N⬤W PLAYING

LOOK FOR THESE RELEASES SOON

LORD OF THE RINGS, VOL. I

Company	Interplay
Suggested Retail Price	Not Available
Release Date	August 1994
Memory Size	8 Megabits
Game Type	Adventure for 3 players based on the fantasy trilogy

Welcome to Middle-earth, home of hobbits, wizards, elves and a darker side ruled by Sauron who covets his lost ring. Interplay's adventure conveys much of the feeling of Tolkien's stories by loosely following the events through about half of the journey to Mordor. The overhead view allows for hours of exploration, item-collecting and puzzle-solving. Your hobbits and their companions must face the dangers of the Old Forest, Barrow Downs, Wilderland (Troll Shaws), and the Mines of Moria. Fighting off the creatures of Mordor won't be easy, either, but your fellowship will gain strength from each victory. Fans of the Lord of the Rings will find much that is familiar in this game, but Interplay has varied the events enough to keep you on your furry toes. Be sure to start your journey in Middle-earth with the review and maps in this issue of Power.
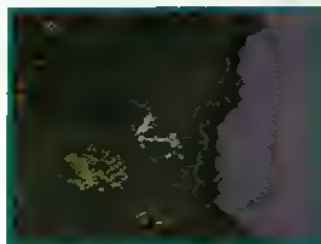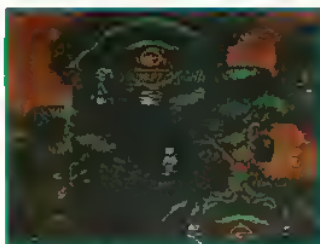
➕ Feels truly Tolkienesque in the graphics and story. The multi-player option makes for a great alternative way to play the game. An excellent musical score and sound quality. Tolkien fans should celebrate!

➖ Awkward play control when fighting. Control with the Super NES Mouse is very poor. Extreme patience is necessary when exploring interior areas, and mapping skills are useful.

STUNT RACE FX

Company	Ninfendo
Suggested Retail Price	$59.95
Release Date	July 1994
Memory Size	8 Megabits
Game Type	Super Fx chip, 3-D racing for two players

It's finally here, and the wait for Stunt Race FX was well worth it. Nintendo spent the extra time in development to ensure that this racer would be more than a quick trip around the course. The variety of tracks, vehicles and modes will keep players riveted until the cows not only come home, but brush their teeth and hobble off to bed. Use of the Super FX chip means extra special effects are possible. The 3-D polygon environment scrolls and scales with precision unmatched in other racing games, making for the most involving on-track experience. The two-player, simultaneous mode lets you go head-to-head with a buddy while the Stunt Trax pits you against some of the most torturous courses any driver is likely to encounter.


➕ It's easy to get the hang of the controls. Fast and fun. Excellent graphics and depth of play. Two-player simultaneous mode. Battery backed up memory. Good sound.

➖ After crashes, you may find yourself disoriented as the viewpoint of your vehicle may not be what you expected. The stunts aren't quite the loop-to-loop daredevil stuff you might expect.

WORLD CUP U.S.A. '94

Company ....U.S Gold
Suggested Retail Price ....Not Available
Release Date ....August 1994
Memory Size ....1 Megabit
Game Type .... Soccer for one or two players

The official World Cup soccer game for Game Boy doesn't use Super Game Boy palettes, sound or borders, but it does include Striker—the official mascot of the 1994 World Cup It also includes the international field of contestants that are vying for the title The view of the pitch is from straight overhead looking down at the players. Basically you see players' heads, shoulders, and the occasional leg during a kick If you want a quick play, you can choose the shootout option. The highlight of the game is the official World Cup schedule that allows players to simulate the entire tournament right down to the eight arenas around the country. On field, the play includes officiating windows to let you know what penalties you've committed. When all is said and done, this Game Boy version has virtually none of the soccer look and feel that you'll find in the Super NES version. In fact, the only thing the two games share is Striker, who is, ironically, a dog.

➕ Two player, Game Link option.

➖ View of the play field is limited to such a small area that effective passing or setting up plays is impossible Poor use of icons in the menu system Unrealistic graphics, like a ball that is simply a black dot. Unrealistic play and animation speed—the players move too slowly, then too fast, while the ball often shoots across the screen like a bullet.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
AN AMERICAN TAIL: FIEVEL GOES WEST	HUDSON SOFT	1P	3.8	3.5	3.3	3.3	CARTOON ACTION
THE DEATH AND RETURN OF SUPERMAN	SUNSOFT	1P	3.9	3.8	3.4	3.5	COMIC ACTION
FIGHTER'S HISTORY	DATA EAST	2P-S	3.3	3.6	2.9	2.8	FIGHTING
IMPOSSIBLE MISSION 2025	MICROPROSE	1P/PASS	3.8	3.0	2.8	3.3	ACTION & PUZZLES
JAMMIT!	VIRGIN GAMES	2P-S/PASS	3.4	3.0	2.6	3.0	STREET HOOPS
KING OF THE MONSTERS 2	TAKARA	2P-S	3.4	2.9	3.3	2.9	FIGHTING
LORD OF THE RINGS, VOL. 1	INTERPLAY	3P-S/PASS	3.2	2.7	3.1	3.3	ADVENTURE
OPERATION THUNDERBOLT	TAITO	2P-S	2.9	3.1	2.9	2.B	SHOOTER
RANMA 1/2 2: ANYTHING GOES	TOHO	2P-S	3.8	3.7	2.9	3.1	FIGHTING
SONIC BLASTMAN 2	TAITO	2P-S	3.B	3.6	3.1	3.1	COMIC ACTION
SPEED RACER	ACCOLADE	1P	3.1	3.1	3.0	3.1	RACING / ACTION
STUNT RACE FX	NINTENDO	2P-S/BATT	4.4	3.6	4.2	3.8	3-D RACING

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
COOL SPOT	VIRGIN GAMES	1P	3.5	3.1	3.2	3.2	ACTION
ELITE SOCCER	GAMETEK	1P/PASS	2.8	3.1	2.7	2.7	SOCCER
ITCHY AND SCRATCHY IN MINIATURE GOLF MADNESS	ACCLAIM	1P	2.9	2.7	2.7	3.4	ACTION / GOLF
ROBOCOP VS. THE TERMINATOR	INTERPLAY	1P	3.3	2.9	2.7	3.2	ACTION
WORLD CUP U.S.A. '94	U.S. GOLD	2P-S/PASS	2.7	2.8	2.9	2.9	SOCCER

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
DISNEY'S BEAUTY AND THE BEAST	HUDSON SOFT	1P	3.5	2.5	3.0	2.0	ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories Title, Company and game type are self explanatory Use this Key to understand Play info and the valuable Power Meter ratings

PLAY INFO

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

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
8ATT = 8ATTERY
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 = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN