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Killer Instinct

Hot Combos
From the Pros

DONKEY KONG COUNTRY 2

DIDDY'S KONG QUEST

NP exclusive preview

IN DEPTH

- Doom
- Castlevania: Dracula X
- Chrono Trigger
- The Mask

SEPTEMBER VOLUME 76
US $3.95 / CANADA $4.95

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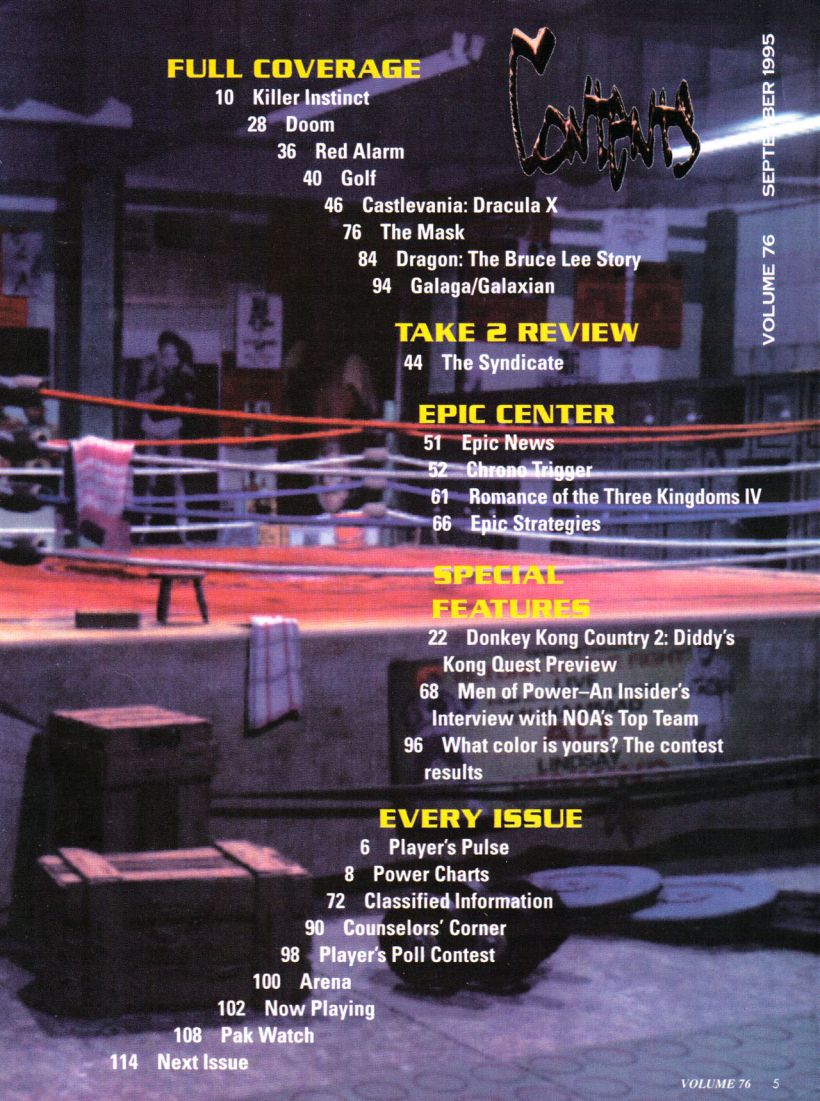

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"You know who would have made that catch? Mantle. And he would have made it *gracefully.*"

What could be better for an avid baseball fan than a trip to visit ESPN during baseball season? How about seeing a spectacular game at Yankee Stadium? Don't even bother answering either of those questions because Joel Davis, winner of the Player's Poll Contest from Volume 64, got to do both—and more! Joel and his father, Duane, jetted off from their Minnesota home to The Big Apple for a whirlwind weekend! Excursions to the Empire State Building and Statue of Liberty were on the bill, but the jewel in this Grand Prize crown was the trip out to Bristol, Connecticut, to the ESPN studios. Joel got to meet and talk with Chris Berman and other ESPN on-air personalities. Chris was amazed that Joel won the trip by simply sending in a Player's Poll Card. It was too easy! Being able to see all of the pre-production processes that go into a live broadcast was really cool. And then watching the end result—live broadcasts of ESPN's SportsCenter and Baseball Tonight (right from the studio!) was even cooler! But the ultimate capper, something Joel and Duane will remember for the rest of their lives, was "the legend of Pedro Gonzales and the hidden ball trick back in 1962" as told by an anonymous Yankee fan. What a game!

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

Have you had a chance to check out Virtual Boy for yourself? If you have, we want to know what you think of this cutting-edge system!

NINTENDO POWER PLAYER'S PULSE
P.O. BOX 97033, REDMOND, WA 98073-9733

Editor's Corner

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

GAIL TILDEN
EDITOR-IN-CHIEF

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Pre-recorded help for the the most popular games. Also, the latest on upcoming games, Virtual Boy and the NU 64! This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

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STAFF

Publisher	M. Arakawa
Editor-in-Chief	Gail Tilden
Producer	Yoshio Tsuboike
Senior Editor	Leslie Swan
Senior Writer/Editor	Scott Pelland
Writers	Kent Miller
	Terry Munson
	Jon Whisler
	Paul Shinoda
Editorial Consultants	Howard Lincoln
	Peter Main
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	Yoshi Orimo
	Wendy Salvatori
	Katsuyuki Asanuma
	Jeff Hazard
	Sonja Morris
	Ritsuko Yamaji
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	Marty Pappas
	Scott Douwes
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	Augie Pagan
Electronic Prepress	James Catechi
	Karl Deckard
	Billy Noland
	Michael d. Sinkula
	Jay Wergin
	David Wharton
	Jefferson Fletcher

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GAME BOY TOP 10

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	1	29
2	DONKEY KONG LAND	2	8
3	METROID II: RETURN OF SAMUS	3	45
4	DONKEY KONG	4	16
5	TETRIS	7	36
6	SUPER MARIO LAND 2: 6 GOLDEN COINS	5	35
7	KIRBY'S DREAM LAND 2	8	4
8	WARIO LAND: SUPER MARIO LAND 3	6	15
9	GALAGA/GALAXIAN	NEW	1
10	DR. MARIO	9	38

TOP 10 FIGHTING GAMES

THIS MONTH	GAME	SYSTEM	RELEASE DATE
1	KILLER INSTINCT	SUPER NES	AUG. '95
2	SUPER STREET FIGHTER II	SUPER NES	AUG. '93
3	MORTAL KOMBAT II	SUPER NES	SEP. '94
4	WEAPONLORD	SUPER NES	AUG. '95
5	FATAL FURY SPECIAL	SUPER NES	APR. '95
6	SAMURAI SHOWDOWN	SUPER NES	NOV. '94
7	CLAY FIGHTER	SUPER NES	NOV. '93
8	PRIMAL RAGE	SUPER NES	AUG. '95
9	DRAGON: THE BRUCE LEE STORY	SUPER NES	AUG. '95
10	JUSTICE LEAGUE TASK FORCE	SUPER NES	JUN. '95

MOST WANTED

The very first Virtual Boy game makes the charts this month, as Mario Clash checks in at number eight! Four present and future Super NES games also appear, as Nintendo Power readers declare loud and clear that they still love their 16-bit systems. If you want your voice to be heard, be sure to send in the Player's Poll card in this issue!

1. NINTENDO ULTRA 64
2. KILLER INSTINCT (NU 64)
3. VIRTUAL BOY
4. DOOM (NU 64)
5. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
6. CRUIS'N USA (NU 64)
7. MORTAL KOMBAT 3
8. MARIO CLASH (VIRTUAL BOY)
9. DONKEY KONG COUNTRY
10. FINAL FANTASY III



HALL OF FAME

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

GAME	RELEASE DATE	HONORS
DONKEY KONG	JUNE '86	It was a sad day for arcade owners when Nintendo brought the first great Mario Brothers smash to the NES.
PAC-MAN	APR. '91	The round mound of reknown went wakka-wakka in homes everywhere after Namco ported this classic to Game Boy.
SPACE INVADERS: THE ARCADE GAME	OCT. '94	The first Super Game Boy Classic, based on the original hit from the Star Wars era.

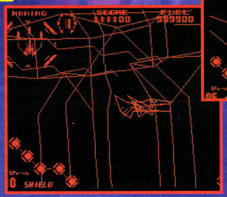
EXPERIENCE AERIAL COMBAT IN THREE DIMENSIONS!

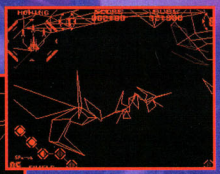


RED ALARM™*

FLYING THROUGH A VIRTUAL WORLD

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

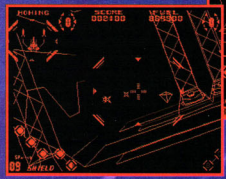


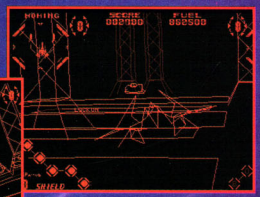


Photographs can't capture the sensation of depth and substance that the Virtual Boy provides.

WIRE-FRAME WORLD

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





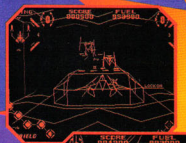
It may seem strange that you can see through pillars and obstacles, but this gives you a tactical advantage in battle!

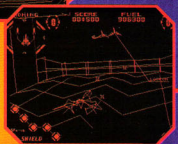
FOUR WAYS TO FLY

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

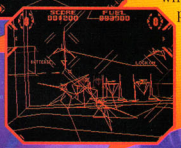


Fans of flight simulator games will probably find the cockpit view the most logical and the easiest mode to use.





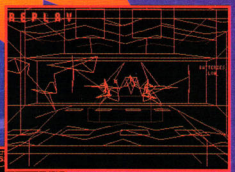
The 3/4 top view is tough to use, but it gives you a terrific view of your immediate surroundings.

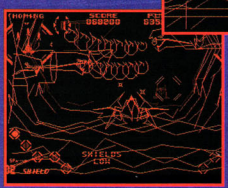


The behind-the-ship perspectives are the ones most familiar to video gamers, with the tight view being a bit more challenging.

GET READY FOR A 3-D BATTLE

The 21st century is a time of war and strife for the entire planet. As the pilot of the last Tech-Wing fighter, you must battle the forces of KAOS, a doomsday weapon with artificial intelligence and a will to survive. Your orders are to fly the Tech-Wing into KAOS itself, disable its defenses and destroy it from within. Your fighter is equipped with a limited number of shields, speed boosters and homing missiles, which can be replenished by Power-Ups along the way. Gauges on your heads-up display indicate your ship's fuel, shield and weapon status. Launch when ready!





The action is not as fast as that of Star Fox, but there is a sense of actually moving through three dimensional space.

The game features some interesting enemies and environments, and it takes good advantage of 3-D special effects.

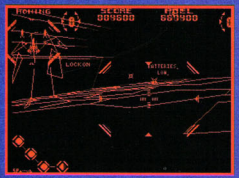


RED ALARM EXPERIENCE AERIAL COMBAT IN THREE DIMENSIONS!

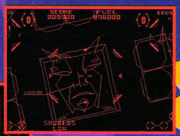
STAGE ONE OUTER DEFENSES

This first stage is fairly quick and simple, giving you a chance to practice controlling your fighter, blasting airborne and ground-based enemies, and maneuvering through the maze of ducts and tunnels. Along the twisting route, you'll see tiny figures servicing enemy mechs that flee in panic at your sudden approach. Are these humans or robots? Are they free participants or unwilling slaves in this computerized conflict?





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

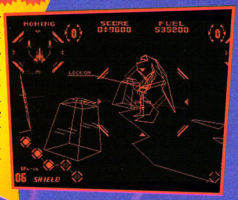




You might think that this wall of faces is Hork Lander, but it's actually the entrance to his chamber.

DANGER ZONE

Each stage ends in a Danger Zone, a shielded area that houses a major adversary. Hork Lander is the mech guardian of Stage One, but he won't put up much of a fight. Just be careful of the other enemies flitting about, as they'll shoot at you while you're concentrating on Hork Lander.

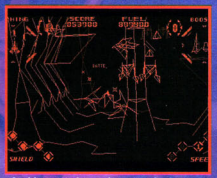


STAGE TWO

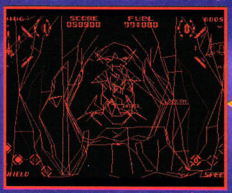
As you enter Stage Two, you'll notice that the tunnel seems almost...organic. It also twists and turns much more than it did before, and you can actually get lost down here! If you reach a dead end, try to trace your route back to a recognizable spot or even to the beginning. You might also change your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

TAKING A WRONG TURN



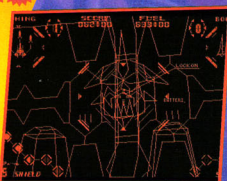


In this area, the environment looks more like the inside of some sort of giant creature than a machine.



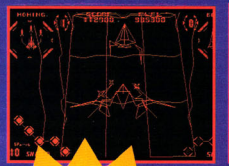
DANGER ZONE

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



STAGE THREE WATERY GRAVE

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





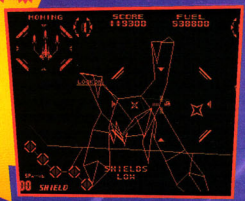
There are relatively few long, straight sections in this tunnel, so the speed boost might be more hindrance than help.





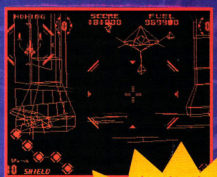
DANGER ZONE

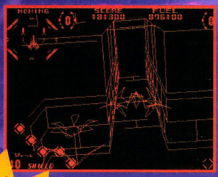
There are no minor enemies in this Danger Zone, probably because this trio of combat mechs is challenge enough! These droids have extremely thick skins and two types of weapons. Once again, a shoot-while-retreating strategy might be the best battle plan.

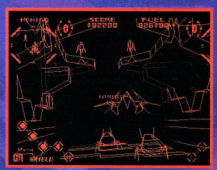


STAGE FOUR BREAD CRUMBS, MAYBE?

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





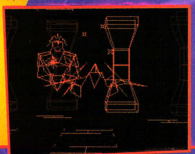


There are few power-ups to be had, so you'll have to rely on your superior flying skills.

DANGER ZONE

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

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



DESCENT INTO DARK KAOS

You're now penetrating deeper into KAOS. You're the last, best hope for wiping out this ultimate engine of war! Do not fail!

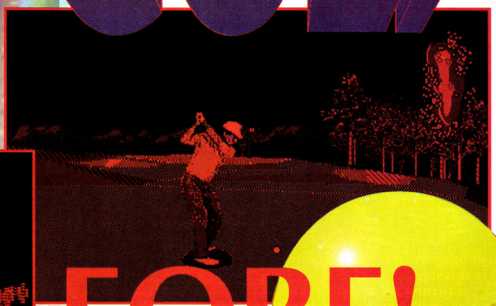
©1995 T&E Soft Inc.

T&E'S NEW GOLF GAME LEAVES THE REST IN THE ROUGH.

GOLF™

Tee it high and let it fly! T&E Soft, the company that developed best selling golf games like True Golf Classics: Pebble Beach Golf Links and Wicked 18, redefines the genre with the first golf game for the Virtual Boy. Grab your clubs as we explore the features of this password backed game!





FORE!

Make The Cut

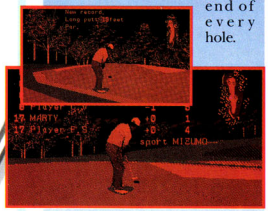
Remember your first video golf game? Flat, tabletop fairways and warped, unreadable greens robbed you of both your good shots and your patience. Now those days are as lost as a power-sliced ball. Employing an innovative, high-speed 3-D processor called POLYSIS, the developers at T&E Soft have transformed polygon surfaces, wireframe modeling, and graphic patterns into a stunning virtual world of golf. Take a swing on a sloped fairway, shoot from an elevated tee, and putt across the undulating surface of a green...or is that a red?

Play It Your Way

Do you want to tee off against other players or play alone against the course? T&E Golf is packed with options to meet virtually all your needs.

Tournament

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



How many holes can you virtually complete in a day? Find out when you tee off against forty-seven players over seventy-two holes.

Stroke

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

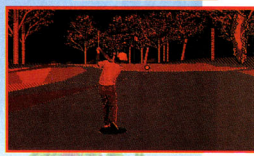


Play against yourself or practice on the tough holes in Stroke Play mode. You can tee off on the shorter length Member's tees.

Options

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





Looking for a wide angle view? Select the "Menu" icon and customize the game's depth perspective to meet your individual taste.

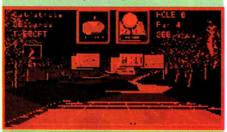
Game Options That Hit the Sweet Spot

T&E's Golf is packed with a multitude of easy-to-learn options to suit every player's style of play. Anything else is a Double Bogey Golf game.

Easy Access



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



Take a scroll before the ball rolls! Multiple menus let you change button configurations, alter your viewing perspective, see course records or review the high and low points of your last shot.

Nice Shot!

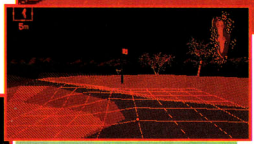


After you pick your club and adjust your stance, determine how much power you want behind your swing. You can even pick the point of club impact on the ball. Practice your short game—wedge shots are tough to master.



Get A Read





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

GOLF

THREE DIMENSIONAL FAIRWAYS SO REAL YOU CAN SMELL THE FRESHLY CUT GRASS!



PRO SHOP TALK

DIVOT'S ADVICE

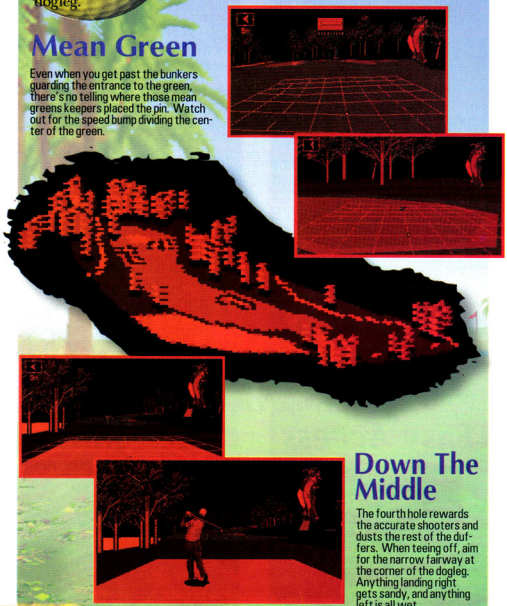
Hiya! 'Lookin' fer golf tips from a tired, old duffer? Well, brush the grass off your spikes and pull up a bench. Don't mind ol' Divot—he looks funny 'cause he fell off a golf cart. Ya know, Papillion ain't no beginner's course. Every mornin' those crafty greens keepers plan something new. Did you know that the holes play longer in Tournament mode? You can't even buy a mulligan! Now listen up—I'll give you some advice for beating some of the toughest holes in golf...

Hole 4 Par 4

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

Mean Green

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



Down The Middle

The fourth hole rewards the accurate shooters and dusts the rest of the duffers. When teeing off, aim for the narrow fairway at the corner of the dogleg. Anything landing right gets sandy, and anything left is all wet.

Papillion Golf & Country Club



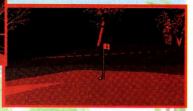
Hole 13
Par 3

Welcome to the unlucky thirteenth! This 180-yard, par three hole bends slightly from right to left. Watch the pin placement on the green—nearby trees rob many players of birdie opportunities. Feeling lucky? Adjust your stance and you might have a chance at a hole in one!



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

Hole In One!





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

Tricky Tree Limbs





No Easy Par

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

Hole 18
Par 4

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



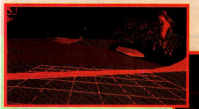
Bunkers!





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

Tough Approach



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



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

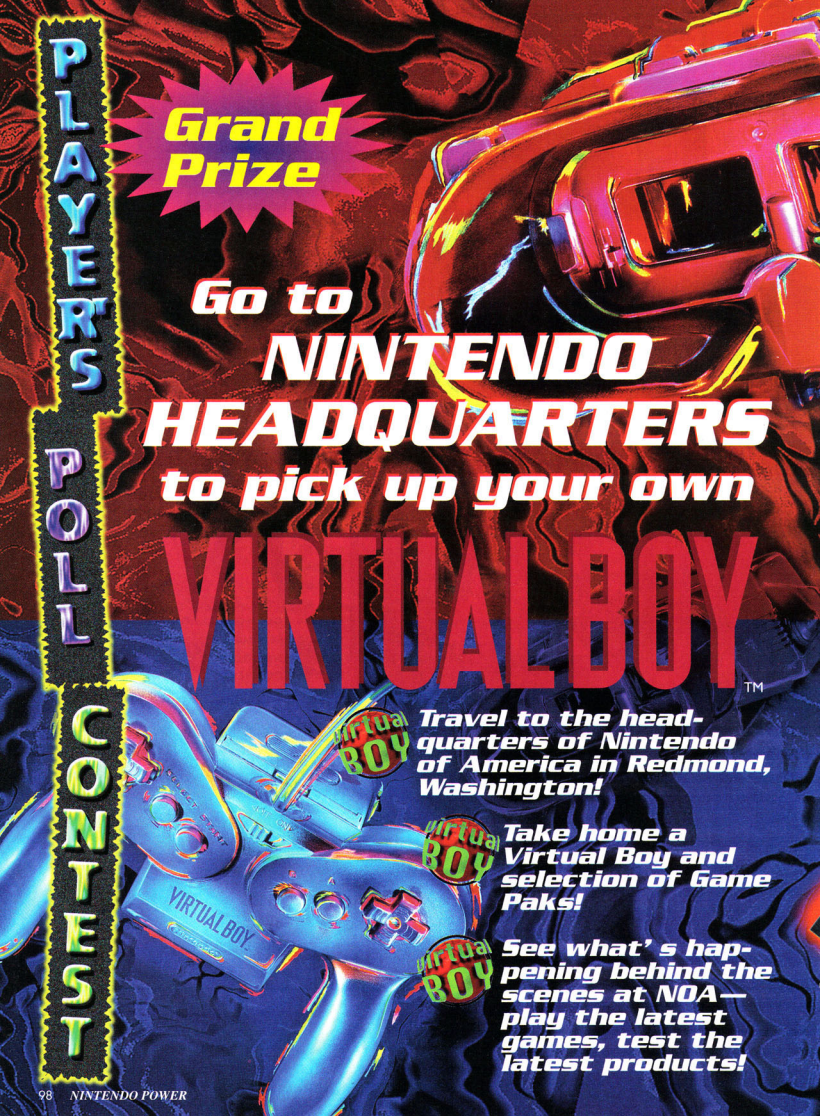


Hole Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Par	4	4	5	4	3	4	3	4	5	4	4	4	3	5	4	3	5	4
Yards Championship	390	360	420	480	200	370	160	440	510	460	380	370	180	570	410	180	490	350
Yards Membership	360	335	470	470	185	355	145	410	465	420	345	340	150	540	375	160	455	340
Name 1																		
Name 2																		
Name 3																		

PLAYER'S POLL CONTEST

Grand Prize

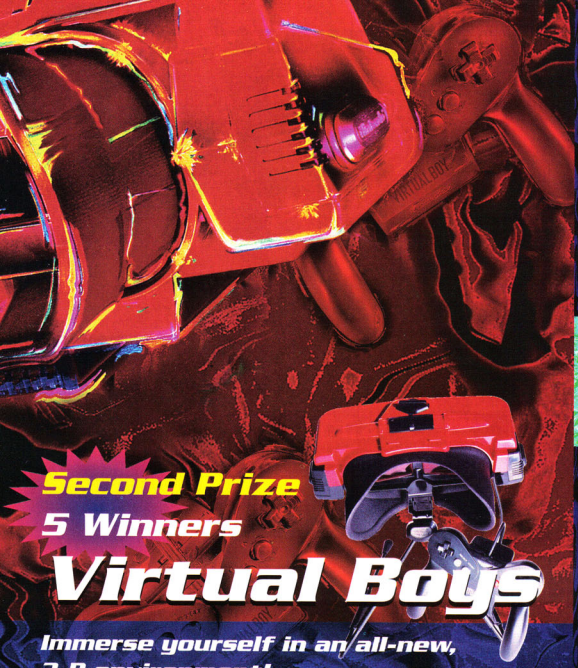
Go to NINTENDO HEADQUARTERS to pick up your own VIRTUAL BOY™



Travel to the headquarters of Nintendo of America in Redmond, Washington!

Take home a Virtual Boy and selection of Game Paks!

See what's happening behind the scenes at NOA—play the latest games, test the latest products!



Second Prize
5 Winners
Virtual Boys
Immerse yourself in an all-new, 3-D environment!



Third Prize
5 Winners
Nintendo Power T-Shirts
Make a virtual fashion statement!

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 76, 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.76
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than October 1, 1995. We are not responsible for lost or misdirected mail. On or about October 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of 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 October 31, 1995, send your request to the address above. GRAND PRIZE: The Grand Prize Winner will win a trip to NOA headquarters in Redmond, Washington to pick up his or her Virtual Boy. 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. Virtual Boy is not recommended for play by children six years old or younger. Estimated total value of all prizes is $4,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

large formation at the top of the screen. From time to time, aliens break away from the formation and dive bomb you while firing missiles. Both games include two-player alternating options. Fans of the arcade games or younger players who never got the chance to master Galaga/Galaxian shouldn't miss this month's Power review that steps back in time.

Great reproductions. Excellent use of Super Game Boy enhancements. Two-player modes.

Simple, repetitive play, although fun.

GOLF

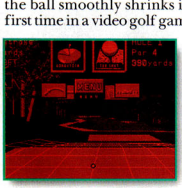
Virtual Boy

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

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

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





Good sense of 3-D. Excellent controls.

Only one course.

KILLER INSTINCT

Super NES

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

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



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





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

Not an "exact" arcade replica.



small screen version, there is no sign of the human supporters of the two fighting gods. (They're probably off playing the Super NES game.) The finishing moves—always a big draw in fighting games—often include such tasteful acts as eating one's defeated opponent or flaying the skin off of its body.

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

Good graphics. Easy to learn and win.

No enhanced Super Game Boy features. Not very challenging.

RED ALARM

Virtual BOY

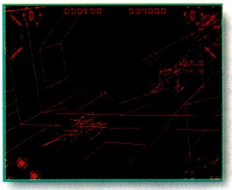
Company.....Nintendo
Release Date.....September 1995
Memory Size.....8 Megabits

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



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

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



Excellent sense of 3-D. Fast. Challenging.

Lack of solid surfaces for spatial references.

ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE

Super NES



1-8 PLAYERS

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

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

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

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

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





Excellent graphics and sound for this type of game. The best menu selection system from Koei to date. Complex strategies. Replay value. Lasting interest.

The historical period may seem obscure to many Americans.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
CASTLEVANIA: DRACULA X	3.7	3.0	3.2	3.2	★✪☆	K-A	ACTION
DOOM	3.5	3.3	3.7	3.7	★✪☆	M	ACTION
DRAGON: THE BRUCE LEE STORY	3.4	3.2	3.1	3.1		T	FIGHTING
GALAGA/GALAXIAN	2.7	3.7	3.2	3.0	★☆✳	K-A	ARCADE
GOLF	3.5	3.7	3.2	3.5	★✪☆☆	K-A	3-D GOLF
KILLER INSTINCT	5.0	4.0	4.6	4.1	★★☆✪☆✳	T	FIGHTING
THE MASK	3.3	3.3	3.3	3.3		K-A	ACTION
NBA JAM TOURNAMENT EDITION	3.1	3.1	2.9	2.9		K-A	BASKETBALL
PRIMAL RAGE	3.4	3.0	3.2	3.0		T	FIGHTING
RED ALARM	3.2	3.5	3.6	3.5	☆	K-A	3-D SHOOTER
ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE	3.2	2.6	3.4	3.3		K-A	HISTORICAL RPG

ICON KEY


1-PLAYER MODE


MULTI-PLAYER ALTERNATING


MULTI-PLAYER SIMUL.



PASS-WORD


BATTERY BACK-UP


GAME LINK


SUPER GAME BOY



SUPER FX


SUPER NES MOUSE


SUPER SCOPE

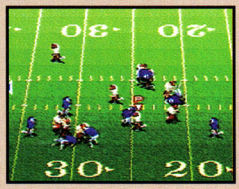
Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

- ✪ **Scott** Sports, Simulations, Adventures
- ★ **Leslie** RPGs, Puzzles, Adventures
- ☆ **Jeff** Action, Sports, Fighting
- ✳ **Jon** Fighting, Simulations, RPGs
- ✳ **Dan** Action, Adventures, Puzzles
- ☆ **Terry** RPGs, Simulations, Sports

IDSA Ratings:

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

Tecmo Super Bowl 3: Final Edition





Still not finished, but getting closer, Tecmo Super Bowl III: Final Edition arrived at Pak Watch for a sneak peek. Even with features missing, it looks like a winner. The final game will include all the features that have made the previous Tecmo Super Bowl games so popular, like detailed season play using Manual, Coaching or Automatic control. (The best part about this option for many players is that they can set up league play with other football fans.) The ease of control also scores big in this version. New features include a create-your-own-superstar option—kind of a Dr. Frankenstein meets the NFL. One of the coolest things about custom players, however, is that they can grow up and improve after the season for use in future seasons. The battery-backed memory saves the player stats and improvements. Players can also pick their own play books and order their own lineups for their teams. If creating your own players isn't enough to build a winner, you can also get real NFL players from the Free Agency market. Tecmo includes both the NFL and NFL Players license plus the league's two new teams. Tecmo Super Bowl III looks better and sounds better than previous editions, as well. October is the month, but you can preorder your copy at some retailers.



TECMO

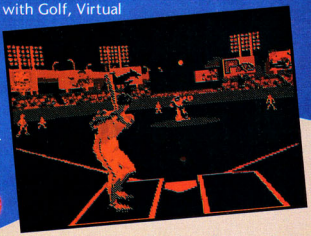
PAK WATCH EXCLUSIVE

FIRST LOOK



Virtual League Baseball

Kemco's first Virtual Boy title, Virtual League Baseball, finally arrived in its completed, American form. Previously, we've only been able to show you the Japanese game. As you can see, the updated game looks far more realistic than its Japanese counterpart. The play is realistic, as well. Baseball fans will appreciate the control for batting and pitching. Infield defensive play control also shines. Teams are organized in three Continental leagues and include national teams from the Americas, Asia, and Europe. Along with Golf, Virtual League Baseball already proves that Virtual Boy is an ideal platform for realistic, 3-D sports games. Kemco should release Virtual League Baseball at the end of September or early October, and Power will cover it in a regular Virtual Boy review.



KEMCO

ways to pump up your team while the modes of play include the ability for players to join in a match even after it has begun. Of course, you'll need a multi-player adapter and some extra controllers to plug in. Wayne Gretzky and the NHLPA All-Stars should skate into stores later this fall, probably in November.

BATMAN FOREVER

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



WHERE ARE THEY NOW?

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

RELEASE FORECAST

Super NES

AAAHH!!! Real Monsters	Fall '95
Batman Forever	Fall '95
Big Sky Trooper	Fall '95
Boogerman	Fall '95
Breath of Fire 2	Fall '95
Civilization	Fall '95
Cutthroat Island	Fall '95
Demolition Man	Fall '95
Donkey Kong Country 2: Diddy's Kong Quest	Fall '95
Earthworm Jim 2	Fall '95
Frank Thomas: "Big Hurt" Baseball	Fall '95
Gargoyles	Fall '95
The Lost Vikings II	Fall '95
Mechwarrior 3050	Fall '95
Mega Man 7	Fall '95
Mega Man X3	Fall '95
Mortal Kombat 3	Fall '95
Mutant Chronicles	Fall '95
NHL '96	Fall '95
Pocahontas	Fall '95
Revolution X	Fall '95
Secret of Evermore	Fall '95
Tecmo Super Bowl III: Final Edition	Fall '95
Urban Strike	Fall '95
Wayne Gretzky and the NHLPA All-Stars	Fall '95
WildC.A.T.S.	Fall '95
Yoshi's Island: Super Mario World 2	Fall '95
Zoop	Fall '95

Virtual Boy

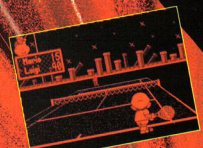
Jack Bros.	Fall '95
Virtual League Baseball	Fall '95
Wario Cruise	Fall '95
Waterworld	Fall '95

Game Boy

Aladdin	Fall '95
Defender/Joust	Fall '95
Earthworm Jim 2	Fall '95
Killer Instinct	Fall '95
Mortal Kombat 3	Fall '95
Return of the Jedi	Fall '95
Shaq Fu	Fall '95
Zoop	Fall '95



GALACTIC PINBALL



MARIO TENNIS



RED ALARM



TELEROBOXER

BLOCKBUSTER VIDEO

TRY IT!

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With each Virtual Boy system rental at BLOCKBUSTER VIDEO get a $10 coupon* from Nintendo good toward the purchase of a Virtual Boy system at any Nintendo retailer in America.**

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Virtual Boy should be used only by game players 7 years old and older. Batteries not included



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NBC Nintendo

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