

NINTENDO POWER BONUS ISSUE

NINTENDO POWER BONUS ISSUE

NINTENDO POWER BONUS ISSUE

N64 POWER TIPS

Nintendo Power's
64 Top Tips for the N64

NINTENDO POWER BONUS ISSUE



NP MEMBERS ONLY!

As part of our annual Members Only special issue, we set out on a quest to find **the best tips, tricks and codes** for the most advanced video game system on the planet, the Nintendo 64. You hold in your hands a treasure trove of the hottest tips for games like Super Mario 64, Wave Race 64, Killer Instinct Gold, Star Wars: Shadows of the Empire, NBA Hangtime and more—9 awesome games and 64 terrific tips in all! We drove hundreds of races, stomped thousands of Goombas and shot an entire season's worth of hoops to bring you this exclusive feature, and **it's only available to loyal subscribers like you**. This is just our way of showing our appreciation for your support, and we'll continue to bring you the inside scoop on the Nintendo 64 in the year to come!

REASON

FUN

SUPER MARIO 64

1. YOSHI'S ON THE ROOF
2. WET-DRY WONDERS
3. CONTROLLING TIME
4. THE GIANT PENGUIN
5. THE CAP TRICK
6. KOOPA DISAPPEARS
7. PEACH'S SHORTCUT
8. BOO'S HAUNTING VOICE
9. COOL, COOL JUMP
10. MOUNTAIN SLIDE JUMP
11. THE BACK WAY
12. JOLLY JUMPING FISH
13. MORE PENGUIN TRICKS
14. BUTTERFLIES
15. STOP THE CAMERA
16. WALL RUNNING
17. CRAWLING AROUND
18. WHOMP ROMP
19. WHOMP'S SECRET

KILLER INSTINCT GOLD

20. GARGOS CODE
21. PLAY IN THE SKY STAGE
22. DRESSIN' TO KILL
23. KILLER ARENA SELECT

24. RANDOM CHALLENGE

25. PICK YOUR TUNE

PILOTWINGS 64

26. REFUEL YOUR GYRO
27. FACE UP TO WARIO
28. FROM N.Y. TO S.F.
29. MIAMI TO SEATTLE
30. PERFECT LANDINGS

WAVE RACE 64

31. RIDE THE DOLPHIN
32. REVERSE COURSE
33. WAVE RACE WILDLIFE
34. CHANGE UNIFORMS
35. INSTANT ACCELERATION
36. STUNT POINTS

MORTAL KOMBAT TRILOGY

37. KOMBAT ZONE SELECT
38. PLAY AS SHAO KAHN
39. PLAY AS MOTARO
40. PLAY AS HUMAN SMOKE
41. RANDOM SELECT
42. SECRET OPTIONS MENU 1
43. SECRET OPTIONS MENU 2
44. UNLIMITED CONTINUES
45. SECRET ENDURANCE

CRUIS'N USA

46. SECRET VEHICLES
47. LIGHTS AND SIRENS
48. NITROUS BOOST
49. 3 MORE SINGLE RACES

STAR WARS: SHADOWS OF THE EMPIRE

50. RELEASE THE WAMPAS
51. SEEK AND YOU SHALL SEE
52. ECHO BASE SECRETS
53. TOWER TREASURE
54. IG-88'S BOOTY
55. FLY AWAY FROM FETT

NBA HANGTIME

56. BABY MODE & STEALTH
57. ROOF JAM
58. REJECTION CODES
59. NO PUSHING OR MUSIC
60. TURBO & SPEED

WAYNE GRETZKY'S 3D HOCKEY

61. BIG HEAD HOCKEY
62. BODY BUILDER
63. STRETCH & SQUEEZE
64. SUPER TEAMS

YOSHI'S ON THE ROOF

SUPER MARIO 64

What sort of Mario game would Super Mario 64 be without Yoshi, Mario's green, dinosaur pal? Yes, Yoshi is here, but you have to collect all 120 Stars before you can meet him. Once you have all 120 Stars, the cannon outside the castle will open up. Fire Mario to the top of the castle and say hello to your green

Collect all 120 Stars in the game.

friend. You'll find him on the flat part of the roof below the highest tower. Yoshi graciously bestows a gift of 100 lives on Mario when you show up. You'll also find two 1-Up mushrooms.



On the roof, Yoshi gives Mario 100 lives.



Outside the castle, the cannon will be ready to blast Mario onto the rooftop.

WET-DRY WONDERS

SUPER MARIO 64

They say that a picture is worth a thousand words. Apparently, this picture of Wet-Dry World is also worth a thousand valves. You can control the level of the water inside Wet-Dry World by the height of Mario's jump. If he jumps into the picture at a higher level, the water level is higher. If he jumps through the picture at a lower level, the water level inside the stage will be lower. You can save lots of mucking about by choosing the appropriate water level for retrieving the different Stars.



Jumping into the upper portion of the painting will result in a higher water level inside the world.



Mario can control the water level of Wet-Dry World by jumping into the painting at different heights.



Jumping through the painting near the bottom will lower the level of water inside the world.

CONTROLLING TIME

SUPER MARIO 64

One of the most useful secrets in Super Mario 64 is the trick to stop the ticking of Tick Tock Clock. The minute hand holds the key. If Mario jumps through the clock face just when the clock strikes 12, then time inside the clock will stop. All of the gears, pendulums, arms and conveyor belts will be motionless, making your life a great deal simpler. Yes, time is suddenly on your side. You can also control the speed of the clockworks by jumping into the clock face at different times. If you jump in at three o'clock, the clockworks will move slowly and synchronously. If you jump in at nine o'clock, the clockworks will move faster and they won't be synchronized.



To stop time completely, jump through the clock face when the minute hand points straight up at twelve o'clock.



If you jump when the minute hand points to nine o'clock, time will move faster.



To slow down time, jump through the clock face when the minute hand points to the three.

THE GIANT PENGUIN

SUPER MARIO 64

You may have thought that the racing penguin in Cool, Cool Mountain was pretty good sized, or that the mother penguin was as big as any penguin has a right to be, but if you want to see a REALLY big penguin, you have to finish the entire game. Once you have collected the maximum number of Stars—all 120 of them—go back to the slide on



Cool, Cool Mountain. Inside the hut you'll find the biggest penguin of all, and he wants to race. Of course, racing a bird of this size won't be easy. He moves fast and he's hard to get around, so try to grab the lead early and keep it.



Collect all 120 Stars in Super Mario 64.



Return to the upper hut in Cool, Cool Mountain to find the giant penguin.

THE CAP TRICK

SUPER MARIO 64

In Snowman's Land, Mario can do a hat trick with his cap. Begin by climbing Giant Snowman Mountain.



In Snowman's Land, go up to the narrow bridge where you find the penguin.

two warp trees, a new cap will appear on top of or beside the old one for each time you warp. If you pick up the final cap, Mario will hold it, but not wear it, unless you leave the area or use the warp.



Leave the hat on the ground and jog down to the warp trees.



The giant Snowman's breath blasts away Mario's cap and sends him flying.



For every trip you make warping between the trees, you'll find a new cap is added to the one you've left on the ground.

KOOPA DISAPPEARS

SUPER MARIO 64

Koopa the Quick may be fast, but you can leave him behind in the blink of an eye. In fact, you can make him disappear altogether. You'll need to have the Wing Cap to perform this stunt, so when you enter the Bob-omb Battlefield, run over to the Wing Cap block, get the cap, then return to the area where Koopa the Quick is waiting. Starting from just in front of the cannon hole on the stone platform, perform a triple jump in order to launch Mario



With the Wing Cap on your head, begin a flight-launching triple jump from just in front of the cannon.



The point at which Mario takes to the air is critical. If you're too close to Koopa the Quick, you'll be stopped by the text sequence. If you're too far away, you'll miss the trick.

Koopa the Quick. If you accept, you'll hear the race music, but Koopa the Quick will never show up.



Land nearby and you'll see the text box with Koopa the Quick's challenge, but there will be no sign of the big turtle.

7 PEACH'S SHORTCUT

SUPER MARIO 64

The Princess's Slide is more mysterious than you might think. The slide contains two Stars, one of which is easy to collect—just stay on the slide. The second Star is tougher. You'll have to get all the way to the end of the slide in under 21 seconds.

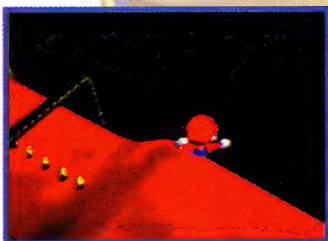
This may seem impossible, but there's a shortcut you can take to speed up your trip. After emerging from the first tunnel, angle across the slide and jump over the edge just at the point where the slide drops away more steeply. If you aim correctly, Mario will fall down to a lower part of the slide, just above the finish line.



In the Princess's Slide, jump through the stained glass window and prepare for a challenge.



Jump off the slide at this point, just before the slope drops away.



Stomp the ground just before you land.

Before you land, however, push the Z button to pound the ground. This allows for Mario to recover quickly from the fall and race the final distance to collect the second Star.



If you cross the finish line in under 21 seconds, you'll win the second Star.

BOO'S HAUNTING VOICE

SUPER MARIO 64

It seems that Boo is haunting more than his house. You can hear Boo's voice in the outer room of Cool, Cool Mountain if you follow this procedure. Start by going up the main hall stairs and through the door to the second floor. Come back through the door and go to Cool, Cool Mountain. Inside, at the bottom of the right ramp, you'll hear Boo's voice as you cross a patch of floor. It will happen only once, unless you go through the second floor door again. For each trip through the second floor door, you will be able to hear Boo's voice once outside the Cool, Cool Mountain painting.



Go through the second floor door, then turn around and head for Cool, Cool Mountain.



Inside the Cool, Cool Mountain painting room, walk over the area shown to activate Boo's voice.

COOL, COOL JUMP

SUPER MARIO 64

Wall kicks will work when trying to pick up the sixth Star in Cool, Cool Mountain, but you can reach the icy platform another way that doesn't require wall jumps and slipping on the ice.



Wait for the Spindrift at this corner of the wooden platform near the top of Cool, Cool Mountain.

near the corner of the platform. When the spinning foe closes in, jump on top of it. As Mario drifts downward past the edge of the mountain you can guide him toward the icy platform below.



Jump on top of the Spindrift and whirl over the edge of the mountain.

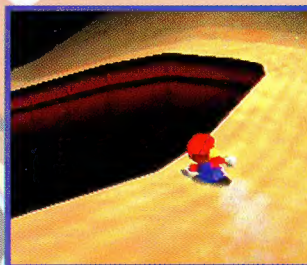


Mario will helicopter down the cliff where you can reach the sixth Star.

MOUNTAIN SLIDE JUMP

SUPER MARIO 64

If you've had enough sliding for one day, you might want to try this jump, which will cut off about half of the distance on the Mountain Slide and eliminate the



Slide off the inside curve after the first bumpy straight section of the slide.

need to take the turn onto the wooden slide. In the first tight turn on the course, slide off the inside at high speed. When Mario is close to landing on the slide, push the Z button so he performs a Pound the Ground move when he lands, which will keep him from sliding off into the void. From here on out, the slide is pretty easy. Just watch out for the narrow section ahead and keep your speed high so that you can fly across the gap at the end.



Pound the ground as you land on the slide far below.



Keep your speed up so you can leap the final gap.

THE BACK WAY

SUPER MARIO 64

NINTENDO

You can cut-out some of the pesky areas on Tall, Tall Mountain by taking the shortcut up the mountainside near the mounds of Monty Moles. In the mole area, use

backward somersaults and jumps to leap from ledge to ledge. This keeps you away from the grasping paws of Ukkiki the monkey and some tough jumps in that area, not to mention the challenge of the rolling log. You'll also find a 1-Up and four Red Coins.



Take the shortcut up the mountain using backward somersaults and jumps.



Watch out for Monty Mole along the way. The rowdy rodent is the only real obstacle.



You'll reach the top of Tall, Tall Mountain much faster.

JOLLY JUMPING FISH

SUPER MARIO 64

NINTENDO

Would you like to see some happy fish? March off to Jolly Roger Bay and head to the shore. If you jump up and down at the water's edge, you may inspire the local fish to leap out of the water, as well. If there aren't any fish about, swim off to the narrow ledge below the platform with the Purple Switch, where you are almost certain to find some fish. The fish will follow you back to the beach and you can perform

your fish jumping dance. Apparently, the mimicking mullet think Mario's pretty cool, but they jump only rarely. You can spend a lot of energy jumping without any positive results.



You might have to swim out to this narrow ledge to find the fish. Then swim back to the main beach.



All is quiet in Jolly Roger Bay if you just stand around.



Now stand at the water's edge and continue jumping. It could take a very long time and it doesn't always work.

MORE PENGUIN TRICKS

SUPER MARIO 64

Penguins can be more fun than a barrel of monkeys if you know what to do with them. On Cool, Cool Mountain, you can pick up the baby penguin, Tuxie, after delivering her to her mother.



front of her, she'll immitate your actions and slide, as well. Use a distant camera position so that you can see a large area around Mario. Otherwise, you might miss the slide.



If you grab the baby penguin after giving her to her mother, the mother penguin will follow you in great distress.



The baby penguin will immitate Mario if he performs a slide move.

BUTTERFLIES

SUPER MARIO 64

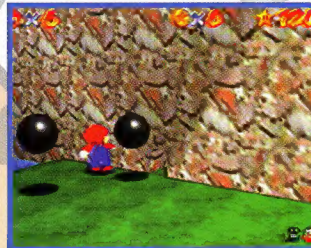
These Mushroom Kingdom butterflies may be more than what they seem. You'll find them outside the castle and in several courses. Forget the butterflies outside. They won't give you a thing. In Course 2, Whomp's Fortress, chase the three butterflies in the garden and try to punch them. One contains a 1-Up mushroom. In Course 12, Tall, Tall Mountain, you'll find butterflies far up the side of the hill. One of these will turn into a bomb if you hit it. On Tiny Huge Island, you'll find two special butterflies. The first, in the tiny world, turns into a bomb. The second, which is found near the tree on the mountain where you blast via cannon, turns into a 1-Up.



Not all butterflies will give you a prize, like these insects outside the castle.



If you chase and hit one of the butterflies, sometimes it will change into a 1-Up mushroom.



Some butterflies may turn into bombs if you chase them and hit them.

STOP THE CAMERA

SUPER MARIO 64

If you want to add a measure of difficulty to certain areas, or to play around with the view, try using the Stop Camera function. When you push the Start button to Pause the game, you have two camera options

for the R button. One option switches between the Mario view and Lakitu view, and the other option switches between the Lakitu view and the Stop view. In the Stop mode, the camera remains fixed as long as you keep the Right button pushed. You'll see Mario getting smaller and smaller as he runs away. Use this technique in areas where you have long straight paths, such as slides.



Choose the second camera option with Lakitu and Stop.

as you keep the Right button pushed. You'll see Mario getting smaller and smaller as he runs away. Use this technique in areas where you have long straight paths, such as slides.



Add a little drama to the race with Koopa the Quick as you both race into the distance.

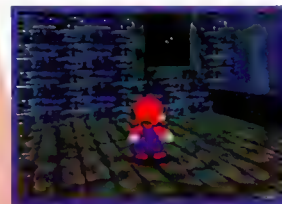


Push the Right button to Stop the camera from following Mario.

WALL RUNNING

SUPER MARIO 64

In Super Mario 64, there always seems to be more than one way of getting around or rising to the occasion. Mario, for instance, can run right up the wall in certain places. Look for walls near doors or windows, get a running start, and run straight at the wall. At the crucial moment, Mario goes vertical and charges up the wall.



Look for walls where there is a door or window and aim Mario just to the side the structure.

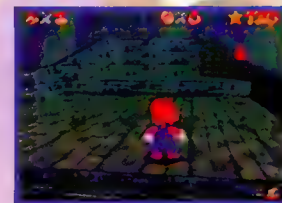
Try this trick on the ship in Jolly Roger Bay once it's floating. You can also run up the obelisks in the desert. Just get a running start and Mario will keep on going straight up the steep wall.



When he hits the wall, Mario just goes right up the side like a fly.



Try this in the desert, as well.



Use this trick to reach the three Red Coins on the ship in Jolly Roger Bay.

CRAWLING AROUND

SUPER MARIO 64

Sometimes, the best way to get around is to crawl on your hands and knees. Mario has a tough time negotiating slippery slopes, at least when he's on his feet.



On hands and knees, Mario can crawl up otherwise impassable slopes such as the roof of Boo's Haunt.

But if you crawl slowly on these slopes, you can make progress. A great place to try this out is on the roof of Boo's Haunt. To reach the Star on the roof, you must crawl up the

steep slope of the dormer, then up the main roof to the peak. The crawling technique also works on grass or snow slopes, but take it slowly and don't stand up.



Crawling up slopes of grass, stone and ice can lead Mario to items and short cuts.

WHOMP ROMP

SUPER MARIO 64

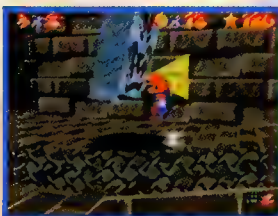
In Whomp's Fortress, you may discover that there is more than one way to get around your problems. For instance, Mario doesn't have to run around the Whomps in order to stomp on their backs. With good



Stand in front of the oncoming Whomp and wait for it to jump.

timing, you can learn to jump right through the stony phoneys. Stand Mario directly in front of the Whomp and wait until it gives a little hop prior to falling flat on its face.

During that hop, if Mario jumps straight at the Whomp, he will pass through it unscathed and you'll earn one coin. Another fun Whomp trick is to ride on them. If you jump toward the Whomp's top edge when it is climbing back to its feet, you can pull



Mario can jump straight through the Whomp.

Mario onto the Whomp's head and ride around up there. Nice view.



You can also hitch a ride on a Whomp by pulling Mario onto its head.

WHOMP'S SECRET

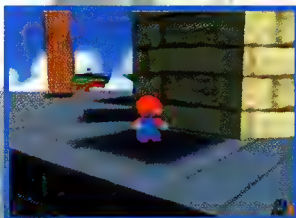
SUPER MARIO 64



After defeating the Whomp King, you'll find that a tower appears on the top platform of the fortress.



Hit the wall and collect the 1-Up inside.



Move to the backside of the tower and look for the wall panel in the shadow of a ledge above.

GARGOS CODE

KILLER INSTINCT GOLD

NINTENDO

Get ready for one of the ultimate codes so far on the N64. In Killer Instinct Gold, Gargos is not usually a character that you control. But with this code, you are Gargos. On the bio screen of any



character during the attract mode sequence, push the following controller buttons: Z, A, Right, Z, A,

B. You'll hear a low chuckle and when you go to the character selection wheel, Gargos will be there, ready for the fight of your life.



Wait for the attract mode to begin. You'll see biographical info on the different fighters. Push the following buttons in order: Z, A, Right, Z, A, B. You'll hear a low laugh.



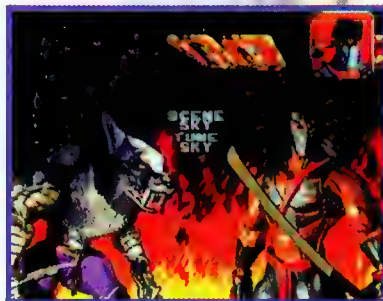
On the character selection wheel, you can now choose to fight as Gargos.

PLAY IN THE SKY STAGE DRESSIN' TO KILL

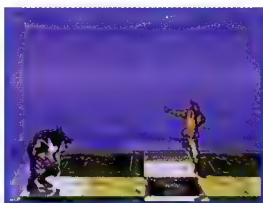
KILLER INSTINCT GOLD

NINTENDO

Are you ready to test yourself in the ultimate arena against the CPU player ladder? If so, step this way. Begin with two controllers on the character select screen. Push Down and Medium Kick on both controllers to activate the two-player Sky Stage battle. Use your fighter to beat up the second-player character. When the Continue screen appears, let the clock count down to zero.



On the character selection screen, push Down and Medium Kick on both Controllers to reach the Sky Stage.



Beat up the second player fighter, then don't choose Continue.

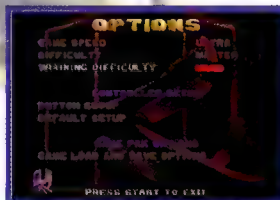


You'll switch automatically to a one-player mode in which all the battles take place on the Sky Stage.

KILLER INSTINCT GOLD

NINTENDO

Sometimes you need to add a little style and flash to your game. In KI Gold, it's an easy job to change the look of your fighter. It's no big secret that you can switch uniform colors in the character selection screen by pushing up or down when the character has been selected. But if you want even more colors, head to the training mode and battle through the dummies. After defeating each of the three training skill levels, you'll be able to choose another color uniform.



Choose your training level in the Options menu. Defeat the Hard level to automatically learn all three new uniform colors.



In the character selection screen you can select the new uniform colors in addition to the original seven.

KILLER ARENA SELECT

KILLER INSTINCT GOLD

NINTENDO

In Killer Instinct Gold, you can choose to fight in almost any arena. Go to the two-player VS. mode character select wheels. The first player to make a selection controls the choosing of the arena by pushing Up or Down on the

Control Stick and one of the Kick or Punch buttons. Each of the twelve combinations will select one of 11 arenas plus one random arena selection. Push Up on the Control Stick and Quick Punch for The Castle. Push Up and Medium

Punch for the Jungle, Up and Fierce Punch for the Spaceship, Up and Quick Kick for Stonehenge, Up and Medium Kick to reach the Museum, and Up and Fierce Kick for the Helipad. Push Down and Quick

Punch to reach the Bridge, Down and Medium Punch for the Dungeon, Down and Fierce Punch for the Street, Down and Quick Kick to get Spinal's Ship, and Down plus Fierce Kick for the random selection.



In two-player mode, the first player chooses Up on the Control Stick and one of the punch or kick buttons.



You can select 11 arenas and one random selection for your battle. You'll see the name of the selected stage appear on the screen.

RANDOM CHALLENGE

KILLER INSTINCT GOLD

NINTENDO

If you've mastered every KI warrior, try this simple code to add a little more challenge to the game. On the character select screen, push Up and Start. The

character wheel will spin, stopping at random on one of the fighters. That will be your opponent for the match. It's sort of like casting your

fate to the wind. Good luck! This code works with two players who are going head-to-head, as well. Both players enter the Up and Start code and each will receive a randomly selected fighter, courtesy of the fair play folks at UltraTech. They just want everyone to have a good time.



On the character select screen, press Up and Start to activate the random character selection.



One or two players can make use of this code.

PICK YOUR TUNE

KILLER INSTINCT GOLD

NINTENDO

If you can customize your fighter and arena, you should be able to choose the tunes you hear, as well. Use this code in two-player mode to choose one of the



In two-player mode, after the arena is chosen, Player 2 can choose the tune.

player pushes Up or Down on the controller and one of the punch or kick buttons to activate different character's songs.



That player pushes Up or Down on the Control Stick and one of the punch or kick buttons. You'll see the song's name on the screen.

REFUEL YOUR GYRO

PILOTWINGS 64

NINTENDO

On the road or in the sky, when you're running low on gas, you head to a gas station. In Little America, you'll find the right octane south of New York City, more or less in Georgia. Just off the coast you'll see a large oil rig, which is your clue to head inland. Land on the highway heading south and turn in to the gas station on the right. Keep the gyrocopter moving at all times, even if it's at a slow speed. Drive right through the parking lot of the gas station, crossing the white



Look for the oil rig landmark off the Georgia coast.



Land on the highway heading south.



Cruise through the gas station parking lot to top off your tank.



Head back to the skies.

FACE UP TO WARIO

PILOTWINGS 64

NINTENDO

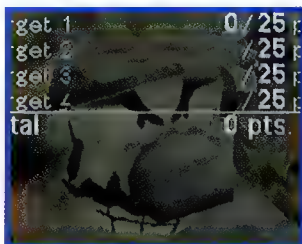
You probably never expected to see Wario in Pilotwings 64, but Mario's arch-nemesis may show up if you get creative. This is a simple trick, but it has a fun pay off. In the Cannon Mode, aim at the Mario face on

Mt. Rushmore. If you hit him in the face, get set for a surprise. When the camera pans out, you'll notice that Mario's image in Mt. Rushmore has been replaced by the scowling

mug of Wario. You can get the same result by shooting Mario's nose in the gyrocopter.



Aim your cannon sights so that you will hit Mario's face on the side of Mt. Rushmore.



If you hit Mario, the rock will change into a ticked-off Wario.

FROM N.Y. TO S.F.

PILOTWINGS 64

NINTENDO

Little America in Pilotwings 64 may not be that large, but even so, there's a quick warp that takes you from New York to San Francisco in a flash. With a Jet Pack and a delicate touch, head to New York and look for the park with the Secret Star. Just to the west is a green office building with a ground-level entrance. Fly inside and you'll see an N64 logo on the wall. Fly out the opposite door and you'll

end up in San Francisco, all the way on the other side of the map. Now you can pass back and forth between the east and west coasts. This trick lets you see all of Little America when you're using the jet pack.



Enter the green office building in New York. You'll find it near the Star in the park. Inside, you'll see the N64 logo.



Fly through the building and emerge in San Francisco.

MIAMI TO SEATTLE

PILOTWINGS 64

NINTENDO

When you've had too much sun for one day of jet packing, you can take an instant warp from steamy Miami to cool Seattle. It's a breeze. Look for the open airplane

hangar door in Florida, fly straight inside, then turn around and fly right back outside. Magically, it seems, you'll reemerge in Seattle, just in time for a beau-

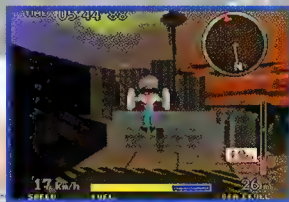


tiful sunset on the west coast. If you turn around and go back into the Seattle hangar, you can return to Miami for some more sun and sand. Like the N.Y. to San Francisco warp zone, this zone is activated going east to west, but

once it is open, you can go either way.



Look for the hangar in Miami and fly inside. Turn around and fly back out.



You'll reemerge in Seattle. You can now go back and forth between the two cities.

PERFECT LANDINGS

PILOTWINGS 64

NINTENDO

Nailing the landing in the Skydiving Mode of Pilotwings 64 can be difficult and frustrating. Here's a great way to nail your landings and get high scores.

After completing the dive formation, aim for the center of the target, continuing to adjust as you drop closer. Use the A button to slow your descent somewhat. Wait until almost the last minute before hitting the chute with the B button. The perfect altitude is just six meters, so you'll have to time the chute carefully. Your accuracy score should be perfect and your impact should be good.



After the formation of the dive, aim at the center of the target.



At about six meters, deploy your chute. It's a picture perfect landing!

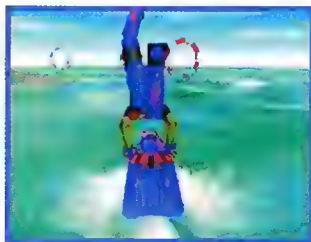
RIDE THE DOLPHIN

WAVE RACE 64

NINTENDO

You may have thought that you've already had the ride of your life in Wave Race 64, but the best gets even better when you actually ride the dolphin. In

Stunt Mode, go to Dolphin Park and perform every stunt while hitting all the rings. You must complete



each of the following stunts: handstand, stand and back flip, ride the handlebars backwards, flip, barrel roll left, barrel roll right, and submarine off the ramp. If you do all this while passing through the rings, you'll hear dolphins chattering



Perform every stunt once in Dolphin Park Stunt Mode and hit every ring.



Go to Championship Mode, Normal difficulty, and select Warm-Up.

when you cross the finish line and you'll see a Dolphin rider in the opening demo. To hop on board the dolphin, go to Championship Mode, choose the Normal difficulty, and select warm-up.

Hold Down on the Control Pad (not the Control Stick) and choose any jet ski, then continue holding Down until you reach the Dolphin Park screen.



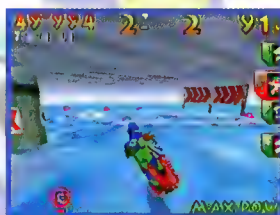
Hold on to those flippers!

REVERSE COURSE

WAVE RACE 64

If you've seen all of the courses in the Championship Mode, you'll have the chance to see them again in reverse. This isn't a trick or a code, but it is very cool and challenging. Players who complete the Championship Mode will receive a new option on the skill level menu. Added to Normal, Hard and Expert is Reverse. The Reverse circuit is eight rounds of wave-pounding action and blind turns. The lines of sight were designed with the

opposite direction in mind, so the Reverse Mode becomes a super challenge.



Complete the Championship Mode to activate the secret Reverse Mode.



Then you can choose to enter the eight course circuit in which all the courses are reversed from their original form.

WAVE RACE 64

WAVE RACE 64

Slip into your wetsuit because we've got some of the coolest secrets packed into one giant tip. You can spot baby dolphins, a giant dolphin, a parent and baby Killer Whale and a big penguin in Wave Race 64 if you know what to do. To see the baby dolphins, chase after the



Chase the dolphin through three circuits to activate the baby dolphins.

regular dolphin as precisely as you can. If you see the dolphin jump the ramp before the gate, you are on your way. Follow the dolphin for three circuits of Dolphin Park and two

Whale and a big penguin in Wave Race 64 if you know what to do. To see the baby dolphins, chase after the



After following the dolphin through at least three circuits, baby dolphins will appear.



With 35 points prior to Southern Island, expect to see Killer Whales.

regular dolphin as precisely as you can. If you see the dolphin jump the ramp before the gate, you are on your way. Follow the dolphin for three circuits of Dolphin Park and two baby dolphins show up. If you go seven perfect rounds, three babies will appear. The giant dolphin appears if you play the warm-up mode 20 times consecutively. The Killer Whales swim into view only if you've

scored over 35 points before Southern Island in the Championship Mode. If you score over 45 points, two baby Killer Whales show up. Finally, the big penguin appears in the Cool Wave course only if you take first place in every Championship Mode race up to that point.



The swimming penguin appears only if you win every Championship Mode race prior to Cool Wave.

CHANGE UNIFORMS

WAVE RACE 64

When you want to change your image on the Wave Race 64 circuit, it's an easy matter. In the jet ski selection screen, push Up on the Control Stick to change the jet ski and rider colors to the alternate selection. Not only will the colors change, so will the number on the side of the jet ski. Activate your chosen color scheme by pushing the A or B button.



You'll activate the new colors by pushing the A or B button.



When choosing a jet ski, hold Up on the Control Stick to change the color scheme.

INSTANT ACCELERATION

WAVE RACE 64

Sometimes you need to get a jump on the competition, especially in the Expert Circuit of Wave Race 64. This trick will get you that extra kick off the starting line.



Keep your finger off the throttle as you wait for the green light to start the race.



Get instant Max Power by hitting the gas when the green light flashes. You'll cruise into the lead.



You'll be out in front of the pack.

STUNT POINTS

WAVE RACE 64

One way to impress your friends is to get incredibly high scores in the Stunt Mode of Wave Race 64. The following trick allows you to score as much as 30,000 points in Dolphin Park. When you start, immediately look for a large wave approaching you. You should hit it close

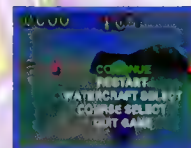


In Dolphin Park, perform a jump stunt off the big wave.

to the first ring, but don't worry about going through the ring. Perform any aerial stunt off the wave, such as a flip, and hit the Start button to pause the game when you land. Immediately release the Start button. If you don't see a score message, you did it correctly. Now just cruise through the course doing non-jump stunts such as the handstand or spinning on the nose of the jet ski. Pass through the checkpoints as close to zero seconds as possible. At the end of the course, your score will be astronomical.



Continue through the course doing non-jumping stunts and pass checkpoints close to zero seconds.



Push Pause when you land, then release it.



Expect an enormous score!

KOMBAT ZONE SELECT PLAY AS SHAO KAHN

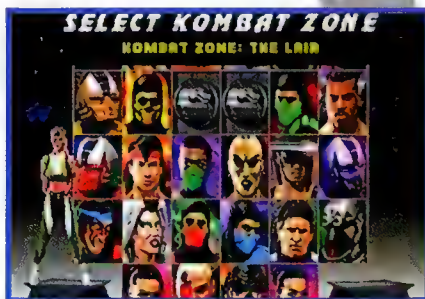
MORTAL KOMBAT TRILOGY

When you're facing the untold horrors of Mortal Kombat Trilogy, the least you can ask for is to hold the kombat in your favorite setting. The Kombat Zone Select code lets you choose from 28 Kombat Zones in which to spill your guts. To activate the select option,



Select Sonja on the Player Selection screen and push Up and Start.

then, after you've chosen your fighter, you can scroll through the Kombat Zones and choose one.



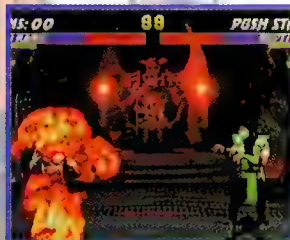
Scroll through the 28 Kombat Zones using Left and Right on the Control Pad or Stick.

MORTAL KOMBAT TRILOGY

Mortal Kombat Trilogy has more secrets than a crypt, and this is one of the best. You can play as Shao Kahn in three selected stages: the Kave, Pit 3 and the Rooftop. Before the match begins, enter the following code to activate Shao Kahn. Push and hold the High Punch and Low Punch buttons while holding Down



This code works only in the Kave, Pit 3 or the Rooftop stage.



Before the match begins, push and hold the following buttons: High Punch, Low Punch and Down on the Control Stick.



Regardless of which player you selected, the mighty Shao Kahn will trade place with him or her.

PLAY AS MOTARO

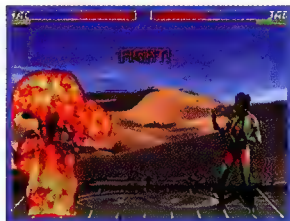
MORTAL KOMBAT TRILOGY

If Shao Kahn is not to your taste, maybe you'd like to challenge your enemies as the centaur warrior, Motaro. This code works only if you are in Jade's Desert or the Balcony stage. Press and hold the High Kick and Low Kick buttons and Back on the Control Stick before the match begins.

Your chosen character will vanish in a puff of smoke, to be replaced by the virtually indestructible Motaro.



Use this code only in the Balcony stage or Jade's Desert.



Before the match begins, push and hold the High Kick and Low Kick buttons and Back on the Control Pad.



Motaro appears in the place of your chosen character. You'll really have to struggle to lose as Motaro.

PLAY AS HUMAN SMOKE

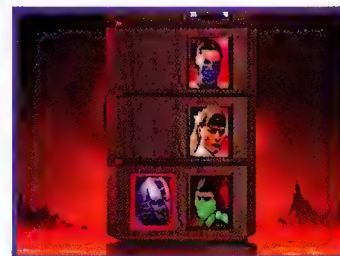
MORTAL KOMBAT TRILOGY

What lies beneath the blue body armor of Smoke? You might have thought it was just wires and circuits, but there is a human side to this warrior. To play as Human Smoke, first select Smoke from the Player Selection screen. Before the match begins, press and hold the buttons for High



Push and hold High Kick, High Punch, Run, Block and Back on the Control Pad before the match begins.

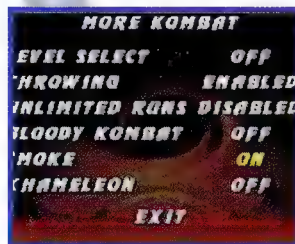
Kick, High Punch, Run and Block while pushing the Control Pad Back. When the match begins, Smoke converts to Human Smoke. The Secret Options Menu 1 also has Human Smoke.



Select regular Smoke for combat in any battle arena.



Human Smoke appears in a cloud of, well, smoke.



You can also select Human Smoke using the Secret Options Menu 1.

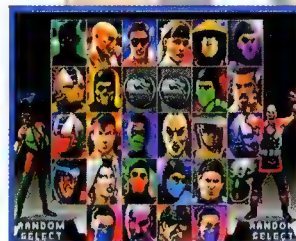
RANDOM SELECT

MORTAL KOMBAT TRILOGY

So you want a little extra challenge in your MKT matches, eh? This code randomly selects kombatants for one or two players so no one has an advantage. At least that's the theory. Here's how it works. Plug two controllers into your N64. On the Player Selection screen, player one activates the code with Noob Saibot selected and player two activates the code with Rain selected. Enter the code by pressing Up on the Control Stick and Start. When you do, the cursor will randomly move around the Player Selection screen and choose a kombatant for you. This code also works in one-player mode if a second controller is plugged in to the N64.



With two controllers plugged in to the N64, player one selects Noob Saibot and player two chooses Rain.



The Random Select message appears and your new kombatant is chosen for you.

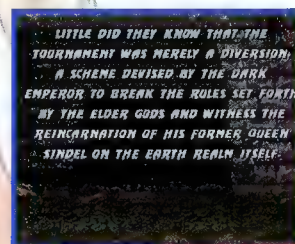


Press Up and Start to activate the random player selection.

SECRET OPTIONS MENU 1

MORTAL KOMBAT TRILOGY

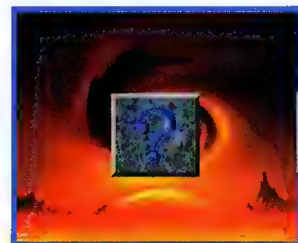
Sometimes it's a pain to enter codes individually, which is where the Secret Options Menus come into play. Secret Options Menu One is activated on the story text screen, where the introduction copy describes the Mortal Kombat



Quickly enter the following sequence: High Kick, Low Kick, High Punch, Low Punch, High Kick, Low Kick, High Punch, Low Punch, Block, Run.

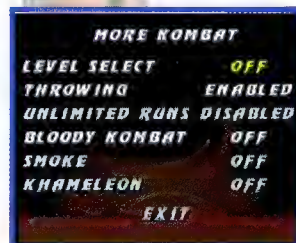
Kick, High Punch, Low Punch, Block, Run. If you enter the code correctly, you'll hear the word, "Outstanding." Now go to the Options menu, select the

Tournament. On that screen, quickly push the following sequence of buttons: High Kick, Low Kick, High Punch, Low Punch, High Kick, Low



Select the blue question mark in the Options menu.

the Secret Options Menu One will appear. The new options include: Level Select On/Off, Throwing Enabled/Disabled, Unlimited Runs Enabled/Disabled, Bloody Kombat On/Off, Smoke On/Off, and Khameleon On/Off.



Enter the code on the story text screen. Take your pick of the new options.

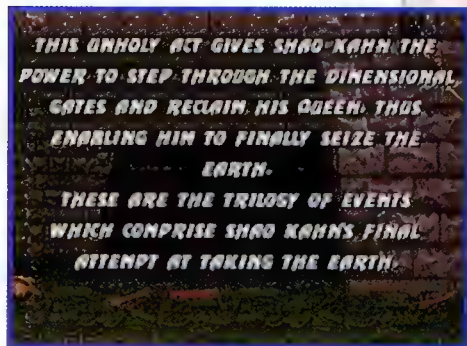
SECRET OPTIONS MENU 2 UNLIMITED CONTINUES

MORTAL KOMBAT TRILOGY

The second Secret Options Menu will test your quickness. Enter the code on the story text screen. Quickly press High Punch, High Kick, Low Kick,

Low Punch, Run, Block, Block, Run, Run. If you do the code fast enough, you'll hear a voice. Now when you go to the options screen, you'll find a

red question mark for the Secret Options Menu Two.



On the story text screen, press High Punch, High Kick, Low Kick, Low Punch, Run, Block, Block, Run, Run.



The red question mark indicates the new Secret Options Menu.

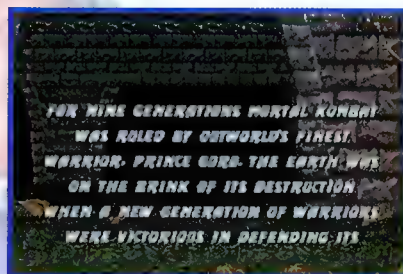


Even more options appear.

MORTAL KOMBAT TRILOGY

Sometimes you just need an extra round or two, or twenty, in order to beat these komatants. The Unlimited Continues code gives you a "Freeplay" to

keep bashing away until you get it right. Enter the code on the attract mode screen where the story text scrolls by. On the control pad, quickly press Down,



On the attract mode screen, enter Down, Down, Up, Up, Right, Right, Left, Left.

Down, Up, Up, Right, Right, Left, Left. At the end of a round of battle, you'll see the word "Freeplay" appear where the number of remaining credits usually appears, indicating that you can continue the fight. There is no limit to the number of freeplays you can use in one sessions.



After losing a match, "Freeplay" appears on the continue screen and you can keep fighting.

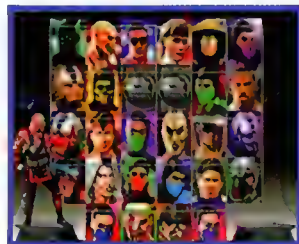
SECRET ENDURANCE

MORTAL KOMBAT TRILOGY

When you get tired thrashing the same ladders in MKT, you'll want to check out the Secret Endurance Ladder code to activate four new ladders. On the Player Selection screen, highlight Kano, then push Down and Start. The four ladders will be new endurance ladders. Although the new ladders have the same names as before, the order of the kombats are all new.



Highlight Kano, then push Down and Start.



When the screen shakes, the code is activated.



The four endurance ladders are different than the standard ladders, but they have the same rankings as before, such as Novice or Master.

SECRET VEHICLES

CRUIS'N USA

Had enough of the standard four cars in Cruis'n USA? Try this simple code to bring up three new vehicles that can be used in any racing mode. On the Car Select screen, choose either the '69 Muscle Car, La Bomba, or Devastator, then hold down the Up, Down and Left C Buttons at the same time. One of three new vehicles will appear,



Highlight the car you want to replace, then push the Up, Down, and Left C Buttons at the same time and activate the new car by pushing Start.

which you activate by pushing Start or the A button. The All Terrain Vehicle replaces the '69 Muscle Car, La Bomba is



You can race with a secret vehicle in a single course, the full Cruise The USA mode, or in two-player mode.



It's time to go to school on the highway of life.

replaced by the School Bus, and the Police Car replaces the Devastator. Once you have the new vehicle, all the other options in the game remain the same.

LIGHTS AND SIRENS

CRUIS'N USA

NINTENDO



Enter your initials in the slot for the fastest time, then scroll down to the bottom of the scoreboard.



Hold the Control Stick to the left until a head rolls into view. The code is now activated.

Once the head appears, you can activate the flashing lights on the School Bus and the lights and siren on the Police car during any race thereafter. To activate the lights and siren, just tap your brakes twice, then push the accelerator.



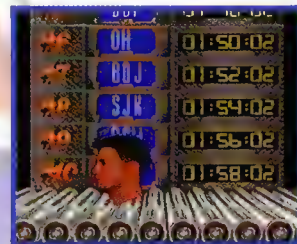
While racing with the School Bus or Police car, switch on your lights by tapping the brakes twice then holding the gas.

NITROUS BOOST

CRUIS'N USA

NINTENDO

If you feel the need for a little extra speed, use this code for a nitrous boost. You begin this code the same way you activated the Lights and Siren code. Get the fastest time on a track, enter your initials at the top of the scoreboard, then scroll down to the bottom of the board. Push the Control Stick to the left until the head appears. Using any car in any race, you can now activate the Nitrous Boost by entering the following sequence: brake, brake, brake, gas, brake, gas. You can use only one Nitrous Boost for each checkpoint passed. The Nitrous Boost is great for getting up to speed quickly, but it won't add to the top end speed of your vehicle and it only lasts for a few seconds.



Enable the Nitrous Boost by bringing up the head on the scoreboard conveyor belt.



Activate the Nitrous Boost by pushing brake, brake, brake, gas, brake, gas.



You can activate only one Nitrous Boost for every checkpoint you pass during the race.

3 MORE SINGLE RACES

CRUIS'N USA

With the following secret codes you can race in Indiana, San Francisco, and the Golden Gate. (The only course you can't race in single race mode is Washington D.C.) If you want to race in Indiana, first highlight the Beverly Hills



to reach the San Francisco course, highlight the Grand Canyon, push the Left button, bottom and right C buttons and Start.

to race on the Golden Gate course, first highlight US 101. Next press the Left button and the bottom and left C buttons. While holding those buttons, push Start.



For Indiana, highlight Beverly Hills, then hold the Left button, top and Right C buttons plus Start.



Reach the Golden Gate course by highlighting US 101, pressing the Left button, the bottom and left C buttons and Start.

RELEASE THE WAMPAS

STAR WARS: SHADOWS OF THE EMPIRE

Yes, Wampas can be your friends, but you must be careful around them. When you run into a Wampa, your first instinct will be to blast it. In Echo Base, let one Wampa finish off the other, then head for the door. Keep opening the door until the remaining Wampa steps outside, then it will follow in your tracks. The helpful part of having a Wampa on your trail is that it will attack any enemies that are behind you. It also adds to the excitement knowing that a giant, hairy Wampa with huge claws is stalking you.



Let one Wampa knock off the other, then open the door.

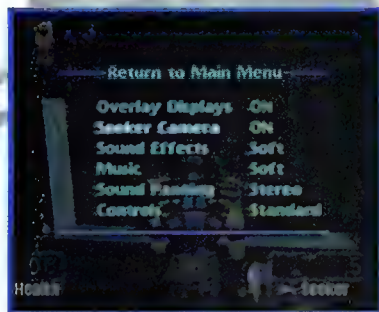


The Wampa will follow after Dash, attacking anything in its path.

SEEK AND YOU SHALL SEE ECHO BASE SECRETS

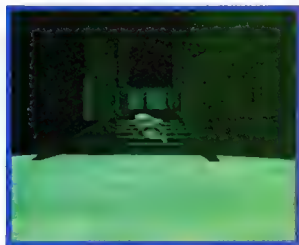
STAR WARS: SHADOWS OF THE EMPIRE

Early on in *Shadows of the Empire*, Dash picks up a cool weapon called the Seeker. Not only will Seeker missiles seek out and blast enemies, you can also use the missiles to scout out dangerous positions ahead.

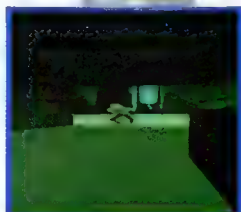


Switch on the Seeker Camera option in the options menu.

The Seeker technique is especially useful in areas where there is thick fog in the distance. The missile penetrates the fog and allows you to scope out the once hidden dangers.



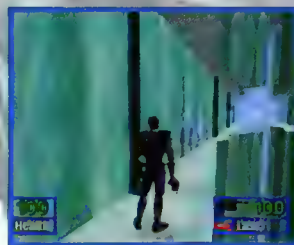
Fire a Seeker around corners to scout out the territory ahead.



Use the Seeker to pierce the veil of fog.

STAR WARS: SHADOWS OF THE EMPIRE

At the end of the Echo Base stage, Dash is dashing along a spreading chasm, leaping over the gaps before they grow too wide. As a result, it's very easy



to miss two important items. At the first big jag in the floor, you'll have to jump from the right side to the left. If you backtrack slightly, you'll be able to pick up a Challenge Point. Then leap back across the chasm to the triangular section of the narrow walkway and wait for a 1-Up to materialize from the wall. As soon as you get the 1-Up, head

down the path and make the long jump. Run straight at the gap and jump at the last moment. If you're fast, you'll clear the gap.



The gap may be wide, but Dash can still make the leap.

down the path and make the long jump. Run straight at the gap and jump at the last moment. If you're fast, you'll clear the gap.

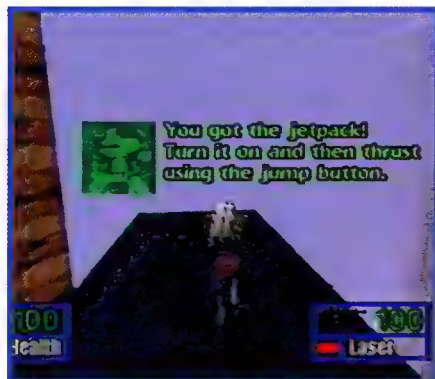


On the right side of the chasm, wait for the 1-Up to appear.

TOWER TREASURE

STAR WARS: SHADOWS OF THE EMPIRE

Boba Fett's hideout holds many secrets, but one of the more obscure is a cache of goodies in a place you might not think to look. Once you find the jet pack in the obser-



Collect the jet pack in the canyon tower, then step onto the balcony.



Blast Dash up to the roof of the tower.



Collect the items on the tower.

IG-88'S BOOTY

STAR WARS: SHADOWS OF THE EMPIRE

Outside the city of Ord Mantell, a bounty-hunting droid called IG-88 waits for Dash in a huge pile of rubble. IG-88 is a tough character, but you can run and dodge his shots while searching through the heap of garbage for scattered goodies. In addition to finding Med Kits to heal Dash, you'll find Challenge Points and weapons. At the top of the furnace ramp, you'll find a Seeker and there's a Flame Thrower on the catwalks above.



You can find this Challenge Point and lots of other stuff in the junk.



Look for the Flame Thrower on the catwalks.

FLY AWAY FROM FETT

STAR WARS: SHADOWS OF THE EMPIRE

During the battle with Boba Fett, Dash may want to duck out for a breather. In most boss areas this would be impossible, but not here. The gaps in the wall lead to Med Kits and fire power that will help you in the fight. You can fly over the wall and drop down into this safe haven, as well.



Look for the gaps in the walls.



Pick up a challenge Point.



Fly over the wall.

BABY MODE & STEALTH

NBA HANGTIME

Are the biggest stars in the NBA still big news when they're only three feet tall? To answer that question, use the Baby Mode code in NBA Hangtime. And the answer is, yes, they're still incredible. The proper code to turn the characters into shrimps is 025, entered using the A button, bottom C button and right C button on the Matchup screen. Another valuable code is 273, which activates Stealth Turbo mode in two-player games. In this mode, neither player can see how much Turbo power his or her opponent has remaining.



Enter the code 025 after choosing your team.



Don't cry. The players may shrink to minute proportions, but their moves are still big time.



Enter 273 to activate the Stealth Turbo in a two-player match.

ROOF JAM

NBA HANGTIME

NINTENDO

When the crowd starts chanting, "Not in our house!" take the game outside and play on the rooftops. In NBA Hangtime, the following code will



As the screen switches to matchup screen, hold Left on the Control Pad and push Turbo three times

you'll go to the game, only the setting will now be on the top of an apartment building.



You'll be transported to the top of a building for the ensuing game.

REJECTION CODES

NBA HANGTIME

NINTENDO

The sweetest play in all of basketball is probably the rejection, when a defensive player denies a basket. In NBA Hangtime, you can increase your chances of rejecting shots with the following two codes. The Block Power code increases the blocking rating to max for both of your players. Just enter 616 on the Matchup screen. If you want to go a step further, enter the Goal Tending code, which gives your players free reign to goal tend at will. Enter the code 937 to activate this referee's nightmare.



Enter 616 to activate the Block Power code



If you enter 937 on the Matchup screen, you can legally goal tend.



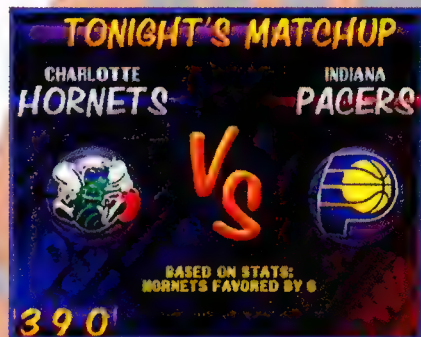
Everyone on your team will have maxed out blocking power.

NO PUSHING, OR MUSIC

NBA HANGTIME

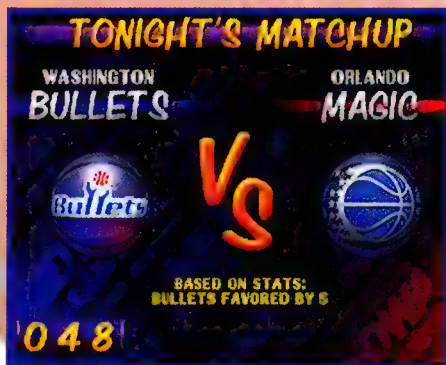
NINTENDO

NBA Hangtime is usually a pretty rough game. You muscle your way through picks and charge through other players. Ah, but if you enter the No Pushing



Enter the code 390 for the No Pushing option.

for this is 048. You'll still hear sound effects and play announcing, but no tunes.



Activate No Music by entering the code. 048.

code—390—those days of carefree contact will be over. This is the code for players who want to keep it clean. If you want more of a minimalist game still, try playing without the music. The code

TURBO & SPEED

NBA HANGTIME

NINTENDO

Turn your NBA star into an NBA super star with this unlimited turbo code. You'll be able to wow your opponent with one incredible, showboat move after another. Just tap in 461



If you want to burn up the court, enter the Unlimited Turbo code—461.



You'll dazzle the crowd with your best moves.



The code 552 activates the Hyper Speed option.

after choosing your team and the rest will be history. If you feel the need for speed, punch in the following code after choosing your players. The code is 552.

When you begin the game, all the characters have

Hyper Speed. You'll fly down the court, but the other player also has Hyper Speed, so the contest is still even.



Your players will zip up and down the court.

N64 POWER TIPS

BIG HEAD HOCKEY

WAYNE GRETZKY'S 3D HOCKEY

NINTENDO

The regular hockey players in Gretzky's 3D Hockey may look very cool, but just imagine them with giant heads or pin heads. The programmers imagined that and added in a special code that lets you change head size. This is very cool. Just go to the Options screen and push the bottom C button and the Right button on the Controller. The first



You can have big heads.



You can have bigger heads.

To change player head sizes, go to the option menu and press the bottom C button and the Right button.

size head makes your players look like a junior hockey team. Press bottom C and Right a second time and their heads are even bigger. Put in the code one more time and suddenly



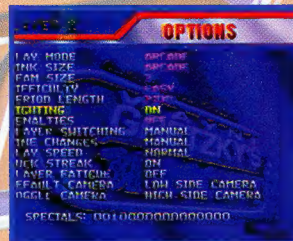
You can have practically no head at all.

BODY BUILDER

WAYNE GRETZKY'S 3D HOCKEY

NINTENDO

If you liked changing your players' heads with the last code, you'll love changing their body sizes with this one. This time, go to the option menu and push the left C button and the Right button. The first option gives your team really tiny bodies. Enter the code a second time and the teams will have huge bodies. For ultimately weird teams, use the head and body codes together.



The first time you enter the code, the team shrinks to Lilliputian proportions.

On the option screen, push the left C button and the Right button.



If you enter the code again, your players suddenly dwarf the rink.

STRETCH & SQUEEZE

WAYNE GRETZKY'S 3D HOCKEY

NINTENDO

Okay, you can shrink and grow players' heads and bodies, but what about the rink? They thought of that, too. Once again, go into the options screen. Push the

top C button and the Right button to stretch the rink across its width. The players will also appear to be stretched wide when you activate this code. If you enter the code a second time, it will appear as if the rink has been squeezed so it

is narrower than before. You can add in the head and body codes, as well.



Enter the code twice to make the rink narrow.

SUPER TEAMS

WAYNE GRETZKY'S 3D HOCKEY

NINTENDO

Hockey fans will love this powerful code that activates the four super teams in Wayne Gretzky's 3D Hockey. The four teams include Canada, USA, 99ers and Williams. On the

Option Screen, before you've picked your team, hold the Left button and enter the following sequence on your C buttons: Right, Left, Left, Right, Left, Left, Right, Left, Left,



Go to the Option Screen before choosing your team and hold the Left button, then push the following C buttons: Right, Left, Left, Right, Left, Left, Right, Left, Left.

Left, Left. When you go to the team selection screen, you'll find an extra conference with the four super teams. The Canada and USA teams feature national stars while the 99ers includes the biggest stars from both countries. The Williams team includes the programmers who created Gretzky's 3D Hockey. If you want a constant power play, these teams can give you the talent.



You'll find an extra conference of four super teams.



These super stars should give you the ultimate competitive edge.

Nintendo®

P.O. Box 97043
Redmond, WA 98073-9743

FORWARDING & RETURN POSTAGE GUARANTEED
ADDRESS CORRECTION REQUESTED

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
OF AMERICA INC.

1. **#20—Gargos Code**
KI GOLD
2. **#31—Ride the Dolphin**
WAVE RACE 64
3. **#61—Big Head Hockey**
WAYNE GRETZKY'S 3-D HOCKEY
4. **#26—Refuel Your Gyro**
PILOTWINGS 64
5. **#1—Yoshi's On the Roof**
SUPER MARIO 64
6. **#39—Play as Motaro**
MORTAL KOMBAT TRILOGY
7. **#21—Play in the Sky Stage**
KI GOLD
8. **#56—Baby Mode & Stealth**
NBA HANGTIME
9. **#47—Lights & Sirens**
CRUIS'N USA
10. **#3—Controlling Time**
SUPER MARIO 64

EDITORS TOP TEN LIST

THE BEST TIPS FOR THE N64

The following tips are the tops for the N64 as voted by your Power gaming editors. Check them out inside this special bonus book along with another 54 cool codes and tips.

NINTENDO

B O N U S I

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!