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I would like to mention my concerns about what is to happen to Mortal Kombat II. You guys probably do not want to admit it, but you know that there were a lot of fans of the first Mortal Kombat that were extremely upset with the Super NES version; while in the meantime Genesis owners got exactly what they wanted. It is already guessed by most Mortal Kombat fans that Nintendo will do everything in its power to guarantee that the Super NES Mortal Kombat II will end up like its predecessor...a wimpy shadow of the arcade version. I hope this time Nintendo, along with its magazine, gives the fans of this game a chance to voice their feelings and also give us what we want.

RICHARD C. BURNEY
OMAHA, NE

You are not alone in your feelings, Richard. Many MK fans were disappointed with the Super NES version of the game, even though it featured better graphics and play control than other versions. A lot has happened in the video game industry since the "controversy" over Mortal Kombat began. The rating system that has become the industry standard is in place and Nintendo agrees that games such as MK II have a place within that rating system. As you saw in our review of MK II last month, Nintendo had no problem retaining all of the characteristics that make the fighting game so popular. Just in case you're still not sure—it IS the arcade version. AND, we happen to know for a fact that there are tons of codes for the game!

I think your magazine is great! I just think you should put an "arcade section" in here because everybody likes Mortal Kombat II and everyone wants to know all of the fatalities and moves. I hope you consider my idea.

RYAN KEENER
PRINCE GEORGE, VA

Does Kirby have a digestive system?

CLIFF CAMPBELL
GRATZ, PA

We're not sure. It's unknown. There have been attempts to decipher Kirby's anatomy, but any time someone gets close, he just sucks them in and spits them back out!

TOP 10
Most Edible Game Pak

10. Yoshi's Cookie
9. Secret of Mana
8. Zombies Ate My Fudge Cake
7. Panic Restaurant
6. Taz Mayo Mama
5. Metroid II: Return of Sandwiches
4. Six Pac-Man
3. Face Bowl 2000
2. Madden NFL '94: The Sugar Bowl
1. NBA Jam

JUSTIN STARKENBURG
RALEIGH, NC

In the first adventure Zelda's no where to be found. She scattered the Golden Triforce All the world around.

In the second game, The princess is under a spell. Link has to find seven crystals To make the princess well.

On the Super NES Link starts out in Hyrule. He has to beat two enemies. He'll use a lot of tools.

Now that Link's oo Game Boy. He's on the Isle of Koholint. He has to defeat the Shrens To get their Instruments.

Now you've read a poem About Sir Link's adventures. From Hyrule, to the Dark World, And to an island full of treasures.

ADAM BRADLEY
HAWTHORNE, CA

Thanks for the poem, Adam!
C ongratulations to all those responsible for your recent effort, Super Metroid—an exceptionally well-designed game in all respects. The music and sound effects created great mood and atmosphere, the controls were smooth and responsive, the motivation and depth of play were very involving, and those graphics! As an artist, I was stunned by all the effects and “finishing touches.” The use of color and sound in the finale combined to create the most powerful ending I’ve ever experienced in a video game. Super Metroid is a game I’ll return to and play again and again, with the knowledge that there are better endings, and that I only recovered 87% of the items, I’ll have to! I’m glad no one was present when Samus and I defeated the Mother Brain and got off the planet—-I was in a state! I’m sure I would’ve been carted away.

MIKE COSTELLO
LAWRENCEVILLE, GA

I have recently played Super Metroid, and I loved it! A friend of mine helped me finish it, and the ending was amazing! Regardless if it took us 6 hours, and we just got a cheap “thumbs up” from Samus, beating it was thrilling.

LUKE SCHRODER
SIOUX CITY, IA

W hy did the hatching have to die at the end of Super Metroid?! You can save all of the other friendly creatures like Dachola and the Etecoons, but no, you can’t save the baby Metroid. You guys made almost all of your other games have happy endings. This time you must have goofed. I was crying as soon as the Metroid died. Were you guys trying to play a drama? If so, you did a good job. But if I wanted a drama, I would ask for one at the video store.

STEVEN BRUCKNER
VERONA, PA

We continue to receive numerous letters from readers who are worried (and upset) that the NES is not getting enough Nintendo Power coverage. Simply put, Nintendo Power only reviews the best new games. Our coverage is based partly on the rating that a game receives when it goes through Nintendo’s evaluation process. And lately, NES games have not been rated very high. There aren’t very many NES games being developed now. These are the main reasons that NES games don’t get the same amount of coverage as Super NES and Game Boy games do. Just as gaming technology races ahead, we must follow with our game reviews. In fact, results from a recent Player’s Poll survey indicated that 87% of the respondents owned a Super NES compared to 80.9% owning an NES.

GAIL TILDEN
EDITOR-IN-CHIEF
We demand a rematch!

We hear this one all of the time: “I’m the best Punch-Out!! player there ever was! I am the greatest!” It’s time to step back into the ring that we all know so well and prove it. This time, however, the stage is set on the Super NES. One of Nintendo’s most popular games outside of the Mario and Zelda series, Punch-Out!!, has been blessed with a “super-ization.” The challenger must fight his way through the various Circuits, but this time, there are some new challengers. And just when he thought he had it all figured out! Sure, some of the all-time greats like Bald Bull, Mr. Sandman and Super Machoman are still kicking around the Circuits with obvious improvements, but a whole new wave of bodacious boxers are out there gunning for the belt. Super Punch-Out!! plays basically the same way that Punch-Out!! does, but the graphics and sound are better. It’s tough, too! The new fighters have an array of incredible moves. Come out swinging!
Besides all of the new fighters and their great new moves, one of the best things about this game is that there are more options to explore. Check out the Records and Time Attack modes!

**RECORDS**

The game is battery-backed, so it will save your boxer's name, win-loss record and the best times against the boxers that you've defeated. There's no need to write down a password.

**TIME ATTACK**

It's fun to see just how fast you really are. The Time Attack option allows you to fight against any boxer that you've already defeated. The goal is to drop them to the canvas three times or to get a KO as fast as possible. The computer records all of your best times. This mode provides an excellent way to sharpen your skills.
The first four boxers are easy to dispatch. That's the reason the Circuit is so minor. The aim is to get you familiar with all of the moves and punches that you'll be making and throwing in the following Circuits. It's a warm-up, if you will. You'd just better be well on your way to being warm by the time you encounter Piston Hurricane and Bald Bull.

**GABBY JAY**

"Yay," Gabby puffs out his pathetic war cry before the round begins. What a wuss. He's been beaten so many times that he begs you to take it easy on him. It's just a trick, though. He can throw a good punch or two, but not much more. Thrash him quickly.

**BEAR HUGGER**

Surviving in the frigid northern zones of Canada requires a lot of insulation. Bear Hugger's got all that he needs. His overalls can barely keep his hefty belly afloat. While not a student of proper boxing techniques, Bear Hugger packs a wallop.

From France
Age: 55
Weight: 110 lbs.
Record: 1-95

From Canada
Age: 32
Weight: 400 lbs.
Record: 17-12

With your motor fully Powered-Up, rapidly rap on Gabby's prone face until he claims his favorite spot on the canvas.
Piston Hurricane

As his name implies, Piston Hurricane’s attacks can come in a storm of one-two punches. Your match with him will be the first time that your blocking technique will really be put to the test. Try to hit Piston with a roundhouse Knockout Punch.

Bald Bull

Bald Bull hasn’t changed his boxing strategy much. His famous Bull Charge is still in effect. If he hops all the way to the back of the ring, he’ll hop three times before he throws his big uppercut. If he doesn’t go all the way back, he’ll only hop twice.
After blocking many of Chan's slashing punches, his corner man apparently tells him to attempt a kicking attack. Right after Chan appears to fade out, he will try to kick you. Side step each kick.

One of Chan's favorite moves is to climb the ropes and run back and forth across the ring. When he does this, you may try to knock him to the floor. You'll see that this is the second time in the game that blocking becomes an important technique.

Now that you've defeated the first four boxers in the Minor Circuit, you're ready to take a big step up in the ranks to challenge the next four. The Minor Circuit was a piece of cake compared to the Major Circuit. It will take more than luck and fast fingers to claim victory here! You must decipher each boxer's strategy.

**BOB CHARLIE**

Ev'rythings not so irie, mon. Bob Charlie is ranked #3 and he's looking to improve upon that rank. He talks about his rhythm being so important. It is. But it's you that has to lock into it. Bob moves from left to right very well and likes to throw a one-two roundhouse combination. Try not to get distracted by his footwork. Concentrate on his punches!

Bob's corner man yells at him to turn on the fancy footwork. Bob is glad to oblige. He'll hop around left to right, be ready for a roundhouse punch or two.

When Bob backs off and moves to the back of the ring, he's setting up for his spinning windmill punch. He'll spin toward you twice and then will try to land his glove on your face. Dodge to the left or right and then counter.

**DRAGON CHAN**

The #2 contender in the Major Circuit, Dragon Chan is very confident about his boxing abilities. In fact, his abilities go beyond that of "normal" boxing. He specializes in a type of kickboxing and out of the first eight boxers, utilizes the most unorthodox style of fighting.

The #2 contender in the Major Circuit, Dragon Chan is very confident about his boxing abilities. In fact, his abilities go beyond that of "normal" boxing. He specializes in a type of kickboxing and out of the first eight boxers, utilizes the most unorthodox style of fighting.
**SUPER PUNCH-OUT!!**

**MASKED MUSCLE**

Masked Muscle tells you to give up. That wouldn’t make any sense! You’re here to fight, not to wimp out. Masked Muscle’s favorite trick is to spit in your eyes. You can’t do anything but block and move while your vision is fuzzy.

*FROM: MEXICO*
*AGE: 29*
*WEIGHT: 240 lbs.*
*RECORD: 10-5*

When you see that Masked Muscle’s corner is talking, try to spit in your eyes, sidestep quickly or get ready to hit back.

Choose the timing of your Knock-out Punch wisely and then be prepared to dodge and block because Masked Muscle likes to retaliate with dirty moves like headbutts. He really doesn’t go on that move and it’s often enough to put you down for the count!

**MR. SANDMAN**

The Major Circuit champ doesn’t mess around. Even his jabs are power-packed. He didn’t get to be champ for no good reason. He may try to fool you with fancy footwork.

*FROM: U.S.A.*
*AGE: 28*
*WEIGHT: 230 lbs.*
*RECORD: 29-3*

You can block his jabs, but you can forget about blocking the heavy stuff!
Just as the Major Circuit was a big step up from the Minor Circuit, the World Circuit represents a whole new level of boxing for you. Each fighter in the World Circuit can quickly finish you off. There will be no relying on a favorite move or one sure-fire technique. Your boxing skills will have to be all-encompassing if you want to compete and survive in this ring!

**ARAN RYAN**

Hmmm. What a peculiar name. Ryan is somewhat like a turbocharged version of Piston Hurricane. They have similar moves. Of particular note is a flurry of left-right, high-low punches. Ryan has excellent side-to-side movement and big uppercut moves. You'll have to be faster with your blocks than you were when you boxed Piston Hurricane.

**HEIKE KAGERO**

We don't really know what Heike's story is. Initially, he appears to be somewhat of a pansy. But shortly after the fight begins, you'll discover that it is not the case. Watch out for the hair!

**MAD CLOWN**

Has Bear Hugger joined the circus and moved to Italy? Mad Clown looks like he could be Bear Hugger's long-lost brother. Use a dodging motion to avoid his overhead punch but then sidestep his cross.

**SUPER MACHOMAN**

Vain as ever after all these years, Super Machoman has finally obtained an even tan. It's easy to see that he's been working on it. It's also easy to see that his boxing skills have been worked on, too! His strength has improved since the first Punch-Out!! game. Watch out for his roundhouse punch!
Dusting off the World Circuit is quite an accomplishment. It's more difficult than the original Punch-Out!! game. And we all know how difficult that game is. But if it wasn't difficult, it wouldn't be fun, now would it?

### Narcis Prince

Narcis Prince has only had 15 professional fights and he is already ranked #3 on the Special Circuit. He must really be good. It's hard to imagine that a pretty boy like Narcis has paid his dues by boxing his way up through the ranks. He probably hasn't. Let's just say that Narcis is giving you a hint when he tells you that you won't be able to touch his beautiful face. He is extremely good at protecting his face, but if you can find a way through his virtually impenetrable defenses, you can get the upper hand.

### Hoy Quarlow

Hoy Quarlow has been around the ring for many years and he knows every trick in the book—even some that aren't in the book! Now, at 78 years of age, you might think that all it would take to knock Hoy Quarlow out is one little jab. Not the case. His strength is timeless. I guess if you're as old as Hoy Quarlow is, the boxing regulations allow you to fight with a stick. He makes good use of that stick, too.

### Rick Bruiser

These guys are named so well that it's scary. Bruisers until the end, the brothers will pound you to a pulp. You can try to block their punches, but it won't do any good—you'll still register some damage. You have to be quicker than they are and you have to be just as, if not more, precise in your movements. The windows of opportunity for you is to get some punches in close very quickly. If you hit them, don't expect them to just stand there waiting for you to land another blow. They won't put up with any lightweight challengers.

### Nick Bruiser

Identical twins with nearly identical records. Wouldn't it be a hoot-and-a-half if Nick and Rick were actually the same person? We have no confirmation that anyone has seen them together. Even if they are actually twins, it doesn't matter. You will still have to beat a brother Bruiser twice in order to take the Special Circuit belt home with you. The task is incredibly tall. The strategies for defeating the Bruiser brothers are too detailed to get into here. Maybe they would be better handled by some Counselors' Corner coverage.
The video game world is about to go ape. What will that mean? Millions of man hours spent collecting bananas! Kremmlings waddling for their lives! Chimps pretending to be gorillas! Rhinoceros stampedes! Fireworks! Thrills! Graphics that will change your view of video games forever! It means that Donkey Kong Country is coming. This month it arrives, but it won't be easy to bag. The ultimate video game of all time will probably sell-out fast.

Nintendo's 32 megabit masterpiece was designed by Rare Ltd. in the most advanced game development studio in the world. The Beast was captured in Silicon Graphics computers using Alias software, resulting in the first fully-rendered video game. To believe it you'll have to play it.
Great Banana Heist

Rain poured. Thunder crashed. Diddy shivered and cursed his luck. Out guarding Kong’s precious horde of bananas on a night like this... it really stank. According to Kong, this was the price of becoming a hero. Suddenly, out of the fierce night came the grunting of countless Kremling soldiers. Their blunt snouts dripped with rain as they grinned at Diddy, then stuffed him into a barrel. In the morning, Kong bellowed his outrage. Bananas gone, buddy gone, world shattered! “Serves you right,” said Cranky Kong, doddering up.

“Back when I was the hero of the original Donkey Kong, we didn’t have bananas. So quit your whining.” Kong loped swiftly toward the jungle. He would track down the thieves, save Diddy and recover his stockpile. “Durn fool will need help,” grumbled Cranky as he hobbled after Kong.
Kong's Pals

With over one hundred areas to explore, Donkey Kong could use some help. So it's a good thing that he's got friends like Rambi the rhino, Expresso the ostrich, Enguarde the swordfish, and Winky the frog. They're a wild bunch who will lend their special talents to DK's quest. Some, like Enguarde, are born fighters, while others, like Winky, have special moves. Cranky Kong will tell you about each of them as you progress in the game. To get one of these friends to join in the hunt, you must find the appropriate crate and smash it. When DK or Diddy are riding a pal, you'll have one extra hit.

Rambi

Like his human namesake, this rhino uses brute force to smash down walls and enemies.

Expresso

Ostriches can't fly, but this one can glide to help DK cross over gaps or collect out-of-the-way items.

Enguarde

This French fish loves swordplay as much as the Three Musketeers. He can sink foes with one swift jab.

Winky

Every ape should befrend a frog. When Winky hops to it, he can stomp more enemies than Donkey Kong or Diddy. He can also jump farther.
Donkey Kong's friends and family includes a cast of colorful characters. Donkey's little buddy, Diddy, is the most important of them all. He's an excitable chimp who will take over when DK falls flat on his face. You can also put Diddy in the lead, which is a good idea in many areas, but he's not as heavy and can't stomp some Kremplings and other enemies as effectively as DK.

**THE CHIMP BEHIND THE HERO**

Free Diddy from the barrel by throwing it. To lead with Diddy instead of DK, just push the A or Select Button. Where one goes, the other will follow. In the Team Mode, once DK or Diddy is lost, the other player must take over. In the Competition Mode, two players take alternating turns using both apes.

**KONG KLAN**

Kong's family helps out in many ways, from advice to transportation. Introducing Cranky, Candy and Funky Kong!

Grandpa Cranky Kong, the hero of the old arcade game, gives advice throughout this new fanged adventure if you reach his cabin.

Candy Kong, DK's sweetie-pie, lets you save your progress in one of three battery backed-up memory slots, but you'll have to reach her first.

Funky Kong really gets around, he has his own airline. If you reach Funky's Flights, you can hitch a ride back to any area of the game you've already completed.
Bad And Ugly

Donkey Kong's Island has been overrun by the Kremlings. Their lizard ancestors may have been slow and cold blooded, but Kremlings move fast. We've gathered some strategies to help you past K. Rool's mean green team.

MANKY KONG
This orangutan wanted to be a hero like Donkey Kong, but he got caught up in the thrill of barrel throwing and hasn't been able to let it go. As you approach Manky, hop over each of the barrels he heaves, then stomp him after clearing the final barrel.

KREMLING CROSSING
Some Kremlings leap at you while other Kremlings march straight ahead and others throw barrels. DK and Diddy can stomp, roll or ride through them, or they can toss barrels. Guardians at the ends of stages will take multiple hits.

KREMLINGS IN THE HOLE
Sticks and stones won't hurt Rock Kroc. He's controlled by Stop and Go barrels. Hit the Go barrel to change it to Stop and Rock Kroc will turn stone cold for three or four seconds, just enough time to scamper past.

ROC KROCK
This evil Kremling's got stalagmites in his bones. He'll morph into a harmless boulder, but when he wakes up, Kong had better have the switch barrel and hightail it out of the mines.
NO BEE LIMIT

The buzz on bees is that you can't stomp 'em. They sting at the slightest touch. Avoid them like a plague. Some bees orbit objects while others move sideways or vertically. All are bad news bees. Time your jumps or barrel blasts to miss them.

CAUTION: KREMLINGS

The strongest of the Kremlings is Krusha. The only attack that works is to knock him over with a barrel. Hold barrels by pressing the Y Button, then carry them and throw them when the Kremling is close. Diddy can also defeat attackers by holding a barrel in front of him. Most Kremlings can be stomped or rolled easily. The challenge is in their locations and numbers. Blue Kremlings leap at you in pairs, making stomping difficult. Roll them or take them one at a time.

SHARKS AT PLAY

Don't let the beautiful music of the underwater stages lull you into false security. Chomps, Kroctopus and other critters close in.

CHOMPS

Chomps and Chomps Jr. pose the biggest threat in the sea. If you're riding Enguarde, line yourself up with Chomp's nose and charge. If you've lost Enguarde, avoid Chomps and search for your finned friend.

BEWARE OF BEAVERS

These rodents are collectively known as Gnawty. Why? Because they never stop chewing. Stomping a Gnawty is your best bet because they often appear in twos, threes or continuous lines. In these cases, it is best to hop from beaver to beaver until you pass the point where they appear.

This giant Gnawty waits at the end of the first stage, guarding a horde of bananas. Stomp him repeatedly and watch his speed.

Rolling through single beavers is easy. Rolling beavers, however, are inescapable.

This Kremling is dangerous, but Squawks the parrot shows him the way.

Teams of terror! Don't get between them. Take them one at a time on the down-jump.
A Bonanaza

The importance of collecting bananas cannot be understated. You are an ape. A horrible horde of lizards stole your bananas. You will do anything to get them back. Simple? Ha. But it's worth the effort. For every 100 bananas reclaimed, you get a 1-Up. And if you beat the guardian at the end of a stage, you earn a Giant Nintendo Banana.

Nectar of the Apes

Ape does not live by bananas alone, although he tries his darndest. No, although you can go far on the all-banana diet, the well-balanced ape also makes use of medals, Letters, and Balloons. Spelling out KONG in gold letters earns you a 1-Up. Likewise, Balloons add up to extra lives. Collect three animal-shaped medals and you'll go to a bonus area where you control that animal.

Bananas by the Billions

Some bonus areas are ape paradises, filled with more bananas than a Chiquita warehouse in Ecuador. Of course, collecting all the fruit won't be easy. In some areas you'll be blown out of barrels like a cannonball while in others you must jump to reach the golden horde. The goal, as always, is to grab 100 bananas for a 1-Up. Yes, bananas extend your life. It has been scientifically proven. Fortunately there are plenty of bonus areas hidden in Donkey Kong Country.

Barrel Blows

Traveling by explosive Barrel Cannon may singe your fur, but it's literally a blast. Some barrels blow automatically while you control the blast in others. In either case, the explosion sends you flying.

Necky

In Snow Barrel Blast, time your shot to miss the Necky as it passes between barrels. Take your time and fire when the path is clear.
Bonuses

Bananas aren’t the only treasure available in bonus areas. Some of the areas have much different goals and ways to earn a prize. None of them are easy.

**BOUNCING BUZZARDS**

Bounce off the Necky (vulture) to the left to reach the hidden Medallion. With three Medallions, you’ll reach a Bonus Area.

**UP WITH BALLOONS**

Balloons provide the third way to extend your life in Donkey Kong Country. Collect all three varieties. Red Balloons are worth a 1-Up. Green Balloons are 2-Ups. Blue Balloons are 3-Ups, but they’re rare. Just jump up and pop a balloon to earn the 1-Up.

**THE CAN SLAM**

The Dumb Drum like other stage-end guardians won’t be an easy stomp. When it slams the ground, two Kremlings tumble out. You have to stomp the Kremlings five times to win. Your reward is the Giant Banana of Honor.

**REGULAR BARREL**

Wait until the Spinning Barrel points in the right direction before firing it.

**AUTO BARREL**

You control when these barrels blow, but you can’t aim them.

**BEES**

The hardest part of this area is avoiding the bees. Make sure that you’re lined up exactly and that no bees are in your way.

Collect 100 small frog medallions to get an extra life
As you walk into your local arcade, the powerful roar of an engine and a flash of candy-apple red rivet your attention. There at the front of the arcade, next to Mortal Kombat II, sits the car of your dreams. The sparkling red paint job and silver chrome wheels are just the glossy shine of this Italian speedster; the real beauty is inside. Capable of speeds of up to 147 mph, this car hits zero to 60 in 2.51 seconds and yet barely starts to purr. The best thing is that you can drive this car clear across the United States for less cash than it takes to buy your favorite CD, and you don’t even need a license. The game is Cruis’n USA. It’s the hottest driving game to ever hit the arcades and it’s heading straight for the Nintendo Ultra 64 home system!

Cruis’n USA is not a conventional track game. It gives the option of racing across the country in a high speed rally or polishing your skills on certain sections of the course. Either way you will not drive around in circles viewing the same scenery over and over—a new challenge awaits you as you crest each hill. To capture the detail needed to recreate 14 actual U.S. roadways in stunning full-motion animation, the crew at Williams (WMS Industries) travelled across the country filming over 350 hours of on-location video footage. Using this footage, it took them three years of development to make this 3,800-mile coast-to-coast race a true virtual driving experience.

The fully rendered 3-D models and images not only create an incredibly realistic look and feel and make it possible for players to switch between three different views on the fly. The view option lets you switch from inside the car to just behind the car to above the car at any time without slowing down!

The thrilling experience of Cruis’n USA doesn’t stop with just the graphics. When you get into the driver’s seat, you’re sitting in a 3-axis, full motion cabinet, the first of its kind! Every move that you make on the screen is directly translated to the car itself. You’ll need to fight the steering wheel past each bump and collision, and the car bucks and fishtails as you round hairpins at over 100 mph! Williams is also working on a deluxe sit-down version that can be linked for head-to-head competition as well as a stand-up machine for those drivers who are prone to motion sickness.

You can test your driving skills against nine computer drivers, all with their own artificial intelligence and racing styles. If you beat the competition and make it to the finish line first, your next race is on the house. You can choose from among four cars, each with a different advantage. For example, the Devastator VI has extra speed for pro racers, while the La Bomba has an acceleration advantage for beginners. You can also choose between an automatic transmission and a standard four-speed with a realistic shifting.

The Williams/Nintendo Ultra 64 connection promises even more excitement in the future. All of the incredible driving action of Cruis’n USA—in its entirety—will be available next Fall exclusively on the Nintendo Ultra 64 home system! Now is your chance to catch your first look at the power of the Ultra 64 and the future of video games!
Streets of San Francisco

Faster than a speeding Train!

Cruisin' through the Redwoods

Cruisin' USA

Wacker Dr - Chicago, IL

 unnoticed.
A MYSTERIOUS

Power begins a three-part exploration of the RPG hit of the decade with an in-depth look at the game's host of characters.
Long-awaited and eagerly anticipated, Final Fantasy III comes to the Super NES in a sequel that won't disappoint. In fact, even hardcore RPG fans will be surprised by the scope of this sweeping epic, which feels almost more like an interactive movie than a video game. The cast is huge, and the plot includes many twists and turns, with diverging branches that lead players on side-trips through a variety of sub-plots.

Players don't have to hoof it in the vast world of Final Fantasy III. There are many ways to get around, including Chocobo and Airship.

Each character has a unique fighting ability. Players must assemble the right team for each task.
In an age long since past, a time that we can only imagine, mysterious people were said to hold the power of magic in their souls. All kinds of magic spells were known to them, both spells of healing and spells of destruction. So amazing was their power that they dominated the known world. No one contested their right to rule.

The years passed peacefully. People worked the land, raised their families and lived their lives contentedly. But as the years ambled by, those in power began to bicker. First, they quarreled over minor issues, but as their hunger for power grew, so did their fights.

As the magic-wielders quietly chose sides in the growing dispute, they began to work on weapons of destruction. Those weapons evolved by way of magic into a frightening group of beasts known as Espers. The coming of the Espers was the beginning of the end.

TERRA  
WIELDER OF MAGIC

Terra knows little about her past. She doesn’t know who she is or where she comes from, and she doesn’t know why people think she’s special. She does know that the Empire used mind-control to turn her into a ruthless machine responsible for murdering countless people. Now she uses her magic against the Empire.

Although she has no memory of her past, Terra feels a strange bond with the frozen Esper that was found in a cave near the village of Narshe.

LOCKE  
TREASURE HUNTER

Don’t call Locke a thief—he fancies himself a Treasure Hunter, even though he often hunts for treasure in other people’s purses. Although he has the heart of an adventurer, his care-free demeanor hides a tragic past. He feels responsible for the death of his girlfriend, who perished at the hands of Imperial soldiers. His sole purpose in life is to find the magic that the Phoenix used to rise from its ashes. Locke hopes that the same magic will bring life back to his girlfriend. He’s a clever and powerful ally.
STEALING

Using a special power that emanates from her very soul, Terra has the ability to Morph into a formidable soldier during battle. In her strange new form, she gains strength and special powers that make her one of the best characters to assign to your attack team.

DANCING

Mog's dances call destructive forces down on enemies. He'll learn eight dances in all, one for each area. He must fight in each region to learn its dance.

MOOGLE

Moogles may look cute and cuddly, but they're really very powerful fighters. You'll find some for the first time in the caves near Narshe. When you return to search the caves later, you can persuade Mog to join your party. Listen to clues that the people in Narshe drop about where to find this shy and elusive Moogle.

DANCE  EFFECTS

| WIND SONG | Mog learns four Wind Song dances. One of them, the Wind Slash, punishes enemies with furious gusts. |
| EARTH BLUES | Land Slide brings boulders crashing down, while Whump summons some of earth's creatures to attack. |
| FOREST SUITE | Mog's Raign dance causes a flurry of leaves to blow into enemies. The Wind Bear dance restores energy. |
| WATER RONDO | The El Nino pulls enemies into an underwater. Another Water Dance, Plasma, creates a bolt of lightning. |
| DESERT ARIA | The dances of the desert cause a variety of wind storms to blast enemies during battle sequences. |
| DUSK REQUIEM | The four Dusk Dances have different effects. One causes fire, one poison, and another makes rooks fall. |
| LOVE SONATA | Although three of the Forest Dances are destructive, the Tapir Dance restores your party's energy. |
| SNOWMAN JAZZ | When he performs the Snowball Dance, Mog cuts more than a rug. It cuts the enemy's Hit Power in half. |
Battle lines were drawn, and the masters of magic faced off. The contentious forces pitted Esper against Esper in battles that tested magic and violently ripped the world apart.

Caught in the middle of the power struggle were the people. The fighting first crept then raced across the country, leaving burned buildings and devastated families in its wake. Soon, the entire land lay blackened and smoldering, the grim result of a power struggle gone mad.

Finally, with Esperms destroyed and the people slaughtered, three of the magi looked on the devastation caused by their petty jealousies—and their magic. They realized that magic was too powerful, too dangerous. The three used the last of their energy to summon all magic, then they retreated to a remote cave and turned themselves into stone, sealing the magic away with them forever.

**EDGAR**
**ENGINEER**

Although Edgar is the King of Figaro Castle, his true calling is engineering. He is fascinated by machines and spends every spare moment making interesting contraptions. He's also a hopeless flirt.

**MARTIAL ARTIST**

Although he and Edgar are close friends, Sabin, Edgar's brother, leaves home when their father falls ill. He thinks that his father wants Edgar to succeed him, so, with feelings hurt, he flees to the hills, where he studies martial arts with a master until he becomes a master himself.

**SABIN**

Each of Sabin's Blitz attacks requires a button sequence.
Cyan is a throwback to a more chivalrous time, when knights fought in the name of honor. People may make fun of his formal way of speaking, but they find nothing funny about the fierceness of his fighting.

**SWORD TECHNIQUES**

Wait for the Sword Technique power to increase, then unleash a mighty attack with Cyan's sword.

**CELES**

Celes was once a General in the Empire army, but when she realized how corrupt they had become, she joined the resistance. She's ashamed of her role in the Empire's slaughter of innocent people and is determined to help put an end to it. Locke convinces her to join the group and teaches her to trust.

**RUNCIC POWER**

When she's equipped with a sword, Celes can use it to absorb spells, keeping them from doing much damage to the party.

Shadow is a mysterious character who is accompanied by his attack dog, Interceptor. Some say that he's a soldier of fortune, but it's not money that convinces him to join you. He comes and goes as he pleases, and he's no fan of the opera.

**THROW**

Shadow doesn't put himself in danger when fighting. He throws ninja weapons from a safe distance.
As the three magi hoped, magic disappeared from the world, and the great war, which became known as the War of the Magi, faded into history. Few people spoke of magic, and Espers were mentioned only in legends that many claimed were fictional.

As time passed, the people lived peacefully, learned much about machines and studied technology. Centuries later, living with advancements made possible by science, not magic, few believed that magic had ever existed at all.

But then there were the Espers. Although no one had actually seen the strange beings, rumors about their existence persisted. Was it possible that Espers had survived the War of the Magi?

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**Gau Wild Boy**

Thrown out of his home by his father when he was a young boy, Gau was left to fend for himself among the beasts of the Veldt region. He grows up wild but wise, carefully observing the methods animals used for waging war.

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**Leap & Rage**

Gau is an astute observer and a quick learner. He has the ability to learn the attack techniques of his enemies. When you first enter a new area, use the Leap command to make him learn a technique, then use the Rage command to make him use it.

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**Setzer Gambler**

Setzer is an adventurer who loves a good game of chance. He creates a marvelous Airship that travels between the continents. That Airship is the party's ticket off the mainland. Behind Setzer's devil-may-care facade is a sometimes melancholy man who mourns a lost love.

Setzer bets his life that your party will succeed in its quest to overthrow the Empire.

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**Slots**

Setzer's special skill is playing a slot machine. When he hits the jackpot, the enemy is annihilated. Often, the machine pays off by refilling the party members' magic powers.
A descendant of the Espers of centuries past, Strago has some magical ability. The skills that reigned during the War of the Magi have grown weak over time, but Strago is powerful, nevertheless. Fearing the Empire, he and the other villagers have kept their powers secret for years.

**LORE**

Strago has the wisdom of age and is an astute observer. Though his magic skills are limited, he learns quickly. Whenever enemies use spells against your party, he observes and learns the spells cast.

**RELM ARTIST**

As the granddaughter of Strago, Relm is also a descendant of the ancient magi, but she knows little of the past. She is interested only in art, especially painting. Although young, she shows talent.

**SKETCHING**

Relm's special talent is sketching. During battle, she does quick drawings of her enemies and has the reproductions attack the originals.

**ELUSIVE CHARACTERS**

Not part of the regular cast, Umaro and Gogo are hidden bonuses for thorough players to find. Umaro is an extremely powerful fighter who uses no weapons; he relies solely on muscles. Gogo, the other hidden character, is a very secretive person who likes to imitate others.
During the peaceful time that followed the War of the Magi, a handful of kings ruled small realms with fair and even hands, and the people wanted for nothing. Most were satisfied.

But some were not. A few greedy, power-thirsty and disgruntled men emerged with plans to take over the world, bit by bit. The force that was to become known as the Empire was first led by Gestahl, who ruled with an iron fist. His generals were loyal, and the soldiers they trained swore allegiance to the Empire. Dissention was not allowed.

The Empire was destined to be an awesome power, for it knew something that others did not. The secret? Espers. Gestahl and his generals had learned that Espers did still exist, after all. They had even followed them to a great gate that lead to another world. For all of his planning, Gestahl failed to foresee how his greediest general would one day tragically twist the power of the Empire.

**KEFKA**

Motivated by a consuming greed, Kefka grows impatient with Gestahl. He thinks that the old king moves too slowly, worries too much about the people. He decides to act on his own, in his own heartless way.

**Cid**

Cid, a scientific genius, creates the machine that converts Espers into Magicide.

**GENERAL LEO**

After witnessing Kefka's ruthless acts, Leo lays down his weapons and tries to negotiate peace.

**GESTAHL**

The aging monarch believes that the Espers are too powerful to unleash. His young general does not agree.
THE FIRST STEPS

Begin in Narshe, where you learn the basics.

Meet Locke in a house

Team up with the Moogles in the cave, then set out for Figaro Castle, to the south.

Meet Figaro’s king, Edgar.

Hear Kefka’s challenge. The Empire is advancing, and war has begun.

Go through Figaro Cave.

In the mountains, meet Edgar’s long lost brother, Sabin.

Climb Mt. Kolt.

Go to the Returners’ Cave and meet with Banon, their leader.

Ride a raft down the river.

Here the story splits into three branches. Choose one branch and begin.

Locke heads for South Figaro, where he’ll rescue Celes.

Terra, Edgar and newcomer Banon continue north to the mountains and Narshe.

Sabin leaves his brother once again and sets out on his own. He won’t be alone for long, though. He’ll meet a valiant knight, Cyan, before they board a mystery train.

And the adventure begins...
Espers pass along their magic skills to fighters who equip the Esper as they earn magic points. When the fighters have learned 100% of the spells, they can equip and use them during battle. Each Esper teaches several spells.
This month's preview is just a taste of the huge, role-playing saga that's bound to enthral RPG and adventure fans alike. Next month, we'll take you deeper into the game for a more complete look at strategies for battle and sites for exploring in a full-length feature. You won't want to miss it!
EARTH WORM JIM
COMING SOON TO YOUR SUPER NES
FROM PLAYMATES
Thanks to the collaborative efforts of Marvel Comics and LJN, both compulsive comic book fans and voracious video game gurus alike can indulge in their favorite activities with Maximum Carnage for the Super NES. This awesome new release, which will come out in a special red cartridge, combines an exciting comic book-style story line with non-stop street-fighting action.

Although the two are mortal enemies, Spider-Man and Venom pair up to fight an even greater evil than that which developed between them. That evil is Carnage, an alien who inhabits the body of an asylum escapee. At the asylum, Carnage had the opportunity to make the acquaintance of an equally evil usurper, Shriek, and she is ready to fight at his side. Spider-Man and Venom must fight their way through over twenty-five Chapters of this horrifying tale to protect the innocent from these harbingers of doom.
While hot on the trail of Maximum Carnage, you will have the opportunity to play as both members of the crime-fighting duo known as Team Spider-Man. In fact, your choice Spider-Man or Venom will affect the sequence of the game’s story line, but not the outcome.

The once-normal Peter Parker developed super-human abilities after being bitten by a radioactive spider. He now uses his powers as Spider-Man to defend the innocent.

You’ll first come across Venom in Chapter 7. Although Venom has teamed up with Spider-Man, he has a vendetta against Peter Parker. The only person, or creature, Venom hates more than Spider-Man is Carnage.

Venom is stronger than Spider-Man, and has a more violent fighting style. Whereas Spider-Man only uses force when needed, Venom is always ready to rip the enemy apart!

In the beginning, you’ll start out as Spider-Man. Spider-Man is fast, and his Spin Kick is effective on multiple opponents. His main weakness, though, is a lack of strength and power.

The Swing Kick’s good, but you may perform it only after your second swing on the web.

When the thugs get to be too much for Venom, he will be able to shield himself well.

To keep the enemies on their toes, Venom performs the Back Flip with great ease.

When enemies are on either side of you, Spider-Man’s Double Web technique will grab them and smash them together.

Keep your eyes peeled for items along the way that may be picked up. Some can be used to help Spider-Man, while others may be thrown at enemies.

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MAXIMUM CARNAGE

Spider-Man and Venom don't have to go it completely alone on their venture to stop Carnage and his evil partners—there are several Super Heroes along the way who will lend a hand, and perhaps a unique Super Power, as well! Simply walk into an Icon to pick it up.

CLOAK & DAGGER™
Cloak engulfs enemies in darkness and has Teleportation power. Dagger uses beams of light to purge persons of evil.

CAPTAIN AMERICA™
A World War II legend and modern-day super hero in his own right, Steve Rogers, aka Captain America, is an asset in the assault against evil. Captain America's trademark Shield can be thrown at unsuspecting enemies.

BLACK CAT
Black Cat is a former crime-loving cat-burglar turned heroine, thanks to Spider-Man's good influence.

IRON FIST
Iron Fist is a veteran ally of other famous super-hero teams such as the uncanny X-Men. His help is appreciated.

FIRESTAR™
Firestar temporarily left her duties as a New Warrior to help Spider-Man and Venom.

DEATHLOK™
Michael Collins underwent an operation that left him half cyborg, half man. It's been a struggle ever since.

Dr. Michael Morbius is frightening, but fear not. Years ago, the good doctor was ill, and his only chance was an experimental miracle drug. Instead of curing him, the drug transformed him into the Living Vampire.

By day, he prays for a cure but by night, he preys on evil-doers.
Carnage is an alien who symbiotically inhabits the body of Cletus Kasady. During transport through Ravencroft, a maximum security institution for the criminally insane, Carnage makes a move to freedom.

Having heard that Carnage escaped from Ravencroft, Spider-Man is concerned. It seems that none of the foes he has faced over the years ever go away. Hmm...

On his last break out of the asylum, Carnage hears a strange voice encouraging him and his plan for slaughter. It is the voice of Shriek, a woman who is nearly as twisted and deranged as Carnage. He sets her free and they set off together for a life of murder and mayhem.

GIVE HER THE AXE, MAX!

Get rid of these ferocious females by giving them the old “one-two.” Position yourself so they are both on one side of you, then grab them with a Web one at a time and punch. Watch the blonde—she’s stronger.

BAD GIRLS

Lizzie and Dana are two street-smart sisters who are like bad apples—rotten to the core. They don’t have a problem with Spider-Man, other than the fact that he fights for justice and protects the innocent.
In Chapter Two, there's nowhere to go but up! Shriek makes it difficult, though. Luckily, Spider-Man can rely on his keen Spider Sense to help him make his way safely.

Staying out of danger is as easy as following the arrows.

Spider-Man can climb most of the way, but you'll have to shoot webs and swing in some spots.

Head your Spider Sense, or Shriek's Beams will get you.

Shriek's beams aren't the only worry. Halfway up, Doppelganger pays an unfriendly visit. Dodge, or shoot him with Webs.

That creature was the multi-limbed Doppelganger! Carnage wanted immediately to destroy this freak of nature, but...

Heed your Spider Sense, or Shriek's Beams will get you.

On the rooftop, it's not reindeer hooves you hear, it's the multi-limbed Doppelganger! Fight him if you want, but Shriek will come to his aid and blow you off the building.

Pummel Doppelganger, then step aside when he lunges at you. Eventually, Shriek will come to his rescue.

Shriek thought that Doppelganger was cute, in a sick sort of way, and spared his life. Now, he is one of them!
Carnage leaves Shriek and her newly found friend, Doppelganger, to take care of some “personal business.” This business takes him to the local paper, the Daily Bugle, where he kidnaps reporter Jonah James.

Meanwhile, Spider-Man falls from the rooftop and lies in a crumpled heap in the alley. Though our hero is badly bruised and battered, thugs still mess with him.

An Extra Life is very valuable when there are so many Chapters to go! Here’s another chance to collect a Heart, in case you missed the first. An extra continue is going to make the difference in the long run.

This larger-than-life Boss may outweigh Spider-Man, but our arachnid avenger can certainly outwit him! Just keep dodging and punching. If you beat him before he beats you, your reward is an Extra Life.
**Chapter 5: THE HALL**

Chapter Five is an all-out slamfest between Spider-Man and two of his toughest opponents—Shriek and Doppelganger!

**BAD GUY GETS GIRL**

Spider-Man does his best against this terrible team, but Carnage comes and strikes the final blow. Not only does he squash Spider-Man, he makes off with the dagger.

**CHAPTER 6: THE CHASE**

The action picks up and starts moving faster than imaginable as Spider-Man goes after Demogoblin on a Web-swinging chase high above the city streets.

**TIMES SQUARE**

Spider-Man can finally catch his breath when he catches up with Demogoblin in Times Square. Use the Spin Kick and punch quickly while avoiding this ghoul’s destructive Pumpkins.
This game keeps you guessing as to which way the story will go next! Choose Venom, and you’ll end up taking care of thugs and toughs in the hilly city of San Francisco. Don’t leave your heart here!

After Chapter Six, you’ll have a chance to see what crime-fighting as Venom is like.

Because Venom’s techniques are slower than Spider-Man’s, stick with his powerful Punches.

A walk through Central Park can be more than just a walk in the park, but dealing with the regular thugs is nothing compared to a confrontation with Shriek and Doppelganger.

Carnage must think that this Central Park scuffle is quite amusing, as he watches the action from the sideline. Even if Spider-Man can’t hold up this time, we’ll see who laughs last!
Back on the mean streets of Manhattan, Spidey encounters a whole new breed of bad guys under Carnage’s cursed control. The worst are a couple of Umbrella-wielding wackos.

Carnage’s cronies seem to get bigger, meaner and uglier by the Chapter! Good luck.

Dr. J and Big John will give you a pain in the neck, rather than a cure. To avoid their long Umbrella’s reach, use the Web to pull each one toward you and punch, or pick one up and throw him.

After finishing off the second fight, shoot your Web upwards to reap some great rewards.

The streets of New York were just the beginning. The quest for Carnage in the Chapters ahead takes you to a disco, the Fantastic Four Headquarters and even the Statue of Liberty!

The campaign to stop Carnage gets more difficult by the Chapter. The crazed citizens have taken to the streets, and Carnage and his mob attack two at a time!
GO, GO POWER RANGERS!

Millions of avid fans tune into the tube six days a week to follow the adventures of the Mighty Morphin Power Rangers. Finally, from Bandai comes the video game every kid in the country has been waiting for. That's right—the Rangers are ready to morph right into your Super NES!

What was once filler material for Fox Television has been "morph"-asified into what may become the most popular children's show ever. Stores can't keep Power Rangers action figures on the shelves, so it seems the arrival of Mighty Morphin Power Rangers for the Super NES was right on time. Even the most fanatical of fans won't be disappointed. The game combines the Rangers karate-chopping action with great graphics, excellent play control and a soundtrack that will have you chanting "go, go Power Rangers!"

Not only will Power Rangers fans get to choose their favorite characters to play with, they'll have a chance to get behind the controls of the devastating Megazord!

Choose a different Power Ranger for each of the first five Levels, or stick with the one you think is best the whole way through. You'll play as the Megazord in Levels 6 and 7.

In the regular action scenes, your Power Ranger will take on multiple opponents as he or she fights their way to the right. As the Megazord, the action is a one-on-one fight.
MIGHTY MORPHIN POWER RANGERS

WE ARE THE POWER RANGERS

All of you die-hard Power Rangers fans already know the television characters like the back of your hand. Now that you know about the game Rangers, we'll share some facts about the real-life actors! Did you know Jason wanted to be a pro baseball player before he became a Power Ranger? Zack says his biggest fan is his mother and his favorite color is purple. Trini has two Power Rangers action figures at home, and her favorite colors are earth tones. Kimberly really is a gymnast but enjoys painting, too. Although Billy's the Blue Ranger, his favorite color is green.

VOLUME 63 45
The first five Levels of Mighty Morphin Power Rangers are crashing chop 'em-up adventures between you and what seems like hundreds of Rita's mindless hench-monsters. Your Power Ranger must complete the first section of each Level in street clothes before he may morph. He can then use the Power Weapon.

**BEAT RITA’S PUTTY BUDDIES!**

You'd expect Level One to be an easy introduction to the game, but it's to the contrary. You'll face gangs of Putty attacking from the front, from behind and even from above! Watch the store windows—Putty will sometimes break through them to get to you. All cities have pigeons, but the Pigeons in Power Rangers drop exploding Bombs, so look out above! If you're lucky, you will be able to pick up a few hidden items.

**LEVEL 1: CITY SIDEWALKS**

**THROW A TANTRUM**

Actually, throwing heavy objects, such as the Park Benches, will be much more effective against an enemy than throwing a tantrum. Some Barrels may be thrown, as well.

**USE A BOMB NOW**

Soon after the Boss appears, many other enemies will show up at once. You could take them all on, or throw a Bomb.

**BOSS BONES**

'Dem Bones is a nasty bucket of bones, and his Sword is mightier than you'd think. Watch his timing and get hits in whenever you can. The hard part is yet to come.

When Bones transforms, you'll be able to attack him all you want. He can't hit back without any arms, can he? Even when his bones are lying all over the ground, he can revive himself.
As you make your way through the city to the Factory, listen up for the sound of rolling Barrels coming your way. You can either jump over and avoid them, or give them a kick to be rid of them. Once inside the Factory, there will be more mechanized hazards.

**MONKEY UP THE WORKS**

Don't be fooled by the serene sylvan setting outside the Factory—there are fire shooting Machines in the trees! With the proper timing, it is possible to jump and hit the Machines, but it's easier to throw an enemy at them.

**BOSS GNARLY GNOME**

The Gnarly Gnome will teleport to each of the platforms. Stand in the middle and hit him when you get the chance and avoid him and his shots.

**LEVEL 3: SEWER SWIM**

The ebbing and flowing water itself is quite an inconvenience in Level Three. Other dangers to be on the lookout for are narrow crawl spaces, giant Spiders, poison Gas, and spinning Grenades. If you are low on power, you'll find Chicken, too.

**EYE GUY**

The Eye Guy literally has looks that kill, so you should avoid his powerful Laser Shots at all costs. He also spits out annoying little eyeballs, which aren't as dangerous.

As soon as all the little Eyes fall off, jump and hit the floating Eye Guy with your weapon.

**RANGER JUMP**

This Jump is similar to the Wall Jump in Batman. Press the Control Pad in the direction of the wall and jump, then press in the opposite direction and jump again. Continue to spring back and forth up the walls. Practice makes perfect!
his Department Store should be called department gore, what with its staff of all Rita Repulsa's undesirable underlings. It's good that the Power Rangers are tough customers! Inside the building, hit the doors to open them. Outside, watch for falling steel beams.

The falling Chandeliers will prove to be more of a menace to you unless you know how to use them to your advantage. They only fall when you are standing nearby. When an enemy is heading your way, time your run under the Chandelier so that it misses you and falls on him. Way to go!

When an enemy is headed your way, the falling steel beams will not fall when you are standing nearby. Use this to your advantage.

Stand on the middle of the top platform to plan your kicks. When the Genie shoots, move to the opposite side and stand in the dip.

If playing as the Pink Ranger, simply stand on the platform on the left side and shoot Arrows with the Bow.

Isn't it frustrating when you keep hitting an enemy and he keeps coming back? Outside, it's easy to do away with him once and for all by tossing him right off the roof!

Exploring this dark world down under is a big change from the previous Levels. You'll see the fight, soon!

These guys don't walk softly but they carry large Swords. Simply duck and kick repeatedly to keep them away.

You'll be zapped for sure if you remain in the path of the Laser Cannon. To destroy it and move on, go to the right and avoid the Beam by ducking in the dips and swinging onto the platforms. Once there, just keep hitting it!

The Dark Warrior looks more threatening than he is. A quick Power Ranger can defeat this boss virtually unscathed. Move in quickly and keep attacking. Hopefully, he won't have a chance to hit you.
MIGHTY MORPHIN POWER RANGERS

As the Megazord, you are able to shoot a more powerful beam by holding down the X Button for several seconds, then releasing it. Although using the stronger beam seems like a good strategy, it is better to shoot less powerful shots more often to keep the enemy at bay.

MEGA DASH
To perform the Mega Dash, press the Control Pad twice in the direction you want to go, then attack. The result will be a quick hit that's nearly impossible for your foe to block. Beware, as he can perform this move, as well.

LEVEL 6: TOXIC DUMP
It's no wonder they call this boss Mutaytus—his home is a nuclear reactor! Mutaytus is the first opponent you'll face as the Megazord in the one-on-one fighting mode. It has been heard, however, that entering a special password will allow you to play this way anytime.

HIT AND RUN
Although it's tempting to get in there and slug it out, sometimes the best strategy to use in this case is the attack and retreat method. Plan your entry carefully, then move in for a hit. Don't stay in range too long, though, or you'll feel the wrath of his Claw Attack quickly.

WATCH FOR SIGNS
It's important to watch your opponent's every move. You can tell when he's going to attack by his habits. For example, Mutaytus' eyes flash right before he is going to attack. A smart Power Ranger will use this information when determining when to attack and when to guard.

EACH Power Ranger has a Zord, a special vehicle, that corresponds to his or her Dinosaur. Under special circumstances, such as in Levels 6 and 7, the five Zords come together to form the Megazord. Now, instead of fighting as a single Power Ranger, you get to experience the awesome power of the Megazord for yourself. Read on for tips especially designed to help you as the Megazord.

SHOOT MEGA BEAM QUICK
As the Megazord, you are able to shoot a more powerful beam by holding down the X Button for several seconds, then releasing it. Although using the stronger beam seems like a good strategy, it is better to shoot less powerful shots more often to keep the enemy at bay.

WE NEED MEGAZORD NOW!
From Agent #345

Mid-air Refuel

When you play A.S.P., you'll find that fighting a war can be long and dangerous. Agent #345 has discovered a code that will make refueling easy, assisting your war effort. Begin a new game as you normally would, and start flying your mission. When you run low on fuel, missiles, or armor, press the Start Button on Controller I to pause the game. On Controller II, press A, B, A, B, Select, A, then B. If you enter the code correctly, your fuel and armor will be refilled, and your missiles will double.

SUPER A-10

When you begin a new mission, choose the A-10, then begin flying. As soon as the Good Luck message disappears from the screen, shoot your 30mm Cannon once, then hold the X Button. Continue holding it until SUPER A-10 appears in the bottom left corner of the screen. Now the 30mm Cannon can destroy buildings.

From Agent #910

Extra Continues

This code for King of Dragons will give players 99 Continues, improving their chances of finishing the game! Begin playing a new game and select your favorite character. Play as you normally would, until you've used your first Continue and are about to use your second. When you lose your life and the Continue Timer is counting down, press Start on Controller II. Now if you press Start on Controller I, you will have 99 Continues.
**From Agent #204**

**Unlimited Life**

If you're having trouble making it through the Last Action Hero without getting damaged, then this trick is for you! Begin a new game and work your way to the right until you reach the first police car. Line up with the back of the car so your fist lands above the taillight when you punch. After around 20 punches, you will hear an explosion. From that point on, you can refill your Life Meter anytime by pressing the R Button.

**From Agent #667**

**Inverted Players**

This strange code for Super Slapshot will let you play an entire game with your players upside-down! When you begin a new game, select the Password Option, and enter the password "SCH .R" making sure to include the periods and the space. Next, choose either an Exhibition or Tournament Game and select any team. When you begin playing, everything will be inverted!

**From Agent #739**

**More Codes**

We printed a couple of interesting codes in last month's issue, but since then, we have discovered two more. The first code is very simple to use, and will let you skip to any area of the game. Anytime while you're playing, press and hold the Start Button to pause the game, then press Select to skip to the next stage. If you want to get a look around a stage before you try to master it, press the B Button on Controller II. As long as you're holding the B Button, you can use Controller I to explore anywhere on the screen.
**From Agent #899**

**Bonus Codes**

Use these great codes for FIFA International Soccer to adjust any match to your liking. When you enter any of the codes while you are on the Option Screen, the corresponding option will be added to your choices. If you exit the Option Screen, then return to it, you can enter additional codes to your match. NOTE: Some of the codes can’t be used in the Tournament Mode.

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**SUPER KICK**

For the Super Kick Option, press B, A, then B eight times.

All of your player's kicks will be super powerful!

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**SUPER OFFENSE**

For the Super Offense Option, press R five times, L, then R.

Your team's offense will be completely powered-up.

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**SUPER DEFENSE**

To get the Super Defense Option, press L five times, R, then L.

It will be tough to score against your super defenders!

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**SUPER GOALIE**

Power up your Goalie by pressing A five times, then Y five times.

The Super Goalie Option can help you win the match.

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**From Agent #443**

**Level Skip Code**

Agent #443 has discovered a simple code for Pac-Attack that will allow you to skip to any level of the Puzzle Mode. Begin a new game and immediately lose the game. When the Continue Screen appears, press the L Button once for each level you want to skip. When you continue playing, you'll start on the level you want.

---

**From Agent #964**

**Combo Codes**

With this code, you can access the Secret Mode of Lawnmower Man. Begin a new game, then press Start to pause the game. On Controller 1, press B, R, A, Select, Select, Y, A, B, Y, A, B, then Start to resume playing. While you're playing, press Start to pause the game then enter any of the codes below.

- **EXTRA LIVES** .R, A, Select Y, Start
- **STAGE SELECT** .......A, L, L, Start
- **SLOW MOTION** ......L or R Button

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**THE LAWNMOWER MAN**

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**52 NINTENDO POWER**
from agent #219
invincibility code
Finishing the game Wolfchid can be difficult for even the best game players, but if you use this great trick, you'll be able to clear the game in no time at all! Begin a new game and work your way to the Mutant Birdman at the end of the first stage. After you defeat the Birdman, quickly press and hold A, B and Start before the screen fades. When the next stage begins, release the buttons and your Life Meter should reach across the screen. As long as you don't pick up any Life Refill Items you'll be impervious to all attacks!

from agent #801
same player code
When you play a two-player game of Sunset Riders, each player will need to select a different character. If you don't mind using up one of your Continues, both players can use the same character with this trick. Begin a one-player game as you normally would, only quickly let yourself be defeated. When it's time to continue, press Start on Controller II. Choose the same character as before, then begin playing again. Press Start on Controller I and the first player will join!

from agent #770
anger attack
If you find yourself in a bind when you're playing The Peace Keepers, you can use this last-ditch effort to finish off your enemies. If you're using Flynn, wait until your Life Meter is almost empty, face right then hold R, then press Down, Down/Right, Right and X. Your character will turn red and float around the room, giving you incredible super powers for a limited time.

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

VOLUME 65  53
Are the days of negotiating the Maze, chomping Power Pellets, collecting Fruit and avoiding the Ghosts retired to the annals of video game history? They aren't gone forever—the Pac-Man is back, but markedly updated. The unique new format of Pac-Man 2 will blast you from the conventional video game experiences of the past into a whole new world of wild and wacky interactive cartoon action like nothing you've played before! Utilizing Namco's innovative Character Guidance Interface™, Pac-Man 2 gives Pac-Man a mind and mood of his own, making your role in the adventure much more challenging than if you were controlling the character directly. Once you get the hang of how to influence Pac-Man's actions, you'll be ready to guide him through the four Goals concluding with a battle against the Ghost Witch herself!

Pac-Man'sadventure begins at his home, which is a good place to learn the controls. The bottom left box shows your supply of Power Pellets, the right box shows your current location and your Slingshot is in the middle. Take the tutorial for more practice or jump right in to the First Goal.

The original Pac-Man swept through arcades like a wild fire in the early eighties, becoming one of the most popular video games of all time. Now from Namco comes Pac-Man 2: The New Adventures—a unique game for the Super NES based on all your favorite Pac-Man characters, and a few new ones, as well. Don't expect the same old game, though, Pac-Man 2 is an entirely new challenge!
GETTING AROUND

Because of its unique "interactive" nature and unusual character control, the best way to get started with Pac-Man 2 is to pay close attention to the informative tutorial Pac-Man offers in the beginning of the game. To make sure that you don't miss any of the text messages, don't shoot or do anything else until Pac-Man has explained exactly what to do. You will not only be responsible for physically guiding Pac-Man through the Goals, you'll also need to make sure Pac-Man sees hidden items. Occasionally, you'll have to do something to another character in order for Pac-Man to proceed.

Once you've got all this, Pac-Man's ever-changing mood may throw a monkey wrench in your plans.

THE FOUR GOALS

Press the Select button to see the Pac-Land overworld map and the areas you and Pac-Man will traipse through during the course of the game. The Goals to be completed promise to hold a whole slough of trials and tribulations, so get ready and good luck!

1. HUNT & GATHER
   Ms. Pac-Man is out of milk for Pac-Baby, and until she gets more, the baby won't stop crying. It's up to Pac-Man to save the day! Luckily, the Pac-Family lives next door to a farm. Could completing this Goal be as easy as milking the Cow? There's more to it than that!

2. BIRTHDAY SURPRISE
   Now that Pac-Baby has plenty of milk and has stopped crying, Ms. Pac-Man remembers that she needs some fresh Mountain Top Flowers for their friend Lucy's birthday party. Who is going to fetch them? Pac-Man of course! One of the toughest sections of the Second Goal is the Hang Glider action stage. Fly high!

3. ROCK 'N ROLL
   The Ghost Witch's ghoulish underlings have made off with Pac-Junior's Electric Guitar. What's a father to do? Pac-Man must go into the city to see if he can recover Junior's favorite instrument from the not-so-fab Ghost fan! Be sure to check out everyone you meet, as the Ghouls may be well disguised.

4. DEFEAT THE GHOST WITCH
   The children of Pac-City are very sad because the Ghouls steal the city's entire supply of bubble gum. The Ghost Witch has finally crossed Pac-Man's line—he must take action! Completing the last and most difficult Goal will allow Pac-Man and all other good citizens to travel throughout the Pac-City without fear of attack by the Ghouls. This means he must defeat the Ghost Witch himself!
Take some time to get acquainted with the first section of Pac-Man 2. The maps should be quite helpful in plotting your course to complete the Goals. You may notice that there are arrows at the beginning and ends of some of the maps. Because some of the sections are connected via a train, and some, such as the area surrounding Pac-Man’s home, are circular, it is important to follow the arrows on the map so you won’t get lost.

**Home Sweet Home**

The story begins at Pac-Man’s home. There will be plenty of time for exploring later but now you should probably go outside the house to gather clues about the first Goal from Ms. Pac-Man. To enter, try shooting at the front door.

**Open and Shut**

This not-so-gentlemanly guy seems to barge through the door every time our Pac-Hero attempts to walk by. Try shooting the poster to the right of the door beforehand.

**Shoot ’n Shimmy**

A perfectly placed shot with the Slingshot should bring that rope down to your level. Hop on and rise above it all!

**Look Out Below!**

The Mountain Station is full of unfamiliar and frightening new hazards. If Pac-Man doesn’t watch his step, he could be squashed flat in a matter of seconds! You’ll need to keep an eye on your round little buddy, and help him stay out of trouble. Just past the entrance to the Mountain Station, shoot the Danger Sign. Just as Pac-Man looks up, shoot him and he’ll jump to safety.

**Sky’s the Limit**

Shoot the Glide Sign to learn all about how to fly with grace. The instructions refrain from telling you how, however, that the small boulder must be removed to clear a proper pathway. If Pac-Man trips over the boulder with the Glide, he’ll fall into a heap.

**Bee-Aware!**

Although exploring and shooting at bugs is encouraged, beware of this evil! It is home to a hive full of bees who do not wish to be disturbed by curious passersby.
**Mission 1: Walk Through**

The beauty of this game is that you don't necessarily have to stick with completing the Goals the whole time. You are free to explore and possibly pick up helpful items. Although the first section of the game is quite large, completing the first Goal only requires you to explore a relatively small area near Pac-Man's House. To get milk for Pac-Baby, walk to the right toward the Farm and get past the Farmer. You should then be able to get the Bottle and milk the Cow. Can it be that easy?

*If you shoot the Bottle, you won't have anything to put the Milk in. Ms. Pac-Man and Pac-Baby will be quite upset.*

*If you shoot the Crow, he'll knock the Bottle off so that Pac-Man can get it.*

**Cat Attack**

Cats are said to have nine lives, but we don't know how many Pac-Man has! You may find out the hard way, though, if you shoot the ball of fur on the fence.

**Angry Farmer**

The dozing Farmer probably doesn't approve of Pac-People roaming through his Farm in search of Milk. Ensure that his slumber is long and restful by shooting the bale of Hay. Out of sight means out of mind!

**Worm Panic**

Making a wrong move in this area could open up a whole can of troublesome worms—literally! To avoid a slimy Wormy mess, don't shoot any of the trees while traveling through the Forest, or you might be treated to a Wormy shower!

**A Hop, Skip & Jump**

From the edge, shoot Pac-Man to get to the first platform. Shoot him again to get to the top platform. Next, shoot the platform itself and Pac-Man falls down one. Two more jumps and you're safe!
Congratulations on reaching the next section of this dangerous and daring land. Not only are the steps to completing the second Goal quite complex, there are also two totally wild new ways to travel!

**Hanging Around**
Once you get the hang of it, hang gliding can be a breeze! Just shoot the sign for a quick lesson in all the basics. Controlling Pac-Man's ascent and descent is tricky enough, but sooner or later you'll have to clear the path of all the pesky Ghosts, as well!

**The Sky**
Press the Y button to shoot at each of the spots indicated on the map.

**At these points,** shoot Pac-Man and he will have to avoid the encroaching obstacles.

**Your Place or Mine?**
They don't call it the "Dangerous Cave" for nothing! One trip through the Mine Cart and there will be no doubt left in your mind, either. As with the Hang Glider, shoot the Sign for a Mine Cart tunnel. Press Y on the Control Pad to make Pac-Man pump the Mine Cart faster. Shoot him with the Slingshot to help him and to avoid dangerous hazards.

**The Mine**
Pac-Man should pump the Cart harder to build up speed in parts of the Cave marked with a Y.

**Don't Shoot Ghosts**
Although it's tempting to shoot the Ghosts, they will fight back with a sure fire way to get up your backs. Once one of their Hammers crosses your path, you'll go head over heels.
**MISSION 2: WALK THROUGH**

It's the Pac-family friend Lucy's birthday, and Ms. Pac-Man persuades our ready, willing and able hero to fetch her favorite Flower from the Mountain Top. Follow these instructions as well as the maps on these and the preceding pages to make the trip a little easier. First, enter the Mountain Station rope-way to the right of the Farm. Upon exiting the Station, avoid the falling Boulder and grab the Rope. Next is the Hang Gliding section. Because there are no checkpoints in this area, you must make it past the Ghosts, Rocks and Trees without crashing or else you'll start over at the beginning. After completing the Hang Gliding section, walk to the right to the Flower Garden. Pac-Man should then pick some flowers. The Goal is nearly complete! Walk back toward the left and look for a handy short cut. You certainly don't want to Hang Glide again if you can help it!

**A "WIDE HOLE" WORLD**

Once Pac-Man removes the Flowers from the Garden on top of the Mountain, he'll want to get home as soon as possible. Walk left from the Garden and shoot the first Vine you come across. Pac-Man will pull the Vine and open up a helpful trap door and short cut to the Rope-Way Station. From there, shoot the Sign and you're home free!

**PAC-MAN PUNTS!**

It seems that Pac-Man has reached the end of the Mine Cart line. What's a hero to do? Shoot the Machine and Pac-Man will give it the swift kick it needs to open up a Secret Door for you.

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*Shoot the "Station" sign to enter, and you'll be carried up, up and away!* Many Ghostly foes await you on the long journey.

*[Shoot the "Station" sign to enter, and you'll be carried up, up and away!]*

*Make sure that Pac-Man is high enough, then get ready to pick off the Ghosts before they get you.*

*Pick up the second Ms. Pac-Man Game Pak here. That makes two down and one to go.*

*Be sure to shoot Pac-Man at these places to help him avoid crushing into the Rocks.*
GAIA OPENS UP A WHOLE NEW WORLD OF ADVENTURE

Have you ever read a book or seen a movie about times, places and people so exotic that you wished you could experience them for yourself? Illusion of Gaia is your chance to step into such a world and live a fantasy. Young Will, the son of a famous explorer, finds himself in his hometown of South Cape at the outset of the game, but the world is changing rapidly and his boyhood is about to end. An ancient evil from the depths of space is about to assault the world, and the only way to defeat it is for Will to return to the Tower of Babel where his father's expedition mysteriously vanished one year ago. Along the twisting road of his quest, Will battles fiendish creatures and makes new friends in distant lands. As Will and his companions succeed against all odds, they also grow as characters and slowly learn the dark secrets of the past. The action, puzzles, play control and graphics all will remind players of The Legend of Zelda: A Link To The Past, and the story is as deep and involving as a Final Fantasy game. With this kind of exceptional balance, you get the best of both worlds. Illusion of Gaia is a game for everyone; young, old, action fans, adventurers, RPGers, and lovers of pigs. You'll laugh, you'll cry, you'll eat small pie, and if that's not enough, you'll also visit some of the most mysterious places on Earth including an Incan ruins, the Pyramids, Angkor Wat and the Great Wall of China. It's that BIG!

What is Will waiting for? Patience can be a virtue in Illusion of Gaia

ALTER EGOS

In areas where battles rage, Will isn't always able to win through on his own. That's when two mythical fighters step into the ring. In

FREEDAN
Freedan swings a broad sword and wears armor. His special attacks include the ability to fire shots and cause earthquakes.

SHADOW
Shadow enters the game only at the end, in the Pyramid. He is being of fire and water.
Press the Start Button to activate the Monster Radar. You'll see how many foes surround you and the items they protect.

Press the Select Button to bring up your Inventory. Here you'll find the items Will has collected. You can view your items and skills.

**MONSTER RADAR**

**INVENTORY**

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**ILLUSION OF GAIA**

**ANCIENT MYSTERIES REVEALED**

Six Mystic Statues have been scattered around the globe in ancient ruins. These Statues will unlock the secrets of the Tower of Babel and the evil Chaos Comet that is approaching Earth.

1. **INCaN RuINS**
   - High in the Andes Mountains lie the ruins of the ancient Incas. Will must fight through them to reach the fabled Inca Ship of Gold.

2. **NAZCA PLAIN**
   - Giant drawings on the desert floor can only be seen from above. Will must travel to the Sky Garden to unlock the mystery.

3. **MU**
   - The lost continent of Mu has been ravaged by powerful vampires. After uncovering the land, Will's task is to defeat the evil pair.

4. **GReAT WALL**
   - Will's companion, Lance, has vanished at the Great Wall, which is guarded by a hideous beast.

5. **ANGKOR Wat**
   - The enigmatic jungle temple holds secrets and perils that have lured previous explorers to their doom.

6. **THE PYRAMID**
   - Ruled by a Mummified Queen, the huge Pyramid holds many answers for those who can decipher them.

7. **TOWER OF BABEL**
   - The fate of the world lies with Will's conquest of this legendary tower where he meets all the guardians once more.

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Gaia's Dark Spaces, you may be given the choice to fight using Freedan or Shadow. Each has tremendous skill and stamina.

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Qualifications:
- Optimism in the face of danger!
JOURNAL #1
I can't explain how it happened, but here I am back in my hometown. The last thing I can remember of my father is that he was determined to reach the Tower of Babel. It's good to be here with Grandma Lola and Grandpa Bill, but I know I can't stay. Something is happening to the world... and to me. I seem to have a strange power. Objects move when I will them to move. It won't be easy leaving my friends, but my destiny lies far away. Sometimes in my sleep I see the face of my father. I must find him no matter what happens. I will.

SOUTH CAPE
The sleepy seaside town of South Cape is waking up to discover a change in the tide of history. Rumors scurry through the streets like rats in an alley. Unseen dangers are closing in. Talking to the townsfolk, Will also awakens to a realization. He must leave.

A MATTER OF ROYALTY
Princess Kara, daughter of King Edward, runs away from home and meets Will, but soon she is tracked down by soldiers and dragged back to the castle. The next day, Will is summoned to the royal court. His journey is about to begin in earnest.

STAR RUMORS
Even the simple people of South Cape have recognized that change is coming. A change in the stars promises evil times ahead.

The approaching star is the dreaded Chocoma, which returns to Earth every 100 years, bringing ruin with it.

THE POWER OF WILL
Since his return from the ill-fated expedition, Will has exhibited mysterious powers. When concentrating on an object by twirling his flute, Will can make the object move. His friends think it's only a game.

GEM THE JEWELER
Will first encounters a mysterious man known as Gem atop one of the houses in South Cape. Gem explains that he will take all the Red Jewels that Will finds and reward him with valuable items and powers. But there is more behind Gem's offer than profit. If you collect all 50 Red Jewels in the game, you'll learn Gem's dark secret.
I could not refuse the King’s request for an audience, even though I didn’t have the Jeweled Ring he wanted. I could tell when I faced him that it didn’t matter what I said. He had me thrown in prison immediately. If it wasn’t for Kara’s pig, Hamlet, I would have rot ted there like so many others. But the strangest part of my incarceration was a dream I had. It was my father’s voice...and it seemed real. He said I must go on a quest. I don’t feel ready to go, but I know I must. Now, if I can only get out of this dungeon...

EDWARD CASTLE

Although Will doesn’t have a Jeweled Ring, he goes to the castle nonetheless. Since the King is still eating breakfast, spend some time exploring the palace. Talk to the people, look behind pillars, and visit Kara in her tower room. Then, talk to the King. No matter what you say, you’ll end up in prison.

HAVE MAP WILL TRAVEL

Traveling from one location to another in Illusion of Gaia is simply a matter of selecting where you want to go on the big map. The game automatically steers you to your selection.

JEWEL IN THE CROWN

One Red Jewel can be found in the palace, but it isn’t easy. You’ll have to find a person who is hidden behind a pillar. If you can see Will, then you’re in the wrong spot.

VISIT KARA

In the west tower of the castle you’ll find Kara guarded in her chamber. Some palace intrigue is underway, with the Queen having hired a famous hunter/tracker, the King being obsessed by Olman’s ring and Kara being locked up. The reasons for this become clear much later in the game.

KING EDWARD’S JUSTICE

There’s just no satisfying some people. King Edward won’t listen to lies or reason when it comes to the Jeweled Ring. Prepare to be hauled off to jail.

Since Will doesn’t have the Jeweled Ring, he doesn’t have a hope of staying out of jail.
JOURNAL #3

With Hamlet's help I escaped from the mossy prison cell, but now I'm not so sure I wouldn't have been better off if I'd stayed there. Since escaping, every moment has been one step away from disaster. I have never seen such a place as these catacombs. First there were the bats, then the skeletons and creatures that rose out of the brackish water to spit poison. But my luck turned when I discovered Gara's Dark Space and Freedan. With Freedan's skill, the final steps were easy. Stranger still was my meeting with a wisp of a fairy named Lilly.

THE PRISON

Will's first fight takes place in the dank catacombs beneath the castle. The only way out takes him past monsters and traps. Here he'll meet Freedan the knight and Lilly of Itory Village.

FREEDAN'S SWORD

Only as Freedan can you escape the horrors of the prison. In the Dark Space, transform into Freedan, then return to the switch that Will couldn't reach and hit it with Freedan's sword.

JAILBREAK

Talk to everything while you're in prison, even inanimate objects and the moss on the walls. Will's father sends a message, then Hamlet the pig shows up with a key and a note.

A RUSTED SWITCH

The door switch has rusted shut in the damp dungeon. The only way to jog it free is to leap down on it from above.

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A RUSTED SWITCH

The door switch has rusted shut in the damp dungeon. The only way to jog it free is to leap down on it from above.
Snorehead is living up to his name by sleeping on the job.

**JOURNAL #4**

The twists of fate that have led me to this magical mountain village are much stranger than I could ever imagine. When Kara and I returned to South Cape, we discovered that my grandparents were missing. Kara screamed when she saw the mark of the Black Jackal on the upstairs wall. Then Lilly appeared, offering to guide us to her home. By revealing Itory Village with the song I played on my flute, I have also revealed some of my heritage, for my mother belonged to these people, and I have inherited some of her power.

**ITORY MAGIC**

The Itory people live in a village that regular people can't see. Lola's Melody allows Will to break the invisible barrier. Later, he learns the power of the Psycho Dash.

Use the flute and Lola's Melody to reveal Lilly's village.

With the Psycho Dash, rush down the slope and soar to the distant plateau.

**ITORY VILLAGE**

Will finds his grandparents safe in Itory, but he cannot stay. Once he learns the Psycho Dash, he must visit the Moon Tribe then conquer the Incan ruins.

**PSYCHO DASH**

Enter the Dark Space in the Itory shrine to receive the Psycho Dash from Gaia. To use it, push the B Button until Will flashes rapidly, then dash against walls to break them open.

**INCA STATUE A**

Talk to the flower spirit on the plateau, then enter the cavern below and Psycho Dash the back wall. Inside, you'll find the first Inca Statue.
INCAN RUINS
The secret city of the Incas has kept its treasures hidden for a thousand years, but Will hopes to penetrate the maze and defeat the hideous guardian in order to find the legendary ship of gold.

MOON TRIBE CAMP
The cloud-like Moon Tribe reveals tantalizing scraps of information about the chaos that is about to descend from space.

INCA STATUE B
You must fight for the second statue in the cave below the Moon Tribe Camp.

THE MELODY OF THE WIND
Freedan learns the Wind Melody, but only Will can use it. The song will help open a passage later in these ruins. Remember to select the Melody from your Inventory screen.

FREEDAN MAY PASS
Freedan’s long sword again proves to be the answer to a riddle. Hit the head on the platform and stand back.

JOURNAL #5
I find myself glimpsing ever stranger worlds. Atop a mountain near Iory Village I spoke with a spirit who knew my parents. He seemed to know my destiny, too, and many other things. With his help, I received one of the keys to the Incan ruins where I now stand. Then Lily took me to another mountain where I met the strangest creatures yet—the Moon Tribe. At one time, they were people like me, but they have been changed somehow by the comet that even now rushes toward Earth. The Moon Tribe doesn’t seem evil, but their purposes seem dark.

JOURNAL #6
What am I doing in these ancient ruins? Time after time I have faced eternity and fought back from its dark grasp. The maze of this place twists my imagination so that I seem to be traveling in circles and making no progress. The Inca engineers must have been a clever people—building so many cunning traps and guards. But so far I have managed to spring them. Now, having placed the Inca Statues on their designated spots, I wait for a whirlwind to take me the final distance. If it weren’t for Freedan, I could not have survived.

You have only 20 seconds to dispatch the creatures inside the cave.
These strange statue busts can't be beaten with swords or flutes, but Will's Psycho Dash can turn them to dust. A Chest of Herbs will be your prize.

MAP 2

MAP 3

MAP 4

MAP 5

MAP 6

©DIAMOND-SHAPED HOLE

A suspicious looking diamond-shaped hole can be found next to the pit of spikes. Continue left and outside to the cliff to the matching block, then fit the block in the hole to open a passage over the spikes.

©PSYCHO DASH THE STATUES

This Treasure Chest on the Larai Cliffs hold the diamond-shaped block.

Place the block in the hole and a bridge of stones covers the spikes.

The block in the hole and a bridge of stones covers the spikes.

You found an herb!
**STATUES ON THEIR MARKS**

The puzzle in this chamber is to find the hidden door. The four statues and four gold plates on the floor suggest an answer. Use Will's telekinetic power to move the statues into place on the plates. Don't get too close to the statues, however, unless you want a fight. Will can stand on the fourth plate to activate the door.

**FALLING STONES**

In this area of the ruins you will trigger falling stones if you step on a gold plate. In areas with spikes, the stones make bridges.

Falling stones make bridges and skeletons on the floor tell secrets.
CLAWS OF DOOM

The guardian of the first Mystic Statue is a creature from the bowels of the Earth. At first, attack its claws while dodging its shots. Then attack the head. A partial safe spot is on the back ledge.

Attack the claws first, then the head. Dodge the shots by running to the back ledge.

THE WIND MELODY

Will plays the Wind Melody in this room to activate one of the floor tiles. Stand on the flashing tile until a door opens. It may take awhile.

PLACE THE INCAN STATUES

Outside on the Larai Cliffs are two giant stone heads with slots in the top where the two Incan Statues can be mounted. Place each statue in a slot, then stand between the three pillars. Make sure you are in Freedan’s form. A wind will sweep you away to the guardian.

CLAWS OF DOOM

The guardian of the first Mystic Statue is a creature from the bowels of the Earth. At first, attack its claws while dodging its shots. Then attack the head. A partial safe spot is on the back ledge.

After leaping into the legendary Incan Gold ship, Will discovers that the Incans think he is their king. Obviously, they’ve been in the dark too long. As always, the young explorer should seek out information by talking to the crew and queen. In the hold of the ship, you’ll find the first Mystic Statue—one of six in the game. When you return upstairs, you’ll spend time in the crow’s nest and in dream land, then your friends appear just as the ship is destroyed. Fortune casts Will and Kara onto a raft at sea where they survive for weeks by munching on fish.

Will and Kara are rescued from almost certain gum disease by a man along the Diamond Coast. After being cured of scurvy, they travel to Freejia.
JOURNAL #7

The strangest chapter yet of my journey is unfolding. Beyond hope we have reached safety and the beautiful town of Freejia, but there is a cloud over this place. Erik is missing and the labor traders cast a menacing shadow over the town. We have heard of the notorious diamond mines where workers are driven until they drop. I cannot turn my back on these people although it takes me away from my sworn course. I propose to enter these mines and free the laborers if I can only find the way. If I could just find Erik, I think the path would become clear.

DIAMOND MINES

The next big adventure test for Will comes once he enters the dark Diamond Mines near Freejia. Although none of the enemies present too much of a threat, Will must solve a number of difficult riddles before he can reach every area of the Mines. The two guiding principles are to rescue laborers and find keys. Keep an eye out for unusual things—a blast of wind or a shiny glint on the floor may be just the clue you are looking for. There’s no guardian in this stage, but there are enough dead ends to end Will’s journey.

DIAMOND COAST

The kind man in the house has rescued you and returned you to health. How do you repay him? By stealing the Red Jewel in his yard.

UNCLE NEIL’S HOUSE

Will’s Uncle Neil lives near the Nazca plain where your next adventure begins. Neil invents machines that are highly advanced for the time including a telescope, aquatuner and airplane. Neil’s help proves to be invaluable here and later in the game.

NAZCA PLAIN

When Will and his companions reach the mysterious Nazca Plain, the first thing they notice is the giant etchings in the ground. If it seems that nothing is happening here, you need to explore every corner of the plain to find the Moon Tribe, then things will start hopping.
SKY GARDEN

High above the Nazca Plain, defying gravity like a cloud, drifts the Sky Garden. Will must fight through four sections of the Garden, recovering four crystals that form a bridge to the final guardian, Viper. Many puzzles await him, including the dark side on the flip side of the Garden.

SEASIDE PALACE

An evil well in the Seaside Palace has poisoned the travelers and it is up to Will to purify it. But even after cleansing the waters, something wicked remains. The Palace is inhabited with the victims of a pair of ruthless vampires. To save them, you'll have to enter the lost realm of Mu and hunt down the fanged duo.

LAND OF MU

This fabled land is half submerged in water and completely overrun by monsters. Find the two Statues of Hope and use them to lower the water. You may have to return to the Palace to boost Will's energy.

ILLUSION OF GAIA

Viper's beak is worse than his bark, but the real danger comes from his feathers. Make sure to transform into Freedan back at the Sky Garden. While the eagle god swoops down, dodge and attack with Freedan's sword.

The dark side of the Garden is the reverse image of the upward side, but it also has switches and other secrets.

Will can jump to the backside only at certain points within the maze. Just leap into space and he'll land safely—for the moment—on the dark side. He'll spend much time moving back and forth.

Visit the Meditation Room to boost your energy.
PUZZLING

With a name like Brain Lord, you would expect to find some tricky areas in this game, but even the best players may not be ready for what they're going to find. Successfully completing one of the areas in this game will require you to solve a wide range of brain twisting puzzles, so be ready to think!

Some of the puzzles will require you to move objects on to the different switches. If you succeed, the doors will open.

MAGIC JADES

While your character doesn’t increase levels during the game, you can increase your power with the help of Magic Jades. Each Jade contains a powerful faerie that you can activate whenever you need. When you have the faeries activated, you will build their powers as you defeat enemies. Once they have reached Level 19, faeries are completely powered-up. You can only have two faeries activated at once, so choose your Magic Jades carefully.

CRIMSON JADE

The Crimson Jade will use its power of fire to blast away your enemies. As it builds in power, the faerie’s shots will do more damage.

Use different Jades to help you through the game.

MIND OVER

When our hero was younger, his father walked into the wilderness in search of the Dragon, and was never heard from again. As the last in line of the Dragon Clan, our hero must set out to accomplish what his father could not. His quest is the story behind the
One of the key elements of an adventure game is figuring out where to go. The only way you’re going to do that in this game is by talking to everyone you meet. Unless you explore every nook and cranny in the game, you’ll never know what you will find.

As with most adventure games, you’ll need to explore for clues everywhere you go.

If you find some unusual things when you’re exploring an area, don’t forget to return there later. Things change as the game progresses.

Like most adventure games, combat is a very important part of the game. You can fight the monsters with your fists, but you’ll have better luck if you equip some of the weapons you find. Each weapon has a different attack, so find one you like and start hacking.

Make sure you pick the best weapons for the job. While missile weapons can hit enemies from afar, swords and axes do greater damage. If you forget to equip a weapon, you’ll fight with your fists.
Legend has it that a powerful dragon lives at the top of the Tower of Light. The Blacksmith is paying 10,000 gold pieces for each Dragon Scale you find, so the Tower of Light looks like a good place to begin your adventure. You better hope that the dragon will spare a few scales!

**THE JOURNEY THERE**

The trail to the Tower of Light is swarming with evil monsters, so you'll want to have your sword ready. If you find that you've reach a dead end in the path, try jumping up the cliff. Sometimes the path continues on when you're on top of the hill. Search through the old cabin along the trail to find your first Heart.

**FEAR THE FLOORS**

Many of the dangers in the Tower of Light are traps set into the floor. Learn to look carefully at the floor before you step on it. The spike traps are marked with a small square brick and will spring up when you step on them.

**BRAIN TWISTING PUZZLES**

Here is a tricky example of the many complex puzzles in this game. You can solve this room by moving the two rocks onto the left and right switches, then by pushing the middle sphere to the left. Push the top sphere to the door, then the bottom sphere onto the middle switch to open the door.

If you place an object on each of the switches, the door will open. Move the sphere out of your way when you leave the room.
FANCY FOOTWORK
You'll need to move carefully when you get to the top floors of the tower. Look for solid spots amongst the disappearing floors, then run to safety when the floor reappears. Jumping from platform to platform is only deadly if you miss!

STEEL SPHERES
Each sphere reacts differently when you push it. The Brown Sphere rolls until it hits something, the Silver Sphere rolls back and forth, and the Red Sphere chases you all over.

GIANT ROACH
Although you were hoping to find a dragon at the top of the tower, this roach could prove just as deadly! When you first enter the room, the roach doesn't seem to be too interested in your actions, but that soon changes when you hit it.

BRAIN LORD
To open this door, let the Sphere chase you across the switch. This sphere may not look much, but if you push it, it will roll right back at you. If you want to avoid being damaged, walk around the room.

POWER JADE
If your targeting gets too close to the Lightning Jade, they're in for a shocking surprise. The Lightning Jade's ranged attacks can be fatal!
SITE OF CIVILIZATION

It is rumored that all of the world's magic originated from an ancient civilization. The posting on the job board at the Inn offers cash for any artifacts found in the nearby ruins. The problem is that the ruins are known to be haunted by powerful ghosts and goblins! If you're ready for the dangers that you might face there, it would be a good opportunity for you to improve your fighting skills. Who knows what treasures, let alone what dangers, are hidden in those ancient ruins? You'd better equip yourself well before you begin your quest.

THE JOURNEY THERE

When you return from your adventures at the Tower of Light, go to the Blacksmith and sell your Dragon Scales. When he buys them from you, he'll step out of the way and let you climb down the stairs to the caves below his house. Before you start exploring, you might want to purchase an axe from the weapons dealer. You'll need the powerful weapon to get past the rock that blocks your path.

LIGHTS OUT!

The wiring seems to be faulty in many of the rooms in this area. If you have the Light Jade, you can use it to help you see your way around. Walk on the large square light switches, if you find them in order, to restore the lights.

Use the Light Jade to find your way around the room until you locate the light switch. Be careful, the enemies can see in the dark!

HOT FLOORS & WILD RIDES

Many of the floors in this area are dangerous for you to walk on. You can jump over the smaller dangerous areas, but you'll need to hop on the hovering platform to cross the large areas safely.

If you step on the blue floors in this area, you'll be damaged.

If you find the hovering platform, you can ride it safely across the room.

WATER JADE

The Water Jade uses water to attack your enemies. Although it can damage any enemy, it works best against enemies made of fire.
PUZZLING

In the Tower of Light you needed to weigh down the switches, but this time you only need to press them to open the doors. The problem is figuring out which buttons are the correct ones. If you solve the riddle, the answer will be revealed.

KEY FACTOR

There are so many keys in this area, things can become confusing very quickly. If you can't find the door that matches the key you've found, try examining the key. Often times there's a clue on the key!

GRAVITY GOD

The mechanical monster behind all of the problems in this area is tough to beat. As soon as you walk into the room, you'll be sucked toward your doom! Jump away from your foe, then hit its eye with the boomerang.

WHAT'S AHEAD?

Warning! Only well trained warriors travel beyond this point! If you thought that the adventuring was tough thus far, then watch out for what lies ahead. The enemies become stronger, the stages become more complex, and the puzzles get so tough they can make your brain sweat!
**COUNSELORS' CORNER**

**BREATHE OF FIRE**

**WHY DO ANIMALS SOMETIMES APPEAR IN THE OVERWORLD?**

Animals sometimes appear after you've finished a battle. If you capture them, they will restore your party in some way. There are four kinds of animals that show up:

- **Birds** restore all of your hit points.
- **Boars** restore some of your hit points.
- **Deer** cure poisoning.
- **White Deer** restore 20 magic points.

To capture the animals, you must put Bo at the front of your party. Even Bo, though, will have a hard time catching the fast moving birds until you find Karn's Shin Spell.

---

**WHAT ARE THE DRAGON EMBLEMS FOR?**

The Dragon Emblems that you see in many places on the overworld map represent hidden items. Behind the symbols you'll find treasures, magic spells and the entrance to the tower south of Spring. To reach the items beneath the emblems you'll need to have Mogu in your party. Put him in the front, stand on the emblem, then press A. He'll use his claws to dig through the emblem to uncover whatever it hides.

To capture the animals, you must put Bo at the front of your party. Even Bo, though, will have a hard time catching the fast moving birds until you find Karn's Shin Spell.
To refill your energy using the Crystal Flash technique, you must have at least 10 Missiles, 10 Super Missiles and 11 Power Bombs. You'll use them up performing this stunt. You must also have less than 50 units of energy remaining. Press Down twice to morph into a ball, highlight the Power Bomb icon, then press and hold L, R, Down and the Shot Button. Continue to hold all four buttons until Samus is engulfed in a ball of energy-giving light.

**HOW DO I ESCAPE FROM THE ETUCEONS' PIT?**

The Etecoons, those little green creatures, are trying to show you how to do the Wall Jump, a difficult move that will get you out of the pit. It will be useful in other places, too, but it takes precise timing and lots of practice. Spin Jump towards the wall, touch it for a split second, then press the Control Pad in the opposite direction. Just as you press the Control Pad towards the other wall, press the Jump Button. Samus will appear to crouch briefly on the first wall before bounding up at an angle towards the other wall.

**HOW DO I GET THE GRAPPLING BEAM?**

The Grappling Beam is in the southwest corner of Norfair, but you must defeat Crocomire before you can get it. Drive the big beast off into the lava using Missiles, then go left through the door. Drop to the bottom of the room and go through the door on the lower left. Set off a Power Bomb to destroy all of the blocks, then use your Speed Booster to run from the far right. Just before you fall into the lava, press the Jump Button to launch yourself to the platform on the upper left. Inside the door is the Grappling Beam.
TETRIS 2

WHAT'S THE PERFECT SOLUTION TO PUZZLE 18?

You have to be quick to solve Puzzle 18. Move the first piece left one space and let it drop. As the second piece falls, quickly rotate it right twice and move it right two spaces. As soon as the gray blocks touch down, flip the black ones so they're stacked vertically and move them over next to the wall. Before they land, flip them counter-clockwise once and shove them over by the flashing black block.

HOW DO I SOLVE PUZZLE LEVEL 21?

Level 21 is a piece of cake—when you know how to solve it! Start by rotating the first piece counter-clockwise once. Let it drop straight down, but move it to the left one space as it nears the bottom so it lands next to the flashing gray block. Next, flip the second piece counter-clockwise once, then shove it all the way over to the right wall. Let it drop to cause a chain reaction that will clear the level "Perfectly."

HOW CAN I SCORE A PERFECT ON PUZZLE 29?

There are a couple of ways to solve Puzzle Level 29, but the simplest one involves two easy moves with only two puzzle pieces. As the first piece falls from the top of the screen, rotate it clockwise one time, then slide it all the way over to the left. The right two sections will come to rest on the stack, but the lone gray block next to the left wall will fall onto the flashing gray block below. Now, as the second block drops, flip it counter-clockwise one time. Slide it left as far as possible, too. The two sections on the right will again stop on the main stacks and the gray block next to the wall will fall to clear the flashing gray block and create a massive chain reaction that will clear the screen. Now that was easier than it looked!
**DONKEY KONG**

**HOW DO I COMPLETE LEVEL 3-1?**

In Level 3-1, you'll take to the high wire in your pursuit of Pauline. Jump up and grab the wire overhead and swing on it until you build enough momentum to land on the ledge overhead when you let go. Pull the lever to open the gate, then hop onto the Walking Blocks to get across the spikes to the Arrow Block in the upper right. Set the Horizontal Arrow to stretch between the Walking block and the spikes in the room below. The Walking Block will cross over to the spikes by the Key. Now you can go down the ladder, hop onto the Walking Block, pick up the Key and cross back to the left to unlock the door.

**WHAT'S THE KEY TO LEVEL 4-9?**

Climb the first ladder on the right, then head left using vines and monkey tails. Climb up three ladders, drop to the right and pull the Lever. Now grab a monkey tail and go right. Drop to the ledge and pull the Lever on the right to make a platform appear near the monkeys above. Wait until a monkey is on the platform, then pull the Lever to make it drop. Pull the Lever again to make the platform return. Now get the Key and open the door.

**CALL THE PROS FOR THE LATEST, GREATEST TIPS**

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

CALL:
(206) 885-7599
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.
Calling all players, calling all players! See a challenge that you think you can beat? Send us your best score as quick as you can! If you can beat some of these high scores, then send us a photo of your achievement.

**CHALLENGE**

**SPIDER-MAN & THE X-MEN IN ARCADE'S REVENGE**
What is your highest score at the end of the game?

**PAC-MAN**
What is your all-time best score?

**DISNEY'S ALADDIN**
How many red gems can you collect by the time you finish the game?

**NHL HOCKEY '94**
What is your widest margin of victory when you play a one-player game?

**F-1 RACE**
What is your best race time on the Japan Track Time Trial?

**SUPER E.D.F.**
What is your best score after completing the game?

**STUNT RACE FX**
What is your best finishing time on the expert level Speed Track?

**SUPER POWER CLUB CHALLENGE**

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use toward the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include a photograph of the completed challenge (which includes the system in the photo) labeled with the name, address and Membership Number of the player. All entries must be received by November 15, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.
## NHL STANLEY CUP

<table>
<thead>
<tr>
<th>Widest margin of victory.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rob Shepherd</td>
</tr>
<tr>
<td>Paisley, DN</td>
</tr>
<tr>
<td>71-01</td>
</tr>
<tr>
<td>Dan Meloy</td>
</tr>
<tr>
<td>Fowler, IN</td>
</tr>
<tr>
<td>70-01</td>
</tr>
<tr>
<td>Robert Bair</td>
</tr>
<tr>
<td>Allen, MI</td>
</tr>
<tr>
<td>66-01</td>
</tr>
<tr>
<td>Mike Sanfilippo</td>
</tr>
<tr>
<td>Collingwood, DN</td>
</tr>
<tr>
<td>62-01</td>
</tr>
<tr>
<td>Sam Finkelstein</td>
</tr>
<tr>
<td>Whitehall, MI</td>
</tr>
<tr>
<td>56-00</td>
</tr>
<tr>
<td>Chris Lucht</td>
</tr>
<tr>
<td>Carol Stream, IL</td>
</tr>
<tr>
<td>56-02</td>
</tr>
<tr>
<td>Jeff Holmes</td>
</tr>
<tr>
<td>Littleton, NH</td>
</tr>
<tr>
<td>55-01</td>
</tr>
</tbody>
</table>

## POWER PLAYERS

### THE SIMPSONS: ESCAPE FROM CAMP DEADLY

#### Highest Scores after escaping from Camp Deadly.

<table>
<thead>
<tr>
<th>Gina Neal</th>
<th>222,400</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vancouver, WA</td>
<td></td>
</tr>
<tr>
<td>Luke Woodward</td>
<td>215,002</td>
</tr>
<tr>
<td>Roseville, CA</td>
<td></td>
</tr>
<tr>
<td>Keith Frank</td>
<td>202,010</td>
</tr>
<tr>
<td>South Edmonton, AB</td>
<td></td>
</tr>
<tr>
<td>Danny Dewey</td>
<td>200,105</td>
</tr>
<tr>
<td>Portland, DR</td>
<td></td>
</tr>
</tbody>
</table>

### REVENGE OF THE GATOR

#### Highest Scores.

<table>
<thead>
<tr>
<th>Mark Newfield</th>
<th>5,880,730</th>
</tr>
</thead>
<tbody>
<tr>
<td>Detroit, MI</td>
<td></td>
</tr>
<tr>
<td>Brenda Jallo</td>
<td>4,900,560</td>
</tr>
<tr>
<td>Springfield, DR</td>
<td></td>
</tr>
<tr>
<td>Andy Johnson</td>
<td>4,738,230</td>
</tr>
<tr>
<td>Philadelphia, PA</td>
<td></td>
</tr>
<tr>
<td>Sam Jackson</td>
<td>4,627,980</td>
</tr>
<tr>
<td>Miami, FL</td>
<td></td>
</tr>
<tr>
<td>Jeff Kang</td>
<td>4,257,820</td>
</tr>
<tr>
<td>Chicago, IL</td>
<td></td>
</tr>
</tbody>
</table>

### SIMCITY

#### Quickest time to Megalopolis.

<table>
<thead>
<tr>
<th>Dale Small</th>
<th>Dec 1900</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alba, MD</td>
<td></td>
</tr>
<tr>
<td>Penny Bodine</td>
<td>Dec 1901</td>
</tr>
<tr>
<td>Snohomish, WA</td>
<td></td>
</tr>
<tr>
<td>Sylvain Paquin</td>
<td>Nov 1903</td>
</tr>
<tr>
<td>St-Antoine, PC</td>
<td></td>
</tr>
<tr>
<td>Anthony Lee</td>
<td>Dec 1903</td>
</tr>
<tr>
<td>Sunnyside, NY</td>
<td></td>
</tr>
<tr>
<td>Nate Schwillenhe</td>
<td>Jan 1904</td>
</tr>
<tr>
<td>Wichita, KS</td>
<td></td>
</tr>
</tbody>
</table>

### PAC-MAN

#### Fewest Levels to reach 50,000 points.

<table>
<thead>
<tr>
<th>David Gilmore</th>
<th>6 levels</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vancouver, BC</td>
<td></td>
</tr>
<tr>
<td>Whittney Brane</td>
<td>6 levels</td>
</tr>
<tr>
<td>Camas, WA</td>
<td></td>
</tr>
<tr>
<td>Jack Harbor</td>
<td>6 levels</td>
</tr>
<tr>
<td>Washington D C</td>
<td></td>
</tr>
</tbody>
</table>

### PAPERBOY

#### Highest Scores.

<table>
<thead>
<tr>
<th>Lyle Sinker</th>
<th>190,700</th>
</tr>
</thead>
<tbody>
<tr>
<td>Atlanta, GA</td>
<td></td>
</tr>
<tr>
<td>Jim Fee</td>
<td>140,500</td>
</tr>
<tr>
<td>Armada, MI</td>
<td></td>
</tr>
<tr>
<td>Darren Spach</td>
<td>119,200</td>
</tr>
<tr>
<td>South Dartmouth, MA</td>
<td></td>
</tr>
</tbody>
</table>

### TETRIS 2

#### Highest Scores.

<table>
<thead>
<tr>
<th>Barb Frederick</th>
<th>733,350</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cedar Rapids, IA</td>
<td></td>
</tr>
<tr>
<td>Debbie Vasilinda</td>
<td>447,230</td>
</tr>
<tr>
<td>Bellingham, WA</td>
<td></td>
</tr>
<tr>
<td>Christine Medina</td>
<td>429,550</td>
</tr>
<tr>
<td>Oak Harbor, WA</td>
<td></td>
</tr>
<tr>
<td>Robm Ramsey</td>
<td>425,150</td>
</tr>
<tr>
<td>Edmonds, WA</td>
<td></td>
</tr>
<tr>
<td>Jason Earls</td>
<td>416,570</td>
</tr>
<tr>
<td>Hamburg, NJ</td>
<td></td>
</tr>
<tr>
<td>Curtis High Jr.</td>
<td>336,370</td>
</tr>
<tr>
<td>Georgetown, KY</td>
<td></td>
</tr>
<tr>
<td>Laney Yoho</td>
<td>270,680</td>
</tr>
<tr>
<td>Topeka, KS</td>
<td></td>
</tr>
</tbody>
</table>

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**I CAN BEAT THAT SCORE!**

Send us your name and address with a photo of your accomplishment! To take a photo of a 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 onto 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.

Send to →

**NINTENDO POWER PLAYER’S CHALLENGE**

PO. Box 97033
Redmond, WA 98073-9733
By our count, this is the twelfth Mega Man action game. The little blue guy just keeps going. We happen to know that he’s not done yet, either. But who’s behind the plot this time? Is it Wily? It doesn’t really matter, does it? Mega Man will thrash and trash whoever it is! The really great thing about the newest Game Boy Mega Man release from Capcom is that it has been programmed to take full advantage of Super Game Boy. YES! With the addition of color, the graphics actually rival those of the Mega Man NES series. It’s a pleasure to view this game on your TV screen.
The robots that Mega Man has to battle just keep getting more difficult to defeat in each successive adventure. Dr. Light is always busy upgrading Mega Man's weapon systems. Mega Man's Mega Buster weapon will have little effect on the current crop of robots he'll confront, so Dr. Light devised a new arm attachment— the Mega Arm. Rush is back in the Catapult and Jet forms, but there's a new helper... a cool cat named Tango.

After Mega Man completes each stage, he can take a break back in Dr. Light's lab. Mega Man can exchange the P-Chips that he earned in the stages for various crucial Power-Up Items or save them up.

Dr. Light transforms Rush into a rocket ship when Mega Man needs to travel through space.

Some of Dr. Light's items are more important to collect than others. Save up your P-Chips to buy the more expensive items.

DISASTER LOOMS
Has the Milky Way gone mad? Eight new robots, each taking the name of a planet that Mega Man doesn't list as his home, are conspiring to take over the galaxy. That, obviously, is a threat to human life. That also means that Mega Man, sworn to protect mankind, will spring into action! We're gonna take you through the first four stages of the game, but after that, it's up to you. If you're a fan of Mega Man, this game won't let you down.
**CLOSEST TO THE SUN**

You might think that the Mercury stage would be full of hot obstacles, but it's fairly tame. There are some moving walkways that reverse their direction. They can be hazardous, especially when objects are falling from above.

**ANGRY OWLS**

These birds will pause, then swoop down at you and fire two shots. Jump up and nail them before they swoop.

**THE SHAFT**

When you jump down the shaft, press Right or Left upon entering the first room. Stay in the middle in the second.

**THE MARTIAN SUR**

Littered with explosive mines, the dusty caverns of Mars glow with an ominous powder blue haze. Deadly spikes are prevalent in this stage, as they are in many other areas.

**IT'S ALL MINE**

An explosion will be yours for the keeping if you're not careful! If you cross a mine, it won't explode for a few seconds, but you will stick to it. Jump to get off of it.

**DON'T APE IT**

Finesse and quickness will allow you to prevail over the brain-eating apes. Mimic their jumping movements and fire two Mega Arm shots to send them back to the jungle.

**ELEVATE!**

When the downward moving platforms appear, jump up and keep jumping up. This way the shots that the mini-boss shoots won't be able to reach you. Shot Mega Arm shots at the eyes.
**UP ‘N DOWN**
A large section of the floor moves up and down. Don't get caught between the floor and a block while you battle baddies.

**STAY UP!**
Blast the thing from afar using Mega Arm shots when it jumps up.

---

**MEGA MAN 5**

**MERCURY**
Return to the main battle of destiny. Mercury, this boss moves from one side of the room to the other. Jump or duck under the orbs and blast Mercury when he reassembles himself.

**FACE**

**POWER-UP SOURCE**
Stand back and let this enemy fire missiles at you. Just blow away the missiles when they get near. Fill up on any Power Up items that appear. Make sure that you don't hit the main enemy.

**MARS**
Mars fires a few attacks. Slide under the Photon Missiles that he shoots out. Repel the rapid fire shots with regular shots of your own. Mars will take the most damage when he raises his head.
Your Neptune visit begins on some sort of floating ship and then switches to a pipe-filled sewer world. Enchanting. Be careful where you shoot—some of the pipes will burst if hit.

**Copters**
Charge up the Mega Arm and blast each copter three times. Just avoid the copter's missiles and machine gun blasts.

**Purple Planet**
Spikes, bouncy bubbles, armored crabs and rushing waterfalls are just some of the hazards that Mega Man is going to find on Venus. He'll have to watch his step or be prepared to face the unwanted consequences.

**Bubble Troubles**
The bubbles hanging from the ceiling that are slightly different in their color will attack you. When they drop, smack them with a Mega Arm shot. If that doesn't finish it off, keep firing, or it will jump at you.

**Stand Back**
Crabs shoot out bubbles that can encase you. Shoot the bubbles but concentrate on the crabs.

**Mercury**
Use: Mega Arm
Get: Grau Buster
Mercury's star weapon is no match for the Mega Arm.

**Venus**
Use: Grau Buster
Get: Rock Fire
Grab Venus's flesh power by avoiding the waterfall.
If you have the "MH" Power-Up item, you can grab these items from the ladder. Otherwise, climb all the way up and then fall back down to get to them.

If you use the Salt Water on Venus, it will create small bubbles that homing in on you and also send out larger exploding bubble bombs. Take out the bubbles with the Grab Buster and then hit Venus with Mega Arm shots. Slide under him when he jumps.

**NEPTUNE**

Slide under Neptune when he hops toward you. Avoid his shots and the drops that fall from the ceiling. Send him Photon shots.

**Venus**

Blow your Mega Arm at Venus from close range or he'll jump out of the way.

**Mars**

Use: Grab Buster
Get: Photon Missile
To get the missiles, fire at Mars after his heads.

**Pluto**

Use: Salt Water
Get: Cloud Vapor
The farthest planet, but he's a conch with the salt.

**Jupiter**

Use: Cloud Vapor
Get: Red Spotter
The largest planet, get him with cloudbars.

**Uranus**

Use: Red Spotter
Get: Metal Magnet
With only a few red shots, the magnet will be yours.

**Saturn**

Use: Metal Magnet
Get: Ring Fire
With the Ring, go on to face an old mummy...
OUT WITH THE OLD

Mortal Kombat fans rejoice! Mortal Kombat II has arrived, and fatalities have remained intact! Now that we have gotten that out of the way, let's talk about the rest of the game. The graphics have improved greatly, making it easier to play, even without a Super Game Boy. The backgrounds have been well rendered, but there are only three of them in the game. Most of the moves have been included, but some of the moves that required too many buttons are gone.

The forces of good and evil gather at the Tournament. This time the battle rages in the foreboding Outworld. Step into the ring if you dare, but remember... two step in, only one steps out.

MORTAL KOMBATTM II


1. LIU KANG
2. SUB-ZERO
3. KITANA
4. REPTILE
5. SHANG TSUNG
6. MILEENA
7. SCORPION
8. JAX

THE LIGHTER SIDE OF PAIN

The Friendship moves didn't fit into the Game Boy version of Mortal Kombat II, but the Babality Moves did. Fight the final round without throwing a punch, then try some of the Babalities from the arcade!
THE LEGEND
After Liu Kang defeated all the combatants in the first tournament, Shang Tsung was vanquished to the Outworld. Because of his defeat, Shao Kahn, supreme ruler of the Outworld, was to execute Shang Tsung. Tsung convinced Kahn to hold another tournament instead, so they could draw his adversaries into the Dark World.

MK VS MK II
Mortal Kombat vs. Mortal Kombat II. Which is the better Game Boy fighting game? Each game had its strong points, but the final choice will have to be yours. If your favorite character was in the first game but didn’t make it to MK II, you might be disappointed, but if you’re looking for the Fatality Moves, you’d better pick up a copy of Mortal Kombat II!

FAMILIAR FACES
Although Mortal Kombat II brings new characters and backdrops to the action of fighting, a few of the old favorites have returned.

LIU KANG
Once worshiped as the Shang family’s god, Liu Kang’s presence in the tournament was needed to inspire the Shang family to victory. In the tournament, look for new moves from this great warrior.

SUB-ZERO
A ninja’s sworn enemy! Sub-Zero returns to the tournament in an attempt to finish off Shang Tsung once and for all in order to match the Fatalities.

MORTAL KOMBAT
The original Mortal Kombat was one of the first tournament fighting games. Although the game was fun to play, the backgrounds were not very detailed, and all the Fatality Moves had been changed.

MORTAL KOMBAT II
From the very start, it is easy to see a difference. All of the characters are detailed and well animated, making the game easy to play. There are also new characters and new moves. Best of all, the Fatality Moves are retained!
Kitana

One of Shao Kahn's personal assassins, Kitana is a powerful and dangerous foe. Her great beauty pales in comparison to her deadly abilities. Her weapons of choice are a set of razor-sharp fans, that can cut her opponents deep. Lately, she has been seen with an Earth realm warrior, and Shao Kahn suspects her motives.

Kitana's most powerful attacks come when she uses her fans. To throw the fan, press Forward twice, then A and B at the same time. The fan will slice at your enemies, driving them away from you. Press Start three times, then the A Button to devastate your opponent with Kitana's Fataliy move.

Mileena

Katana's twin sister, Mileena, is also a beautiful and deadly assassin. Mileena wields a pair of Sai and can use them with amazing speed and accuracy. Like Katana, Mileena is a dangerous enemy: cruel, cold, and calculating. Shao Kahn has assigned her to watch Katana and prevent her from defecting at all costs!

Mileena's skills as a ninja help her defeat her opponents with ease. She can use her Teleport Kick to hit an unsuspecting foe by pressing Forward twice, then A. Pressing Back twice, Down then B will make her roll, knocking her enemies off their feet. Mileena can throw her Sai by holding B for two seconds, then releasing it.

Jax

When his fellow soldier Sonya disappeared after the last tournament, Jax vowed to find her. His search has pulled him into the Outworld, where he faces the toughest enemies he has ever fought.

Jax's fighting style is influenced by his military training and his moves display the ruthlessness of a battle-ready soldier. Jax is not afraid to use moves that others may feel are dishonorable, if it'll help him win. Hold the A Button, press Forward three times, then release the A Button for a crushing Fatality!

Toasty

When you see "Toasty" show up in the bottom corner, try to hit Up and Start at the same time. If you move quickly enough, you'll be warped back through the gate to Earth. Once you arrive, you'll face Smoke, a ninja that controls the element of fire!
The famed hidden character from the original Mortal Kombat shows up in this game as well, but this time around players can take advantage of his powers.

All the abilities of a ninja together with additional reptilian powers make Reptile a favorite amongst MK fans. When it comes time to show off the Fatality Moves, press Back, Back, Down and B for a tasty snack.

After losing out to the assault of Liu Kang, Shang Tsung must defeat all the combatants in this tournament. In the Outworld, Shang Tsung’s powers are stronger, improving his chances of success.

Shang Tsung’s incredible powers include the ability to transmorph into anyone he has faced. Use this awesome skill to change into any other fighter. While you are morphed, you can use any of that character’s moves.

If you continue to morph throughout your battle, you can keep the competition guessing. Every player has his or her own weaknesses, so change into characters that your opponent has trouble beating!

The master of this evil tournament is the mighty Shao Kahn himself. He stands above all the other fighters, and his alone awaits your challenge.

When you vanquish Shao Kahn, watch for his shadow, since if he gets you trapped in the corner, you’ll be thrown recalling.

NEW MOVES
Although these characters appear like the same old players, all of them have been revamped. Check out some of their hot new attacks and Finishing Moves.

KANG
Kang can perform the Bicycle Kick by holding the A button for three seconds, then releasing it. He will soar across the screen, repeatingly kicking his opponent in the face. Activate his Fatality Move by pressing Down, Forward, Back, Back, then A.

SCORPION
Scorpion still has his trusty Spear Throw, but he also brings a few new moves into the ring. If someone jumps on him, he can jump into the air and press Start to throw his opponent to the ground. His Fatality is activated by pressing Start, then Up, Up and B.

SHAO KAHN
The master of this evil tournament is the mighty Shao Kahn himself. He stands above all the other fighters, and his alone awaits your challenge.

SUB-ZERO
Sub-Zero’s icy Freeze Attack can be modified to make your enemies slip and slide around. Press Down, Back, then A to freeze the ground between you and your enemy. To activate Sub-Zero’s Fatality Move, press Forward, Forward, Down and Forward, Forward, Forward, Forward, B.
That bumbling bear is back, getting his paws on every picnic basket he can find. See if you're smarter than the average bear and help Yogi grab corn and picnic baskets as he searches for Jellystone Park's missing gold bars.

**Yogi goes anywhere a picnic basket goes. His stomach takes you and him through six stupendous stages!**

When an enemy like the poisonous mushroom comes your way, jump on its head for a quick ten points.

**A secret potion makes Yogi float like a balloon and helps you find extra baskets!**

**Secret warps take you to bonus stages for quick cash!**
The game begins in Yogi’s beloved Jellystone Park. Take Yogi through the trees, over logs, and even underground, but watch for enemies—just like picnic baskets, they’re everywhere!

**Area 1: Hidden Platforms**

Right after an uphill battle with a bouncing snake, make well-timed jumps to uncover hidden Yogi blocks. Follow them up to find a secret Power Apple and gain some valuable energy.

**Area 2: Through the Hillside**

Though an arrow points the way to the next area, Yogi can find a secret passage to the right. It takes him to a Power Apple, a 1-Up, and even a few baskets!

**Area 3: Mid-Morning Snack**

As you near the end of Level 3, head left instead of right to discover a hidden passage and enough picnic baskets to satisfy even Yogi’s big appetite—for a while, anyway!

**Area 4: 1-Up Rack Up!**

Before leaving and earning a gold bar, uncover hidden Yogi blocks and follow them to the clouds and a 1-Up. Just above the waterfall, find another 1-Up. Let Yogi fall and do it again to rack up lives!

**Stage 2: Among the Clouds**

After Yogi cleans out Jellystone, search for more treasures and the secret apple. Find picnic baskets among the clouds! But keep cool—it’s a long way down!

**Area 1: Bonus**

Timing is everything with the sweeping matronized clouds. Jump with care to find a well-deserved Power Apple for some extra fuel!

**Exit**

Below the diamond cloud is a secret warp zone. Look for the 1-Up and a potion that sends Yogi to new heights!
Stage 3 brings Yogi down from the clouds and onto the treacherous seas! Take Yogi across the deck of a pirate ship, past the nasty tentacles of a wily octopus, and over the smoking barrels of blasting cannons! But don't go too fast. Secret treasures lie in the strangest places!

**AREA 1**

**SHIPMATES**

The crazy octopus has a nasty keg, and the sinister shark slithers on deck. A double jump will show them!

**BOMBS AWAY!**

Jump on cannons to escape enemies, but when you see them, watch out!

**AREA 2**

**SHARK ATTACK!**

When a shark bolts by, jump to the attack, then bounce right back onto a passing log.

**LOG ROLLING**

As you twist by step off one log, smash a basket, and drop safely to the log below.

**AREA 3**

**PIRATE'S CACHE!**

A secret passage in the ship! Jump on platforms along the way or you'll fall through the floor!
BONUS DROP

As you ride the logs across deadly water, drop off between the masts to find a hidden bonus room.

BOSS MAN

This Boss is no pushover. He flies, disappears and shoots cannon balls, but careful strategy can get you past this bothersome beast!

SMOOTH SAILING

When the coast is clear, keep collecting valuable pomegranate seeds. When a shark comes by, don’t panic. Stay on one log and twist by to safety!

BONUS ROOM

After two portholes you’ll find a warp and the pirate’s treasure.

AREA 4

The boss remains still for a second but when he starts flashing, get ready to jump!

When the boss floats to the top of the screen, he can’t touch Yogi, but he won’t stay there.

From this position, the boss fires three cannon balls. Jump to a nearby cloud for safety.

To defeat the boss, jump on his head when he stops flashing. Keep at it until his power is gone.

MORE YOGI FUN

Yogi’s not done yet. There are still three more gold bars to collect. And watch for Yogi’s pal Boo Boo to help you out!

STAGE 4

Yogi hits the city streets to find falling pots, killer ducks and confusing passageways.

STAGE 5

Crawl through the mine shafts with Yogi. Make sure that the right switch is on.

STAGE 6

Back above ground, jump on some clay tiles poles to take you through the final stage.
HONORARY CADDY AT TROY AIRMAN CELEBRITY GOLF TEE OFF FOR NFL STARS

Take home an autographed JERSEY — #8, OF COURSE

TOP IT ALL OFF WITH TROY AIKMAN NFL FOOTBALL FOR YOUR SUPER NES FROM WILLIAMS ENTERTAINMENT
Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.

B. Please indicate, in order of preference, your five favorite Game Boy games.

C. Please indicate, in order of preference, your five favorite NES games.

D. How old are you?

1. Under 6  
2. 6-11  
3. 12-14  
4. 15-17  
5. 18-24  
6. 25 or older

E. Sex

1. Male  
2. Female

F. Do you ever use a computer at home, school or work?

1. Yes  
2. No

G. What kind of computer do you normally use?

1. IBM PC or a PC clone  
2. Apple Macintosh  
3. Other  
4. I don't use a computer

H. Which of the following on-line computer services do you use most often?

1. Prodigy  
2. CompuServe  
3. Delphi  
4. America Online  
5. Internet  
6. Other  
7. I don't use an on-line computer service

Trivia Question: What is the monkey’s name in Donkey Kong Country?

Answers to the Player's Poll - Volume 65

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To enter, either fill out the Player’s Poll response card or print your name, address, telephone number, Vol. 65, 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. 65 R.O. BOX 97062 Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than November 1, 1994. We are not responsible for lost or misdirected mail.

On or about November 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 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after November 31, 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. Not open to employees of Nintendo of America, its affiliates, agencies or immediate families. This contest is subject to all federal, state and local laws and regulations.
The big news this month is Super Street Fighter III! It has jumped to the top of the charts in four short months. That's not bad when you figure that this game wasn't even on the Top 20 charts last month. This game should be around for a long time to come.

### SUPER NES

1. **SUPER STREET FIGHTER II**
   - New characters and new moves help make this game a winner. Give it a swing!
   - Scores: 19,271 points
   - Months: 4 months

2. **KEN GRIFFEY JR. PRESENTS MLB**
   - The ball is still flying out of the park in the hottest baseball game around. Check out this World Series.
   - Scores: 18,745 points
   - Months: 7 months

3. **SUPER METROID**
   - Samus can't be beat when she sets her mind to a mission. Just ask the Mother Brain!
   - Scores: 16,988 points
   - Months: 6 months

4. **NBA JAM**
   - When you set up the best pro players in the hottest two-on-two game around, you're bound to get some jammin'!
   - Scores: 16,529 points

5. **THE LEGEND OF ZELDA: A LINK TO THE PAST**
   - Link is still fighting off the competition as he works his way to the Triforce.
   - Scores: 10,380 points

6. **FIFA INTERNATIONAL SOCCER**
   - Scores: 7,933 points

7. **MORTAL KOMBAT II**
   - Scores: 6,040 points

8. **SUPER MARIO KART**
   - Scores: 5,717 points

9. **MEGA MAN X**
   - Scores: 5,174 points

10. **STUNT RACE FX**
    - Scores: 4,936 points

11. **MORTAL KOMBAT**
    - Scores: 4,840 points

12. **SECRET OF MANA**
    - Scores: 4,388 points

13. **STARFOX**
    - Scores: 3,623 points

14. **SIM CITY**
    - Scores: 3,094 points

15. **DISNEY'S ALADDIN**
    - Scores: 2,821 points

16. **NHL STANLEY CUP**
    - Scores: 2,780 points

17. **SUPER MARIO ALL STARS**
    - Scores: 2,650 points

18. **MADDEN NFL '94**
    - Scores: 2,485 points

19. **FINAL FANTASY II**
    - Scores: 2,477 points

20. **ILLUSION OF GAIA**
    - Scores: 2,424 points
### GAME BOY

1. **DONKEY KONG**
   - Points: 18,330
   - Time: 5 months
   - Description: A big ape that doesn't know when to quit. He's hot on Game Boy and headed to the Super NES!

2. **WARIO LAND: SUPER MARIO LAND 3**
   - Points: 17,162
   - Time: 8 months
   - Description: Greed is good when you're bad like Wario. Find all of the treasure you can, or the pirates may get it first.

3. **THE LEGEND OF ZELDA: LINK'S AWAKENING**
   - Points: 16,474
   - Time: 18 months
   - Description: Here is one Game Boy adventure that the Players just can put down. Try it and you'll see why.

4. **SUPER MARIO LAND 2: 6 GOLDEN COINS**
   - Points: 12,046
   - Time: 3 months
   - Description: Wario's debut performance is as the villain in Mario's second Game Boy adventure.

5. **KIRBY'S DREAM LAND**
   - Points: 9,949
   - Time: 3 months
   - Description: King Dedede is one mean monster, but he's no match for everyone's favorite windbag.

---

### NES

1. **THE LEGEND OF ZELDA**
   - Points: 14,738
   - Time: 73 months
   - Description: When your first game is as good as this one, you're bound to be as popular as Link.

2. **DR. MARIO**
   - Points: 12,622
   - Time: 46 months
   - Description: The doctor is still in, and he's got the cure for what ails you!

3. **MEGA MAN VI**
   - Points: 11,644
   - Time: 8 months
   - Description: The blue bomber is back and he's ready to take on the powers of evil. If you haven't played it, grab it while you can!

4. **METROID**
   - Points: 10,549
   - Time: 8 months
   - Description: Samus beat the Mother Brain on her first visit to Zebes, and the rest is history.

5. **SUPER MARIO BROS. III**
   - Points: 9,417
   - Time: 8 months
   - Description: Mario's biggest NES adventure is still getting the Player vote.

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### Other Games
- **TETRIS**: 9,225 points
- **SUPER MARIO LAND**: 8,782 points
- **METROID II: RETURN OF SAMUS**: 7,194 points
- **Mortal Kombat**: 6,670 points
- **F-1 RACE**: 5,123 points
- **JURASSIC PARK**: 4,987 points
- **Kirby's Pinball Land**: 4,975 points
- **MEGA MAN V**: 4,079 points
- **Golf**: 3,849 points
- **DR. MARIO**: 3,761 points
- **TECMO SUPER BOWL**: 2,974 points
- **Black Bass Lure Fishing**: 2,792 points
- **TMNT: FALL OF THE FOOT CLAN**: 1,846 points
- **BASEBALL**: 1,549 points
- **ZELDA**: 1,361 points
- **BASEBALL STARS**: 1,347 points
- **TETRIS 2**: 1,347 points
- **FINAL FANTASY**: 1,301 points
- **KIRBY'S ADVENTURE**: 1,297 points
- **ZELDA II: THE ADVENTURE OF LINK**: 1,254 points
- **MEGA MAN VI**: 1,254 points
- **TMNT III: THE MANHATTAN PROJECT**: 1,208 points
- **TECMO SUPER BOWL**: 1,208 points
- **DRAGON WARRIOR IV**: 1,106 points
- **YOSHI'S COOKIE**: 1,060 points
- **ZODA'S REVENGE: STAR TROPICS II**: 941 points
- **MONOPOLY**: 3,643 points
- **CRYSTALIS**: 3,635 points

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**Note:** Points and times are approximate and may vary.
ILLUSION OF GAIA

Company: Nintendo
Suggested Retail Price: $69.95
Release Date: September 1994
Memory Size: 16 Megabits
Game Type: Adventure for one player

In the age of exploration, one youth with special powers is chosen to save the world from an approaching evil. Will must leave his hometown and friends to search for his father who was lost on an expedition to the Tower of Babel. Will’s journey takes him around the globe to the ancient ruins of the Incas, Egyptians and the lost civilization of Mu. In this Zelda-like adventure, Will can also transform into two legendary heroes—Freedan and Shadow. There are puzzles, battles, telekinetic magic, monsters everywhere and companions who appear when they are most needed. The story may be the most ambitious of any video game to date. Enter the world of Gaia this month in the first complete look at the game.

SUPER PUNCH-OUT!!

Company: Nintendo
Suggested Retail Price: $59.95
Release Date: October 1994
Memory Size: 16 Megabits
Game Type: Arcade-style boxing for one player

The Punch-Out!! story began years ago in the arcade, moved to the NES, and now is appearing on the Super NES. This 16-boxer tournament features old favorites and new challengers, plus an improved player view. The old wire-frame view has been replaced by solid characters, and your boxing character is semi-transparent, giving you a full view of your opponent. What you can’t see from screen shots alone is the challenge factor. The first round, as always, is pretty much a warm-up, but after that the game gets brutal and wild with opponents like Dragon Chan or Bear Hugger chopping up pretenders like a veggie-matic. The game has battery-backed memory, which makes getting through the three tournament levels more fun since you can proceed at your own pace.

Great graphics, fun story, great variety of game play and lots of depth. The best adventure game of the year. An exclusive Nintendo Power Explorer’s Guide comes with the game.


More linear than Zelda games, but the plot is more involved, as well. Players will want even more.

Your fighter is still limited to a single position in the ring. May be more challenge than some players are looking for.
**SPIDER-MAN & VENOM: MAXIMUM CARNAGE**

Company .............................................. Acclaim
Suggested Retail Price ................................ $74.95
Release Date ......................................... September 1994
Memory Size ........................................... 16 Megabits
Game Type ........................................... Comic action for one player

One of the great Spider-Man comic series, Maximum Carnage, has been adapted for the Super NES for a wild, action experience. The story involves arch nemesis Carnage, and you can play as either Spider-Man or Venom. Depending on your hero, your path through the game will vary, although the final confrontation with Carnage looms ahead no matter which route you take. The game also features Dagger, Black Cat, Cloak, Firestar, Captain America, Iron Fist, Deathlok, Shi'kra, Doppleganger, and Carrion, among other super characters. The music features an original sound track by Green Jelly. One of the problems with past Spider-Man games has been difficult control of the web-shooters and swinging or climbing actions. The actions feel more natural in this game, which goes a long way in making it more fun to play. In keeping with the spirit of comic book collectible editions, the first shipment of this game will come in an exclusive red Game Pak, the first ever for the Super NES. Don’t miss this month’s review.

- An uneven challenge. Straight street fighting sections are too easy while other areas prove better challenge and more interesting play.

**MIGHTY MORPHIN POWER RANGERS**

Company .............................................. Bandai
Suggested Retail Price ................................ Not Available
Release Date ......................................... October 1994
Memory Size ........................................... 16 Megabits
Game Type ........................................... Comic action for one player

The Power Rangers have arrived on the Super NES and Rita Repulsa had better start worrying because about a million players are going to be coming after her very soon. Not only will they be hunting her down through a wide assortment of stages, each Power Ranger character will also be armed with special moves and attacks that make this one of the more varied action games around, and that should keep Rita shivering in her boots. Even better for action fans is the fact that the play control is responsive no matter what type of move you are making for an almost Ninja Gaiden type feel. Older gamers shouldn’t think this game is beneath them, although it’s not the ultimate challenge. Tune in to this month’s review for an in-depth look.

**FINAL FANTASY III**

Company .............................................. Square
Suggested Retail Price ................................ Not Available
Release Date ......................................... October 1994
Memory Size ........................................... 24 Megabits
Game Type ........................................... RPG for one player

It’s the biggest RPG of all-time with so much story and variations of play that fans may become lost in the world for months at a time, so make sure you stock up on chow before plugging in the game. The story mixes magic and technology like all Final Fantasy stories, but much of the added punch comes from greatly improved graphics and sound. Parties of up to four characters must foil the Empire—not a particularly inventive plot—but there are countless twists and turns along the way. Another major bonus for RPG fanatics are the many side-trips that can be taken. Many of these sequences won’t help you win the game directly, but they expand the play and the world to a whole new dimension. Due to the size of this monster Pak, Power is dedicating three in-depth reviews plus a Player’s Guide available separately at your video game retailer for the best coverage anywhere.

- A big game that will take at least 100 hours to complete. Battery backed-up memory with three slots. Lots to see and do.
- Story is often sappy—not written for an American audience. Animations are weak and animated sequences take too long.

**PAC MAN 2: THE NEW ADVENTURES**

Company .............................................. Namco
Suggested Retail Price ................................ $59.95
Release Date ......................................... October 1994
Memory Size ........................................... 12 Megabits
Game Type ........................................... Unique adventure puzzle for one player

This is Pac Man like you’ve never seen him before. The mouth that soared to arcade popularity in the early eighties has returned with an actual personality. To play this game you have to think of Pac Man as a real person. Your job is to make him notice things and perform actions. The only means of doing this at your disposal is a sling shot. So you
shoot stuff to make Pac Man react. The only problem is that Pac Man is an idiot. Lovable, yes, Smart, yeah, like a rock! But it’s almost as fun watching the wonderfully animated Pac Pool bumble about as it is to get him to solve a puzzle correctly. Of course, if there’s a real emergency, he can turn into Super Pac Man and soar above the danger. In the game there are four stages of increasingly complex adventure puzzles to solve. You’ll wish there were more. If you are curious about just how human a video character can be, turn to this month’s Power review.

One of the most unique games to appear in years. A whole new style of play. Excellent graphics and animation. Ms. Pac Man and Baby Pac Man also included.

Hands-off style of play can be frustrating since you never directly control PM and he has the intelligence of a sign post.

**BRAIN LORD**

Company: ...........................................ENIX Suggested Retail Price: ...........................................Not Available Release Date: ...........................................October 1994 Memory Size: ...........................................12 Megabits Game Type: ...........................................adventure for one player

An epic battle in a lost age sets the stage for your transformation into Remee, the son of the last Dragon Warrior, who must find the great dragons which alone can oppose their evil enemy. Enix’s Brain Lord encompasses a land full of magic and monsters, but this is no slow-moving traditional RPG. You’ll be in control of your character as he solves puzzles and fights foes. The view angle may be steeper than in Zelda or Mana, but the feeling is similar. Puzzles involve manipulating objects and using logic. You’ll also meet companion characters and use magic in your quest.

Tough, challenging and engaging. Battery backed-up memory. Adventure and RPG fans should love it.

Overhead view isn’t as attractive as Zelda or Mana and not as good for combat.

**WILD GUNS**

Company: ...........................................Natsume Suggested Retail Price: ...........................................$69.95 Release Date: ...........................................October 1994 Memory Size: ...........................................8 Megabits Game Type: ...........................................Old west shooting option for one or two players

It’s high noon in the Old West and some thieving varmints are making a ruckus in town. Don’t get riled, just get your six shooter and start blasting away. Wild Guns lets you shoot up the town to your heart’s content along the lines of Lethal Enforcer, but in this game you also have control of your gun slinging character on screen so you can dodge bullets and everything else those yellow-bellied swine hurl in your direction. It’s fun, fast action that utilizes regular controllers but not the Super Scope.

Good graphics and control. Both male and female heroes are available.

Not as much challenge as some shooting games.

**VIRTUAL BART**

Company: ...........................................Acclaim Suggested Retail Price: ...........................................$69.95 Release Date: ...........................................October 1994 Memory Size: ...........................................16 Megabits Game Type: ...........................................Adventure for one player

When Bart Simpson straps on a virtual reality visor, reality takes a holiday and Bart virtually winds up as a side of bacon. The concept of Acclaim’s come-action game is to put you in control of Bart in some wild scenarios including Bart as a dinosaur, Bart as a pig, Bart as a Mad Max-like bike, Bart as a tomato-throwing hooligan, Bart as an acrobatic baby and so on. You spin a wheel and enter the world that comes up. The perspectives vary from the behind-Bart water-park slide to the side-scrolling pig and dinosaur stages to the race into the screen view of the post-nuke virtual world. The variety alone may keep you engaged.

Excellent Simpsonsque graphics. It looks and sounds like the show. A fun idea, and some of the areas are fun.

Many areas suffer from awkward play control and unclear goals.

**BUBSY II**

Company: ...........................................Acclaim Suggested Retail Price: ...........................................$69.95 Release Date: ...........................................October 1994 Memory Size: ...........................................16 Megabits Game Type: ...........................................Adventure for one player

Bubsy the bobcat returns for his second adventure, in the many worlds of the Amazatorium as he tries to find his twin niece and nephew. Fans of the original Bubsy will find the best elements of that game plus many improvements, in both play control and graphics. Bubsy II includes traditional platform stages, shooter stages and bonus stages.
for a wide variety of play. In the Amazatorium, you choose which areas to explore and when you want to explore them. Some of the areas Bubsy must visit include Egypt, Outer Space, a Medieval Castle and a bi-plane shooter. Warp zones and secrets are hidden throughout the worlds. In addition to the action worlds of the Amazatorium, you'll have to score in six mini-bonus games. But the biggest improvement in Bubsy II is in the amount of wacky animation and the wonderful pig characters headed by Onker P. Spamm.

**ULTIMA: RUNES OF VIRTUE II**

Company: FCI
Suggested Retail Price: Not Available
Release Date: October 1994
Memory Size: 8 Megabits
Game Type: RPG adventure for one player

Fans of the excellent Game Boy title will recognize the areas, plot and even the dialogue of the original game, but the graphics clearly don't belong on the smaller system. The steep overhead view is typical of Origin's games and, although awkward in comparison to a Gaia or Zelda view, it still gives players a good feeling of exploring a vast world, and this world is nothing if not vast. You'll leave Lord British's castle and head out to battle monsters and recover the nobles who have been kidnapped. Along the way you'll pick up items, search for Virtues, talk to lots of folks and hone your battle skills.

**KID KLOWN IN CRAZY CHASE**

Company: Kemco
Suggested Retail Price: Not Available
Release Date: October 1994
Memory Size: 8 Megabits
Game Type: Action for one player

Princess Honey of Klown Planet has been spacenapped by the bumbling badguys, Blackjack. Kid Klown, the klutziest kook in the kingdom, is sent out to save her. So begins Kid Klown's comic capers. The unique perspective of Kid Klown shows our humble hero running toward you at an angle out of the screen. He is beset by traps and obstacles for the entire length of the course and when he fails to avoid a trap, the comic consequences are shown with some great pratfall animations. Kid must wobble, trip and nose dive through five levels, plus extra bonus levels, collecting icons based on playing card suits, coins and keys in order to progress. All the while he'll be dodging flying axes, exploding bombs and blasting water mists just to name a few obstacles.

According to Gametek/Cybersoft, 1995 will be the Year of Yogi. If so, they're getting an early start with this Super NES platform game. The famous bear from Jellystone Park bounces along collecting picnic baskets in the best tradition of Jellystone quadrapeds. But this is a bear who loves to jump. He jumps on cute forest foes and he jumps on picnic baskets and he jumps over obstacles. It seems that Yogi is practicing for the Atlanta Olympics. But the real reason he's so worked up in the game is that some dastardly fiends are building a chemical plant in Jellystone Park and only Yogi can save Ranger Smith. As Yogi's mission of environmental responsibility continues through five levels, he finds himself riding mines cars and splashing through Jellystone Lake.

**YOGI BEAR**

Company: Cybersoft
Suggested Retail Price: $64.95
Release Date: October 1994
Memory Size: 8 Megabits
Game Type: Cartoon action for one bear

Fun slapstick animation and graphics. An interesting new perspective.

Control can be awkward at first. The theme is pretty young, but older gamers will also enjoy a quick run through.
FATAL FURY SPECIAL

Another well-done Fatal Fury game from Takara will be a good news to die-hard fighting fans. Fatal Fury Special combines good sound and graphics plus the added ability to move dimensionally in the fighting arena as well as sideways. The Countdown option tests your speed for taking out opponents. The quicker you put them down, the more points you’ll earn. Options include difficulty level, controller configuration, game time to infinite and stereo or surround sound. Choose from 15 wild fighters each with super attacks like Terry Bogard’s Power Geyser and Chang Sinzan’s Super Napalm.

MEGA MAN V

Mega Man rides again, this time when cosmic forces threaten Earth with destruction. Capcom learned the potential of the Super Game Boy fast and made the best of it with a great color palette and background screens. As for the game, it is vintage Mega Man. Dr. Light provides you with a new robotic friend—Tango the megacat. You’ll also have a new weapon—The Mega Arm—fires a missle but you can power it up for greater impact. Power takes the first in-depth look at this mighty mini in this issue.

MORTAL KOMBAT II

At home or on the road the tournament must go on. MK II for Game Boy contains eight of the regular characters from the arcade game and many of the moves including fatalities, babalities and friendship moves. Although this game wasn’t designed specifically to take advantage of the Super NES, it looks particularly cool in color, especially with red, go figure. As for the play, it’s responsive and varied. It’s not quite the arcade experience, but it is a challenge. For pro tips on conquering in Kombat, turn to this month’s Power review.

YOGI BEAR’S GOLD RUSH

Yogi debuts on the Game Boy as well as on the Super NES in an entirely new game. Yogi Bear’s Gold Rush may actually be more interesting for many gamers as the action includes greater variety and fewer picnic baskets than the Super NES game. Cowboy ghost Jake has stolen all the Park’s money and Yogi must retrieve it from 12 safes in six stages. Get some help from this month’s issue.

106 NINTENDO POWER
Starting this holiday season, Nintendo, its third party licensee companies, and all video game companies will begin providing ratings with new video games. The five categories indicate the appropriate age for players and will be included on packages of new products. Previously released games won’t require a rating by the independent ratings board of the Interactive Digital Software Association (IDSA). You can call IDSA toll-free at 1-800-771-3772 for more information.

### The Categories:

**Early Childhood** - Suitable for players age 3 years and above (Gerber meets Barney)

**Kids to Adults** - Suitable for all players 6 years and above (Mild violence, Koopa stomping)

**Mature** - Suitable for players 17 years and above (Stronger content than Teen standards plus gore galore)

**Teen** - Suitable for players 13 years and above (May contain graphic violence without realism, cussing and gambling)

**Adults Only** - Suitable for players 18 years and above, (Sex, drugs, profanity and goat worship)

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### Chart Key

Games are made to be played with as many as eight players. Some also employ a battery or password to store game play data.

- **#P = Number of Players**
- **S = Simultaneous**
- **A = Alternating**
- **BATT = Battery**
- **PASS = Password**

**Power Meter**

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

- **G = Graphic and Sound**
- **P = Play Control**
- **C = Challenge**
- **T = Theme and Fun**
If your Pak Demons had to vote on a diabolical adventure of the year, Capcom’s Demon's Crest would win the Golden Pentacle wings down. In this adventure, Firebrand the gargoyles has lost the six elemental crests that control the fate of both the Demon World and the Human World. His arch enemy, Phalanx, has taken the powerful icons and scattered them over the Demon World. Now Firebrand has recovered from the fierce battle and must seek out the missing crests. You play the part of Firebrand as he tracks down the crests across the vast realm of Demons. Veterans of such games as Castlevania II (for the NES) and ActRaiser will feel right at home, but Demon’s Crest has better graphics, play, challenge and everything else than those two classics. Capcom out-did themselves in putting Demon’s Crest on the Super NES, utilizing the Mode 7 graphics features to render Firebrand’s flights across the Demon World map, creating haunting sound effects and music to chill your blood, and painting terrifying monsters with which to do battle. Nothing was left out. In the game, Firebrand flies, climbs and jumps. He morphs into different demon forms, uses spells and potions, visits Demon Towns to gather information and items and explores the vastness of the Demon World. In the action stages, Firebrand is challenged by a host of evil beings, all of whom believe he (not Phalanx) is the real threat. Some of these creatures are your standard ghouls, but be prepared for an army of mini-bosses and oversized antagonists. A game of this scope can’t be conquered in one sitting, so the password comes in very handy. Look for Demon’s Crest by December.
BRUTAL: PAWS OF FURY

On the fighter side of the street, fighting games come in many shapes and sizes, but none are quite as friendly as Brutal: Paws of Fury from Gametek. User-friendly that is. Big characters. Fun animation. Special moves that you learn along the way. If you’re tired of tough oriental guys and ugly Americans battling each other to a pulp, try these cool animals with their comic moves. In spite of the name, Brutal seems aimed at a younger audience than the diehard Street Fighter II and MK II maniacs. It’s not because the characters are cute or fuzzy. Cuddle Ivan and you’ll get more than a bear hug. But the simplicity of the fighting when you begin makes it suitable for less experienced players. Brutal should arrive in November.

SUPER RETURN OF THE JEDI

The Empire is back with another Death Star and Luke Skywalker and friends realize that once again they must battle impossible odds to save the Rebellion and the galaxy. JVC and Lucasarts Entertainment have teamed up with Sculptured Software one more time to create the final game in the trilogy that traces the events from the classic sci-fi movies. Super Jedi has more of everything that fans have come to expect from this series—more Mode 7, 3-D driving action, more characters to play, greater variety of stages, more sound and graphics that take on almost cinematic proportions. From the deserts of Tatooine and Jabba’s Palace to the forest moon of Endor, Super Jedi has the force. It also has about as much challenge as any action game and a password system to save your place so you don’t have to be a total masochist to play. Now that the trilogy is done, this Pak Womp Rat can only hope that George starts making more movies...and word is that the next trilogy is in the works.

MICKEY MANIA

Mickey goes back to his roots in this spectacular animation tour de force from Sony Imagesoft. After CES, this Pak Watcher was impressed by the results of combining Disney’s artists with Sony’s game gurus. But now that the game is finished, the play delivers just as much as the graphics for challenging, fun, platform action. From haunted houses to giant bean stalks, Mickey has quite a challenge ahead. Most stages are in the traditional side scrolling perspective, but there are variations like the moose chase in which you see the action moving toward you. The animated shorts from which the stages are derived include Steamboat Willie (1928), The Mad Doctor (1933), The Band Concert (1935), Moose Hunters (1937), Lonesome Ghosts (1937), Fun and Fancy Free (1947), and The Prince and the Pauper (1990). Don’t let the Disney image fool you. When Mickey arrives in the next month or two, gamers of all levels will find it challenging.
One of the best-selling PC strategy games of all time is coming to the Super NES, hopefully before the holidays. Microprose' award-winning Civilization puts you in command of a primitive tribe in the year 4000 B.C. From such humble beginnings, you must direct your people in their quest to explore the unknown world around them and develop agriculture, cities, science, armies and great works like pyramids, universities, and voyages of discovery. You'll be in total command of your growing empire, but your citizens will make demands on you just as you demand industriousness and loyalty from them. To make matters more interesting, you can choose to have one or many competing civilizations that are run by the computer and which will seek to crush your puny nation. Although the game begins at the dawn of history, it passes through all the ages of man and into the future. If you are shrewd and lucky, you many see your tribe become an empire capable of reaching the stars.

For all those gear heads who lapped up Mario Kart, Street Racer from Ubi Soft will get you back behind the wheel. This one to four player racing romp takes you into high speed combat against some wild competition. The characters each have special moves and attacks for snatching the lead from other drivers. You'll have to master the moves and about 20 Mode 7 tracks in the tournament mode. Ah, but that's just the beginning. As this Pak Racer found out, you also have a ton of other modes including car soccer, car slamming, and multi-player racing with the use of a multi-player adapter. The bashing and fighting in Street Racer makes for a truly different racing game. There's even a playback mode so you can watch yourself kicking the competition. Street Racer should be on the street by December.

Viacom is bringing one of the hottest TV licenses of the year to the Super NES with MTV's Beavis & Butt-head. One or two players can try to get into the Gwar concert as the disgusting duo, but you'll have to survive some idiotic stunts to get there. Leading the way as either Beavis or Butt-head, you'll have to score pizza and squirt guns while dodging skateboarders and other jerks. The best part of the game may be the nose pick, but without nuclear boogers or something like that the pick doesn't actually help you—kind of like life. B&B should be out by November.
BASS RELIEF

Bass fishermen of the world, your ship has come in—in fact, it's coming in three times this fall. That's right fish fans, three bass ticklers will pull up to the dock by the holidays to take you on a reeling, fighting, splashing adventure into the exciting world of tournament bass fishing. Seriously, Hot-B's classic Super Black Bass has been one of the best selling video games over the past several years, and the word is out. Now American Softworks (TNN), Hot-B (BASSIN'S), and T*HQ (BASS MASTER) are all on board with new offerings. Each game offers realistic tournament fishing for the cunning and elusive black bass—king of the lake fish. You'll putt-putt out to a likely hole (check your depth finder to zero in on the spot) then tie on a lure and cast it into the drink. Although your Pak Angler prefers real fish like saber-toothed salmon and great white sharks, nothing quite compares to the experience of watching these video bass circling your lure and ignoring it. In a twisted and perversely way, the anticipation is overpowering. Will it bite or won't it? The eternal fishing question. For deeper insights into video bass fishing, and a comparison of all three new anglers, look to a future Sports Scene column for the catch of the day.

NCAA FINAL FOUR BASKETBALL MINDSCAPE

Now we come to a company that is determined to turn itself around, and they're going about it the right way, by bringing high tech and creative new programmers on to their projects. Their first game, NCAA Final Four Basketball, is being fully rendered in much the same way as Donkey Kong Country. NCAA Final Four won't see action until next February, but an early 30% version showed some amazing animation. According to the new Mindscape, that's just for starters. The AI is said to be phenomenal, 64 teams will be included with realistic team personalities, a battery will hold the journey action and up to four players will be able to take it to the hoop. If the rest of the game turns out to be half as impressive as the animation, this Pak Slammer will be in hoop heaven.

MADDEN '95

EA Sports licensed its latest John Madden football to Malibu (T*HQ) for the Game Boy, or in this case, Super Game Boy. The result is better than this Madden Monster could have hoped for. Malibu and the developers at Halestorm remained true to the classic design of the 16-bit Madden games. They even managed to put digitized images of Madden himself. Plays and options are limited, as you might expect, but so is the price, and this Madden can travel even by airliner, unlike the original Madden who would sooner ride on a bison. Game play includes play book selections and on-field control similar to the big boys version for the Super NES. It is not as flashy, but it is the best football for Game Boy.
Acclaim's run of hits should go beyond *Mortal Kombat II* this fall with two upcoming sports games, *Newman/Hass Indy Car Featuring Nigel Mansell* and *WWF Raw*. Both should be released by November and both offer tried-and-true game engines that deliver fast, realistic (if you can call pro wrestling realistic) action. Two more potential hits may be determined by how well their movies do at the box office. If *Stargate* and *True Lies* become hits, so may their video game counterparts. This Pak Critic is putting his money on *Stargate*.

Our best bet, however, is that *Capcom's X-Men* will be a great comic book adaptation. The big C hasn’t let us down yet. Capcom says that *X-Men* should be ready by December. They also report that the game includes Wolverine, Cyclops, Gambit, Beast, and Psylocke battling eight super villains like Magneto and Apocalypse. On his own, Wolverine will also appear in a game from Acclaim this fall. The late announcement of *Wolverine* for the Super NES came just prior to press time. We'll bring you more next month.

Moving up in the development world is Argonaut Software of the U.K. This innovative company led by Jez Sans helped Nintendo develop the Super FX chip and last year's hit, *Star Fox*. Now they are working with GTE Entertainment on *FX Fighter*, another Super FX game with realistic 3-D, polygon figures and 360 degree rotation. Although the game won't be ready for some time, GTE is totally hyped. An early look at some of the animation looked promising to this Pak Prognosticator.

Hey reality fans, you don't have to wait for 3-D fighting. *Accolade* is bringing out the first ever 3-D rotating fighter with the intriguing name, *Ballz*. Besides the peculiar marketing possibilities, this title describes itself pretty accurately. All the characters consist of balls—big ones and little ones—in the shapes of clowns, kangaroos and other characters. The arena spins during the battle and you see your fighter from every angle. Of course, since he's made of balls, all the sides look pretty much the same. It may be a small step for video games, but it's a giant leap for ball animation.

Speaking of animation, The Pagemaker for Super NES arrived recently in nearly finished form. The game, based on this fall's cinematic release, will appear around Thanksgiving. It contains side-scrolling action plus Mode 7 driving scenes that reminded this Pakmaker of the Star Wars series, but not quite as brutal. There's a Game Boy version, too, with enhanced Super Game Boy graphics.

In other movie news, check out Van Damme as Guile in the shot below from the set of *Street Fighter: The Movie*,

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**PAK WATCH UPDATE**
Who says street fighting doesn’t pay? Another company, White Wolf, is betting that SF II fans would like to get their kicks with a SF II RPG. Street Fighter The Storytelling Game is a first of its kind attempt to bring popular video games into the realm of imaginative role playing. A pretty wild idea. How’s this? Imagine a Blanka Rolling Attack up your nose. On second thought, maybe not.

Another strange combination of game types comes from RazorSoft, makers of Pigskin Footbrawl 621. Endorsed by coach Jerry Glanville, although this Pak Parker can’t see his influence in the game, Pigskin places you in a medieval football bash with Vikings, knights and other assorted trolls. The head-banging never ends, but the game has problems like the fact that the screen scroll follows the ball and not your player, so half the time you can’t see your guy and end up sprawling over rocks, logs and other players. Too bad, it was a great idea.

Some ideas are timeless, like the puzzle concept behind the award-winning puzzle game, Lemmings. Now Psygnosis is finishing up Lemmings 2, which is full of ingenious new possibilities for rescuing your mindless masses. Origin, the creators of the Wing Commander series, has another type of space adventure on tap for this fall. Metal Morph, being released by FCI, combines side-scrolling character action with Mode 7 flying and shooting. Your character has the unusual ability to melt into a puddle of metal and flow through pipes. Yes indeed, outer space is one weird place, but it’s not nearly as weird as Lucasarts’ vision of a wacky demon world where Zombies’ heroes Julie and Zack have a new adventure. JVC is bringing out Ghoul Realm by the holidays, and it is packed with ghouls, ghosts, poltergeists and other playful phenomenon all bent on getting our teens to join them in the afterlife. Your mission, as before, is to rescue the incomprehensibly stupid neighbors. Good luck.

Luck will have less to do with winning Carrier Aces from Gametek than piloting skill. This multi-faceted WWII flight simulation gives you a wide range of missions from dog fights to bombing runs. The big innovation is that two players can have-at-it in a split screen mode.

One correction should be mentioned with regard to our C.E.S. Special Report: The photo associated with BPS’ Michael Andretti Indy Car Challenge was mistakenly switched with Mario Andretti Racing from EA Sports. Although some might argue that one Andretti looks pretty much like another, that’s not true of the games. You’ll have a chance to take a longer look at Michael’s game next month and Mario’s game early next year.
You've seen the making of Donkey Kong Country. You've seen the exclusive preview of Donkey Kong Country. Now it's time for Kong himself to bust out of the Jungle and into your home! Don't miss the powerful tips and strategies in next month's issue!

The holiday season is just around the corner so it's time to showcase some great games. With games like Earth Worm Jim and Indiana Jones, this year's crop is hot, so don't miss out!
POWER CHALLENGE TRADING CARDS

POWER CARD #152

SUPER BOMBERMAN 2

DESCRIPTION
The bomber is back! Help protect the Earth from 5 cyborg bombers out to blow up mankind. Lots of levels, items, and play modes make this a great game for one to four players. Kaboom!

CHALLENGE
Challenge: How many levels can you beat without picking up any Power-Ups?

Novice: 3 Levels
Intermediate: 7 Levels
Pro: 13 Levels

SYSTEM: Super NES
GAME TYPE: Action/Puzzle
# OF PLAYERS: 4
RELEASED: 9/94
COMPANY: Hudson Soft

POWER CARD #132

MONSTER MAX

DESCRIPTION
Max was an aspiring rock star and then Knodd came along and took over his planet and banned all music! Now Max is going through the Mega Hair Training Academy so he can keep on rockin'. Nine levels of puzzles await you on your quest to get rid of Knodd!

CHALLENGE
How many levels does it take you to complete the first three levels?

Novice: 5
Intermediate: 3
Pro: 1

SYSTEM: Game Boy
GAME TYPE: Puzzle Adventure
# OF PLAYERS: 1
RELEASED: 4/94
COMPANY: Tints

POWER CARD #139

TOMMY MOE'S WINTER EXTREME SKIING & SNOWBOARDING

DESCRIPTION
The 1994 Downhill Gold Medalist brings his skiing ways to the Super NES. Choose your sport, skiing or snowboarding, and go for broke! There are two mountains to choose from so you can set your own challenge level.

CHALLENGE
Can you beat these times, skiing or snowboarding?

Novice: Course 1: 1:10.05
Intermediate: Course 2: 1:16.07
Pro: Course 4: 1:16.90

SYSTEM: Super NES
GAME TYPE: Winter Sports
# OF PLAYERS: 2-4
RELEASE: $59
COMPANY: Electro Brain

POWER CARD #155

TAZMANIA IN CHRISTMAS ISLAND CAPERS

DESCRIPTION
Join Taz as he races through five stages of obstacles. Multiple views keep this action game interesting. Super Game Boy graphics will keep players from sounding like Taz, "Hiaaaah!"

CHALLENGE
Now far can you go using only the stamp?

Novice: 1 Level
Intermediate: 3 Levels
Pro: 6 Levels

SYSTEM: Game Boy
GAME TYPE: Action
# OF PLAYERS: 1
RELEASE: 10/94
COMPANY: Sunsoft

POWER CARD #160

ILLUSION OF GAIA

DESCRIPTION
Rich graphics and stunning music make this RPG one of the best ever. Young Will, armed with only his magical flute, must help stop the Chaos Comet. Telepathy and transformation into other forms will help with your journey. Hurry, time is of the essence!

CHALLENGE
While playing the game can you:

Novice: Find all 50 red jewels
Intermediate: Complete Mira without dying
Pro: Defeat the two vampires (Jack and Silvane) using Will, not Freedom

SYSTEM: Super NES
GAME TYPE: RPG
# OF PLAYERS: 2
RELEASE: 5/94
COMPANY: Nintendo

POWER CARD #158

SPACE INVADERS

DESCRIPTION
Remember creepy marching aliens and whirring spaceship? Fight them off and save the world from invasion with this portable arcade classic. Or, play with a friend and discover an unexpected twist to the action.

CHALLENGE
Can you beat these scores?

Novice: 1,200 Points
Intermediate: 5,500 Points
Pro: 12,000 Points

SYSTEM: Game Boy
GAME TYPE: Arcade
# OF PLAYERS: 2
RELEASE: 10/94
COMPANY: Nintendo
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