
<td>Circular Foot Sweep</td>
<td>Side Kick</td>
<td>Half Throw</td>
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<td>Front Kick</td>
<td>Front Kick</td>
<td>Lower Kick</td>
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<td>Overhead Chop</td>
<td>Upper Katana Slash</td>
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<td>Shoulder Throw</td>
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<td>Katana Slash</td>
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### Raphael

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### Donatello

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<td>Spinning Backhand</td>
<td>Overhead Backhand</td>
<td>Upper Backhand Swing</td>
<td>Spinning Backhand Swing</td>
<td>Shoulder Throw</td>
</tr>
<tr>
<td>Elbow</td>
<td>Side Staff</td>
<td>Jab</td>
<td>Elbow</td>
<td>Elbow</td>
</tr>
</tbody>
</table>

### Michaelangelo

<table>
<thead>
<tr>
<th>Function</th>
<th>A</th>
<th>B</th>
<th>X</th>
<th>Y</th>
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</thead>
<tbody>
<tr>
<td>Roundhouse Kick</td>
<td>Front Kick</td>
<td>Footslide (Long)</td>
<td>Side Kick</td>
<td>Spinning Throw</td>
</tr>
<tr>
<td>Side Kick</td>
<td>Front Kick</td>
<td>Frontside (Short)</td>
<td>Side Kick</td>
<td>Side Kick</td>
</tr>
<tr>
<td>Nunchaku Swing</td>
<td>Nunchaku Chop</td>
<td>Upper Nunchaku Swing</td>
<td>Overhead Nunchaku Swing</td>
<td>Shoulder Throw</td>
</tr>
<tr>
<td>Right Cross</td>
<td>Nunchaku Swing</td>
<td>Mid Katana Swing</td>
<td>Right Cross</td>
<td>Right Cross</td>
</tr>
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</table>

### Armaggon

<table>
<thead>
<tr>
<th>Function</th>
<th>A</th>
<th>B</th>
<th>X</th>
<th>Y</th>
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<tbody>
<tr>
<td>Front Kick</td>
<td>Flying Drop Kick</td>
<td>Double Foot Sweep</td>
<td>Shin Kick</td>
<td>Turn Hand Throw</td>
</tr>
<tr>
<td>Knee</td>
<td>Flying Knee Drop</td>
<td>Foot Sweep</td>
<td>Knee</td>
<td>Knee</td>
</tr>
<tr>
<td>Left Cross</td>
<td>Right Cross</td>
<td>Right Cross</td>
<td>Right Cross</td>
<td>Shark Bite</td>
</tr>
<tr>
<td>Elbow</td>
<td>Jumping Punch</td>
<td>Elbow Drop</td>
<td>Elbow</td>
<td>Elbow</td>
</tr>
</tbody>
</table>

### Ultimate Attack Moves

The Ultimate Attack move for each fighter is different. Some work best at long range, some only work at close range. Know it before you throw it!
ATTACK AVOIDANCE

As War is doing in these photos, it’s often best to jump over an enemy’s special attack moves.

Leonardo’s Shining Cutter attack will miss its mark because War was in the process of setting up for his own attack move... Death From Above!

COMBINATIONS

Every fighter has a few moves that can be used in combination. They are usually easy to figure out.

Mike gives Chrome Dome the old one-two with a leaping kick and a sliding back kick after he lands. This combination can be difficult to defend.

SMOOTH MOVES!

There are moves requiring you to press one button while holding the Control Pad in one direction.

If you set the Game Level to 3 or above, your last fight in the tournament will be with Karai. Setting it below 3 isn’t enough of a challenge for Karai to even show his face. Rat King will end it.

TMNT: TOURNAMENT FIGHTERS
Super Solitaire proves that you don't need a full deck of cards to have fun. The game shuffles, deals, and turns over the cards while challenging you to a dozen variations of the world's most popular card games.

Super Solitaire includes many different games. If you are unfamiliar with a certain style, you can access a help screen that will teach you the rules of the game. As an added bonus, you can get on-screen instructions in any of five languages: English, French, German, Italian, or Spanish. This is truly a game of global proportions.

Solitaire requires a sharp eye and a head for numbers. You also have to know the rules of the game, which is where Super Solitaire has the winning hand. The Help option explains the rules to all twelve variations of Solitaire. Help lets you explore every possible move. If you mess up, Undo it or choose Redo. Or maybe you just want to think about a tricky layout overnight. In that case, the password lets you save your current progress. You can also set the number of Draws—how many times you are allowed to turn over the pile—and Flip, which sets the number of cards turned over at a time.

Mouse Control

The Super NES mouse is definitely the controller of choice for Super Solitaire. While playing, you will need to move the cursor around the screen a lot. While the standard Super NES Controller works just fine, it is easy to see that the mouse makes Super Solitaire much easier to play.
There are many ways to play Solitaire, and everybody seems to have a favorite. The only thing that remains constant is that most people can't stand to have someone peering over their shoulder as they play. Try these games in the privacy of your own Super NES.

**Klondike**
This is probably the most popular and most widely played version of Solitaire.

**Free Cell**
This game gets its name from the holding ‘cell’ where you can store cards for later.

**Golf**
The only clubs you need in this game are the ones that you find in your deck of cards.

**Cruel**
It’s not as mean a game as the title implies. Try to get all of the cards to the top.

**Pyramid**
Match up combinations of cards that add up to 13 and clear the board.

**Stonewall**
Try to expose the cards that are face down and build up the four foundation piles.

**Dozen’t Matter**
You must build the 12 base piles up to a certain number.

**Aces Up**
Four cards at a time can be played. Uncover the four aces by removing lower value cards.

**Florentine**
There is a foundation pile in each corner. Your mission? Fill ‘em up!

**Poker**
Make poker hands out of the cards provided and go for the highest score possible.

**Canfield**
The hardest thing in this game is getting the four foundation piles started.

**Scorpion**
It takes a lot of strategy to complete this game without getting stuck.

---

**The Tournament**
In the Tournament Mode, you will go through all 12 Solitaire games. The tough part is that there is a time limit. If you aren’t done when your time runs out, you automatically go on to the next game. You must play fast and get high scores to do well. It’s really tough to race against the clock. Keep your cool.
**CLASSIFIED INFORMATION**

**From Agent #201**

**Twin Wrestlers**

You can use this code to set up a match with identical wrestlers or make a tag team of twins. On the Selection Screen, press the L Button to stop the WWF logo in the background from moving. Carefully hold both the L and R Buttons without making the logo move again. While holding the buttons, press the Select Button. Now you can select any wrestler twice.

**Hold L and R, then press Select.**

- **On the Selection Screen, press the L Button to stop the WWF logo from moving.**
- **Carefully hold both the L and R Buttons, so the logo doesn't move.**
- **While you're holding the buttons, press Select, then you can choose any wrestler twice.**

**Super Punch Mode**

You can give your Punch a little extra wallop by entering this code when you first start a new game. After turning on the power, wait until the copyright information begins to fade, then press B and Y at the same time. You will hear a grunt if the code is entered correctly.

**While the LJN logo is fading, press B and Y.**

- **While the LJN logo is fading.**
- **If you hear a grunt, your characters will be able to perform the Super Punch!**

**From Agent #884**

**Same Player Code**

This great code, sent in by Agent #884, will let you play a two-player game where both players are using the same character. To enter the code, start a new game, then wait for the opening sequence to finish and the Title Screen to appear (don't press Start). On Controller L, press Down, Down, Up, Up, Right, Left, Right, Left, L, then R. If you enter the code correctly, the Title Screen should turn blue. If you select a two-player game, then press Start. Both players will be able to select the same player.

**On the Title Screen:** Down, Down, Up, Up, Right, Left, Right, Left, L, then R.

**On the Selection Screen:** Press the L and R Buttons, so the WWF logo in the background doesn't move. Carefully hold both the L and R Buttons, so the logo doesn't move again. While holding the buttons, press the Select Button. Now you can select any wrestler twice.

- **This code works great in either a One-on-One or a Tag Team match.**

**During a two-player game, both players will be able to select the same character.**

**In the background of the Title Screen:** Down, Down, Up, Up, Right, Left, Right, Left, L, then R.

**If you enter the code correctly the Title Screen background will turn blue.**

**You will hear a grunt if the code is entered correctly.**
From Agent #115
Level Select
This code will allow you to start the game at any stage of the game. When you first turn on the power, wait until the "Veediots" logo starts fading on the screen, then enter the code. On Controller I, press L, R, A, L, R, B, R, then X before the logo is completely formed. Select any stage, then press Start to begin.

On the Title Screen, press L, R, A, L, R, L, B, R, then X.

From Agent #572
Secret Mission
Our agents have found a special password that will allow you to fly against the enemy in a secret mission. Select the Saved Game option to pull up the Password Screen. Enter G6CH4228 as your password, then press Start. The screen will read "Bonus Mission" and the map of an island will appear. This mission is very difficult with over 30 targets to destroy!

From Agent #648
Invincibility Code
First enter the Debug Code at the Title Screen by pressing A 4 times, X, B 4 times, Y, X 4 times, A, Y 4 times and B on Controller I. While you are playing through any side-scrolling stage on Controller II, hold Select then press and hold A, B, X, and Y. When you release all the buttons, you will be invincible for the rest of the stage.

At the Title Screen, enter the Debug Code that first appeared in Volume 44.

Enter the rest of the code while you are playing in one of the side-scrolling stages with Controller II.

Hold Select, then press and hold A, B, X, and Y. Release the buttons and you're invincible.

When you finish the stage, the game will continue as normal unless you re-enter the code.
Our Agents in the field have found these great bonus passwords for ActRaiser 2 that will let you access secret modes of the game. Normally, when you turn on the game your character will demonstrate his fighting and flying abilities on the demo screen. If you set the difficulty level at Hard, then enter BJQX YRKC DLSZ as your password, you can play the Demo Screen.

Play the Demo:
BJQX YRKC DLSZ

End Credits:
MTkM SkTk HNSH

When you first turn on the game, your character will fight through the Demo Screen. On the Title Screen, choose the password option, then press the Start Button. Key in the password exactly as it is printed above, then press the Start Button. Now you can control the character in the opening scene.

This second secret password will let you access the Credits Screen and view all of the programmers’ names. On the continue screen, enter MTkM SkTk HNSH as your password, and the screen will automatically switch to the credits.

Press the Select Button to switch screens when you need to enter a lower case letter.

The programmers will appear in a cartoon, showing you what they did in the game.

Metal Combat: Falcon's Revenge will normally keep track of the best Clear Times and scores, even if you turn off the memory. Use this code to clear out the memory, so you can start the game fresh. On the Title Screen, press Up, Up, Down, Down, L, R, L, then R. If you enter the code correctly, the Cleared Back-up Data Screen will appear.

Normally, the game will keep track of your best Clear Times and scores on the Title Screen press Up, Up, Down, Down, L, R, L, then R to clear the memory.

The simple trick will allow you to jump straight to the Demo Screen, rather than wait for the Title Screen to change. If you hold Right on Controller I when the Title Screen appears, the screen will switch immediately.
**From Agent #202**

**Bonus Levels**

Normally, when you play *Mighty Final Fight* as Cody or Guy you will begin the game with one strength level, but you can quickly boost their levels with this trick. Start a new game and select Haggar as your fighter. When you encounter your enemies, quickly allow yourself to be defeated all three times. When you continue your game, select either of the other two players, and they will begin with Haggar's strength levels.

Start a new game and select Haggar as your Fighter. When you encounter your enemies, quickly allow yourself to be defeated all three times. When you continue your game, select either of the other two players, and they will begin with Haggar's strength levels.

**From Agent #888**

**Quick End**

Sometimes a player can become trapped in the mazes of the original *Metroid* without any escape. Instead of resetting the game, the code will allow you to access the password screen. On Controller I, press Start to pause the game. While the game is paused, press Up and A on Controller II.

Press Start on Controller I to pause the game, then press Up and A on Controller II.

**From Agent #360**

**Hyper Tennis**

This strange code allows you to play *Hyper Tennis*, a game that plays exactly like the classic game Pong. Start a game, then lose all of your lives. On the Continue Screen, leave the cursor next to Continue, press the A Button eight times, then press Start. The screen will switch to the hidden game, where you can select a one- or two-player game. If you beat the computer, you will continue *Super Spy Hunter* with 20 extra lives.

Sometimes a player can get stuck in the caverns without any escape. Normally, you will need to press reset, then enter an old password. Press Start on Controller I to pause the game, then press Up and A on Controller II.

Now you can enter a new password that starts you further in the game.

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**SECRET AGENTS WANTED**

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733
In celebration of the New Year, two Bonus Pages have been included to this month's Classified Information section. Here's a bundle of passwords to some of the hottest new games around. Plug them in and check 'em out!

**Death Heim Codes**

**EASY:** MFCL SYMC MSXF

**MEDIUM:** MFCL SYMC MSXF

**HARD:** MFCL SYMC MSXF

Use these ActRaiser 2 passwords to try your skills against the evil Death Heim. Passwords for all three skill levels are included, so use the one that fits your skills. If you need to enter a lower case letter, press Select to access a second page of letters. Although these passwords don't contain them, some do.

**Rebel Base** - WLJWDN

**Daqobah** - PGPNMG

**Cloud City** - NCDGRJ

**Final Battle** - NSRSCL

The graphics and sound are great in this game, but if you can't make it past any of the bosses, you'll miss out on the action! Explore any of the later areas in the game by entering one of the passwords below. Good luck, and May The Force Be With You!

**Useful Tips:**

- **Select the password option and press Start**, then select a one- or two-player game.

- **Enter the Password that takes you to the planet where you wish to race**.

Having trouble getting to the later races? Use these passwords to jump up to the later planets in the game. All of these passwords are for the Warrior Level, so it will take high-powered skills to finish.

- **When you select the Continue Mode, enter one of the six character passwords, then press Start.**

- **Enter any of these passwords to skip to the later stages of the game.**
Each of the passwords in Disney's Aladdin require you to line up four of the character's pictures in the correct order. These passwords will let you explore some of the different areas of the game. This is just a small sample, so keep on playing!

JaFar's castle is full of obstacles. Defeat JaFar for the final time with this password. The end of the game is near!

Fire 'N Ice by Tecmo is a puzzling game that can frustrate even the best players. If you find the early level too easy, you can skip to the more difficult Worlds by entering either of these passwords. Warning! The last levels of the game are very tough.

These passwords will help you along the way in your fight to finish off Dr. Wily. To input a password, go to the Continue Screen and match the screen grid to one of the photos below. Each of these passwords will also add extra weapons to your arsenal. With this kind of help, Dr. Wily doesn't stand a chance.
A PARTY! IT'S AN INVITATION TO...

Let's party! Come celebrate my birthday next Sunday! Be there or be square!

Princess Toadstool

...PRINCESS TOADSTOOL'S BIRTHDAY BASH!

HMMMM...WHAT PRESENT IS SPECIAL ENOUGH FOR HER...

AH HA! I KNOW!

I REMEMBER THE PERFECT GIFT!
RECENTLY, ON THE WAY TO THE PARK.

OH, LOOK!

LOOK! A SAMUS DOLL!
IT'S SOOOO CUTE!

HURRY, PRINCESS!
WE'LL MISS THE BUS!

HNNKKKK!!

BYE BYE, SAMUS!

THAT'S IT!

I'LL GET HER THAT SAMUS DOLL!
SOLD OUT?!!
WHAT DO YOU MEAN?!

HUFF HUFF

SORRY, DUDE.
SOME GUY JUST...

SOME GUY?
WHAT DID HE LOOK LIKE?

WELL, HE HAD A BIG BLACK MOUSTACHE, LIKE YOURS, AND...

MARIO!!

I WON'T LET HIM ONE-UP ME!

GRIN

WRAP IT UP TO LOOK JUST LIKE HIS!

SURE... OKAY...

THAT GUY ALSO ASKED...

I'M IN A HURRY HERE!

SHEESH! TWO WEIRDOS IN ONE DAY!
THE FOLLOWING SUNDAY...

I KNEW IT!

MEANWHILE, THE TOADS ARE BUSY DECORATING FOR THE BIRTHDAY BASH...

THE OL’ SWITCHEROO! IT’S PAY-BACK TIME, MARIO!

HEY, MARIO!

WHAT’S UP?

THE TOADS NEED YOUR HELP ON THE DECORATIONS!

OH.. SURE.
Wario! Can you give me a hand?

Uh...er... Mario would love to help...

I really need your help!

Happy Birthday, Princess!

There! That's perfect!

Are you done yet?!

Ding Dong!

The guests are here! Mario, would you get the door?

All right, all right... I'll get it.

Ha! Now's my chance!

Crumble!

Happy Birthday, Princess! This is for you!

Why, thank you, Wario!

Can I open it now?

Go right ahead!
SPROINGG! EEEEEKKK!

WHOA, WARIO! GREAT GIFT--NOT!

I'LL GET YOU FOR THIS...

PRINCESS! HERE'S A GIFT FROM MY HEART!

HE SWITCHED THEM! THAT'S REALLY MY PRESENT!

IT WAS A TRICK! MARIO SET ME UP!

DON'T BE RIDICULOUS!

YOU... YOU... PLUMBER!

I WONDER WHAT THIS IS...

STOP THIS AT ONCE!
WHAT?? WHERE'S THE...

MARIO!
NOT YOU, TOO!

WHERE'D YOU HIDE IT,
MARIO?

THAT'S MY LINE!

YOU'VE TRICKED ME FOR THE LAST TIME!

'FESS UP! WHERE'S THE DOLL??

WA-WHACK!

WHAT? BUT...

YOU MEAN YOU DIDN'T BUY THE...
STOP!!!

YOU GUYS ARE SO JUVENILE!

BUT IF YOU...

THEN WHO...??

YOU TWO HAVE SPOILED MY BIRTHDAY!

THERE, THERE, PRINCESS.

CHEER UP! LOOK WHAT I HAVE FOR YOU!

OH, LUIGI! IT'S EXACTLY WHAT I WANTED!

THANK YOU! IT'S THE PERFECT PRESENT!

A GUY WITH A MOUSTACHE.

MY MOUSTACHE LOOKS LIKE THAT???

END
GAMES THAT NEVER MADE IT TO AMERICA

Although games are now being developed in many different countries, in the early days of the video game industry, they came almost exclusively from Japanese designers. You might be surprised to hear about some of the Japanese games that, for one reason or another, were never introduced here.

U.S. Presidential Election

Many people in Japan are fascinated by the U.S. political system—so much so that one company actually produced a game based on the 1988 presidential campaign. The game helps to sort out how our sometimes complicated political system actually works. It starts with several candidates traveling across the country, speaking about the issues and drumming up support. It outlines the various candidates' positions and follows them through the primary elections that lead to the national convention. Although based on the real candidates, the names used are slightly different from the real ones. In this game, the candidates are George Push, Pat Roberts, Michael Dakakis and Jesse Zeckson. As happens in a real campaign, the field is narrowed at the national convention, where the two parties vote to see which candidate will represent them on the November ballot. The game even includes information about the global political climate with an appearance by Margaret Thutcher, who occasionally consults with George Push on matters of mutual interest to England and the U.S.

**Release Date** ...........October 1988
**Number Sold** ............65,000
**System** ..................Famicom
**Company** .................HECT

**Comments**

U.S. Presidential Election is certainly an innovative game, approaching a complex topic in a totally new medium. Even in game form, the process is complicated, though. Players must wade through lots of screen text on the way to the final vote.

THE GAME DESIGNER

Judging from the huge quantity of mail that we get from aspiring game designers, this Game Designer Workshop would be a big hit around here. It takes a basic three-stage space shoot-'em-up format and lets players call all the shots. They can either opt to play the standard game that comes on the Pak or design their own games to play. Players use grids, just as the professionals do, to design their own spaceships, enemies, weapons, backgrounds and maps. They can make objects of varying sizes using grids of 16 x 16, 32 x 32 or 48 x 48 squares. They determine how
weapons will explode, how objects will move on the map, and when they're finished with the action, they can choose from three types of background music. If they don't like any of the pre-composed tunes, they can write their own music to accompany their games. After all the action and music is in place, players can come up with names for their games and design their own title screens. And in the end, they can even write their own staff credits to run at the end of their games. They can see their own names scroll across the small screen as director, designer or composer, fitting ends for their masterpieces.

you see lightning split the black sky and hear the deafening roar of thunder
Suddenly, you hear a horrifying screech of tyres on wet pavement as the car careens out of control and crashes into a tree. Though both passengers survive with minor injuries, no one passes by to come to their aid. What do they do now, wait for help or walk to the mysterious old house nearby? If they approach the creaky, old house, they notice that it appears to be abandoned. What do they do now, return to the car or ring the bell? No one answers the door, but the old wood will give easily should they decide to kick it in. If they enter and call out, there will be no answer, but beings seem to lurk in the shadows, and they can hear soft footsteps follow them down the darkened corridors. Whose footsteps can they be, and why would the house’s inhabitants hide from the hapless couple? As the mystery plays itself out, you decide whether the couple should investigate further or flee into the stormy darkness outside. One warning: they can run, but they can't hide. The truth will come out, and it will certainly surprise.

**RELEAS DATE ........................OCTOBER 1991**
**NUMBER SOLD ..............................50,000**
**SYSTEM .................................FAMICOM**
**COMPANY .................................ATHENA CO., LTD.**

**COMMENTS**
Although the actual game play is limited to a standard, three-stage space shooter, players everywhere seem to be fascinated by the prospect of designing their own games. This designer workshop lets them see some of the steps involved in the real process.

**MYSTERY NOVEL**
This unusual game is a graphic mystery novel that lets the player actually determine the path that the plot takes in places. Slower paced than most American games, this story is told in screen text accompanied by graphic sound that not only sets the mood of the mystery, it tells the story. As the story opens, a couple is driving on a dark, stormy night. (You know that it's dark and stormy because...)

**RELEAS DATE ........................March 1992**
**NUMBER SOLD ..............................85,000**
**SYSTEM .................................SUPER FAMICOM**
**COMPANY .................................CHUN SOFT**

**COMMENTS**
To American gamers who have made fast-action games the biggest sellers, the concept of a video mystery novel would seem quite foreign. The experienced Japanese players we talked to thought it was an interesting change and commented that the great sound made the game.
**BAR CODE BATTLE**

Bar codes, those small, black and white lines, hold all sorts of information that can be read by computer scanners. You’ve seen them at work in grocery stores and other places where information must be processed quickly. In Japan, they’re at work in video games. The Bar Code Boy Set 2 comes with a bar code scanner, a Monster Maker Game Pak, and two character data cards. Although Monster Maker is also an RPG, it has a Battle Mode that lets two players enter bar codes and then go head-to-head in battle. The codes they enter determine their players’ Hit Points, Magic Points, Attack Points, Defense Points and Experience Levels. After entering the codes, the players sit back to see whose character will overcome. The scanner reads any bar code, not just the ones on game cards, so the challenge is in trying out lots of codes to find one that will yield the most powerful character. (Parents across the country who’ve found holes where bar codes have been cut out of every cereal and chip package in the house must really love this game!)

The scanner is also compatible with auto and horse racing games available in Japan. Players of those games search out codes that will give them the fastest car or horse.

**LEGEND OF THE FIRE EMBLEM**

Legend of the Fire Emblem is a game that combines elements of strategy and role playing in a fantasy setting. Dragons and knights populate the Fire Emblem world. As is true in traditional Role Playing Games, you activate pull-down menus to perform many of the actions possible in the game. For example, you must approach people and characters and use the Talk command to speak to them. What’s different, though, from average RPGs is that instead of having a single party that moves with you, you have units that you can control in order to gain territory. You command them to move, and after you give your command, you’ll see them take up their positions by marching into place. You can move from area to area, strategically placing your units to block your enemies’ moves and gain control of the region. Most other action is in side-scrolling one-on-one fighting sequences. Although it’s not a blockbuster title, it is very popular among Japanese players who have cut their teeth on computer games. It has an interesting story line with an emphasis on strategy.

**RELEASE DATE** DECEMBER 1991
**NUMBER SOLD** 120,000
**SYSTEM** FAMICOM
**COMPANY** NINTENDO

**COMMENTS**

Legend of the Fire Emblem offers a different kind of play experience, one that computer gamers would probably like. Nintendos Company Limited plans to release a Super Famicom version sometime next year, but no plans have been announced to bring the game to North America.
PACHINKO

Pachinko, a pinball-type game, is very popular in Japan—so popular, in fact, that most towns have Pachinko Parlors where people gather to try their luck. Instead of lying relatively flat, as a pinball table does, the Pachinko table stands upright. To set the ball into play, the player sets an adjustable dial that controls the speed of the ball. The ball shoots to the top of the play area and can fall into holes and hit pegs on its way back down to score points and win additional balls. Players can use the balls they win to play again, or they can choose to redeem them for a variety of prizes. Because it's a game of chance, the Pachinko played in parlors is for adults only. The home version, of course, is available to players of all ages but seems to appeal mostly to adults.

MINDSEEKER

According to Mindseeker, you can increase your psychic powers by practicing the exercises presented by the game, which was designed with the help of a well-known Japanese psychic. Before you start the psychic adventure, you'll be encouraged to practice some breathing exercises designed to help you relax, then you'll try some preliminary card-matching exercises that make you concentrate your mental powers on identifying shapes that are alike.

As your concentration abilities increase, so should the number of matches you're able to make. After honing your powers in the practice mode, you'll move on to more advanced techniques, but there's a trick to saving your progress: you have to be able to sense which slot on the Psycho Writer the Save Cartridge fits into before you can successfully save and move on.

RELEASE DATE .................. MARCH 1993
NUMBER SOLD .................. 60,000
SYSTEM ......................... Super Famicom
COMPANY ....................... Coconuts Japan

COMMENTS

Pachinko parlors have become tremendously popular in Japan, where lines sometimes form long before the doors open. The home version also appeals to the adults who play the game at Pachinko Parlors—and to kids who are too young to get in.
MOTHER

Mother is a typical RPG in that it has lots of pop-up menus for talking to people, reading signs, equipping weapons and battling enemies. What’s unusual about it is that it has a roster of off-beat, friendly-looking enemies, such as a '53 Buick, a goofy teenager and a smoking crow. Some big stars in the video game industry worked on the game: Shigeru Itoi, a famous writer, came up with the story, and Shinbo Mami, a well-known illustrator, created the characters, who are young, lively and very curious. Developers designed the game with young RPG players in mind, and there are lots of those in Japan. The RPG category dominates the Japanese market. To give just one example, the Dragon Warrior and Final Fantasy series are so popular that incredible lines form outside stores that are due to receive shipments of the latest installments. RPGs aren’t as popular here, though. Although Dragon Warrior sold well in the U.S., its sales here didn’t compare to sales in Japan, so plans to release Mother here—under the name “Earthbound”—were put on hold. Super Mother—the eagerly awaited sequel—is coming soon to the Super Famicom in Japan; only time will tell whether we’ll ever see a version of Mother here in the states.

ULTRA QUIZ ACROSS AMERICA

Television shows that let the audience take part in embarrassing situations are extremely popular in Japan. One of the best-liked is Ultra Quiz, an annual quiz show that starts in the Tokyo Dome and tours a set route, with each installment being filmed in a different location. To start, a huge crowd gathers at the Dome. Half of that crowd is eliminated, and the rest follows the show to the next destination. At each location, half of the crowd is eliminated by one of several—often bizarre—methods. The quiz sometimes challenges physical ability, sometimes tests knowledge and sometimes relies purely on luck—they’ve been known to determine the winners by playing Rock, Paper and Scissors. Winners move on, while losers are out of luck and on planes heading for home. The prize? It’s sometimes great, sometimes not, and nobody knows what it is until that week’s winners are named. The video game, Ultra Quiz Across America, follows the same route across the U.S. that the show actually used. It starts on the West Coast and works its way to the Statue of Liberty in New York City. The television show is a hit, and so is the game, selling more than 110,000 Pak’s.

RELEASE DATE ..................MAY 1989
NUMBER SOLD ..................150,000
SYSTEM ..................FAMICOM
COMPANY ..................NINTENDO

COMMENTS

Although it doesn’t boast the huge sales that RPGs such as the Dragon Warrior and Final Fantasy series did, Mother has been very popular in Japan, nevertheless.

RELEASE DATE ..................OCTOBER 1991
NUMBER SOLD ..................70,000
SYSTEM ..................SUPER FAMICOM
COMPANY ..................TOMY

COMMENTS

Making a fool of ourselves on television isn’t as popular a pastime here as it is in Japan, but we do have our moments (Double Dare and Studs leap to mind). Experiencing game show excitement by playing a video game instead of appearing on national TV has its appeal.

64 NINTENDO POWER
DRAGON BALLZ II

The artist who created the characters for Dragon Warrior drew the ones for the Dragon Ballz games. Dragon Ballz II is a tournament simulation, while Dragon Ballz III, for the Super Famicom, is head-to-head street fighting action.

FINAL FANTASY II, III, V

Although the first U.S. Final Fantasy title came from Nintendo, they all have been developed by Square Soft. The game Square published here as FF II was Japan's FF IV, but games known as FF II and III in Japan have never been released here. FF V, a 16-bit title, is selling even better than the ultra-hot Dragon Warrior V in Japan. It will be available here as Final Fantasy III late in '94.

SHOGI / IGO

Shogi and Igo are traditional board games that have a large following in Japan, where the best professional players earn national rankings. The Famicom game includes real pro players (who are actually called by their real names) and offers match and tournament play. It's especially well-liked by adult players, who spend more time indoors than their North American counterparts do.

PACHINKO AND SLOTS

One casino-type Pak pairs two games of chance, Pachinko and Slot Machines. It's great for players who want the thrill of gambling without the risk of losing real cash. It's a classic combo for at-home gamblers.

THE REST OF THE PAKS

Our list of games available in Japan but not around here is far from complete, but it does give you an idea of what differences you'll find in the various markets. In general, players here like games that are action-oriented, while Japanese players seem to prefer longer, more involving games such as RPGs. Perhaps we'll take a look at the global market in a future issue to see how our tastes compare worldwide.
The Power Index is the ultimate Super NES quick reference. All the Super NES games that have been released, plus many of the games that are coming out in the first half of 1994, have been listed here along with their vital stats. Announced titles may not be released or may be delayed. Look to Nintendo Power for updates.

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**RPG**

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### SIMULATION

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**SOCcer**

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**TENNIS**

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**SUPER SCOPE**

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* A=Alternating  S=Simultaneous
NEW DEMON ISLAND

New Demon Island is just one of the many Japanese folk tales that are told on the Famicom Disk System. The stories are told as modern text adventures, with the player using commands such as Search, Use, Read, Talk and Pick Up, but the stories themselves are traditional tales with familiar characters. They appeal to players from intermediate school age on up to adults, who like to retell the old legends to their children. Another appeal was that they were disk games. Disk-based games were once very popular because players could take their used disks back to the store when they tired of the story and, for around $5.00, have a new one saved over it. Many stores used to have the Writing Systems that installed the new games, but they aren’t as widely used as they once were because the disks hold only one meg of information and aren’t capable of saving the newer, more complex games on the market.

MOMOTARO DENTETSU

All aboard! Super Momotaro Dentetsu II takes you on a train trip across Japan. It’s a race to see who can make the circuit first, and a roll of the dice determines how far you’ll go. If you’re lucky, you’ll end up at stations marked by blue squares. As long as you’re there waiting for your next roll, money keeps building up in your bank account. If you land at red stations, though, you could be in trouble because you lose money as long as you wait there. If you land at yellow stations, you get to draw wild cards that can move you ahead or earn extra cash.

OFF TO THE RACES

Horse racing—and betting on the horses—is incredibly popular in Japan. If you’ve ever tried to read a racing form, you know how difficult it can be to digest all of the information in time to bet on the next race. If you carry this Game Boy game to the races with you, it does the work of analyzing the information available. You input the track conditions and all of the information about each horse entered in the race. Statistics traditionally included in a racing form include how each horse has performed in recent races, including the length of the race and the conditions under which it was run. It tells who the trainer is, which jockey is up and what weight the horse will carry. Usually, you’d have to read all of the information and make your best guess as to what horse to bet on. With this game, you just enter the current odds, and the game will tell you what bet is most likely to pay off and send you home with cash in your pocket. The only drawback is that entering all of the necessary information takes time. The game makes its choice quickly, but you’ll still have to hurry to enter all information before the next call to post!

RELEASE DATE ....................... OCT 1992
NUMBER SOLD ....................... 70,000
SYSTEM ....................... FAMICOM DISK SYSTEM
COMPANY ....................... NINTENDO

COMMENTS
The game makes fast work of analyzing lots of information, but it is somewhat tedious to enter everything. It needs to know the Advance preparation would speed things up. Players expecting a game in which horses actually race will be disappointed by a game that only handicaps.

RELEASE DATE ................. AUGUST 1991
NUMBER SOLD ....................... 60,000
SYSTEM ....................... SUPER FAMICOM
COMPANY ....................... HUDSON SOFT

COMMENTS
With its rolling of the dice, Momotaro Dentetsu has a board game feel to it. Board games continue to be popular here, and some, such as Monopoly and Clue, have made very successful transitions to the NES and Super NES.
Member's Special

The Top Games of 1993
Scope out the top ten Super NES titles, as well as the top five Game Boy and NES Game Paks of 1993.

Sound Success
The Best Tunes on the Super NES
Many games take advantage of the excellent audio capabilities that the Super NES offers. Check out the over-achievers!

Stare-o-gram Special
Can you see the pictures within the pictures? Not everyone can do it. Give 'em a try!

1994 Preview
Get a jump on the coming year. See what we think will be hot in '94.
Last year saw the release of a slew of top-notch Super NES titles, which made it harder than ever for us to pare the list of 1993's best games down to only ten. Star Fox started the year with the screaming blast of a streaking Arwing when it debuted to rave reviews at the winter CES in Las Vegas last January. And, to no one's surprise, games in the street-fighting genre carried over from '92 and continued to be big news for the Super NES. Street Fighter II Turbo and Mortal Kombat stood out from the huge crowd of Street Fighter wannabes. While many of the imitations paled in comparison to the original, Clay Fighter made our list of Honorable Mentions for its innovative approach to the tried and true formula.

Link grabbed the hotly contested top spot on the Game Boy list, and while there were fewer NES games released than in previous years, perennially popular Mega Man and Battletoads both showed up in totally new action titles that claimed spots on the NES Top 5.

We listed all of the games released in 1993, took a close look at the ratings they earned from Nintendo's pro game evaluators, then sat down to debate the top games' merits. We considered technological advancement and innovation as well as playability, diversity, and depth. When the dust settled, we came out of the Star Fox conference room with the definitive list of 1993's best games. All of the titles that made the cut come highly recommended by Nintendo Power.
There was no argument about which game would be named Number One this year. Star Fox blew away the competition for 1993's top spot by pairing advanced technology and a challenging game experience in an all-new, outer-space adventure. For sheer excitement and innovation, it earned top honors from critics everywhere.

Star Fox is the first in a new generation of video games to contain the Super FX Chip, which utilizes RISC (Reduced Instruction Set Computing) technology to create amazingly fast and detailed animation. The custom chip is capable of making lightning-quick calculations to scale and rotate polygons and sprites, which results in super smooth, 3-D animation. The net effect is a new sense of realism that rises head and shoulders above anything we've seen previously for home video systems.

The FX Chip isn't the only star in this show, though. It shares the bill with Fox McCloud and his lively crew of interstellar mercenaries hired to save Corneria from the supremely evil Emperor Andross. Congratulations, Fox. Your mission has been a resounding success.

Nintendo went from creating something completely new in Star Fox to updating its all-time most popular NES games, Super Mario Bros. 1, 2 and 3, for play on the Super NES. We put all three on a single Pak along with the Lost Levels, which were previously unreleased in the U.S. What a value! There's no doubt that the unprecedented, powerhouse package has to rate among the year's best.

Capcom followed up last year's number one game with another street brawler that features faster movement and awesome, new special combination moves that made it a standout among this year's throng of pretenders to the street fighting throne. For the first time, all of the speed, characters, moves and options of the arcade version made it home, only to the Super NES.

Super Empire Strikes Back duplicates Star Wars' fourth-place showing in last year's Top 10 list, but we think it's even better, with more stunning special effects, more variety in the stages, and more challenge than ever. This innovative sequel takes Luke, Han Solo and Chewbacca back to battle the dark side once again, in a game that mirrors the plot of the hit movie.
Acclaim's Competition Edition of its arcade blockbuster came to home video accompanied by all the fanfare befitting a world-wide martial arts tournament. Incredible digitized graphics and an exclusive handicapping option set it apart from the many other street fighting titles introduced in '93.

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Batman rides—or flies—again in Konami's Super NES action game that checks in at number eight on our Top 10 list. Digitized music from the movie's original score accompanies the fast-paced action that pits the Dark Knight against Catwoman and The Penguin, among others. It's street fighting with a twist.

Mickey graced our January issue clad in his fire fighter suit, one of three suits that give him special powers. The suits are only part of what makes the game magical. Superior graphics and sound, as well as varied terrain and solid play control, add up to a game that is certainly one of 1993's best.

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Interplay broke into the Top 10 with The Lost Vikings, an intriguing, innovative title that turned the action/puzzle category upside down. The graphics and sound are first rate, and the text is downright hilarious, but what really makes this game so great is that it's such a deep and compelling play.

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Konami scores another Top 10 title with Buster Busts Loose, a series of cinematic escapades that begins at Acme Looniversity. Buster is the star but he meets up with other Toons for bonus games and cinema scenes. With great play control and three difficulty settings, it's fun for players of all ability levels.

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**SUPER NES HONORABLE MENTIONS**

**SPORTS**

Madden NFL '94
NHL Stanley Cup
Nigel Mansell's World Championship
World Soccer '94
WWF Royal Rumble

**ADVENTURE/RPG**

Aerobiz
Goof Troop
Operation Logic Bomb
7th Saga
Shadowrun

**MOST INNOVATIVE**

Alien²
Clay Fighter
E.V.O.: Search for Eden
Rock 'n' Roll Racing
Taz-Mania
Zombies Ate My Neighbors
THE LEGEND OF ZELDA: LINK'S AWAKENING

Link's Awakening shot to the head of the Top 20 list as soon as it was released, but it was a short trip—anticipation had the game hovering in second place even before players got to see how great it was. Many who have played it contend that Link's Game Boy adventure is even better than his enormously popular Super NES epic.

MEGA MAN IV

The mega-popular mini-hero returns to action with Rush, Flip Top and Beat in a game great enough to grab second place on our annual list. Only Link could best Mega Man.

DARKWING DUCK

The winged terror who flaps 'at night and pecks at your nightmare fights the agents of F.O.W.L. in this translation of his NES adventure. It plays well on Game Boy.

RAMPART

The NES version made our Top 10 list for 1992, and we found '93's Game Boy version to be just as much fun, especially in the fast-paced two-player Game Link mode.

KIRBY'S PINBALL LAND

Kirby puts a clever twist on traditional pinball, becoming the ball and huffing and puffing around the screen. Power pinball players will like the play control.

MEGA MAN VI

Mega Man's popularity has only grown since his first U.S. release late in 1987, and so has the number of adventures he's appeared in. He has developed a loyal following that eagerly await each new release and it wasn't disappointed in '93. His sixth NES adventure, in which he uses two new, special Power-Ups, might just be his best.

BATTLETOADS & DOUBLE DRAGON: THE ULTIMATE TEAM

What a concept! Two of the baddest teams ever to hit the NES star together on one Pak, and you can play as a character from either team. It was our only NES cover for '93.

KIRBY'S ADVENTURE

Kirby's simple shape belies the fact that he's capable of performing a variety of stunts. In this adventure, he can acquire the skills of more than 25 enemies!

JURASSIC PARK

Last summer's blockbuster came to the NES in a thriller that put players in the midst of the Jurassic experiment gone awry. This title wasn't an endangered species.

YOSHI'S COOKIE

If you caught Dr. Mario Fever or were taken by Tetris, you won't want to miss Yoshi's Cookie. It's a fast-paced puzzler with a two-player version that really cooks.
A race car revs and screeches from the starting line. A guitar screams out the opening riff of a classic rock tune. An announcer erupts in a frenzy of flashy phrases. This is the sound of video gaming today—a far cry from the blips and bleeps of Pong and Asteroids. How does the Super NES generate sounds and what new innovations are being made by Super NES game developers? Read on and discover the secrets of Super NES sound.

TECH TALK

Not many players buy a video game because it has great sound effects and music, but the sound track adds excitement and realism to the action just like the sound track of a movie or TV show. The process of creating sound for Super NES games, however, is more complicated than you might think. Computers like the Super NES don’t understand music any more than we would understand the language of aliens from deep space. The Super NES needs musical or sound signals to be translated by a program called a Sound Driver. Only then can the Super NES’s brain, the CPU (Central Processing Unit), understand the sound signals and send them on to the Sound CPU, DSP (Digital Sound Processor) and D/A Converter where the signals become compatible with television or stereo sound systems. In turn, the television or stereo feeds the signals to its speaker system to produce the actual sounds we hear.

Every game is equipped with a Sound Driver, which is a program that converts music instructions and data in the game’s ROM (Read Only Memory) into Super NES data. But as you’re about to hear, not all Sound Drivers are created equal. When a company acquires a Super NES Development System from Nintendo, a standard Sound Driver is part of the package. Some companies use this Sound Driver when they make games, while other companies develop their own custom Sound Drivers so that they can make music in new, creative ways.

Custom-made Sound Drivers often include innovative features that were created to make use of the sound system in ways that were not thought of when the original Sound Driver was developed. This look into the Super NES sound system and the people who are creating sensational sounds for Super NES games concentrates on companies who use custom Sound Drivers that expand the abilities of the system.

SYSTEM OUTLINE

Inside the Super NES Sound System

Sound CPU
The Sound CPU (Central Processing Unit) controls the game music and sound effects. It receives information from the CPU and Game Pak ROM and sends it to the sound system RAM and the DSP.

DSP
The DSP (Digital Signal Processor) uses the information that it receives from the Sound CPU and RAM to create the game sounds.

512K RAM
The musical score and digitized sounds are stored here.

D/A Converter
This component converts the digital signal from the Super NES Sound System to analog so that it can be sent to the television or stereo.
Creating sound effects and music for Super NES games is a laborious process that requires skill and patience. Most sound designers work at a computer keyboard, creating files that will tell the system where each note will go, how long the note will last and where the soundtracks will make use of special effects such as volume changes and stereo pans. Once the file is written and compiled, the results of months of work can finally be heard.

Some companies that develop games for the Super NES have created Sound Drivers that give designers more feedback. Software Creations has been a sound innovator for many years. Their projects include Plok, Super Off-Road, Spider-Man and the X-Men and sound work on Rock 'N Roll Racing. The Software Creations Sound Driver, written by technical director Michael Webb, is faster than most. Richard Kay, Software Creations managing director, says, "The secret of our system is sheer speed. Our tools can compile music instructions into Super NES data and transmit that data to the Super NES almost instantly. This makes the process very interactive." The system is also quite versatile. "We do not use straight samples when we create music and sound effects," says Richard, "We can sample a trumpet sound, for example, and manipulate it to sound like many other instruments." This ability to manipulate sounds allows the sound designers to make many different sounds out of only a few samples.

Another company that is making waves in Super NES sound is Interplay. Their A.R.D.I. (Advanced Real-time Dynamic Interplay) Sound System was used in the creation of such recent hits as Out of This World, The Lost Vikings, Clay Fighter and Claymates. Like the Software Creations Sound Driver, the A.R.D.I. Sound System allows for quick feedback to the sound designer. The system has a MIDI (Musical Instrument Digital Interface) plug that fits into a Super NES Game Pak slot. With this innovation, sound designers can compose music with a synthesizer, input the MIDI file into a Super NES and listen to how it will sound immediately. They can also and can also make changes in volume, stereo panning, echoes and other effects as the music is being played. Since this system is more "user-friendly" than most, the designers at Interplay have more choices in selecting composers. Says Charles Deen, Interplay Audio Director, "We can use musicians who don't have to be technologically inclined."

The A.R.D.I. Sound System also allows for long songs with very little repetition. The Sound Driver reads the musical score directly from the Game Pak's RDM, instead of drawing from the more limited RAM of the sound system, so that the piece of music can have a bigger and more complicated score than most video game music. The extra space in RAM also gives more room for more digital samples.

Bubsy in Claws Encounter of the Furred Kind is the debut of Accolade's wacky bobcat, Bubsy, who wisecracks his way through the 16-stage yarn. Bubsy Producer John Skeel says that finding the right voice for the character was a real challenge. "I knew that the sound of Bubsy's voice would really communicate his personality, so I wanted it to be perfect...I spent weeks going through stacks of voice talent tapes and just didn't find what I was looking for." After a long and fruitless search, John got a call from Sacramento vocal actor Brian Silva. "We spent an afternoon trying different voices...a Brooklyn accent...a Jewish accent...until we settled down and got the right sound." Then John digitized Brian's recorded voice and sped it up. The results were the perfect combination of Daffy Duck, Bugs Bunny and many other classic characters.

There are 16 Bubsy-isms in the game, making for approximately 22 seconds of digitized speech. During the game's development, John and his team wanted to create a trademark phrase for the character. "Whatever blows your hair back" was a leading candidate. Then, as Murphy's Law started taking its toll on the project, team members often quipped "What could possibly go wrong?" That caught on and became Bubsy's catchphrase.

Last Thanksgiving weekend, a Bubsy cartoon pilot aired with Teenage Mutant Ninja Turtles veteran Rob Paulsen as the voice of the bobcat. The show could become a regular series. Accolade is also planning a Bubsy sequel.

JANUARY 1994 7
In addition to making technical innovations, developers are coming up with new ideas for types of music and sound effects to be featured in Super NES games. Rock 'N Roll Racing from Interplay, with sound developed by Software Creations, is a prime example. It includes well-produced versions of six classic rock songs such as “Bad to the Bone” and “Born to Be Wild” as well as the wild announcing style of Larry “Big Mouth” Huffman.

Activision has published a pair of games that also use popular music in the soundtrack. The idea to add fast-beat, high energy techno music to action-packed games occurred to Activision producer Kelly Rogers at a dance club when he was trying to think of the right type of music to include in the side-scrolling shooter Bio-Metal. The game’s soundtrack, featuring music from techno super group 2 Unlimited, met with a lot of critical acclaim, leading Activision to use the music of the up-and-coming band Psykosonik for the soundtrack of X-Kaliber 2097, a futuristic fighting game. The songs, which were composed by Psykosonik singer/songwriter Paul Sebastien, have been climbing up the Billboard Magazine Dance Music Chart. “The main reason that we were interested in doing something for a video game is that we like games,” says Psykosonik member Theo, who, along with his bandmates, has made it to the fifth stage of the game.

Paul sent MIDI files of the Psykosonik music to Activision via CompuServe. Then the engineers at Toshiba EMI took on the task of adapting the music from a memory intensive format to something that would be feasible to work into the Super NES sound system but didn’t compromise the sound of the music. “We used a lot of techniques in creating the music that we haven’t used before,” says Kelly. The result is a video game soundtrack that sounds like a hit record. Footage of the game may appear in an upcoming Psykosonik video.

Taking a different approach to popular music, the designers at Interplay called on vocal group Euphony to sing the theme song to Clay Fighter for the game’s title screen. The catchy tune features several seconds of digitized singing and a full band. Since the total memory required for the samples included in the song well exceed the limits of the sound system’s RAM, the samples are loaded from the ROM into the RAM on the fly using a looping technique.

Music style is a major consideration in creating atmosphere for video games. “We had a debate
over the kind of music that would be used in "The Lost Vikings," recalls Charles Deenan. Charles wanted to create a light-hearted, fun atmosphere with beat-oriented dance music. Other people involved in the project thought that a more serious approach would be appropriate. In the end, the dance music idea won out, and now, everyone involved cannot imagine the game any other way. Music for the upcoming Interplay epic, Lord of the Rings, will have a much more orchestral, cinematic feel.

A cinematic style was the target for the soundtrack to Acclaim's Alien³, which was developed by Probe Software. While Acclaim did not have the rights to use the actual compositions or sounds from the Alien films, the sound designers at Probe did listen to music from the Alien movie soundtracks and other sci-fi thriller soundtracks for inspiration. The results are atmospheric and spooky. The game also includes a line from Aliens that plays after the last player character has been defeated: "Game over, Man!" The designers were not allowed to use the actual piece of dialog from the film, so they had a member of the staff perform the line. They ended up with a humorous line that breaks the tension of being defeated by acid-blooded alien and sounds almost exactly like the original reading.

The sound team at Probe software researched sci-fi movie music and sound effects in order to create the right atmosphere for Alien³.
Some people see the images in these pictures almost immediately while others couldn’t pick them out even if their lives depended on it! Make sure everyone you know gives these a try.

2.

HINT: It’s not Mario, but he can jump higher than Mario.

3.

HINT: It goes great on pizza.
SUPER POWER STARE-EO CHALLENGE

Two free Super Power Stamps could be coming your way if you can make out what’s in Stare-EO-Gram number 4!

HINT: No way! Forget it! No Hints!

TO SCOPE IT OUT:
If you are having trouble seeing the images in the pictures, here are a few tips that might help you to visualize them.

CROSS-EYED STYLE: Look at the two dots under the pictures. Cross your eyes so there appears to be four dots. Of those four dots, try to overlap the inner two so they appear as one. Keeping the same focus, move your eyes up or down the page and stare at it. Don’t get frustrated if you can’t see an image immediately. It may take a while. It’s really important to relax and remain patient. Soon, a three-dimensional image should begin to “emerge” from the page. Don’t expect anything real, like a color change—you’ll still see the same colors. Some people think the images appear to be “embossed” in the picture. Alice don’t worry about blinking. It’s OK. You should still be able to hold a steady focus while blinking.

PARALLEL STYLE: Relax, and try to set your focus at the distance. The idea here is to see “through” the page. As with the Cross-eyed style, the two dots under the pictures should appear to be four. Bring the inner two together to form one dot. Hold your focus and let the image appear before your eyes!

CONTEST RULES
On a 3 1/2”x5” card, write the answer to the Stare-EO gram question and send it along with a self-address stamped envelope to the address shown.

SUPER POWER STARE-EO CHALLENGE
P.O. Box 10224
Des Moines, IA 50336-0224

All entries must be postmarked no later than February 15, 1994. Not responsible for lost, stolen or misdirected mail. Please allow 3-4 weeks for delivery of Super Power Stamps. One entry per Super Power Club Member, please.
1994 looks like the best year ever for video game players. Get ready for excitement of Super Metroid, the realism of Ken Griffey Jr. Presents Major League Baseball, the innovation of Wario Land and the action of NBA Jam.

Samus Aran on the Super NES

Ever since the introduction of the Super NES, players have been calling Nintendo to find out when Super Metroid will come out. Players assumed that any game as good as the original Metroid had to be adapted to the Super NES. They were right, and the long wait is about to end.

When Super Metroid hits the stores this spring, players will return to the planet Zebes with Samus Aran, a one-woman, intergalactic SWAT team, to battle the evil Mother Brain for the last time. Although this will mark the end of the Metroid series, Samus Aran will have a new galactic menace to overcome in future games. In Super Metroid, players will revisit several areas and enemies from the original game, but they will also explore new regions and battle new foes with new moves and weapons.
Many elements that made the original game a classic have been enhanced. The passages of inner Zebes are so vast that the programmers anticipate having to use 24 megabits of memory, making Super Metroid the biggest game ever for the Super NES. Some elements were borrowed from Metroid II for Game Boy, like the Save Points and the battery-saved memory. Kraid and Ridley return from the original in hideous new forms along with an army of new and redesigned enemies.

Mr. Sakamoto, the project director, told Power that, “Metroid has a lot of possibilities and we have to include all of them to make the game as enjoyable as possible.” Ten programmers and designers at Nintendo’s R&D 1 group have been working overtime for months trying to include those possibilities. The game is being tailor-made for North American players, because Metroid was never as popular in Japan due to the fact that it was released on the Famicom Disc Player format.

As for the popularity of Super Metroid in the U.S., the incredible action and vast world are sure to make it one of the top games of the year.
What arcade game is hotter than Mortal Kombat? Try NBA Jam Session. The Super NES adaptation of this mega hit has been in intense development at Acclaim for the past eight months and it should be released soon. Working with programmers at Iguana Entertainment, Dan Feinstein and Asif Chandhri of Acclaim’s White Team have pulled out all the stops to give NBA Jam for the Super NES the same excitement as the original, and in some respects they have gone beyond the arcade game. At the heart of Jam is the two-on-two action between NBA stars. The players appearing in the game have been updated to reflect trades and changes, and the challenge level has been increased in several categories, including Defense, Intercept and Shots. There are guest stars, too, but Acclaim is keeping the lid on their identities.

According to Feinstein, the original arcade game code was ported and adapted for use with the Super NES. Although the games aren’t identical, the home version includes the trademark digitized player screens, many of the same voice samples, and 57 jam combinations. That’s a lot of jamming, and it’s taken the developers lots of 16-hour days to put it all together.

Acclaim may be uniquely positioned to adapt NBA Jam since they have worked closely with the NBA and Williams on several other products. The smooth exchange of information between Acclaim, Williams/Bally/Midway and the NBA made the quick development possible. Even more important may be Acclaim’s familiarity with the intricacies of pro basketball and NBA players from their earlier games like NBA All-Star Challenge.
Go Inside the Majors with the Griff

Ken Griffey Jr. Presents Major League Baseball is getting the final tweaks before its release on opening day of the 1994 baseball season. Begun in 1992, the game has been in development for over a year and a half, and the attention to detail shows in a thousand ways.

The game was designed by Brian Ullrich, a former Power editor and baseball fanatic now working with Software Creations in England. It may seem an unlikely union, but Brian has educated the talented British developers about baseball to the point that many of them are now rabid fans. The enthusiasm for their video game is also shared by Jeff Hutt, the game's producer at NOA, and his chief expert and play tester. Ken Griffey Jr. The 16 megabit game is designed to have a fun, arcade feel with humor as well as fast, realistic play. Part of that feel comes from the voice of American League Umpire, Steve Palermo, who may be better known as the heroic ump who saved a person's life during a robbery. Visual antics also add to the fun, like batters blowing bubble gum, or fighting with the pitcher after being hit by a wild pitch.

According to Hutt, the toughest part of making a sports game is creating the artificial intelligence that controls the computer characters. The designers have to anticipate every possible play. For instance, with the bases full, the primary defensive command is to throw home. But that changes if there are two Outs. The trick is to anticipate unusual occurrences and program a smart response. Ken Griffey Jr. MLB covers the bases with 150 fielding animations.

The game is impressive in other ways, too: a full compliment of options, team editing, battery-saved memory, and the inclusion of every major league ballpark. You'll also find complete 1994 schedules and the new playoff scheme along with updated team colors and logos. This spring, you won't have to go out to the ballpark for America's pastime; it's coming home to you.

The players are highly animated, from batters blowing bubbles at the plate to fielders diving for the catch.

The game designers began with rough sketches for each of the positions and body types found in the game.
Wario isn't bad, he's just mad in this new action adventure

The bad boy of Super Mario Land 2: 6 Golden Coins will soon return to the small screen in his own adventure called Wario Land. Not only is Mario completely out of the picture in this game, all the enemies and areas are completely new. The game world, which includes an overworld map and lots of areas to pass through, will remind players of SML2, but the enemies and challenges they find in Wario Land are all new. R&D 1, the same Nintendo development group that is working on Super Metroid and which developed the Super Mario Land games for Game Boy, wanted a fresh look and new moves that would appeal to Mario fans. Now, after more than a year in development, they're putting the final pieces in place in order to meet a spring release date.

So what's Wario up to this time? Having been kicked out of the castle by his old nemesis, Mario, Wario sets off to earn his fortune the old fashioned way—by stealing it from pirates. He figures that if he can find enough of the pirates' hidden treasure, he will be able to buy his own castle. Who needs Mario anyway? Wario lands on the pirates' island, and must go through each area to find one of the pirate treasures.

The main move for Wario consists of him lowering his shoulder and charging forward like a mad bull, knocking enemies out of the way. But that isn't his only move. By finding different special hats, Wario gains new talents. With the Jet-pack hat he can fly. The Dragon hat breathes fire and the horned hat can stick into ceilings.

The art used in planning the game captures the angry, comic intensity of Wario. The designers used large characters in the final game for a more effective, cartoon feel. Fans of Mario games should find Wario Land to be a fun change of pace.
As the night grows darker, everyone sleeps easy, knowing the Dark Queen has been vanquished...

...or has she? By the look of that ominous spaceship hanging high above Earth, it looks like our heroes may be resting just a little too soon. This time the battle will continue with better graphics and play control than ever before! Join the Battletoads as they team up with the Dragon Duo in Tradewest's latest introduction.

Last time, our heroes stopped the Dark Queen cold

You pitiful little cre-tins. You're playing with the Ultimate Team? Ha! We laugh in your general direction.

You pitiful little cre-tins. You're playing with the Ultimate Team? Ha! We laugh in your general direction.

We are the Ultimate Team. The forces of the Shadow Boss and the Dark Queen are going to stomp your game playing skills flat! Give us your best shot.
Back in the Lab: Oh, no! There's a giant big headed toward Earth.

You bet! Our moves worked against the Shadow Boss before and they'll work again. Let's get to it!

Battletoads... Battletoads... come in Battletoads, this is an emergency. The Dark Queen is headed toward Earth in her giant Ratship! We must stop her at all cost.

Don't worry Prof! With our help, the Battletoads can't lose. Isn't that right Jimmy?

All right Dragons, let's get bashin' some evil heads. Watch out Dark Queen!

Later, back at the Dark Queen's Ratship, our heroes ready themselves for the assault. The Battlecopter swoops low and drops our heroes at a quiet spot on the ship. The Toads are quickly discovered and the fight is on!

These Shadow Marines are weak! Any old punch will knock them right off the ship. Try the Running Attack to really knock 'em silly.

Revo Blasters may look like a camera, but it's not going to take your picture. Grab them quick so you won't get shot!

Watch this great trick! If you catch a Shadow Marine lying ground on the job, pick him up and send him flying into space. Get as close to your enemy and hit the B Button. You may pick him up, or at least give him the boot.

Run away! Run away! It's the Machine Mist. If you keep running back and forth, it will miss you and embed itself in the ground. A quick Running Attack will send it flying!

Ha! You call yourself tough? We can beat you with only a few Running Attacks. The Battletoad Butt and the Flying Dragon Kick will make short work of you, Abobo. And by the way, we're Toads with a capital T! Remember that on your trip.

Kick!
The rest of this ship's a piece of cake!

You can't stop my bullets!

Your lists can't keep me down.

Hey! After you destroy a Walker grab one of its legs. They're great for beating on Gormses and other Walkers. You only need to hit the B Button to use it!

My guys are losing? I'll get you for this.

Whoa! Sweeping into these energy bolts could prove shocking! We had better wait until they're out of the way.

Our heroes spend a little time kicking around a few Ravens. Hit them a few times and a fighter can gain enough 1-Ups to finish off any boss. Be careful of the energy bolts across the shaft.

Whoa! Sweeping into these energy bolts could prove shocking! We had better wait until they're out of the way.

Hey, no fair bringing a machine gun to a fist fight! We'll just have to duck your bullets then hit you with a few Battletoad Butts. We've got Roper on the ropes!

Excuse me; did you drop a stick of Dynamite? That's careless of you. Here you go; let me toss it back to you. Whoops! That looks like it hurt!

If I can clear out all of these Ryders without falling off my bike I can collect extra Bonus Pods and get 1 Upo!

All right Blag; we're ready to take you on! Come on guys, get him with your Running Attack. Hit him 15 times and we got him.

You think you can whip us? Check out our Flying Dragon Kicks and Battletoad Butts and we'll see who gets the last laugh!

Whoa! Sweeping into these energy bolts could prove shocking! We had better wait until they're out of the way.

Big and bad Roper is waiting for the Jimmy, Billy, and the Toads are in the very center of the Ratship. Will they be able beat him? Roper is betting his bullets that they won't!
After defeating Roper and his gang, our heroes take the fight into space. Can they chase down the runaway Ratship before it collides with Earth? Let's hope so!

Watch out boys. They're jettisoning all the garbage off the Ratship. Quick, hang a port... I mean starboard!

In a last ditch attempt to destroy Earth, the Dark Queen and the Shadow Boss aim their rocket directly for the planet's surface. Our heroes must stop this deadly missile, before it's too late.

This guy can't be that tough. He can fit inside that little cockpit.

Oh Great. We pop inside for a breath of fresh air and old sunshine here is just waiting to get us.

So long suckers! You may have destroyed my beautiful Ratship but I'm still going to finish off your precious little Earth. HA HA HA HA!

In case those pesky little amphibians try to follow us, I, the mighty Robo-Mantis, am ready to show them their worst nightmare!

I had better watch out for these after-burners! When they turn off I'm going to run as fast as I can up the ladder. Be careful guys, if that flame hits your burnt feet...

Oh great. Just what we need. First the after-burners and now more of these guys with the dynamite. Quick, run past them before this stuff explodes!

Look out Mom! No spacesuit! I hope we can hold our breath long enough to stop this spaceship from getting to Earth.

I don't know but we're running out of quarters! Shut up and keep shooting you fool.

Wow. Deja Vu! Don't you find shooting all these asteroids kind of familiar?

Remember fellow web-footed behemoths the bigger they are the bigger the boom! Aim at whatever sparks your interest.

Look at the size of that thing! What do you think of it? It's got to be at least 50 times as big as we are! We haven't got a chance against the awesome power of the Ratship.

Remember, fellow web-footed behemoths the bigger they are the bigger the boom! Aim at whatever sparks your interest.

This is one highwire act that I can handle! Let's keep the Running Attack coming until we knock Robo-Mantis off balance and to his doom.

Cool space pod; just like Solar Jetman's!
There are exits for your convenience, two in the front and two in the back. In the event of a water landing...

I think I see the Shadow Boss's point, and it's coming this way! Quick, jump over him before we become pincushions. Attack him later when it's safe.

There's where she's waiting, and it's dark in there. Can't she come to us?

We are the heroes and she is the bad person. That's just the way it works. Let's get her!

That's it! It's time I get myself some new Battletoad-skin boots! Yoohoo, boys! I'm in here.

There's the Dark Queen's space pod, she can't be far away.

There's the Dark Queen's space pod, she can't be far away.

A

BRUM! BRUM!

STAGE 6

STAGE 7

BATTLETOADS & DOUBLE DRAGON

That's it! I'm going to spike those little pests once and for all. When they make it down to the basement, I'm going to make them into hors spa wax. Battle-frapages on carte.

Hand-held toads action

If you're too busy saving the world to play this game on the Super NES, you can take it on the road with you. All the action of Battletoads & Double Dragon can be played on Game Boy as well!

To be continued on a Super NES near you!

Now you don't have any excuses. You better play this game!

Volume 56 71
Gotham City is home to two of the world's most crafty crime fighters, but where there are heroes, there are also plenty of foes to keep those heroes on their toes. In each challenging episode, Batman and Robin must take care of the chaos that Gotham's most dishonorable citizens have created. It will take nerves of steel and fists of iron to succeed!

The fun begins with a little practical joke planned by the sinister Joker himself. He's the only one who's laughing, though, because the Gifts and Teddy Bears are actually cleverly disguised bombs. And what were once friendly Clowns are now reckless robots on the rampage! We'll see who gets the last laugh...

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BATMAN JUMPS FROM YOUR TV!

Your favorite hero takes a leap from the screen of his own hit TV series right onto the screen of your Game Boy in this bodacious adventure from Konami. The gorgeous graphics and awesome play control make it a pleasure to take on in one of the most challenging crime fighting adventures you'll ever get to face!
One special item Batman is armed with is the Grappling Hook. The Hook proves to be especially useful for climbing and as a long-range weapon.

1. **JACK IN THE BOX**
   - Punch the Gifts to disarm disguised Bombs. Not all the Gifts are tricks—you could find useful items like the Bat Shots!

2. **ANOTHER ROUTE**
   - Take a short cut by using the Advanced Climbing or Grappling Techniques to climb up the narrow space on the left.

**BOSS THE JOKER™**
- The Joker will take some time to defeat if you want to preserve your Stamina. Hang off the left platform to avoid the Beers, and wait until The Joker's on your right to drop and punch.

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That master of mayhem, Mr. Freeze, and that homicidal henchman, the Scarecrow, have left Gotham City in the cold, and it's Batman who has to put their plans on ice. Luckily, he doesn't have to do it alone because his partner in crime-fighting, Robin, will come to the rescue!

The best partner
ROBIN™

Although Robin has less stamina than Batman, he does have the useful ability to walk on the ceilings.

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THE BEST PARTNER
ROBIN™

Although Robin has less stamina than Batman, he does have the useful ability to walk on the ceilings.
Once you defeat Scarecrow, it's time to bundle up and get ready for the frozen fun Mr. Freeze has to offer. Be sure to duck and avoid the Freeze Beams or you'll be turned into a Popsicle for sure!

**Boss**

Stand in the safe spot while you get the timing of the Commons down. When you move they'll follow! Once you have the hang of it, jump to avoid the shots and punch Mr. Freeze when he is on either of the side platforms.

**Action Techniques in the Air**

**Climbing The Walls**

Hold Right and A to grab on. With some practice, you can then continue pressing the Control Pad Left and Right while holding A to swing up between the walls.

**Advanced Climbing Technique**

This is similar to the Basic Technique, but you can use it when there is only one wall to climb up. Grab an but just release the Control Pad instead of pressing Left.

**Basic Grapple Technique**

Use the Grappling Hook to pull yourself up on moving lifts and certain floors. Holding Up and A shoots the Hook. A again shortens the wire and pressing Up again will pull you up.

**Advanced Grapple Technique**

To swing across odd gaps jump back to the ceiling, then press Down to release. As you fall, quickly press Up and A to hook again. Press A to shorten the wire and repeat.
Poison Ivy and Catwoman have teamed up and turned Gotham City into a real concrete jungle, but that isn't all the havoc this dangerous duo has created—they've kidnapped Harvey Dent as well! It's up to our Caped Crusader to make his way through the snowy city and取证 out Poison Ivy's plan by the roots.

**EPISODE 3**
"THE GREEN MENACE"

"YOU'VE ALWAYS BEEN MY FAVORITE, BATMAN, BUT YOUR DENT IS TOO BORING FOR ME!"

Poison Ivy has created a flurry of ferocious flora in the city and those suspicious Strange Plants of hers are not pretty! You'll have to defeat her devious deed and discover Dent by defeating each deadly daisy one by one.

1. **THE FIRST BATTLE VS. CATWOMAN**
   How can Batman beat Catwoman? With some fancy footwork! Jump toward her punch then quickly jump back before she can kick.

2. **KICK THE WALL**
   It's easy to get buried in the hot spot! Jump and hold Right from the flames to hang on to the right platform. Then quickly hold Left and jump to the left platform.

3. **BOSS**
   **CAT WOMAN™**
   This ferocious fighter will give you more than just a punch! Give her a punch then jump back up on the wall to stay out of her reach.

START
**DEFEAT WITH THE GRAPPLE**

Use your special ceiling scaling skills to get past those nasty spikes on the floor.

**THE CEILING'S THE WAY**

You can defeat those pesky creepy crawlers on the ceiling by using your Grappling Hook as a handy weapon.

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**THE BATTLE CONTINUES**

Stay on the left side until the vine comes down. Jump over Poison Ivy's spear and get right in front of the Strange Plant. Pummel it with punches while its mouth is open to make it salad in no time.

The antics don't end here—there are two more electrifying Episodes to go! Will the Dark Knight's lights go out in the final confrontation? It's a fight to the end to see who gets the last laugh... Keep smiling!
VENGEFUL

As the adventure opens, Michelangelo goes out to the pizza place to pick up the usual evening fare. The rest of the sewer crew is watching TV when its reporter friend, April O'Neil, disappears while broadcasting a special news bulletin. Fearing foul play, the trio sets out to investigate but is led unwittingly instead to the most heinous hideout of Cyber Shredder.

When Mike returns to find his brothers missing, he, too heads to the house of horrors. This is where the terrifying tale begins, and it will take the toughest Turtle teamwork to make it out alive. Cowabunga!
MICHAELANGELO

Michaelangelo can either use his Nunchakus as a weapon or swing them above his head to create a helpful Heli-Hover device. Mike can hang in mid-air!

RAPHAEL

Raphael's Sai are quite quick but have a short range. His real advantage is being able to hide in his shell to squeeze through tight spots.

DONATELLO

Donatello's Bo is slow but has a long reach. His special ability utilizes his super sewer sticking power and allows him to scale sheer walls.

THE FORTRESS

The Fortress is broken into five separate areas. In order to proceed from one area to the next, you must collect an I.C. Card from each Boss.
There are three tough tasks to complete in this area. First, vanquish Scratcher. Then rescue Leonardo. And don't forget to collect all the pizza.

**ROOM 1** STARTING POINT

Traveling through the treelops is safer but maneuvering there takes a little more practice than it does on the ground route.

**ROOM 2** THE FORTRESS

Inside the Fortress, keep your eye out for helpful items like the Whole Pizza in the upper right corner of Room 2.

**ROOM 3** DOORS

There are five doors in this room, but two will have to wait until you have rescued Donatello in Area 2.

**ROOM 4** FIRST DOOR

Come back to this spot when you have Card One. The door will open and you will be able to go down the ladder.

**ROOM 5** SNACKS

You'll have to use Leonardo to enjoy the Pizza feast below in Room 6. Ask him to break the bricks in the lower left side of the floor and you'll be repercussions all around!

**ROOM 6** ONE-WAY

There's no turning back when you cross the threshold of the one-way door in the lower left.

**ROOM 7** DON'T STOP

Don't stop and start with the stone-throwing enemies in this room. They aren't very friendly.

**ROOM 8** FIRST CARD

This is where you and the recently rescued Leonardo will come to get Card 1.

**ROOM 9** PASSAGE

Scratcher is in the very next room! Take the narrow passage in the lower right to make your entrance.

**ROOM 10** SCRATCH

You should jump and strike as he heads straight for you. If he hops only once, you'll have to stay clear of the upcoming Scratch Attack. Duck to avoid the Iron Ball altogether.

**ROOM 11** SPIKES

Once you fall to the floor, there's no way to climb back up. Avoid the spikes as you fall down.

**ROOM 12** HOP UP

Hop up on a barrel to avoid the Creepy Crawly that slithers along the floor.

**ROOM 13** LEONAROO

Use the Key to rescue Leo. He can break the bricks in the floor and you can move on.

**ROOM 14** LIFE-UP

Grab the Heart to refill your hit points then continue down through the floor.

**ROOM 15** PIZZA LIGHT

The nearby pizza in the lower left is clearly guarded by lasers. Going for it could be risky!
The pesky little creatures in this room are a real pain in the shell. Take the upper route to avoid them.

Regain some strength with a Pizza snack in this room. Dirt Bag is so close you can smell him!

The pesky little creatures in this room are a real pain in the shell. Take the upper route to avoid them.

Use Mike's Heli-Hover technique to maneuver over the spiky floor.

This is the perfect spot for a Pizza picnic, but don't go through the one-way door yet!

Raphael is better protected than the others from the barrage of laser fire you'll encounter in this room.

Stay clear of the paralyzing Thunderbolt, but if Triceraton jumps, run underneath him and attack from the opposite side.

Use Raphael to defeat the flying enemies before they have a chance to shoot their missiles.

You'll want to jump for joy at the sight of Donatello, but don't hit your head on the spiky ceiling.
Whoopie! Now that the Turtles are back together again, they can combine their special skills and talents to collect Card 3 and go through Door 3.

Use Donatello to get down to about the middle of the room then switch to Leonardo who can break the floor and get the well deserved Pizza.

You could reach this room back in Area 3, but you couldn't continue through it. When you reach it now though you can continue going up.

There are two Pizzas in this room, but only one is attainable. Avoid the Feet Can Cars by jumping over them.

Those Bats will drive you up the wall as you try to scale it safely.

Passing through this room is tough, but don't fall or you'll have to start back at Room 37.

Life outside the Fortress isn't nearly as hard as it is inside. It's just a short wait though.

That rabid reptile Scale Tale has hidden the Ninja Turtles' martial arts master, Splinter, somewhere in Area 4. They've had close calls before, and nothing can stop the Teens from rescuing their missing mentor.

Watch your step! The mines in this room could quickly turn your first step into your last.
Another Heart in this room should put you at maximum Hit Points.

To get through this laser-filled room reasonably unscathed, keep running—and don’t look back!

To get to Room 49, head toward the lower lever.

The Lasers will make it tough but try to conserve your energy. You’ll need every ounce for Scale Tail.

Seven rooms make up the final Area. Collect Pizzas in Room 66 to prepare for the final fight against all four Bosses and the sinister Cyber Shredder itself!

**THE BEST ROUTE**

61→62→63→64→65→66→67
Straight from the minds that brought you Tetris, the most famous puzzle video game in the world, it’s Tetris 2. Nintendo is now serving up this excellent two-player game for NES and Game Boy! The NES version, which we reviewed last month, features a split-screen view for two-player competition, whereas two-player Game Boy action uses the Game Link. With numerous ways to attack your opponent, be it the computer or your very best friend, Tetris 2 action and challenge will last for hours on end. Tetris 2 is a game that is destined to be a hit for all ages!

**Game Boy or NES—What’s the difference?**

Aside from the obvious difference, NES being full color and Game Boy black and white, there are a few other differences in these great puzzle games. The Game Boy version features a Puzzle mode in which you have to complete each level using the fewest moves possible, similar to Yoshi’s Cookie on Super NES. The Puzzle mode isn’t a part of the NES game. The split-screen, two-player NES game is a little easier to play than the two-player mode on Game Boy. Planning attacks on your opponent is a lot easier when you can see what you’re both doing! Similar moves result in similar attacks in both versions. All in all, switching between the NES and Game Boy versions of Tetris 2 is no big stretch.

In the NES version, the big difference is color. Again, the object is the same. Eliminate the flashing blocks to clear the screen. The split screen makes the two-player mode loads of fun!
Puzzle Mode

The Tetris 2 Puzzle mode is a Game Boy exclusive. In this mode, the objective is to get rid of the flashing blocks and clear the screen, just as you do in the Action mode. The difference is that the number of moves is limited in the Puzzle mode. Challenge yourself by trying to complete each level using as few moves as possible. If you make the right moves, you can even clear a screen using a single move. If you liked the puzzles in Super NES Yoshi's Cookie, you'll love Tetris 2 for Game Boy.

Level Five—1 Step

On Level Five you get your first chance to finish a Level in one move. All you need to do is drop the four piece block right down the middle!

1

Level Seven—3 Steps

It takes just three steps to finish Level Seven. The first two go on the sides of the top block. Then just match colors and watch the blocks disappear!

1

2

3

Tetris 2 heats up when you plug in the Game Link option for the two-player game. The object is to clear all of the blocks from your screen before your opponent clears his or hers. You can make the job more difficult for your opponent by either creating a Chain Reaction or clearing a flashing block from your screen. When you create a Chain Reaction by clearing multiple lines at once, it makes blocks fall more quickly on your opponent’s screen. When you clear a flashing block, it eliminates a space on your opponent’s screen, giving him or her less space to maneuver. A combination of the two is a powerful one-two punch. The first player to win three games takes the match.

Link Up For 2 Player Action!
The world loved their cartoons. Game players loved their first NES game. Now, the Rescue Rangers are back in another great two-player game by Capcom. The characters and action of the first game return to the NES in a second challenging adventure!

Fat Cat has escaped from prison and the city cow- ers in terror. The ultimate feline bad guy has threatened to wreak havoc on the city until his demands are met. Can Chip and Dale stop him before it is too late? Tune in and find out!
The Rescue Rangers are an odd assortment of heroes, each with his or her own skills. When you begin the game, you can select either Chip or Dale. Both characters have the same abilities, so it doesn’t matter which one you choose. Although you can’t use any of the other Rangers, their skills will come in handy throughout your adventure.

**CHIP**

Chip is the serious half of this famous duo. He will always keep his wits about him, a skill that comes in handy during high stress situations.

**DALE**

Dale is the less serious of the pair. He leads his life a tad more carefree, regardless of the dangers around him. He is rarely afraid of his surroundings.

**MONTEREY JACK**

This brawny rodent will bring help when Chip and Dale need it. Look for him to refill your Power Meter before you confront a boss.

**ZIPPER**

Zipper’s strongest feature sets him high above the other Rangers. His powerful little wings can scoop trapped Rangers out of dangerous situations. He likes to hide in crates.

**GADGET**

Gadget is the mechanical wizard of the group. From fixing airplanes to defusing bombs, she can do it all. Wrench in hand, she can save the day!

**CHIP ’N DALE**

If you and a friend play a two-player game, both Chip and Dale can save the day! Both characters play exactly the same, so it doesn’t matter which one you choose. You can both work together to save the city, or you can compete for the most points. It is much easier to beat the bosses when two of you take them on!
The Police Department has received word of a bomb threat at a local restaurant. If the Rescue Rangers can't find the bomb before it's too late, the restaurant might be destroyed. Gadget and Monterey Jack will check out the situation before you arrive and help you with Power-Ups and information along the way.

**START**

**STAGE 1**

**HOP ON POP**
In order to collect all of the Bonus Items along the top of the screen, you must jump onto the first cork. Jump from cork to cork as they explode.

**WATER RABBIT**
At the rear of the restaurant, the Evil Water Rabbit and his squirter are waiting for you. You must avoid being hit by the water he sprays while you're collecting crates. Hit him with seven crates to beat him.

**HITCH A RIDE**
When you get stuck in the sink, hit the gravy boat to release Zipper. When he flies to the top of the screen, he will turn on the faucet and begin filling up the sink. If you ride the gravy boat to the top of the sink, you can continue your search for the bomb.

**END**
Fat Cat has stolen the Urn of the Pharaoh and is going to sneak it out of the city on his boat. The Rescue Rangers have to get down to the docks as fast as they can. Work your way through the sewers so you can stop Fat Cat, then return the valuable artifact. Be careful—sewers can be dangerous!

**Stage 2**

**Fishing' Hole**
Watch out for the hungry fish as you work through the sewers. If you see water below you, there is a good chance that a fish will try to eat you. Hit the fish with crates to get rid of them.

**Stage 3**

After making it through the sewers, the Rescue Rangers arrive at the docks. Explore Fat Cat's ship and try to find the Urn of the Pharaoh. Be careful of the deck hands on board. They are large weasels that are paid to take care of the Rescue Rangers.

**Porcupine**
These spiky little creatures can be quite a pain. Carry a crate wherever you go, so you can throw it at the porcupines as soon as they turn around.

**Switch On**
Hit this switch before you leave the screen and you will open a door on the left. Monterey Jack is waiting inside the door to give each of you a cookie. Run!
Fat Cat has escaped from the ship with the Urn, but Zipper spots him sneaking into a warehouse. Chip and Dale follow close on his heels. As they enter the building, the door slams shut, and they find themselves trapped in a giant freezer!

When you get to these giant fans you can float on the air streams and collect the Bonus Items. Jump high when you get into the air stream to keep from landing on the fan blades. If you miss an item, jump up and try again.

If you are carrying a crate when you jump into the air stream it will fly away.

Monterey Jack can be found in every stage of the game, but sometimes he is well hidden. Take the time to explore all of the different areas so you can locate his secret door. If you find him, he will give you a cookie that refills your lifeline. It's worth the search!
Fat Cat has released the evil spirits from the Urn of the Pharaoh in an attempt to take over the world. Now Fat Cat's warehouse is overrun with all sorts of nasty ghosts. Scary, scary!

**GHOST DOG**
This ghostly apparition will continue to haunt you throughout the stage. Use a crate to defeat it whenever it returns.

**WANDERING EYE**
If one of the pictures on the wall is on the screen when the lights go out, a pair of glowing eyes will attack you. These are tough to hit so try your best to avoid them instead.

**THE PARK**
After the Rescue Rangers escape from the Haunted Warehouse, they follow Fat Cat into the Amusement Park. There are three different areas of the park that you can explore in any order. When you do find Fat Cat, be ready for a hefty fight!
**SHADOWRUN**

**HOW DO I DEFEAT THE JESTER SPIRIT?**

**COUNSELORS' CORNER**

**HOW DO I GET RID OF THE MERMAIDS?**

---

**SHADOWRUN**

**HOW DO I DEFEAT THE JESTER SPIRIT?**

Before you take on the Jester Spirit, talk to the Vampire below the Dark Blade Mansion. When you threaten him twice with the Stake, he'll tell you that the Jester Spirit's true name is Laughlyn. Now go battle the spirit. Keep attacking him until he says, "You are a fool to come here. You are no match for the Jester." At this point, ask him about Laughlyn. By doing so, you will capture him. Ask him about Drake next to get the Volcano Key Word, which allows you to travel there. After defeating the Jester Spirit, you can pick him up and carry him as an item — just what a Shadowrunner needs.

---

**SHADOWRUN**

**HOW DO I GET RID OF THE MERMAIDS?**

After you defeat the Vampire in the Dark Blade Mansion, return to the Wastelands Club. Talk to the Club Manager to learn about Ice, then ask the Busy Man in the lower left corner of the club to deliver a load to the Docks. When you return to the Docks after the Ice is delivered, the Mermaids will be gone. You can now talk to the Boat Driver into taking you to Bremerton.

---

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The only way to get the Whistle is to return to talk to a man in Rablesk after being defeated by Romus. Go to the house of the couple who live in the southwest corner of town. (You probably talked to them when you were here earlier.) When you talk to the man, he will ask you if you've been to the Castle, then he'll give you the Whistle. Return to the Castle armed with the Whistle. When you use it, you will defeat Romus instantly.

How do I move the Boulders in the Cave of Melemenam?

If you reach the Boulders in the Cave of Melemenam without Brantu by your side, you will be unable to move them. Return to the town of Zellis, which is east of the cave. Go to the inn and talk to Brantu, the historian. His knowledge of history is impressive. If you allow him to join your party, he will travel back to the Cave of Melemenam with you. When you arrive there, he'll move the Boulders that impede your progress. Pick up the Wind Rune from the east side of the cave, then continue through the cave to the town of Melemenam.

How do I enter the Castle of Patrof?

The entrance to the Castle of Patrof is hidden. Walk over to the east wall of the City of Patrof. Follow the wall north until you reach the Cemetery. Read all of the Tombstones until you find the one that reads, “Do not disturb this Tombstone!” Ignore the warning and shove the Tombstone up to uncover a secret passage that leads into the Castle. Step inside to take the shortcut.
The Moblin Boss shoots arrows at you then charges the wall. Use the Roc Feather to jump over the arrows and avoid his charge. After he crashes into the wall, it takes him a moment to recover. While he's still dizzy, run up and strike him with the Sword a few times. He'll flash when you're doing some damage. Repeat the steps until you beat him.

After he crashes into the wall, it takes him a moment to recover. While he's still dizzy, run up and strike him with the Sword a few times. He'll flash when you're doing some damage. Repeat the steps until you beat him. Then continue to the right to find and rescue Madame Meowmeow's precious BowWow.

How do I get the Nightmare Key in Level 4?

Go down two screens from where you found the Flippers, then go left one screen to a room that has tiles on the floor. Step on the different tiles until you find one that flashes. After you step on it, try to find another one that flashes. Your goal is to step on the tiles in an order that makes all five tiles flash. If you fail at any point to make the next tile in the series flash, simply start again with the first tile that flashed. When you make all five of the tiles flash, a stairway will appear. Take the stairs down to find a Treasure Chest that holds the Nightmare Key. Now you can enter the Nightmare's Lair.

How do I get rid of the ghost that's following me?

If you return to Animal Village after you learn Manbo's Mambo, a ghost will follow you when you exit the town. He's a lonely ghost who asks you to take him home. First, go to the House by the Bay and step inside. Apparently, this is the ghost's former home. After taking a look around, the ghost will ask you to take him to his grave. Head north toward the Cemetery. You won't find his grave with all of the others, though. Look for a lone tombstone that's northwest of the Cemetery. The ghost will thank you for your trouble by giving you a tip.
The Den of Gigademon, which is west of the Last Refuge, is one of four underworld dens that you must explore in order to remove the shields from Necrosaro's Palace. Some of the enemies in the den mirror your movements, and, if you touch them, they hoot you right out of the den. Follow these directions to get past them. From the stairs, walk up four steps, left four steps, up four steps, right four steps and then go straight up the stairs.

WHERE DO I FIND THE GAS CANISTER?

First, disguise yourself with the Staff of Transform and go to the meeting being held in Dire Palace. After you talk to everyone, Saro will appear and tell the assembly that Esturk, the ruler of evil, has been revived and is in Aktemto Mine. Leave the meeting and return to Aktemto Mine. Go deep within the mine to where you found miners digging earlier. Now you'll find the entrance to Esturk's Palace there. Enter the palace and climb to the third floor to meet Esturk. You must defeat him to get the Gas Canister, but battle with caution -- he is capable of emanating eerie lights that can cause 60 damage points to your party members. After you defeat Esturk, get the canister from the Treasure Chest and take it to the Item Shop in Riverton. There, you can exchange it for the Balloon, an item that will prove to be very useful.

When you attend the meeting in Dire Palace, you'll learn that the evil Esturk has been revived.

Take Esturk on in battle. When you emerge victorious, get the Gas Canister from the Chest.

Take the Gas Canister back to the Item Shop in Riverton and exchange it for the Balloon.

GO STRAIGHT TO THE SOURCE: CALL THE NINTENDO PROS

WRITE TO: Counselors' Corner P.O. Box 97033 Redmond, WA 98073-9733

CALL: (206) 885-7529 Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.
Have you ever wanted a little more than recognition for your achievements? Some games are just plain tough, and beating them should be a certifiable accomplishment. Now you can get something more for your labor. Check out the Super Power Club Challenge below. It's all new this month!

**CHALLENGE**

**MORTAL KOMBAT**
Can you defeat Reptile on the Hard Level?

**FINAL FANTASY ADVENTURE**
What is the lowest level you defeat Julius at?

**COOL SPOT**
Can you completely spell UNCO-LA on the Hard Level?

**WICKED 18**
What is your lowest score after 18 holes of golf?

**DR. MARIO**
What is your all-time best score?

**TECMO SUPER BOWL**
How many yards rushing can you tally up by the end of the season?

**SUPER POWER CLUB CHALLENGE**

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

**STAR FOX**
What is the lowest score you can finish the game with?
POWER PLAYERS

SUPER SCOPE 6

**Highest Scores on Mole Patrol.**

Terry Trush 999,999 Woodhaven, MI

Jason Adami 872,544 Crowley, TX

Edward Scala 850,442 West Middlesex, PA

Jorge Verdugo 768,962 Calexico, CA

Kevin Kaddatz 710,170 Greenfield, WI

Rae Miller 680,552 Huntsport, NS

Patrick Gee 667,046 Albuquerque, NM

Tim Chase 629,934 Sweet Home, OR

George Samms 621,524 Kirkland, WA

PRINCE OF PERSIA

**Most time left at the end of the game.**

Scott Bilyeu 51 min Moweaqua, IL

Juan Torres 48 min South Gate, CA

David Wengcr 47 min Anderson, IN

James McQuown 42 min Tucson, AZ

Russell Weisgarber 38 min Regina, SK

Pam Powers 32 min Pleasant Hill, CA

SUPER BLACK BASS

**Biggest Bass Caught.**

David Murawski 24 lbs 14 oz Lake Zurich, IL

John Dorton 24 lbs 11 oz Speedway, IN

John Bestor 24 lbs 4 oz Kansas City, MO

Mike Litman 24 lbs 1 oz Rantoul, IL

ACTRAISER

**Finished the game at the lowest level.**

Jackie Chiang Level 10 Virginia Beach, VA

Duke Hoang Level 10 San Francisco, CA

T.J. Roc Level 10 Grandy, NC

Juan Torres Level 10 South Gate, CA

ROAD RUNNER'S DEATH VALLEY RALLY

**Highest score at the end of the game.**

Ryan Wickstrand 914,220 Meriden, CT

Joanne Sacksteder 462,750 Kent, WA

PAC-MAN

**Fewest levels to reach 50,000 points.**

Jack Harbor 6 levels Washington D.C.

Jenny Westerlund 7 levels Brooklyn, NY

Kathy Jung 8 levels Portland, OR

PINBOT

**Best Scores.**

Jordon Bouray 17,083,860 Gresham, OR

Mikael Reney 12,759,570 Ste-Marguerite, PQ

Jake Schurmann 12,356,990 Dwight, KS

Matt McQuary 11,436,200 Leesburg, VA

James Brown 10,190,160 Lashon, OH

Kathy Goessinger 9,854,720 Milford, CT

METROID

**Finished the game with the best ending.**

Tim Rosenburg Best Ending Vancouver, BC

Stephen Morgan Best Ending Roseburg, OR

Johnathan Crawford Best Ending Cecilia, KY

Jannah Lilly Best Ending Gig Harbor, WA

Richard Keogh Best Ending Thousand Oaks, CA

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy on a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

Send to → NINTENDO POWER PLAYER'S CHALLENGE P.O. Box 97033 Redmond, WA 98073-9733

VOLUME 56 97
GO OFF ROAD WITH REIGNING BAJA 1000 CHAMP IVAN STEWART AT THE BAJA 500

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SEE HOW THE BAJA CHAMP AND HIS TEAM GEAR UP FOR THE BIG RACE!

BE PART OF THE TRADEWEST CHASE CREW ON RACE DAY!

WEAR THE OFFICIAL TEAM UNIFORM...AND TAKE HOME ONE OF STEWART'S RACING HELMETS!

WIN SUPER OFF ROAD: THE BAJA FOR YOUR SUPER NES FROM TRADEWEST!
To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 56, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 56
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than February 1, 1994. We are not responsible for lost or misdirected mail. On or about February 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after February 28, 1994, send your request to the address above.

GRAND PRIZE: NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated value of the trip is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Void where prohibited by law. This contest is subject to all federal, state and local laws and regulations.
January looks like the month of the fighting games! Mortal Kombat, Street Fighter II Turbo and the original Street Fighter II all appear in the Top 5 this month. Mortal Kombat is pummeling the competition on the Game Boy charts as well as it moves up to number three.

**SUPER NES**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>Points</th>
<th>Months</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Mortal Kombat</td>
<td>34,080</td>
<td>2</td>
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<tr>
<td>2</td>
<td>Street Fighter II Turbo</td>
<td>22,883</td>
<td>5</td>
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<tr>
<td>3</td>
<td>The Legend of Zelda: Link to the Past</td>
<td>13,726</td>
<td>25</td>
</tr>
<tr>
<td>4</td>
<td>Super Mario All-Stars</td>
<td>11,977</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Street Fighter II: The Warrior</td>
<td>7,943</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Star Fox</td>
<td>7,708</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Super Mario Kart</td>
<td>6,852</td>
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<tr>
<td>8</td>
<td>Final Fantasy II</td>
<td>4,533</td>
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<tr>
<td>9</td>
<td>Mega Man X</td>
<td>3,943</td>
<td></td>
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<tr>
<td>10</td>
<td>Mario Paint</td>
<td>3,477</td>
<td></td>
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<tr>
<td>11</td>
<td>Zombies Ate My Neighbors</td>
<td>3,403</td>
<td></td>
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<tr>
<td>12</td>
<td>Disney's Aladdin</td>
<td>3,060</td>
<td></td>
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<tr>
<td>13</td>
<td>F-Zero</td>
<td>3,092</td>
<td></td>
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<tr>
<td>14</td>
<td>Super Empire Strikes Back</td>
<td>2,773</td>
<td></td>
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<tr>
<td>15</td>
<td>SimCity</td>
<td>2,692</td>
<td></td>
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<tr>
<td>16</td>
<td>Super Mario World</td>
<td>2,381</td>
<td></td>
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<tr>
<td>17</td>
<td>Flashback</td>
<td>2,341</td>
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<tr>
<td>18</td>
<td>Madden NFL '94</td>
<td>2,341</td>
<td></td>
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<tr>
<td>19</td>
<td>NHL Stanley Cup</td>
<td>2,253</td>
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</tr>
<tr>
<td>20</td>
<td>P.T.O.</td>
<td></td>
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</tr>
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</table>
### GAME BOY

<table>
<thead>
<tr>
<th>Rank</th>
<th>Points</th>
<th>Title</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>21,436</td>
<td><strong>The Legend of Zelda: Link's Awakening</strong></td>
<td>Link may have slipped on the Super NES charts, but he's hotter than ever on the Game Boy!</td>
</tr>
<tr>
<td>2</td>
<td>19,201</td>
<td><strong>Super Mario Land 2:</strong> 6 Golden Coins</td>
<td>Mario's second Game Boy adventure is still popular, but he'll have to work harder to take the top.</td>
</tr>
<tr>
<td>3</td>
<td>17,156</td>
<td><strong>Mortal Kombat</strong></td>
<td>Mortal Kombat hits the Top 20 with a double whammy! Both versions of this game are hot!</td>
</tr>
<tr>
<td>4</td>
<td>11,531</td>
<td><strong>Kirby's Dream Land</strong></td>
<td>King Dedede is no match for this puffball hero. Kirby's action is great.</td>
</tr>
<tr>
<td>5</td>
<td>11,115</td>
<td><strong>Metroid II: Return of Samus</strong></td>
<td>Samus is wiping out Metroids left and right in her second quest. Check it out!</td>
</tr>
</tbody>
</table>

### NES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Points</th>
<th>Title</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>13,792</td>
<td><strong>Super Mario Bros. 3</strong></td>
<td>The Mario revival has begun. Super Mario Bros. 3 has jumped back to the top spot this month</td>
</tr>
<tr>
<td>2</td>
<td>11,327</td>
<td><strong>The Legend of Zelda</strong></td>
<td>Link’s original quest must be good. It's been on the charts for 64 months!</td>
</tr>
<tr>
<td>3</td>
<td>9,953</td>
<td><strong>Kirby's Adventure</strong></td>
<td>Kirby's first adventure was good, but his second adventure has even more action.</td>
</tr>
<tr>
<td>4</td>
<td>9,011</td>
<td><strong>Tecmo Super Bowl</strong></td>
<td>Who do you think is going to win the Super Bowl? Pick your team and go for it!</td>
</tr>
<tr>
<td>5</td>
<td>8,757</td>
<td><strong>Jurassic Park</strong></td>
<td>The Raptors are loose! Can you stop them before it's too late?</td>
</tr>
</tbody>
</table>

### Top 20 Games

1. **Super Mario Land**
2. **Tetris**
3. **Jurassic Park**
4. **Faceball 2000**
5. **Final Fantasy Legend III**
6. **Dr. Mario**
7. **Megaman IV**
8. **Megaman II**
9. **Megaman III**
10. **The Ren & Stimpy Show**
11. **Final Fantasy Adventure**
12. **Golf**
13. **Kirby's Pinball Land**
14. **Yoshi's Cookie**
15. **Teenage Mutant Ninja Turtles**
16. **Super Mario Bros. 2**
17. **Metroid**
18. **Megaman IV**
19. **Megaman II**
20. **Megaman III**
THE BLUE BOMBER'S FIRST ADVENTURE ON THE SUPER NES LIVES UP TO EVERYONE'S EXPECTATIONS. WITH THE MECHANICAL MENACE EVEN MEANER THAN EVER, MEGA MAN MUST BLAST HIS WAY PAST EIGHT BOSSES, BUT NOT DR. WILY. DON'T MISS THE REVIEW THIS MONTH FOR THE BIG PICTURE.

MEGA MAN X

Company: Capcom
Suggested Retail Price: Not Available
Release Date: January 1994
Memory Size: 12 Megabits
Game Type: Action

The Blue Bomber's first adventure on the Super NES lives up to everyone's expectations. With the mechanical menace even meaner than ever, Mega Man must blast his way past eight bosses, but not Dr. Wily. Don't miss the review this month for the big picture.

CLAYMATES

Company: Interplay
Suggested Retail Price: Not Available
Release Date: January 1994
Memory Size: 8 Megabits
Game Type: Action

More clay action is on the way from Interplay, the makers of Clay Fighter, and this time the only fighting you'll see is from people trying to get their hands on the game. Read this month's review and become a Power Clayman.

SENGOKU

Company: Data East
Suggested Retail Price: $54.00
Release Date: January 1994
Memory Size: 8 Megabits
Game Type: Action

Mystic evil and magical martial arts combine in a unique fighting game from Data East. As you battle the forces of the Myo-Fin brothers through five levels, you'll pick up numerous Power-Ups that turn you into a super samurai with an almost unbeatable attack. The action switches back and forth between upper and lower stages where you fight mystical samurai and other enemies.

THE LAWNMOWER MAN

Company: Storm
Suggested Retail Price: $59.99
Release Date: January 1994
Memory Size: 8 Megabits
Game Type: Action

Welcome to virtual reality, where the mind of man meets the silicon pathways of a vast research computer. This game from Storm (which is being marketed in the U.S. by T*HQ) combines traditional side-scrolling action with a 3-D "Virtual Reality" stage that represents the flying computer views seen in the movie.
The VR stages are visually impressive and fun to play. The game covers many aspects of the movie.

The VR stages don’t last very long and the challenge is limited to steering. The side-scrolling stages have small characters with stiff animation and basic shoot-all-the-bad-guys action.

T2: THE ARCADE GAME

Company: LIN
Suggested Retail Price: $59.95
Release Date: January 1994
Memory Size: 16 Megabits
Game Type: Arcade shooter for one or two players

One of the hottest arcade shooters of recent years is now one of the hottest Super Scope games for the Super NES. Playing the role of a T800 Terminator, you can blast the forces of Skynet in the future and today. There are scrolling stages and still stages, but there are always lots of enemies to shoot with your three weapons. You also have to watch out for your human cohorts who get in the way. In the two-player mode, T2: The Arcade Game becomes a cooperative blast. You don’t have to use the Super Scope, either. T2 works fine with regular controllers and even the Super NES Mouse.

SUPER SOLITAIRE

Company: Extreme
Suggested Retail Price: $59.95
Release Date: January 1994
Memory Size: 4 Megabits
Game Type: Solitaire

When you’re all alone, but you have an itch to play a card game, there’s nothing better than Solitaire. Now Extreme brings that solo experience to the Super NES. Power takes a look at all the features of this classic game this month.

FLASHBACK

Company: U.S. Gold
Suggested Retail Price: $64.95
Release Date: January 1994
Memory Size: 16 Megabits
Game Type: Sci-fi adventure

This sci-fi adventure begins in the jungle of Titan, one of Saturn’s moons, and then proceeds to Earth and beyond with the fate of humanity in the balance. Conrad Hart, a man who has lost his memory, hunts for clues while he is pursued by danger. This month’s review takes you to the edge of sci-fi adventure.

BEETHOVEN’S SECOND

Company: Hi-Tech
Suggested Retail Price: Approx. $59.95
Release Date: January 1994
Memory Size: 4 Megabits
Game Type: Dog action

Beethoven is a dog and his four puppies are missing. Go fetch! In this canine adventure from Hi-Tech, you’ll bark and romp through four levels of side-scrolling action. If you’ve always wanted a video dog, here’s your chance.

SOLDIERS OF FORTUNE

Company: Spectrum Holobyte
Suggested Retail Price: $59.95
Release Date: January 1994
Memory Size: 12 Megabits
Game Type: Overhead action for two-players

Two mercenaries in a strange world translate into danger and excitement in Spectrum Holobyte’s first action adventure game. This month’s review will show you where to find the goods to keep you going in hostile territory.

Fun, fast play with good challenge and graphics

You have no reel control over your computer partner in the one-player game.
JIM POWER: THE LOST DIMENSION IN 3-D

Company: Electro Brain
Suggested Retail Price: Not Available
Release Date: January 1994
Memory Size: 8 Megabits
Game Type: 3D action

The first true 3-D action game for the Super NES will dazzle your eyes and challenge your skills. Jim Power makes his way through a wide variety of unforgiving side-scrolling stages. He also flies a jet in Gradient-like stages and a gyrocycle. Jim Power is a special agent sent to destroy an alien called the Vaprak and to prevent billions of hostile aliens from swarming the Earth.

- Good graphics even without the 3-D glasses that are included with the Game Pak. Lots of variety and challenge.
- Much of the challenge comes from enemies that refuse to be defeated rather than from challenging moves or puzzles.

TMNT TOURNAMENT FIGHTER

Company: Konami
Suggested Retail Price: Not Available
Release Date: January 1994
Memory Size: 16 Megabits
Game Type: Comic tournament fighting

These are tougher Turtles than many gamers are used to seeing in a video game, and you can fight using many of the Bros. most hated enemies. Learn the moves that matter in Power's TMNT Tournament Fighters review in this issue.

- Cool graphics and some neat moves including Desperation Moves. Lots of great characters to use during your fight. Several modes for one or two players.
- The speed and control of moves don't match Street Fighter II Turbo.

CAPTAIN AMERICA AND THE AVENGERS

Company: Mindscape
Suggested Retail Price: $69.95
Release Date: January 1994
Memory Size: 8 Megabits
Game Type: Comic action

One of Marvel's classic comics takes on a new life with this six-level action game from Mindscape. You must stop Red Skull's nefarious plot to control the minds of all humanity. Helping you out are the super heroes with their super powers. Captain America hurl his shield, Hawkeye uses his bow, Vision burns foes with eye beams and Iron Man has blasters.

- A two-player simultaneous mode doubles the fun. Good story. You can use any of the four super heroes.
- Poor vertical hit detection, which means that enemies approaching from above or below your hero can't be hit.

ABC MONDAY NIGHT FOOTBALL

Company: Data East
Suggested Retail Price: Not Available
Release Date: December 1993
Memory Size: 8 Megabits
Game Type: Football for one or two players

Inspired by one of the most popular televised sporting events in history, ABC Monday Night Football gives you even more control than your remote control. Frank Gifford appears before a contest to set the scene and give the game a sense of the ABC show. Other than that, the ABC Monday Night license contribution is very limited. The field view is from behind the QB with large characters and good perspective. Although there is no NFL license, hence no real team names or logos, all of the professional football cities are included.

- Fairly good graphics
- Characters are very slow, which gives the game an unrealistic feeling. The Power Play option adds little to the game. Game logic for the computer-controlled player also is poor. For instance, blockers don't seem to have correct assignments for plays. Play doesn't compare well to the top football games like Madden NFL '94 or Super Play Action Football.

BATTLETOADS & DOUBLE DRAGON

Company: Tradewest
Suggested Retail Price: Not Available
Release Date: December 1993
Memory Size: 8 Megabits
Game Type: Comic action for two players

The Battletoads are back and they've brought some bad guy-kicking help in the form of the Brothers Lee from Double Dragon. Make your selection of men or toads, then launch into action against Psycho Pigs, Abobo and a wild cast of evil-doers. Power takes a comic look at Battletoads & Double Dragon in this issue.

- Fun theme and graphics
- Play control is awkward at times. If you've already played the excellent NES version, you won't find many changes in this game.
SUPER BATTLE TANK 2

Company: Absolute
Suggested Retail Price: $59.95
Release Date: January 1994
Memory Size: 16 Megabits
Game Type: Tank combat simulation

Are you ready to head back to the Gulf? Absolute can put you on the fast track with Super Battle Tank 2. If you played the original Super Battle Tank, you'll feel right at home with the sequel. The missions are new and the graphics are improved, but the battle strategies remain the same. After sighting enemy units on a regional map, you'll hunt them down in your armored whale while racing 60 mph over desert terrain.

METAL MARINES

Company: Namco
Suggested Retail Price: $79.95
Release Date: January 1994
Memory Size: 12 Megabits
Game Type: Combat strategy

Conquer territory and build futuristic bases and armaments in this unique simulation action game from Namco. One hundred years or so in the future, Earth is dominated by an evil empire. Your Space Colony forces must land and secure a foothold. Building a wide range of military bases to fire and intercept missiles and launch your giant Mech-like Metal Marines, you'll challenge the empire in multiple scenario levels.

ASTERIX

Company: Electro Brain
Suggested Retail Price: Not Available
Release Date: January 1994
Memory Size: 4 Megabits
Game Type: Comic action

Asterix, a barbarian from the ancient land of Gaul, must search for his friend, Obelix, who has been captured by the ruling Romans. One of the most popular cartoon characters in Europe, Asterix is a relative newcomer to America.

THE ADVENTURES OF DR. FRANKEN

Company: DTMC
Suggested Retail Price: $59.99
Release Date: January 1994
Memory Size: 8 Megabits
Game Type: Action

Frankie's girlfriend, Bitsy, has gone all to pieces and now our reanimated hero must hunt down the parts and put her back together again. Horror and humor come together in this 20-level platform game from DTMC. Frankie jumps, kicks, and flips through stages of ghouls all over the world while searching for 16 missing bits of Bitsy.

BEBE'S KIDS

Company: Mandingo
Suggested Retail Price: Not Available
Release Date: January 1994
Memory Size: 8 Megabits
Game Type: Action

A day at the amusement park turns less than amusing in this video game adaptation of the movie. Bebe's Kids Newcomer licensee, Mandingo, invites you to play the part of Lashawn or Kahlil as they fight the forces of evil that have taken over Fun World. Each of the kids can punch and kick their enemies, or they can use a patented super move when they're at full strength.

In this first gaming appearance, Asterix finds himself in a traditional platform game with some fun twists. When using some of the items, a character suddenly appears to perform a special, useful task, like destroying enemies on the screen.

- Good play control and graphics. A fun new character
- The game play itself is not terribly challenging or innovative.
LAST ACTION HERO

Company: Sony Imagesoft
Suggested Retail Price: Not Available
Release Date: December 1993
Memory Size: 2 Megabits
Game Type: Action

Another movie marque from last summer has been adapted for the NES from Sony Imagesoft. This time it's Arnold's turn to be reduced to a series of sprites on a screen. You can punch, jump and pick up an assortment of weapons in this 7 level side-scrolling adventure. Schwartzenegger fans may enjoy reliving the story.

ASTERIX

Company: Electro Brain
Suggested Retail Price: Not Available
Release Date: January 1994
Memory Size: 1 Megabit
Game Type: Comic action

Barbarians are at the gates in this action game based on a popular European comic character. Our hero, Asterix, must drive the dangers of Roman occupied lands to rescue Obelix. The cartoon Asterix, like the other Gaulish villagers, drinks a potion to make him invincible. This and other Power-Ups can be found in the game.

POPEYE 2

Company: Activision
Suggested Retail Price: $24.95
Release Date: December 1993
Memory Size: 1 Megabit
Game Type: Action

Popeye and Olive Oyle sail away to search for treasure when Brutus shows up and tosses Popeye overboard. On his own, Popeye must follow them as best he can. Popeye runs jumps and punches everything in sight to earn Power-Ups in this traditional platform game.

BATMAN: THE ANIMATED SERIES

Company: Konami
Suggested Retail Price: Not Available
Release Date: January 1994
Memory Size: 1 Megabit
Game Type: Comic action

The Caped Crusader takes on some of Gotham's most fiendish folk in this month's review.

+ Excellent game play, graphics and play control
- Many of the enemies present little or no challenge

BATTLETOADS & DOUBLE DRAGON

Company: Tradewest
Suggested Retail Price: Not Available
Release Date: January 1994
Memory Size: 2 Megabits
Game Type: Action

The Toads and Dragons do it one more time, this time on Game Boy.

+ Lots of variety of play and characters
- Virtually the same as the Super NES and NES versions.

TMNT 3: RADICAL RESCUE

Company: Konami
Suggested Retail Price: Not Available
Release Date: January 1994
Memory Size: 1 Megabit
Game Type: Comic action

Shredder has escaped from prison after the Turtles' last triumph, and the first thing he does is kidnap April. Thus begins the third action-packed Turtle adventure for Game Boy. Read all about it in this issue of Power.

+ Great game play and control in a fun game. Some cold moves and a password game save
- Not too much different from previous TMNT Game Boy titles, but still fun.

TETRIS 2

Company: Nintendo
Suggested Retail Price: $29.95
Release Date: December 1993
Memory Size: 1 Megabit
Game Type: Action puzzle for one or more players

More puzzling action from Nintendo. This time, try to match up multi-shaded blocks to reduce your pile. Check out the strategies in this month's review, especially the two-player strategies.

+ Challenging, fun puzzle action. The Game Link option is particularly good
- Bland graphics. Not much different from Tetris and Dr Mano

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<tr>
<td>Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.</td>
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<tr>
<td>The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.</td>
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A LOOK INTO THE GAMES OF THE FUTURE

When the U.S.S. Enterprise pulled out of space dock and warped to the desk of your faithful Pak Watcher recently, a sigh could be heard across the galaxy. All systems were ready to engage and our continuing mission was about to begin. It began with a blast of phasers, to be precise, directed at a raiding party of pesky Romulans. After knocking them cold, your Pak Watch Away Team proceeded to save the day many times over by rescuing a science station, delivering essential medical supplies to an alien planet, investigating a derelict ship and blasting Romulan vessels out of orbit, and that was just in the first few minutes of play. The adventure aspects of the Away Mission contained lots of problem solving and limited action while the action on the bridge of the Enterprise revolved mainly around navigation, information gathering and conducting space battles. The space battles occurred frequently, but this Pak Trekker preferred the more strategic gameplay of the Away Team Missions. There are hundreds of planets to explore and a great variety of missions. In the end, you’ll discover that the events lead to a stunning conclusion. The word from Spectrum is that Star Trek: The Next Generation should be available this April.
Master Higgins returned to the Pak Watch desk recently in an exceptional and surprising adventure game from Hudson Soft. Super Adventure Island II takes a step up from the standard platform format of earlier Adventure Island games to enter the realm of true adventures. Higgins must visit a number of islands on his quest to rescue his bride, Tina. The biggest problem is that he has lost all memory of her. Luckily, the game has a battery to back up its memory, because the number of islands and the size of the islands will keep players island-hopping for a long time. Higgins can be equipped with weapons, armor, magic and shields found or won along the way. Many stages contain puzzles and hidden passages, but every stage holds angry enemies out to stop Higgins. The standard island theme is reflected in the music and settings, but this really is an island adventure, not just a hop and bop like the earlier games in the series.

Irem is about to unleash a one-two punch with two upcoming Super NES titles, Super R-Type III and Undercover Cops. R-Type fans have waited a long time for a sequel, but the wait is worth it and the Bydo Empire is badder than ever. This Pak Pilot was dazzled by the backgrounds of this space shooter and challenged by the cunning traps that wait to destroy your ship. The second title coming out early this year is Undercover Cops, a scrolling fight game similar to Final Fight, but featuring some cool graphics, characters and good play control. You'll fight with any of three tough undercover agents to clean up criminal scumbags.

We thought all you Pak Watchers might want a second look at Reign of Superman, a Super NES action game coming this year from SunSoft. You can see the man of steel in action with his super powers and strength with a story adapted from the Reign of Superman series of comics. Sunsoft plans ten levels of action with comic story panels between each level. Although the game looks like a fighter, there will be adventure elements, too.
According to executive producer John Skeel at Accolade, planning on Bubsy II began immediately following the completion of the original Bubsy last spring. In that time, the in-house team has put together the basic game design and much of the artwork. The screen shots and art shown here have the limited color palette used in the Genesis version of the game, which is developed first since it is less advanced. During a press conference at Accolade’s San Jose offices, Skeel explained that the Genesis version didn’t have the “beefed up graphics and sound of the Super NES.” The animation in Bubsy II is even more impressive than the very impressive original Bubsy, and the outrageous bobcat will have a number of new moves, bonus stages, more vocal quips and a non-linear game design that lets you explore more than a dozen different levels in the order you wish.

The magic of Steven Spielberg’s lovable mouse, Fievel Mousekewitz, is coming to the Super NES this spring in a platform action game from Hudson Soft. The arrival of Fievel’s adventure in an early, developmental version of the game took your Pak Posse by surprise. We expected a look at Beauty & The Beast first. But that was forgotten, at least until we received an early version of that game a week later. Impressive graphics and good play control gave the game a truly solid feel. Fievel is well animated as are the enemy characters. The backgrounds are so detailed that you sometimes think that they are part of the action. In the action, Fievel leaves his big city home to head out to the Wild West armed with a squirt gun that can be powered-up.

Tradewest is getting into the edutainment scene with Fun ‘N’ Games for the Super NES. This Pak contains a video paint program similar to Mario Paint, a music editor, three simple arcade games, and two mix and match games that let players create weird characters. The paint program uses stamps and includes dozens of wild patterns. There’s also a coloring book option. Fun ‘N’ Games can be played with regular controllers or the Super NES Mouse, but you have far better control with the Mouse for the detail areas. This Pak Picasso enjoyed the paint program but found the games to be very simple.
THE PEACE KEEPERS

The Peace Keepers, which could also be called Rival Turf II, proves that an old dog can learn new tricks. This 16 megabit, scrolling, stage fighting game goes where no other fighter has gone before by utilizing the Hudson Multi-tap for multi-player action. The Peace Keepers will be a good addition to the growing library of multiplayer games.

ZODA’S REVENGE

Mike Jones, the island-hopping hero of StarTropics, returns to the NES this winter in an all new action/adventure. The plot of this game is very complex, but basically it involves Mike having to travel through time to collect seven invaluable items. During his journeys, Mike will meet historical and fictional characters like Cleopatra and Sherlock Holmes. The action in the game will be familiar to fans of StarTropics and The Legend of Zelda. Mike moves freely within areas with an overhead view and uses weapons to defeat a wide assortment of enemies. Many areas contain puzzles that Mike must solve before he can move on. The game is more linear than Zelda titles, however, in that you don’t have one big overworld map. In the opinion of this Pak Watcher, this is the biggest NES game to appear in more than a year. Nintendo will follow up Zoda’s Revenge with an NES action puzzle game along the lines of Tetris starring Toad, the Mushroom Retainer, and Wario.

THE SIMPSONS: BART & THE BEANSTALK

When Homer runs out of dough, he sends Bart into town to sell the family cow. Big mistake. Bart deals the cow for some magic beans and a slingshot, then Homer has a cow himself, throws the beans out the window and guess what...a giant beanstalk grows out of sight overnight! The next day, Bart climbs up the beanstalk and the action begins. Mother Goose may object to the story, but this updated fairy tale makes for a fun Game Boy title with one of the best licensed characters in history. Bart must move both horizontally and vertically up the beanstalk, through the cloud world, to the giant’s castle and then back home in six stages.

ONCE UPON A TIME, THERE WAS A POOR FAMILY WITH A SON NAMED BART.
So what's in store for '94? Your Pak Watch staff has spent the last few months digging for treasures that should be on the way in the next year. The new titles range from adaptations of some of the hottest arcade games to long awaited sequels and games that everyone hoped to see last year.

Last year, Pak Watch highlighted many of the hottest games like Star Fox, Mortal Kombat, Link's Awakening, Super Empire Strikes Back, Nigel Mansell's World Championship, Street Fighter II Turbo, Jurassic Park, Mega Man X, Clay Fighter, and Aladdin. Readers were also introduced to the treasures in the rough that turned out to be exceptional games like The Lost Vikings, Super Bomberman, E.V.O., Yoshi's Cookie, Cool Spot, Ultima Runes of Virtue II for Game Boy, Top Gear II, and Flashback. And other games, for reasons beyond the control of Pak Watch, just didn't materialize.

From the arcade front this year, the big news is a couple of sports titles, NBA Jam from Acclaim and Saturday Night Slam Masters from Capcom. NBA Jam will appear first, sometime this winter, and Slam Masters should show up later this spring. Nintendo's Ken Griffey Jr. Presents Major League Baseball, which has an arcade look, will appear by the opening day of the new baseball season. The arcades are also full of action titles, including the gun-slinging Lethal Enforcers from Konami. The Super NES Game Pak comes complete with a couple of six-shooter light zappers so you can practice your quick draws.

Some of the best action won't be found in the arcades at all, but right at home on your Super NES. Stunt Race FX, the renamed FX Trax from Nintendo, makes use of the Super FX chip to provide fast 3-D action comparable to Star Fox. It's scheduled for release early this spring.

Another Super FX game is on the way from Electro Brain. Citadel is still deep in development, but already the game looks promising. Argonaut, the developer that teamed up with Nintendo to make Star Fox, is working on this sci-fi battler that places players in the role of a giant Battle System robot that can take on the form of a Walker, a Land Burner (a high speed vehicle), the Sonic Jet and the Hard Shell that can even withstand nuclear explosions. Electro Brain provided Pak Watch with exclusive shots of the game in development. The game uses Mode 7 effects in a 3-D environment that places the Battle System at the bottom of the screen. If you move
quickly, the System appears further in front of you. Action should take place on five planets and in the mysterious Dimensional Gateway.

Gametek revealed to Pak Watch that Super NES players haven't seen the last of motorcycle/jet ski racing games. Having learned what not to do with Kawasaki Caribbean Challenge, Gametek will base their new racer on the excellent engine of Nigel Mansell's World Championship game. Gametek is also coming out with yet another Wheel of Fortune Game for the Super NES. This “Deluxe” edition incorporates all the features of the favorite TV game show with a new set of verbal puzzles.

Mario's Time Machine is another edutainment title in Mindscape's growing family of products featuring Mario. Less educational, but more fun, is Mindscape's Alfred Chicken. The unlikely feathered hero should appear in three games in the next month or so. The Super NES version includes lots of action and a dive bomb attack similar to that of Aeto the Acro-bat.

The Ren & Stimpy Show Fire Dogs is the latest cartoon craziness from T'HQ. Home Alone 2: Kevin's Dream for Game Boy is also on the way soon. But the biggest news from T'HQ is a couple of titles for the end of the year, seaQuest, based on the hit NBC series, and The Mask. Sculptured Software, one of the best development companies around, has taken the seaQuest project and another Ren & Stimpy title: Time Dogs. Our Pak Watch sources at T'HQ say that the company has a new focus on quality, which is good news for gamers.

In other news, Capcom has released a video tape that demonstrates combinations and strategies for Street Fighter II Turbo. Some of the top Street Fighter II players show off combos in slow motion so you can catch all the moves.

Fans of the Ranma 1/2 comics can now play DTMC's Ranma 1/2 martial arts fighter for the Super NES or watch their favorite characters on a new cartoon series of video tapes that have been dubbed in English. The Ranma fan club has been growing in the US into a sort of cult status. It's a mix of humor and martial arts, and a panda. Weird, yes, but also fun.

More players will be able to have more fun starting this month when Hudson Soft releases its multi-player adapter, the Multi-tap, on its own without Super Bomberman. Games like Secret of Mana and Madden NFL '94 take on a whole new flavor when played as multi-player games.
Next Issue
Coming in February, Volume 57

Catch the Latest Super NES Reviews
★ Bugs Bunny: Rabbit Rampage
★ Inspector Gadget
★ Lester the Unlikely
★ Skyblazer
★ Choplifter III

Next month brings you some high powered games, including the visually stunning Bugs Bunny Rabbit Rampage. If you enjoyed watching Warner Bros. cartoons, you're going to love this game!

Hot Game Boy Titles
• Spider-Man & The X-Men in Arcades Revenge
• The Simpsons: Bart & the Beanstalk

News Flash!

StartTropics Sequel Arrives

Mike Jones, the hero of StarTropics, returns to the NES in a bigger and better action adventure. Zoda's Revenge sends him hoping through space and time to collect seven invaluable items. Adventure Game fans had better watch for this game!

All New Sports Scene

With the snow falling in the mountains, and the ski slopes in full swing, next month is the perfect time to show off the latest winter sports games! Whether you like to hit the ice or shred the slopes, the action is here next month. Don't Miss It!

New Power Player's Challenge

So you think you're a pretty good game player? Well here is your chance to prove it! Post your scores against other players and you may gain fame and glory. Check out next month's Super Power Club Challenge!
WHAT'S HOT?

MEGA MAN X MILK CAPS!

Only Super Power Club members received the limited edition Mega Man X milk caps. There are three different sets of six. As collectibles, milk caps are very much like trading cards. If you haven't started your milk cap collection yet, the Mega Man X set is a great place to start!

HOW THE MILK CAP GAME IS PLAYED:

To play you need milk caps or simulated milk caps referred to as "POGs." Two to six players work well for the game. All players agree to put a certain number of milk caps usually four into a straightened stack. The players then decide who will take the first turn. The first player takes a milk cap designated as a "slammer" and throws it down onto the milk cap stack. The player must release the slammer before it makes contact with the stack. The object of the game is to flip over as many milk caps as possible. The player gets to keep any milk caps that are flipped over. The stack is then straightened out again and the next player takes his turn. When the players take turns until the last cap has been flipped over the players can also agree to play a set number of rounds or time limit.

CATALOG NEWS

On page 14 of your Super Power Supplies catalog, the Classic Character Calendar can be found. It's one of the most original and special items in the whole catalog. It's really big and it's an excellent way to spruce up your wall! The rotating disc system is ultra-cool.

SPECIAL OFFERS

Issues from our first three years are available in a special collector's set. You won't find these extremely helpful issues at newsstands!

Super Mario Bros 2
Nintendo Enemies & Secrets
Sam & Max's Quest
Zelda II: The Adventure of Link

Volumes 1 through 6 featuring classic games are included in the First Year Set!

Mega Man II
Dragon Warrior
Super Mario Bros 3
Super Mario World
Final Fantasy

Six of the most popular NES games of all time are featured on volumes 7 through 12

Super Mario Bros 3
Rescue Rangers
Ninja Gaiden II
Mammic Mansion
Final Fantasy
Dr. Mario

4 Player Extra

The Third Year Set (Vols. 13-19) carries on the
Nintendo Power tradition of reviewing the very best games. It also includes our four popular
Strategy Guide issues!

TIP BOOKS:
The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Customer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.

THE END

These seven screen shots were taken from the endings of popular Super NES games What games are they from?
Super colors beat the competition.
Way more.
Power graphics drive excitement.
Way beyond.
Mega titles grab the gamers.
Way preferred.
Super NES. The only way to be.

Way Cool.

Nintendo
Our goal is to try and preserve classic videogame magazines from years gone by before they are lost forever.

Thanks goes out to all the people who make this possible. From the original editors and writers, to everyone involved in acquiring and digitizing these magazines.

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Thank You and ENJOY!