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SUPER MARIO WORLD 2: YOSHI'S ISLAND

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EPIC
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SUPER MARIO RPG

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OCTOBER VOLUME 77
US \$3.95 / CANADA \$4.95



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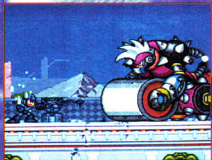
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Volume 77

October 1995

MEGA MAN 7

Capcom's tiny but tenacious hero returns to the Super NES in yet another action-packed, platform game that includes a full complement of mechanized marvels. This time he's up against a maniacal new band of baddies, all products of Dr. Wily's sinister and sadistic imagination. Don't miss the classic Mega Man action, beginning on page 46.



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SUPER MARIO RPG

Warning: If you experience shortness of breath or drooling while viewing Nintendo Power's exclusive behind-the-scenes article on Super Mario RPG, close the magazine immediately! Exposure to this ACM adventure may cause spontaneous awe resulting in an irresistible desire to stomp koopas.

26



PLAYER'S PULSE

A few days ago, I read the letter section of the June issue of Nintendo Power and saw Rick Innocent's letter about how eight-year-old kids shouldn't send in letters with pictures of Game-Boy bread. I liked that loaf of bread (in Volume 69), and I'm sure many people felt the same way. Nintendo is for all ages, and so is this magazine. So I want to tell all people with pictures of things to send Nintendo Power: SEND THEM IN! I also don't care if someone is tired of hearing about pets who love Nintendo just as much as we do. I like reading letters like that.

**JAMES STEVENS
KINGWOOD, TX**

P.S. My parakeets just love your magazine.

A bout the online service that you asked us Nintendo Power subscribers about. I think it's awesome!!! What better thing to do when you're bored than to slide up to your cozy computer and get the latest information on all the popular games?

**HUDSON CARPENTER
KENNASAW, GA**

O h, woe is me! It looks like I will have to keep my Virtual Boy in my room all the time in order to keep it out of the hands of my game-crazy little brother. That's because I read that Virtual Boy should only be played by people seven years old or older. (Sniff-sniff!) Still, I want to know: how come you don't want young children playing Virtual Boy?

**KAREN O'BRIEN
OAKLAND, CA**

Your concern for your little brother is very touching, Karen—but try taking more acting lessons, O.K? Seriously, you ask a very good question. In order to give a full 3-D effect, it is important that a player have fully developed depth perception and binocular vision. Since the vision in children under age seven may still be developing, using a game system that relies on depth perception and binocular vision could affect the maturation process. According to eye experts or doctors, most people have fully developed vision by the age of five, but we prefer to play it safe and recommend that they wait until age seven. Got that? Practice Mario Tennis while you have a head start, Karen. Your brother may swing a mean racquet when he's old enough to play!

A RRRRGH! I followed the warning on the scratch n' sniff Earthbound packet enclosed in Nintendo Power (Volume 74). Yuck! Those scratch n' sniff things reeked! If you're going to put a scratch n' sniff packet in another issue of Nintendo Power, make it smell like marshmallows or grapes.

**GREG ANDERSSON
EAST ISLIP, NY**

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Coming soon: pre-recorded help for Donkey Kong Country 2: Diddy's Kong Quest, Mortal Kombat 3, Secret of Evermore and Super Mario World 2: Yoshi's Island! Also, pre-recorded help for Breath of Fire, Chrono Trigger, Donkey Kong Country, EarthBound, Final Fantasy III, Illusion of Gaia, Killer Instinct, The Legend of Zelda: A Link to the Past, Mortal Kombat II, Super Mario All-Stars, Super Mario World, Super Metroid and Super Punch-Out and Zelda!! (SNES & Game Boy), Donkey Kong Land (Game Boy), and the Legend of Zelda, Super Mario Bros. 1, 2 and 3 and Zelda II: The Adventure of Link (NES). 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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(TDD 1-206-883-9714)

Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. Callers under 18 need to obtain parental permission to call.



GAME BOY TOP 10

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	DONKEY KONG LAND	2	9
2	THE LEGEND OF ZELDA <small>LINK'S AWAKENING</small>	1	30
3	TETRIS	5	37
4	METROID II: RETURN OF SAMUS	3	46
5	MORTAL KOMBAT II	NOT RANKED	9
6	KIRBY'S DREAM LAND 2	7	5
7	SUPER MARIO LAND 2: 6 GOLDEN COINS	6	36
8	EARTHWORM JIM	NEW	1
9	DONKEY KONG	4	17
10	WARIO LAND: SUPER MARIO LAND 3	8	16



TOP 10 ARCADE GAMES

THIS MONTH	GAME	SYSTEM	RELEASE DATE
1	KILLER INSTINCT	SUPER NES	AUG. '95
2	MORTAL KOMBAT 3	SUPER NES	OCT. '95
3	FATAL FURY SPECIAL	SUPER NES	APR. '95
4	NBA JAM <small>TOURNAMENT EDITION</small>	SUPER NES	FEB. '95
5	SAMURAI SHODOWN	SUPER NES	NOV. '94
6	NBA LIVE '95	SUPER NES	OCT. '94
7	MORTAL KOMBAT II	SUPER NES	SEPT. '94
8	WWF ARCADE	SUPER NES	OCT. '95
9	SUPER STREET FIGHTER II	SUPER NES	JUNE '94
10	PRIMAL RAGE	SUPER NES	AUG. '95

MOST WANTED

"More Virtual Boy!" cry Nintendo Power readers, as they push the 3-D game system and two titles onto the Most Wanted list. Make yourself heard. Send in the Player's Poll card at the back of this issue!

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



HALL OF FAME

With eager game fans everywhere waiting eagerly for this month's debut of Super Mario World 2: Yoshi's Island, we thought it would be a good time to look back at the many adventures in Mario's epic career.

GAME	RELEASE DATE	HONORS
SUPER MARIO BROS.	OCT. '85	This month marks the tenth anniversary of the game that launched Nintendo-mania.
SUPER MARIO LAND	AUG. '89	Brave Mario must rescue another princess in his first Game Boy foray.
SUPER MARIO WORLD	AUG. '91	Mario and Yoshi's first Super NES adventure saw them head out on a dino-egg hunt that took them to seven castles.

**COMING SOON
TO VIRTUAL
BOY FROM
OCEAN OF
AMERICA**

WATER WORLD™



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**NINTENDO
POWER**

**HURTLE INTO A VIRTUAL FREE-
FOR-ALL TO SAVE THE WORLD!**

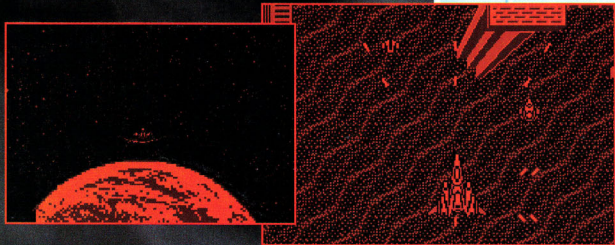


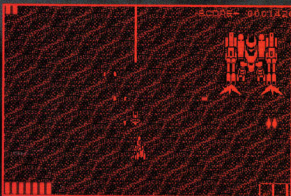
VERTICAL FORCE™

TAKE AIM AGAINST AN
ARMY OF DEADLY DRONES

You've never experienced anything like this six-stage shoot-'em-up developed by Hudson Soft! Thanks to Virtual Boy's dazzling technology, you can blast the invading hordes by moving your starfighter in three dimensions. Nintendo is looking into picking up this hot title for release later this year!

Archeologists on the planet Ragnarok have unearthed an ancient starfighter. This strange but powerful craft is the only weapon that can stop an invasion of killer spacecraft, and as the world's greatest flying ace, you're asked to fly it. Your mission: save the world!





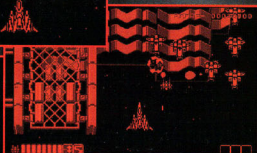
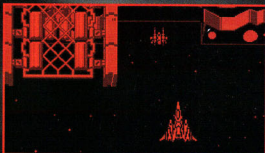
MITTGARD, THE MURDEROUS MAINFRAME

A giant computer on a colonized planet has gone berserk. Mittgard's new mission is to destroy humanity and pound the earth into dust! Can you stop this marauding mainframe

and its lethal horde of Android Industrial (AI) drones?

RUN AMOK WITH RAGNAROK

The Ragnarok fighter lets you grab invading drones and use them to fight former fleet-members! You can manually control captured drones or you can let them maneuver and shoot according to their programmed capabilities. You can replenish a drone's energy by stashing it in reserve. Later, you can recall the drone that is best for a particular situation. Sure you're an ace pilot, but you're glad to take all the help you can get!



Capture a drone or power-up that's floating in space simply by touching it. Sometimes a destroyed enemy drone will release a drone or power-up that you can capture.

WEAPON LASER

Not many enemy ships can resist a direct hit from the Weapon Laser. The more power this drone has, the thicker its beam. This straight-shooter delivers heavy damage when fighting one-on-one with big bosses but doesn't work so well when being attacked from all angles.



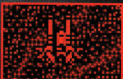
MULTI-SHOT

The best drone for intergalactic dogfights, the Multi-Shot fires both forward and behind. When fully powered-up, Multi-Shot fires two weapons forward and two to the rear. In automatic mode, captured drones will change altitude independently of the Ragnarok.



REPAIR

This drone shoots forward and, if sufficiently powered-up, to the rear. Its chief advantage, though, lies in its ability to restore Ragnarok's energy when no enemies are around. Use it wisely if you want to make it to Mittgard!



YOU HAVE TO FIGHT THE POWER IN 3-D

Diehard shoot-'em-up fans know they must watch their backs in a fighting situation. With Vertical Force, you have to watch above and below as well! Keep cool and collected, or else you'll find yourself escaping one deadly dogfight only to find yourself in another!

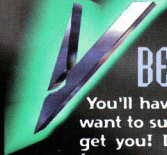
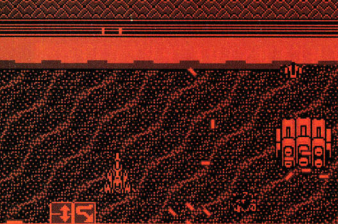


BOUNCING OFF THE WALLS

Even fighter aces have to accept their limits. You'll find barriers such as structures or space battleships that limit your movement.

Sometimes the Ragnarok fighter will disappear from sight for agonizing seconds. Then you'll know what it means to fly blind!





BE QUICK OR BE GONE

You'll have to move like quicksilver if you want to survive all the silicon slayers out to get you! Drones can appear at any time from any angle, so don't stop thinking about your next move.

WELCOME TO DODGE CITY

Some drones lay trails of pesky little bombs that are nearly impossible to avoid. The best defense against them is a good offense. Blast the bombarding drones before they have a chance to drop their payloads.

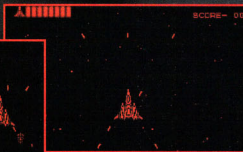


Elope these towers in Stage Two. If you hit them, you'll lose energy. Watch out for the drones lying in wait on the far side of the towers.



SPACE BATTLESHIPS

Bristling with rapid-fire guns and ready to launch dozens of drones as soon as you come in range, giant spaceships sent by Mittgard would like nothing better than to turn your fighter into a lump of molten metal. If one of these ships passes over you, you'll be stuck at the lower altitude. Fortunately, these ships don't have any artillery underneath.



Grab the "W" power-ups to strafe in a circle. The three boxes in the lower right-hand corner of your screen are for holding your drones in reserve.



PICK UP POW-POW POWER

You'll need every available weapon to halt Mittgard's marauding minions, so grab a power-up whenever you see one. Because deadly drones sometimes surround power-ups, you have to be willing to take a hit to get some help!

LASER

One brief blast from this deadly weapon obliterates most enemies and obstacles on contact. You can also take out squads of drones with one shot if they're lined up one behind the other.



MULTI-SHOT

Here's the perfect power-up for when you're flying through swarms of circling enemies. Multi-Shots have a tougher time against heavily armored drones, though.



SHIELD

This power-up is particularly helpful when you're battling deadly bosses. When it has sufficient energy, it will spin and fire like a death-dealing dervish!

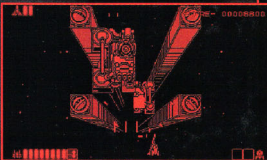


PROGRAMMED TO PULVERIZE

In each stage you'll encounter Bratt, a giant robot who's definitely armed and ready. You'll also have to battle a huge robo-warrior at the end of each stage if you want to make your final meeting with Mittgard!

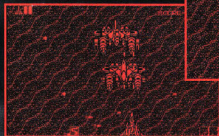
VERTIGO A GO-GO

The two halves of this boss reciprocate like pistons. Wait until one half lands before you blast away, then dash behind a tower. You're safe from fire there.



EYE THE JURY

The lower of these giant spacecraft-with-eyes fires slow but deadly heat-seeking missiles, so take the other out first by staying high. Once you've destroyed it, the secondary boss will have to come up to attack you.



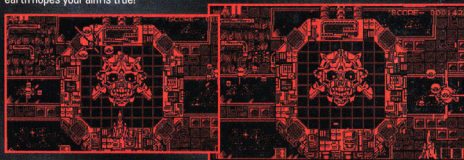
SPACE SNAKE

This virtual viper will try to sting you with its whipping tail. Stay high to avoid the tail and fire at its head. Try to defang this boss with a laser drone if you have one.



SILICON SKULL


Don't even bother trying to destroy the drones that circle around this skeleton cyborg. They're virtually indestructible. Instead, keep firing away at the cyborg's eyes and mouth. Everyone back on earth hopes your aim is true!



It takes guts and smarts to fly an alien starfighter like the Ragnarok. Have you got what it takes? Jump in to the cockpit and find out!

AN EXPLOSIVE PUZZLE

What would happen if you combined Dr. Mario with Bomberman? You might end up with Panic Bomber for Virtual Boy. This action puzzler gives you all the ammunition you'll need to blow away the computerized competition. Can you conquer nine boss opponents, collect the three medals of power and bring back the Golden Statue? Just don't panic!

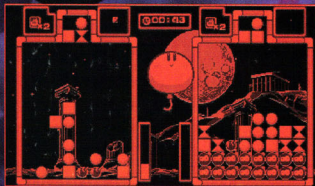
A green, round character with large eyes and a small mouth, wearing a green cap with a yellow circle. It is surrounded by various bombs of different colors (red, yellow, green, blue).

PANIC BOMBER™

THERE'S A FIRE IN THE HOLE

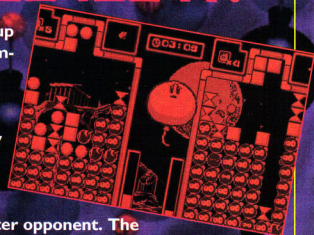
The name may be Panic Bomber, but the last thing you can afford to do is panic. Cool heads will prevail and nab the three prized medals from the bad bombers who oppose you in this split screen, puzzle action game. Although Panic Bomber was

developed by Hudson Soft, Nintendo may end up publishing it this fall. Like many Tetris-like games, Panic Bomber involves falling blocks. You line them up then blow them up. Panic Bomber makes use of the 3-D capability of Virtual Boy, but only in stage intro screens.



RUBBLE-IZE IT!

When you clear a group of blocks, an equal number of unlit bombs appears at the bottom of the screen. Using a lit bomb, you can blow up blocks and bombs, which adds the resulting rubble to the screen of your computer opponent. The match ends when one screen is filled to the top.

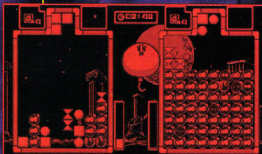


BAD BOMBERS

Hudson Soft based the characters in Panic Bomber on their classic Bomberman game characters. In fact, your goal is to find a golden statue of Bomberman himself. Every stage guardian challenges you to an action duel. (The guardians live in different parts of the island where you search for the statue.) As you progress from one stage to the next, the enemies become faster and smarter. Even on the lowest of the four levels of difficulty, they soon become very tough. The action takes place on screens with scrolling backgrounds featuring fanciful names such as Bow Wow Ruins, Zumimi Forest, and the Slippery Desert. After every three stages, you meet a boss. If you win, you'll earn a password.

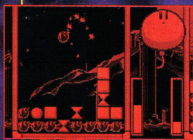
BIG BOMBS AND LITTLE BOMBS

The regular, lit bomb has a limited range, but it flashes along several lateral blocks and sets off any unlit bombs. The goal is to create a mass of bombs then ignite them with a lit bomb when it appears. Decker Bombs (the biggest, baddest bombs) appear infrequently, but they tear out huge chunks of blocks of all types.



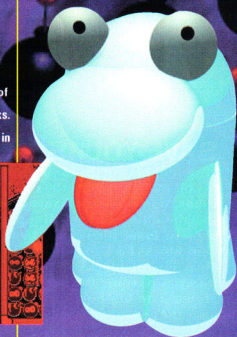
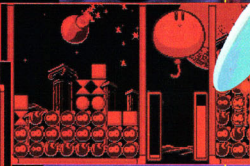
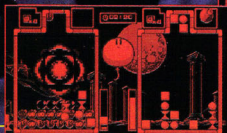
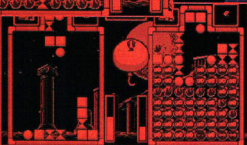
STACKING BOMBS

Strategically, you want to create a stack of unlit bombs that will blow all at once. The rubble that gets shoveled onto your opponent's screen will be difficult to reduce. Bombs should be packed as tightly together as possible.



DECKER BOMBS

The big Decker Bombs clear out five lines of blocks, but they don't show up very often until you raise your meter by clearing blocks. The large bomb detonates as soon as it touches a block, so it's tricky to maneuver in tight spaces.



FIRST STRIKE

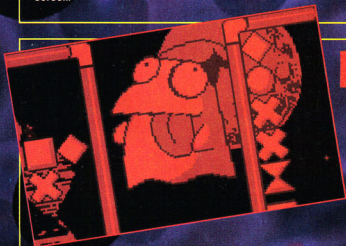
The bombers of the Bow Wow Ruins challenge you to three relatively easy matches. Balom, Kurin and Bomberwolf each move slowly and make lots of tactical mistakes in placing blocks. Watch the vertical Decker Bomb Meter to know when you're getting close to earning the big bomb.

SKULL MODE

In the Skull Mode, some of the items you earn can be used to mess with your opponent, while others are helpful to you. The Bombs-to-Bricks item turns unlit bombs into bricks that don't explode. The Brick-to-Bomb item changes them back again.

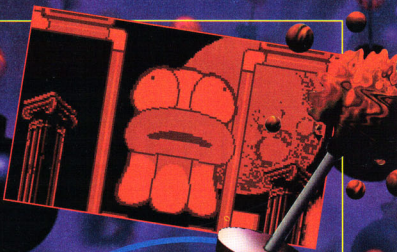
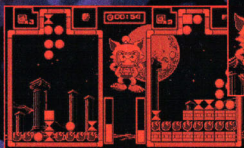


If your opponent changes all of your bombs to bricks, you'll have to wait until the item that changes them back again appears on your screen.



SAVE YOURSELF

If your opponent throws a whammy on you with one of the special items, don't panic. Chances are that the antidote item will appear shortly. Look for it and change your blocks back to bombs. Also, clear lots of blocks in order to pump up your Decker Bomb Meter. The big bomb can blow away the unwanted bricks.



Bompire

The Bompire is the final boss in Doom Castle and your ultimate challenge. The best two out of three matches should be enough to get even the coolest customer in panic mode, especially when Bompire keeps adding lines of blocks to his stack.



Try to keep the new blocks lined up horizontally across the screen and avoid stacking them in columns. One column can ruin you if the Bompire adds a few lines to your stack.

FILL IT UP

Fill up your opponent's space as quickly as possible. When you blow up bombs on your screen, your opponent receives a line of blocks at the bottom of his screen. Some items also help you fill up your opponent's space with extra blocks. Blow multiple lines of blocks at one time to fill up multiple lines on your opponent's side.



The item shown above—a block with an arrow pointing up—adds a line of blocks to your opponent's screen. Make his life miserable.

DON'T PANIC

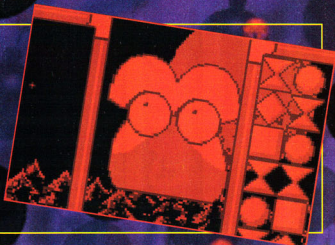
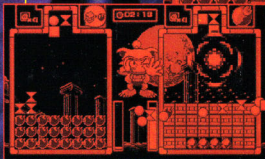
Bricks are the bane of existence in Panic Bomber. If you become **bricked** up, remember: don't panic. Instead, look for the Bricks-to-Bombs item. Of course, it may not come at once and panicking may seem like a good option. A better use of your time is to keep your blocks in rows or to clear them away.

STACKING THE DECK

Strategically placing bombs and blocks is the key to your success. Move falling blocks quickly into patterns that clear regular blocks away and add layers of bombs. Leave access to your rows of unlit bombs. You never know when a lit bomb will appear. Cripple your opponent by blowing multiple rows.

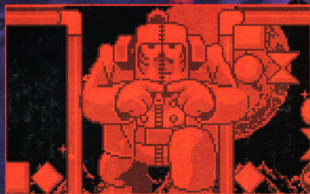


By keeping your stack clean, you can clean up on your opponent. In this case, you'll reduce your bombs and add up to five lines on your opponent's screen.



THE DECKER

Panic Bomber vets will tell you that there's nothing as beautiful as the sight of a Decker Bomb. The Big D can blow away five layers at a time. The Decker Bomb Meter fills up only as you clear blocks, and you have to clear a lot to earn a Decker.



DECKER-LARATION OF VICTORY

Since the Decker Bomb Meter shows you how close you are to earning the big bomb, you can calculate when and where to use it. You can earn Skull items by eliminating layers with the Decker or other bombs.



Some of the items can reverse Controller directions, speed up blocks or freeze everything for five seconds.





cal mutt, has some new functions, including Rush Search, which he uses to sniff out power-up items. If you can't find an item, you can probably buy it at Eddie's Cybernetic

Support Shop. The Mega Man series has always combined excellent play control with a fast-paced game and fun characters and Mega Man 7 is no exception. Blue Bomber fans should turn to this month's Power review.



Great graphics and play control.



Few surprises.



PASS
WORD

CompanyMalibu
Release DateJuly 1995
Memory Size4 Megabits

NHL Hockey for Game Boy is back on the ice with a special review.

You may have noticed our Now Playing blooper in the July issue designating NHL Hockey '95 as a Super NES game. The Super



Game Boy programming was good, but not quite that good. This month, Sports Scene takes another look at this EA Sports mini from T-HQ/Malibu.



Good graphics but slow animation frame rate.



Slow action and play control. No two-player option.



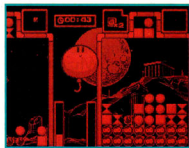
PASS
WORD

CompanyNintendo
Release DateNovember 1995
Memory Size8 Megabits

The first puzzler for Virtual Boy makes a blast.

Compete against computer opponents who want nothing less than to blow you into little bits. The Tetris-like action of Panic Bomber involves eliminating blocks by

matching up three-in-a-row and bombing that can blast entire chunks of blocks. If you blow up a line, your computer opponent will suffer the consequences when extra blocks are added to its screen. If the screen is filled up to the top, that player loses. It takes strategy and quick reflexes, and most of all, you want to avoid panicking.



Fun, fast puzzle action.



Doesn't make good use of Virtual Boy's 3-D capability.



PASS
WORD

PGA
TOUR

CompanyT-HQ
Release DateOctober 1995
Memory Size4 Megabits

Hit the links without even linking up with T-HQ's Super Game Boy duffer duel.



Whether you play a practice round, enter a tournament, or challenge the pros in a skins match, you'll find a challenge in PGA Tour Invitational. The latest convert from EA Sports for

Super Game Boy features five top tournament courses that include Summerlin, Sawgrass, Avenel, Woodlands and Scottsdale. The game puts a premium on strategic shot-making rather than the mechanics of swinging the club. That's also true of the original game from EA Sports. You can also play PGA TL as a two-player game, or you can match your skills against those of top pros like Tom Kite. For the full tour, don't miss this month's Game Boy Sports Scene.



Good play control. Variety. Strategic challenge. Two-player option. Good use of Super Game Boy enhanced features.



Simple shot-making.

VERTICAL FORCE



Company.....Nintendo
Release Date.....October/November 1995
Memory Size.....8 Megabits

In your face in outer space.

On the surface, Vertical Force may seem like just another space shooter, but there are really two surfaces or layers where the action takes place, and that makes for an interesting new game play experience. As you fly along, blasting enemy spaceships and grabbing power-up

items, you'll notice a second layer of activity in the distance below your ship. At the press of a Controller Button, you can shift your fighter down to that level. Back and forth the action rages, from the top level to the bottom. Strategically, this design gives players new opportunities for ducking out of danger while it also presents new dangers for leaping smack into the path of enemy ships and missiles. So climb into your grav-suit and take a ride with our reviewer in this month's Power.



Good sci-fi. Precise play control.



Standard shooter.

HEAD-TO-HEAD

TITLE	POWER METER RATINGS				EDITOR PICKS	IDSA RATING	GAME TYPE
	G	P	C	T			
AAHHH!!! REAL MONSTERS	3.7	3.2	3.5	3.5		K-A	ACTION
DISNEY'S ALADDIN	3.3	3.3	3.2	3.2		K-A	ACTION
BATMAN FOREVER	3.5	2.9	3.1	3.0	*	K-A	ACTION
BATMAN FOREVER	2.9	2.4	2.7	2.7		K-A	ACTION
CIVILIZATION	2.9	2.8	3.4	3.8	☆, ☆, ☆	K-A	STRATEGY
FOREMAN FOR REAL	3.1	2.4	2.7	2.7		K-A	BOXING
MADDEN 96	2.9	3.0	3.2	3.0		K-A	FOOTBALL
MEGA MAN 7	3.5	3.5	3.2	3.5	☆, ☆	K-A	ACTION
NHL HOCKEY '95	3.0	3.1	2.8	2.8		K-A	HOCKEY
PANIC BOMBER	3.0	3.4	3.2	3.5		K-A	PUZZLE
PGA TOURNAMENT INVITATIONAL	3.1	3.3	3.3	3.2	☆, ☆	K-A	GOLF
POWER RANGERS: FIGHTING EDITION	3.2	3.2	2.8	2.8	*	K-A	ACTION
PRIMAL RAGE	3.4	3.0	3.2	3.0	☆	T	TOURNAMENT FIGHTING
SUPER MARIO WORLD 2: YOSHI'S ISLAND	4.4	3.8	4.2	4.2	☆, ☆, ☆, ☆, ☆, ☆	K-A	ACTION
VERTICAL FORCE	3.0	3.4	3.1	3.3		K-A	SHOOTER

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

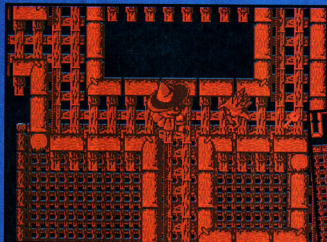
IDSA Ratings:

These Independent 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.

JACK BROS.

EXCLUSIVE

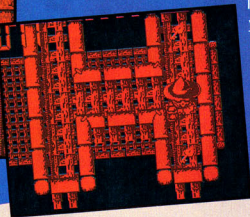
FIRST LOOK



The Jack Bros. have to race home before the stroke of midnight. So what's stopping them? Locked doors. Armed enemies. 3-D Mazes. Atlus' first Virtual Boy title creates a nightmarish action game in an overhead perspective. These exclusive shots of the game in development show each of the main characters. The game involves racing through mazes to find keys while the clock counts down.

If you find all the keys, you can drop down to the next level, but enemies attack your Jack just to keep things interesting. Jack Bros. should be released in late October or November.

atlus



MECHWARRIOR 3050

The future may not turn out to be a very friendly place, but it may be pretty exciting. More than one thousand years from now, people may land on distant planets wearing what amounts to a battletank. Activision's Mechwarrior 3050 for the Super NES was entitled Battletech while still in development, and the Battletech universe is still the background for this game. Unlike the previous Mechwarrior, Mechwarrior 3050 takes place in an overhead view removed from the mech unit. Players control both the direction of the mech and its turret section separately, meaning that you can walk in one direction while shooting in another direction. Missions unfold a lot like missions in the Strike series of chopper attack games from EA. Enemy mechs stalk the target areas while you blow up facilities using a wide range of weapons. It's very tough, but for grizzled mech veterans, the challenge is everything. Activision should release the game by late October.

ACTIVISION



MUTANT CHRONICLES: DOOMTROOPERS

From the role-playing world to the Super NES is not such a great distance, as *Mutant Chronicles* proves. This bloodbath in video game disguise



places you in the body armor of Mitch Hunter or Max Steiner—two Doomtroopers whose mission it is to clean up the solar system from the presence of Algoth's evil alien forces known as the Dark Legion. The missions drop you on planets swarming with heavily armed enemies. The game has a definite Contra feel, but without the variety or sharpness of play control. Plentiful power-ups along the way keep Mitch or Max alive, armed and angry. The game

wasn't rated at the time of this preview, but we'll look at *Mutant Chronicles* again next month to see how it fares.



SPAWN and TRAX

Acclaim continues to acquire a wide range of Super NES games, all of which should be released by the holidays. Two of the latest buys are *Spawn*, purchased from Sony Imagesoft, and *Dirt Trax FX* purchased from Electro Brain. Power already covered *Dirt Trax FX* in Volume 73. It's a wild, two-player dirt bike experience super-powered by the FX2 chip. *Spawn* is based on the popular comic book series, but the game itself falls into a pretty standard scrolling fighter pattern with simple AI and limited moves. Fans of the comics may find the story interesting, but gamers looking for adventure might want to keep looking.



RELEASE FORECAST



Big Sky Trooper	Fall '95
Boogerman	Fall '95
Breath of Fire 2	Fall '95
Cutthroat Island	Fall '95
Donkey Kong Country 2:	
Diddy's Kong Quest	Fall '95
Earthworm Jim 2	Fall '95
Emmitt Smith Football	Fall '95
FIFA '96 Soccer	Fall '95
Frank Thomas: "Big Hurt" Baseball	Fall '95
Gargoyles	Fall '95
Madden '96	Fall '95
Mechwarrior 3050	Fall '95
Mega Man X3	Fall '95
Mortal Kombat 3	Fall '95
Mutant Chronicles	Fall '95
NBA Live '96	Fall '95
Pocahontas	Fall '95
Revolution X	Fall '95
Secret of Evermore	Fall '95
Spawn	Fall '95
Super Mario RPG	Winter '96
Tecmo Bowl III: Final Edition	Fall '95
Urban Strike	Fall '95
Wayne Gretzky & NHLPA All-stars	Fall '95
Whiz	Fall '95
WildC.A.T.S.	Fall '95
WWF: The Arcade Game	Fall '95
Yoshi's Island	Fall '95
Zoop	Fall '95



Jack Bros.	Fall '95
Wario Cruise	Fall '95
Waterworld	Fall '95



Aladdin	Fall '95
Earthworm Jim 2	Fall '95
Killer Instinct	Fall '95
Mortal Kombat 3	Fall '95
Return of the Jedi	Fall '95
Zoop	Fall '95

COMING NEXT ISSUE

November 1995 Volume 78



MORTAL KOMBAT 3

The talk of the arcades comes to the Super NES next month complete with a slew of new characters, including Striker, Nightwolf, Sindel and Smoke, and they have all the Fatalities, Babalities and Animalities that made the original a famed fighter.



Electronic Arts' Sports Lineup

Next month's Sports Scene features Electronic Arts' powerful lineup for the coming year. NBA Live '96, Madden '96, NHL '96 and FIFA '96 all make the cut.

Secret of Evermore

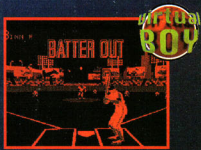
Full coverage of Square Soft's latest adventure begins in November! You'll get an in-depth look at the first half of what promises to be this fall's most engrossing game.



**KILLER INSTINCT
FOR GAME BOY**



**Spider-Man & Venom:
Separation Anxiety**



VIRTUAL LEAGUE BASEBALL



VIRTUAL BOY

A 3-D GAME FOR A 3-D
WORLD. TURN IT ON.

VIRTUAL BOY IS ONLY FOR GAME PLAYERS 7 YEARS AND OLDER. BATTERIES NOT INCLUDED.