







Welcome

Are you ready for the hottest issue of Mintendo Power to fly off the presses? This is it. And it may be too hot to hold! This is your first chance to read all about the new hit game. Ninia Galden. The tale unfolds in an all-new Cinema Display format. Chapter by exciting chapter, the big screen story leads you through an action-packed tale of a young martial arts master out to avenue the death of his father. Our his five-page "CFS Report" gives you an insider's tour ot all the exciting new games, accessories and video news shown at the recent Consumer Electronics Show in Las Vegas. The teature also includes a chance to win a trin to the next CES this June in Chicago to meet the insiders and see the CES booth displays for yourself. Imagine, you could fly to Chicago as our quest to report on everything coming this Fall for the NES

We're also kicking off a new "Preview" section in this issue of Wintendo Power. Read up on four new hits of the tuture - Tennam Mutant Mhija Turtles, Bayou Billy, Strider and Cobra Priamore. The 1988 Ninten in Power hwards "Nesters" | give you a chance to cast your vote for the titles you think deserve to win a coveted "Nester" in eight exciting categories. You could even win a complete library of the top titles! Go for it! And while you're comparing the action and challenge of your favorite games, take your first look at our new "Power Meter" rating system. It's a new way to see how all your favorite games rate. We've heard from Wintenda Power subscribers that "Classified Information" is one of your favorite sections. This issue has a whomer. Our pros have been working overtime to make this "Classified Information" the biggest ever, And now for the first time, we're selling back issues of the world's best video game magazine -"Wintendo Power" of course. Find out how to order one or all of the back issues, and also how to not your hands on the newest, latest, ereatest, insider tips book for Super Mario Bros. 2. A special April Fools' Day article, a huge new game directory and more sumrises await you in the pages ahead. So "hunker" down in your favorite reading sont, and fasten your seat belt for some powerful news, powerful tips and powerful fun only from Mintendo, only in Mintendo Power, It's all the power you need.



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FEATURES

ZELDA II: THE ADVENTURE OF LINK

ve-view of the big Vegas show



PINER

fi/detective game of skill and cunning. COBRA TRIANGLE

We went overhoard for this speedhoat mission. Water you think? BAYOU BILLY

Cajun country chaos. "Son of a gun, we'll have hig fun on the bayou-

Your favorite genetically enhanced reptiles are heading your way.

COUNSELORS' CORNER

You heard them here first, LINK tips-straight from the pros.

GAME DIRECTORY

The Complete NES Game Directory, Here it is! A full listing of all the action available for your NES. Eight pages to help you choose your next challenge. How does your own library of games stack up?











NINTENDO POWER

1989 MAR-APR



HOWARD & NESTER 60.

Nester's book report is due, but he thinks this one's in the Bagu. T ASSISTED INFORMATION double-length special filled with fantastic facts.

NER PAD PARTY

WORLD CLASS TRACK MEET DANCE AFRORICS



CLIDED TEAM GAMES

VIDEO SHORTS California Games * Taboo * Nobunaga's Ambition * Desert Commander * Mappyland * Airwolf * Predator *



Flying Dragon IINTENDO POWER AWARDS '88

Proofly presenting: The first annual awards for the best there ore, is my bow-ris on straight?

PAK WATCH Dark Tales * Rescue Rangers * Adventures in Disnesland * Street Con * Athletic World * Bad Dudes * Super Dodge Ball * Guerilla War * Thundercade * Pinhot * Rollerhall * Suner Sushi Pinhall * and a glut of Gossip Gremlins!



PLAYERS' FORUM MAIL BOX The stacks of mail are beginning to "envelope" us. Players and pros pick the premiere Paks. NES IOURNAL 94

A.F.D. Reality System * Trivia * A picture puzzle page * so much more! VIDEO SPOTLICHT Let the Vid-light Special shine its everlovin' light on you! NES ACHIEVERS

Scores and scores of scores and scores

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OF MINITENDO OF MICENOA BIO MARCH/APRIL 1989 5





FUN FOR ALL AGES

am 83 years old. I bought a Nintendo Entertainment System two years ago. I love Nintendo. I presently live at Rose Wood Retirement Home. We play at least five hours a day and we have a Nintendo Eun Club We have six members in our club and over 43 games. We have completed Suner Mario Bros., Metroid, Metal Gear, Kid Icarus, Double Dragon, and Super Mario Bros 2 Our club has recently subscribed to Nintendo Power. The message our club wants to convey is that you're never too old to play the

> **Byan Maul and friends** Bakersfield, CA

We agree! With a wide variety of action, adventure, and sports games, there's something for everyons on the NES.

VIDEO INCENTIVE just thought I'd write to tell you

NES.

about your game system. I had not heard of the NES until Christmas of 1987 My children really wanted it. I talked with several other parents about the game. They had a set already. Their biggest complaint was that the kide didn't do their homework I was concerned over this so we made a rule I promised my boys that I would buy it for them if they stay on the Honor Roll all year. Needless to say, Honor Roll it was! My eldest son then was promised another Game Pak if he got an extra great report card He pulled all A's except for one B+. I thought that was fantastic. We have enjoyed the game so much, we even took it to Yosemite

this past summer. My eldest boy was really shy around the other kids, but since we got the NES he has made a lot

of new friends. I really see this as a plus. Chores and whatever else get done a lot faster around the house now. I just ordered a Nintendo Power subscription. My five year old is working on his reading with the first issue. I am limiting game playing to one hour a day

during the school year. They earn Game Paks by earning good grades. I can tell you, this was a great investment, especially with three boys. Thanks again.

> **Buth Garcia** Pomona CA

Good thinking Ruth. While the NES does provide a lot of enjoyment, there are other things that must be done as well and the NES can be an incentive to do

FARAWAY PLACES

them

teach plano at home and use a computer in my teaching, Softwere and synthesizers have become almost as much a part of the lessons as the plano. After the assigned lessons have been completed, the students are free to play any games they choose. One of their favorites is the NES

My husband, Robert, was invited by the People to People Citi-

ren's Ambassarior Program to go to China with other Civil Highway and Bridge Engineers and most with their counterparts over there I went along on the trip with other spouses, and that's how we got this photo of an NES being played on the Great Wall!

Mount Prospect, IL

Tarrifici Thanks, Carol.

TIP SOURCES

 ou have great hints for Nintendo games, but I was wondering how I can get hints for games designed for the NES by other companies?

Kevin Nick Frie PA

Carol Stein

You'll find that in Nintendo Power We feeture the bottest tips for games designed both by Nintendo, and by our assorted licensee companies. Also, our Game Play Counselors at (206) 885-7529 would love to help you with hints for all games made for



the NES. And, if we don't know the answers to your toughest questions about licensee games, we'd be happy to let you know who to contact for more information, as many of the licensee companies also now have game counseling services.

THE ART OF PLAYING

■am a 15-year-old 9th grade student at St. Edward's Upper School I have a 13-year-old hrother who attends St. Ed's Middle School. We live about a mile from school. So, being under the legal age to drive. I take my custom made golf cart to school while my brother prefers to get a ride from Mom



to swim and play basketball, football, and tennis, I would prefer to draw sculpt make home videos. and create.

One thing we do have in common is that we both love the NES! We spend hours playing games on it and eating popporn in our spare time. It's a great way for us to spend time together as broth-

look at them

As I said I am the artist of the house I enjoy working with modeling clay and animating my clay figures on video. The cover of the first Nintendo Power interested me very much. So, I tried to make my own Mario with clay. It was a success. I also made a Mouser, Cobrat, and Pokev. I thought you might like to take a

Trevor Movniban Vero Beach, FL

Terrific clay figures Trevorl We'd like to thank all of the artists that send us their interpretations of scenes and characters from NES games. There are a lot of talented Nintendo enthusiasts.

PROBLEM SOLVED

am a high school English teacher, a newspaper columnist, and a father of an 11 year old who received an NES for Christmas, I want to compliment you on the quality of your equipment and games. He is totally absorbed and in love with this new toy, as is every child in the neighborhood who has taken up secondary residence on my living room floor. As an educator I am concerned with video saturation. I've always

been mildly approving of video games as long as the cash and time involvement was not too great. They are fun. I play them myself. However, I want my son to develop more than hand-eve pany offers great potential for being accepted by parents as well as children because several of your game cartridges require so much more than simply quick reflexes. I'm referring specifically to The Legend of Zelda and Zelda II-The Adventure of Link. The level of critical thinking and problem solving required make these games an acceptable challenge for the son of a school teacher and I am able to whole-heartedly

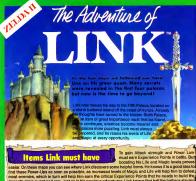
defend you against the critics

among my peers. I am writing with a suggestion for the future that you expand your line of "thinking games". The buzz word "critical thinking" is a hot issue in the educational world Conferences abound on this topic. Teachers and parents are stressing children's deeper involvement in problem solving. strategic planning, and inductive and deductive logic. This could he one of Nintendo's trende for the future Steve Gibbs

Benicia, CA

Thanks for your comments Steve. A growing number of NES games use problem solving map making and other activities that require thought. This makes them both challenging and edu-





strength of his sword and arm. Just as in his previous adventures, Link knows that half the battle is staying alive, and in time both Magic and Life will play a role in his success.

1-lln

fulln Link dolls allow him an extra play

Fairy

Find one of these to restore Link's



presses the Life Meter by one and refils the meter







Refore Link can cross the river in

Important Locations:





The Magic Jan will be much easier to find d Lunk alreach has the candle from Paracia Palace, for it is hidden here in the dark cavern.



From a cave in the Tantari Desert Link will get a statue of a goddess With this he returns to the town of Ruto and speaks to the wise man who iwas there. He teaches I into Jump Magic for having brought the precious statue back to its rightful home. The strikty to leap high using Jump Magic will be vital to Link's

cused.





will come who will



In a patch of woods near the cave, Link upon a fain restore his Life before he enters the



of stones near a blockert core by the awarplante. he discovers e amail Link doll, which gives him a 1-



Bagu



To till up his Life Meter before venturing further, Link visits the Fairy near the bridge



in the middle of the graveyard is the King's Tomb. Find the Red Jar in the graveyard and take it













The Fifth Palace

Off the coast of East Hyrule lies the island of the Fifth Palace, Inside Link encounters the Flery Moa, and though later he will battle this creature, for now he decides to leave it alone. Somewhere ahead he will also walk through a wall as in The Legend of Zelda

Before challenging the Palace Link builds up his Attack and Magic to seven and adds Life by taking the path over the



Experience Wanted!!

In the room where blocks rain down, Link can greatly increase his Experience Points, With each shot he can earn 50 or 200 points.

No units for all Mokes a stainage Attacks the Moss that fly at him for the missions in the blocks to fall up to the third country



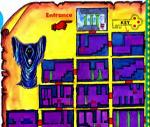
Ironknuckle seems to be guarding a blank wall, but Link presses on, undeterred.



Shield Magic for defense sozinst the swords he



through the solid wall at the back of the room









Beyond ironivacable and the walkthrough wall, he will find keys and an ancient flute, which is the prize of this island palson. With the flute, Link can reach the southeast of Hyrufe and Old Kasuto.



The Sixth Palace-a Dragon's Maze.

The home of Barbe the dragon extends seven levels deep with many socrets and pills to trop the unwary, in places, Link must use the Fairy Margic to continue, and throughout the mace he must be table onemies with his other margical options. It is visit that the keeps the Magic levels filled, as he must be made of weer, proment to use findled or full more folials. Classifying the the pills are located, because a rolor may fair not in be bottomiess if he is not careful. Since Link has built up his Attable, Link and Magic back in place number flow, he is ready to began.





In Barba's chamber Link comes to three fiery pools from which the dragon rises in flame breathing horror. He prepares for the battle by using Jump. Shield, and Reflect, then stands on the middle column. As soon as Barba appears. Link attacks, then dodges his flames and attacks again when the dragon dives back into the pool.



By standing on the middle column Link is continued perfectly to attack Barba when he first appears



With the help of Jump Magic Link can dodge Barba's bilistering breath and counter-attack. Timing is critical





he Cross will reven

Not far away from the entrance, Link will find an endless pit passes through four levels of the

maze. He will keep falling over and over through those four rooms unless he sails to the right where in the third room he can land on a ledge and duck through a





Nine steps to the Great Palace

Before entering the Great Palace, Link must return each of the six Crystals to the statues in the six palaces. He also must increase all his levels to eight. Here are nine crucial steps that prepare Link for the end.

Step 1:

On the west end of Maze Island, before going to the natace, he searches for a Magic Container to boost his Magic Meter.

Step 2:

On a beach to the east of Darunia, towards Maze Island, Link will find a 1-Up, which increases his life by one.

Step 3: Close to the Fourth Palace on Maze Island a kidnapped child is being held captive. If he finds the child and returns him, Link will receive a great treasure.

Step 4: Northeast of the Fifth Palace

Link can find a Heart Container in the sea With his Magic Boots he walks to it, following a secret, watery path.

Step 5:

A river devil blocks the path to the southeast of Hyrule. To get nest Link will need the flute. which can be found inside the Fifth Palace.

Step 6: In the dangerous swamps north of Old Kasuto Link looks for a 1-Up. Once he finds it,

though, he goes on knowing that he can come back for it

Step 7: Fast of Old Kasuto on the

coast. Link can pick up another Heart Container and boost his Life Meter. By this time his Life levels are completely full.

Step 8:

Northeast of Old Kasuto lies a cavern that leads to the coast. Pass through it, then go into the forest and search for the hidden village of New Kasuto.

Step 9: In the village of New Kasuto a Magic Container boosts Link's Magic level as high as it will get. Here, also, he will find the

Magic Key.

On to the Great Palace...

later



Sten 1 The nath to Ganno's lair is guarded by marry foes Getting through this

section can be a trial Step 2 Here on the path Link meets enemies who attack Nm. He must take care

not to tumble Step 3 -With a powerful Spell you can change a Mos into a Boto, making it all the esser to finish them

Sten 4 -Coming to a cave, you will find the Lowder and Acheman monsters which you defeat using your

Fire Magic Step 5 -As in Step 2, this area is difficult to pass without using the

aword and

Magic spells Step 6 -Once through the last cave. Palace and the

14 NINTENDO PORFA



Winter Consumer Electronics Show



Show (C.E.S.). Over 100,000 popula etheral the show, looking for all the latest on what's new in Tr's, WCPrs, stereo's and best of all, video games. The Nintendo booth showcased Nintendo's own games, as well as played host to its 35 Sconsees and their titles. We know he wouldn't have a problem finding the booth, it was the biggest one at the show.



There are so many people, i don't know where to start!



This reporting stuff is hard work.



MARCHIAPRIL 1989 15





NINTENDO POWE















MARCH/APRIL 1989 17



On Day 4

Finally I get to spend some time playing Now you'll get the real inside story from day, January, 10) someone who's there.





I love this sequel-Ironsword They put in greater depth, graphics, role playing and a password feature.



from the Addams Family's Sunsoft sends him on a really radical background music I like it









or read the preview in this issue



works for Back to the Future Reetle Pictionary and Punisher! I love







WIN A TRIP TO SUMMER

C.E.S. IN Chicago



CONTEST RULES







Ninja Gaiden is more than a game. It's also a tale told in Cinema Display scenes. But it's action-packed, too. During the Action Scenes you defeat enemies and find weapons. So the more Action you clear the more story you'll



in hand. Ryu bettles his way forward into a tide of s creatures and lowe, evil Ninja zombies.



riddle of Ryu's legacy, or, if you've seen if before.

Ninia Ways & Means thousands of years Ninsas ske Ryu have tone the arts of breaking and entening Now you must learn those skills.

Wall-Spring Jump Push B. and away from the wall on the Cornrol Pad. and Ryu springs off the well



+ Wall Climb Use Well-Springs back and forth to climb chumpay spaces formed between

walls and columns + Select Options Each time you choose a new Ortion it will replace the previous Option Take the best Option for the area.



Vertical Push the Control Pad gway from the wall, jump, then oush back toward the wall quickly.

and attacks

The Right Stuff

In each Action area you will find hidden items inside streetlights and torches. Hit the lamp with the sword and an item will appear, Sometimes it is an Option and at other times a Power Boost or Bonus.







Ryu needs to gain power so he can use the Options. The Red Boost-10 and the Blue-5 Bonus Points

Score has with the Red Rorus worth 1000 points, or the Blue, worth 500 points 1-Up Take this little Nine and Ryu will gain one

extra Life. Time Freeze

Once you claim this hourglass, ell enemies will freeze for five seconds

Regain Physical Strength This item restores up to six damage units on Ryu's Life Meter if he has been wounded.



three points. All others use five points.

The Ninja Throwing

Star misses a throw straight at the energy if he is within

range

returns to the

buzz saw

A secret of the old Nine schools Spin through the air and your sword is like a

Jump and Slash Ninia Fighting

of flaming rockets shoots upwards and diagonally at the enemy





ext to avoid not fight



bre him, was a master Ninia, too, One night in the glow of a full moon he met an evil Ninia who had a secret purpose and a sword as sharp as his wits In anger and losthing the two master warriors rushed at each other across a sea of grass like rams determined to butt heads. At the height of the lean their swords clashed with a flash of lightning and a

clap of thunder. Ryu's father fell, smitten by the enemy Ninia who escaped into the night. The next morning, Byu Havabusa learned of the mysterious duel, and he found a letter, which read . . . If you are playing a second time, or third or fourth time, you may wish to slop the operand pushing Start you can launch straight into the





eap over this min chance pesing such highes

















Area Guard





Since the Barbarian



escape the enemies converging outside. Ryu runs into the

Barbarian, who not only owns the tavern, but has been waiting for this very meeting with Ryu-a meeting with a dark purpose. Luckily, the Barbarian is not as strong as he looks. Attack low, avoiding his ax, and you can't fail to win





Rh service like this don't bother to eve a fip. Once you have won ove on to the next Act. bring

Executioner. He as from the dark reaches of the Amazon and leader of the "Melice Four." His mission is to stop Ryu

My dear Ryu: I am about to set out on a duel If I do not return, take the Dragon Sword, the one kept bytheHavabusa clan from generation to generation and go to the U.S. There meet my old friend. Smith ... Ryu, be brave!" So Ryu



from beyond the realm of the living. and Ryu yowed to do whatever was necessary to right the wrong In the Ninia code this meant he must bring justice to the quilty or chase them to the

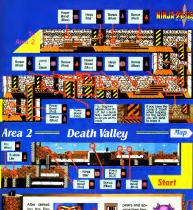
a message

ends of the Earth! But in his heart he was worried for not only didn't be know the face or

Ninia, he didn't even know why the man had done such a terrible thing. Was it for money? Power? Or something else that no one could quess...?

I'll avenge the death of





barian, Rvu discovers that a mysterious woman is there. "You have nothing to worry about anymore. You may go now," says Rvu. 'Yes, but ... I must do something before that," she answers, pulling out a gun. Then a shot rings out, and Ryu knows only the dark void of unconsciousness Waking up. Ryu finds himself in a ori-

son cell. But the mystery woman ap-

with this please!" She

oushes a statue toward him, urging him to take it. Still groggy and confused from the

long ordeal. Ryu takes the statue and finds his way out of the cell. Knowing nothing of his whereabouts, he sets

off to escape from the Outpost.

Act 2 Area 3 - Amura's Altar - Area Guard

Bomberhead, the master of Act 2, waylays the unwary with his sickle and chain. Although he is as mean as a South Bronx sewer rat, he's not too tough to heat if you use all your Ninia tricks.

you have a rapid fire equipped controller. Use It Now! Quickly slice your way to Act 3



Four are part of



He's New York's worst, the Lord of Evil the man with an iron fist. He has the mind of a william and the strength to take what he wants



As with the Barbarian crouch and dart in.





Still as confused as ever. Byu sets out to meet Walter Smith, his father's friend and a well respected archeologist. But at their meeting. Smith does not recognize the serious and determined young man, "Who are unu?" Smith asks Then in a rush Rvu begins to tell Dr. Smith about his trials. He tells Smith about his dad's untimely end and the letter that he found. He describes how he has fought his way passed leo-



pards, boxers, Ninja soldiers, barbarian and a New York street-



the Demon Statues.

reveals the secrets of the Demon Statues lord and how he met a mysterious nameless woman who shot him then gave him a statue. At this point Smith tells Rvu about



Waiter Smith.







pent to leave action around a nots too hot

you can avoid the Eagle, but to take the Bestore Life will take more 1112

ime, so don't let down your guard until you reach

Smith goes on to say that the two

used by Shinobi, Ryu's ancient Ninia ancestor. Using the same sword that Ryu carries. Shinobi

defeated a demon who owned the statues. Sealed inside each stathe spirit of Light and the other holds the Shadow spirit Byu already has the Shadow Statue. for it was given to him by the strange woman in Act 2. Finally he begins to understand some of what has been happening His father's death was somehow linked to the fate of the statues. and so too is Ryu's destiny. But no sooner does Smith finish his tale than a stranger appears and steals the Statue of Shadow.

tue is a magical force; one holds































At the end of Act 3 Ryu encounters Basaquer, Ninia who was once

Doom for being too cruel. He has ce joined Jaquio and Malice Four. His frightening attack technique includes terrible leaps and filling the room Block the

bullets with your near the appl hown above



By darting in to attack Basequer each



FROD (Five Ranges of Doom) Resonant lained the Malice Four on the insistance of Jaquio

Many Ninja The true Nine uses his arts sparingly.

for there are times and places where other simpler methods may be more effective Shown here are just a few of

Scroll.

A long sheet of paper upon which is writing. It is the manual all Ninas study in the nursuit of their special arts Ninia schools even keep false Throwing

In advance to protective rings of fire Nanias can tains afire to escape

The art of Art of Suiton heckno beneath the surface of lakes or stroma white hollow reed

Konoba Gakura

Art of Doton

The art of ment A Nino stra up a where leeves in

Nina's method of hiding under the

This is the



Act 4 A Trap

Ryu finds himself in the ruins of a jungle shrine deep in the uncharted jungle of the Amazon. Here he is beset by the minions of Jaquio, but sensing that the end is not so far away he valiantly pushes forward against



Act 5 Mortal Combat

Jaquio. plunges into the dungeon depths through a trap door. He must return guickly.



Across the Death Bridge Ryu enters the inner shrine only to find an unexpected foe waiting







the assault

Once Ryu finds the statue for the second time, he returne centre to find that Dr. Smith has

been folled by Jacujo's men. At that moment Ryu is surprised by more strangers who

agger suddenly and command, "Come with 118." The etrangers take Dus to most Mr. Ecutor of the CIA. There he learns of the saddiringums.

tances of Dr Smith's unamely demise. Then Foster comes to the point of their meeting and be sake Rvu to Doo South American stronghold of Jaguin who now





could refuse And so Ryu confinues his quest



Princess Leilani. Getting hit's The Evil Witch Doctor

has kidnapped the Princess and is holding her somewhere on Adventure Island. It's up to Master Hippins to rescue her. Plenty of challenges awart

him as he races across the island. and maneuvers through a series of traps and obstacles in a desperate attempt to foil the Evil

one Axe.

This is the easiest

na the B

Ne wespon is

ers and rocks

Higgins to nd Throw it by

not the only way to lose energy, so keen moving

Witch Doctor's demented plan. Will Master Higgins be able to find Leilani in time? It's all up to When you run into an enemy When you

run out of

energy

When you fall off a cittl or pistform

you. the eggs and you can find all s of useful items.





This item will do: he amount of nergy Master figgins receives om energy fruits.



Honey Girl s next to Master s for a few

e able to move

e unable to stop.





the Stone Axe, as it can destroy rolling

Area 1 Map of Round 1 The adventure begins in a remote forest on the for side of Advent

Island. Moster Higgins is very confident that he will be oble to rescuthe Princess easily, but he will soon learn that this island is not the kind of vacation spot he is used to.



THE STATE AND THE STATE AND PARTY OF THE PAR

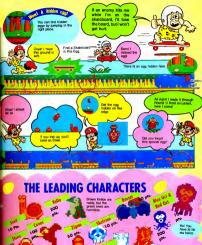


Find a Hidden Bonus Stage!

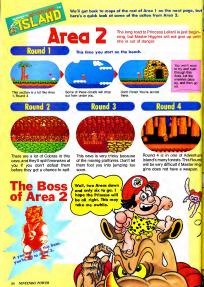


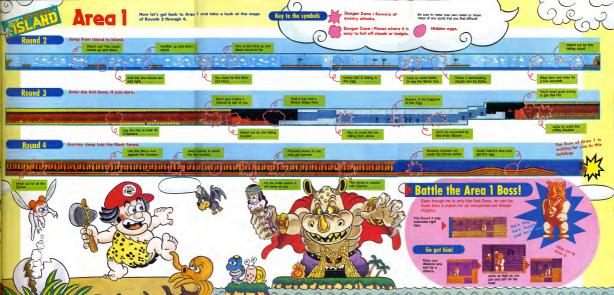
If you enter this Bonus Stage you can collect a bunch of fruit by leaping from jumping board to jumping board. You can't be hurt by falling in the Bonus Stage, so go all out. (See page 63 for more direction). Exiting the Bonus Stage

takes you to Section 4 of Round 1, letting you skip all of Section 3.













- STRIDER COBRA TRIANGLE
- BAYOU BILLY
- TEFNAGE MUTANT NINJA TURTUES

Starting with this issue, our new Preview column will provide you with a look at what we think are the best



ment areas attempting to uncover the fiendish of of the "Zain Project," As Hiryu, the strongest and only "C" Class Strider in the force, you will tempt to rescue your lost friend Kain, and save e world from an awesome computer pan Zain." You start onboard the Blue Dragon, your

been captured by an unknown enemy. With little to go on except bravery, determination and the incredible Cipher, the weapon of the Striders, you begin the seemingly impossible task of searching an entire world for one man Join Hirvu. In his gle-handed mission to stop the only force that can threaten even the Striders! Con





The story unfolds



The Blue Dragon floats invisible above the atmosphere!







locations on Earth

find the missing data files!

The well guarded Data Files are scattered about and hidden all over Earth. You'll need to find a Data Disk in Kazakh to be able to teleport to other sections of the world. There may be more than one Data Disk per area so you may have to double





Watch out for keys! As you move about the bases, look for keys. Y will come across many doors that you can't o unless you have the proper key. You may need move back to previous areas to try new keys see if they open doors that you could not op fore. Watch for more tips in later issues.





A Data Disk may appear if you stand in the right place!

Dragon to analyze it for **ITEMS**







You have two types of capsules. The large one lets you recover ten Hit points, the small one only one point,

Auua Boots

small sizes worth ten and one, respectfully. You need them to perform omowhere in Egypt

The boots are all colored o Asgnets are red, Aquas are bithe Attack Boots yellow. They f With these boots you

Magnet **Boots**

Cansul

The bottom of these boots contain powerful magnets that allow you ENON ERPLER

F is for Finergy. There are large and

Attack Boots

fou have four different defensive maneuvers!

This skill allows you to slide. Jump to the wall, than point the propertie way and jump again.

The first area you go to is Kazakh. This area is a maze of slanting pas-

Leap while running down a slope, You will leap further.

p for twe seconds, and

u can fire Plasma Bullets!

sageways, vertical transport tubes, and sword wielding henchmen who constantly attack you. Movement through this area is often tricky providing an int esting challenge for even an advanced

efeat an enemy overou can defeat an enemy that is rhead by lumning up and olding Up on the Control Pad to

ep the he on the

If you find a Data Disk. head back to the Dragon! Back on Blue Dragon you can use the ship's massive computers to analyze the Data Disks There's

Where's the Comman-

Several men are hidden around Kazakh, Stationary characters will often have information for you. It's very interesting to discover who is your friend and who's your foel

Next, on to the sands of Egypt?





You'll control the Cobra Triangle just like you handled the R.C. Pro-Am racing car. You will be able to obtain up to five Power-Up Options from which to

Option you desire and press the Select Button when that Option flashes. These special abilities will come in handy when facing hazardous waters, perilous



the desired Option and hold on tight!













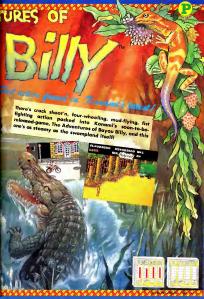














great deal of natural peril. Now that the smuggler

have taken Annabell, there's sure to be a boat load or two of bushwackin' tough guys rustling amongst the cattails for sure! Billy will have to move year carefully as trouble will strike as fast as gry anacondo foi anyone who doesn't star



St. which sets the backdrop for Stage 6. Who knows what danger may be lurking?





you make it this far you'll be g pretty good, Boss Gordon's e is guarded like Fort Knox! If USB YOUR Wife!



and some practice, you'll nake it into Gordon's Egtate. What await? If you keep movWatch out for that guy, he's no tourist! The Boss has hidden some of his men all over town just waiting to see if Billy will make it. Since Billy is the kind of guy who never gives up, it's certain he wille These thugs appear from all kinds of places, left right, even straight out of the blue! Watch for some good tips here in an upcoming issue.



Figuring out how to get through all of this may take some doing. Still good old persistence and a few handy tins from an upcoming issue of NP will have you knocking them down like

bowling pins!

baddies, knife wielding nasties, and one mean guy with an army of attack dogs. Maybe you can find something to heln?



Shooting



In this stage, Billy's walked right into an ambush. You play this scene from Billy's vantage point and get the choice of using the Zapper or the Control Pad to test your sharpshooting skills to the limit.





Pad, this cross will mark your arm.



Gordon's gotten together with some local gangsters to try to jump Billy as he heads for the Estate. What will he do?



there?

The lead is really flying around here!

The screen will provide opportunities to gain extra ammunition and some medical attention if you need it. But you have to shoot it to get it.



Keep your eyes peeled for a 1-Up to get an extra man You'll find the action in these stages intense! The sound of whirling

rotors warns you of a nearing helicopter?



Oh no! Another ambush outside of Gordon's Estate, get ready!



pop out from every nock and crarmyl There are two lightning fast thu, guarding the gate to the Estat You'll have to be fast to beat the We'll give you more help in th area later.

A great feature of Bayou Billy is that you can choose to play with or without the Zapper!

Drivino



Bayou Billy features a hot car chase!

They've got Annabell and they've getting away. Better get some wheeld they are getting away. Better get some wheeld they are to some and they

get some wheels!

Deemy warkeles and bomb dropings heloopters aurround you.

If an Irish peem of hellenge as you
seen your way through them.



ASTA

Your jeep comes with fire power and some dynamite

If you can't out run 'em, out smart 'em. Your dynamite tossin'

You'll need to find some gas somewhere. Using the dynamite can be tricky. Once you get the Whenyou find a gaze can on the road, run over it and it will fill you up and repair some of the

damage to

arm better be warmed up by now.



Will Billy save Annabell? It's really up to you!

Join Billy's exciting

adventure in

actor Country!

ATTACAN APPEAR 1989 ST



The Turtles uses the weapons they're famous for

ectile wields a katana like Leonardo, Disarm

those enemies seemingly just out of reach. unmatched

The sai specialist The sai attack field is limited. but Raphael's speed is He is an expert with the nunchuku, an effective

Don's powerful bo is inherently slower but weapon against enecauses more damage than any other weapon.

mies in lower locations.



You'll find two types of maps.

When you are outside, you can see the Turtles from a birds-eye view and the screen scrolls both horizontally and vertically. In the Action Scenes you see the Turtles from a side view, and the screen scrolls hori-

speedy sai.

zontally. One of the best things about this game is the superb play control in the Action Scenes and the super-sharp graphics.

Use your ninks skills to

jump and attack in



Pizza: The miracle food. You know that Turtles love pizzaespecially T.M.N.T. In fact, the Turtles featured in the comic book hardly eat anything else. Look

for pizza in the Action Scenes



Go down into a manhole

and set into the action.

Don't get squashed by the steam roller

his weapon is very effective. Be sure to

catch it when it comes back

you to throw three stars and can deman more than one county at a time



SCROLL Use this magic soroll to send a shock ways rough your enemies.

ang through several

to keep your energy levels up.

A whole pizzalii You can recover all of your stamina.

A single slice will only give you back 2 boxes of energy

Here's a quick look at the first stage. Be sure to say these maps and look for more detailed information of the Turtles and their exploits in future issues of Nir tendo Power.

You'll have to use all fourfurties.

When a Turtle is injured, switch to a her thier team member. This way you wo have to start over at the beginning of a stage every time one of the Turtles is or tured. Also, be sure to feed any pizza you find and feed it to the weaker Turtles.



Get down! The Turtles will have to

travel in the sewer tunnels to get to some places in Area 1.

PLANCE BY CO.

Can you find the slice of Pizza pie

an you find the slice of Pizza pie

All of these things hearned T.M.N.T. so

high play-test ratings from game-testers. (In fact, without instruction booklet, this w could only make it to stage the





The sound effects and music in the tunnels and buildings are excellent.

Great graphics and excellent character control in the Action Scenes make this an exceptional game.

‡H G:

Some of the sewers can be incredibly challenging.



Here's a sneak peek at Area 2. In this Area, the Turtles

e to explore underwater caverns and disarm eight bombs that are set to blow **OF AREA 2**

up the dam. You would think that Turtles would be able to maneuver well underwater, but this not the case. Ever since they grew to human size, Don, Raph, eo and Mike have become lousy swimmers.

Get on top of the da



challenge won't start until vou get up to the top. Area 2 features less combat than Area 1, but requires speed and the ability to maneuver the Turtles past varioue obstacles



Suddenly, hold your breath... it's Turtle time!

One of the things that makes Area 2 so challenging is that the Turtles have only a limited amount of time to find and deactivate all of the bombs, and since they lost their ability to swim well, maneuvering through the electromagnetic barriers and benumbing







seaweed can be very difficult.

and cool storyboard graphics







OUNSEL



Sometimes I get stuck behind a barrier with no way out. What should I do?

Occasionally, you may enter an area without being fully equipped to ness the barriers. If this happens, you can easily leave the section by pressing and holding the Start Button and pressing the A and B Buttons at the same time. This will lift you out onto the main map. This technique also works well if you have equipped yourself with the wrong

communicator Any of the barriers will give way if you have the right weapon. Make ourse that you have the



Rocket Launcher before you no into Area 6, and steer clear of Area 7 until you've found the 3-Way Gun. There is a barrier in Neutral

Zone Area 15 that is impassable unless you use a weapon. Since Neutral Zones quickly turn into combat zones when a weapon is fired, your first instinct will be to avoid shooting this barrier. In this case, however, you must. Shod the barrier and quickly fight your way to a doorway. There you'll find a valuable item.



Bionic Commando Once you save Super

Where is the Machine Gun? Where are the hidden passages?



He'll talk to you from a distance. but he'll only give you the information that you are seeking if you cross the spiked pit in the room and meet him directly. With a few well placed swings of your Bionic Arm, you'll be able to reach him. After you talk to him, the passages will show on your map. You'll find the helmet in one of these passages. This is a valuable item in heavy combat areas.

tions of the hidden passages.

tooking for it, pay close attention to what the characters say and how they identify themselves. Many characters may offer you the Machine Gun, but only one will actually give it to you. Don't let someone trick you into thinking that he is the right person. In Area 17, a character in a room will let you in on the loca-



Game Play Specialists clue you in.

56 NINTENDO POWER

OKNE



are the Daggers?

How do I get to Brahm's Mansion? Where



are holding Dracula's Heart. If the arrow on the Sub-Screen is pointing toward the heart, the ferryman will help you. If you are not holding the heart, he will take you across the Dead River to the town of Alba. The Count's Heart is hirden somewhere in the Mansion of Lauber.

The Daggers are useful weapons that will help you fight your way on to the very u'il be able to buy the first Blaster

Vlaster

that has the Silver Dagger one in the town of Veros. The Silver Dagger will be given to you by a stranger when you drop partic in the Camilla Cemetery. The Gotden Dagger will be yours when you defeat the Grim Reaper

Drop garlic here to meet the character

the Camilla Graveyard. From the graveyard, you won't be able to reach the platform.







How do I defeat the last enemies in the third and fourth stages?

Nearing the end of Stage Three WOLL should power-up the oun to at least half of its maximum strength. There are sixteen moving turrets at the end of this stage They appear and attack one at a time and after a few seconds they become stationary. You should be able to avoid the two different types of fire from these apparents. When sixteen enemies appeared, the ones that you heven't yet defeated will take

turns coming back to life until

either you, or they, remain.

Close contact with dangerous materials have made the frog at the end of Stage Four a tough opponent with three deadly attacks. When he lashes out his stinging tongue, position vourself just to the left of the mouth. Since you are holding your weapon in your right hand. you should be able to aim directly for the frog's mouth and still avoid the tongue. The shower of fireballs that the frog unleashes next can be avoided with a quick

dodge. A very large fireball can

also be avoided. Get out of the way quickly and retailate if you can.

There are some snots that look

like dead ends but are not. This is

the platform on the right side of





TUNSE





Zelda II-The Adventure of Link

Where is the Hidden town of Kasuto? How do I find the Magic Key?

"The Wizard got all of the people of Old Kasuto together. He said There are too many hosts here. Go East.' They went East past the three rocks, looked over their shoulders and saw the ghosts following them. The townspeople were smart. They knew that some ghosts couldn't go through caves. They went north to a cave and when they went through they found a sandy beach and a clump of trees. They built a new town amongst the trees to hide them from other obosts that might harpen by, and have fived there ever since." Follow the path of the townspeople of Kasuto and use the Hammer to choodown trees and reyeal the location of the hidden town.

Once you find the Hidden Town of Kasuto you'll discover within the town the last Magic Container, a new spell, and the Magic Key. If you have seven Magic Containers, you'll find someone here that will give you an eighth container. Once you've reached you'll meet hidden town pertise someone else who will teach you a spell. The spell that he teaches you, used somewhere in the town, will be the key to finding an item that will help you get through



this level of magical ex- Use the Hammer to clear this area in search of the



the remaining palaces new spell Game Counselor Profiles: 4 more hotshots!

> Rich Lind/Agent 357 Became Game Counselor: January, 1988 Hobbies Drag Racing, Video Games, and Computers Highest Game Score: Mighty Bomb

Punch Qual Tony Stanczyk/Agent 257

Became Game Counselor, June 6, 1988 Hobbies Gaming, Computers, Special

Favonte NES Game: Mike Tyson's Highest Game Score Legend of Kage Favorte NES Game, Zanaci

Brian Ullrigh/Agent 013 Became Game Counselor: January, 1000 Hobbies: Writing, Record and Comic Book Collecting, Basketoal Highest Game Score Castleyson Favorite NES Game Mega Man

Tim Date / Agent 721 Became Game Counselor May 1, 198

Hobbies, Swimmena, Weight Lifting. Highest Game Score: Galaga Stage 76 Favorite NES Game: Castlevana I-

'OKNEI Zelda TI-The

Adventure of Link One of the closed doors in Darunia will

How do I enter the building in Darunia that gives a clue What is the secret to the Churchbell clue in Mido?

give you the clue. "There's someone behind this door." There's no way to unlock or open the door but you will be able to get inside the building. Entering a building can only be done in a limited number. conventional. One of the Spells that you have in your possession will help you reach this entrance. The same spell will help you in the Harbor town of Mido. Someone tells you, "No one is here but a Churchbell will ring," This should point you in the direction of the Church. There's an entrance here but you'll need cer-

tain abilities to reach it

The door is locked and there seems to be no way in. How will you get inside? Try your Santa Claus impression

of ways, and the way to enter this building is one of the most un-Mickey Mousecapade

How do I get through the Woods?

it's important to pay close attention to the color of the trees in this stage. You'll begin in the Spring. The trees will be pink and white. Enter the second door.

here as well. Next will be the Fall.

The enemies are very tough here.

After you defeat the second group

to the Winter. then you'll be in the Summer with green trees. Enter the second door

Advance to the right until the section wrans around to the beginning, then jump and fire

ofbears, jump and throw Stars at the at the tree to the right of the Start third tree to the right of the gap. A sign. A door will open here that will door will open in the tree. This leads lead you on to the end of the stage



Shoot the third tree away from the pit and an entrance will open









NINTENDO POWER Atter Counselors' Corner P.O. Box 97033





dmond, WA 98073-973



10:00 pm Pagific Time.











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GOLGO 13

From Agent #260 Apparatus Applications

The Bionic Arm, while slightly difficult to get the hang of, is an extremely useful apparatus. Midair swings timed just right will help your character move across wide gaps easily. A freefall tumble can be saved out of nowhere with a last chance extended reach. The Bionic Arm can also be used to grab items that may be too far away, or too dangerous to run to. A key to your success in Bionic Commando will be to master the use of In this device



chance grab

To prepare for the higher levels, it's best to build up your energy toward the beginning. In the second section of Area One, there are a few areas where weak enemies will come down with great frequency. Each one you defeat will leave a bullet, and each bullet will contribute to an increase in your energy level. You can build up a tough fighter in just minutes. One helpful strategy is to collect bullets until you are just one away from an increase in maximum energy



Defeat enemies here for

vou're almost out of energy, collect a bullet and your energy will be extended and refilled

Collect bullets and you'll have a fighter that can last

From Agent #615 Stage Select!

Golgo 13 has only 52 chances to capture the leader of the mil DREK. We've developed a way you can choose exactly which stage to start from. This procedure requires a lot of button pushing on both Controllers, so you may

need help from a friend. Toward the end of the demonstration sequence, just after the words "Ton Secret Enisode" appear and fade, you will see a close-up of Golgo 13's eyes. Press and release the Start Button on Controller I then press and hold Up and the A and B Buttons. On Controller II press and hold Up and Left and the A and B Buttons. While the buttons on both controllers are being held, press Start again on Controller I. "00" will appear on the screen. Change this number by pressing Up and Down on Controller I. When you get to the desired stage (see the key below), press the A Button and be prepared to face the chal-



lenges shead

ress Start on Controller 1, Hold Up, Left, A and B on

Controller II. Hold Up. A and B on Controller I, and press Start again.

KEY:		
ACT	CODE	ACT
-1	32	7
2	38	8
3	3B	9
4	40	10
5	49	13
	1 2	1 32 2 38 3 3B 4 40

Milor's Sound Costla

The first floor demon will only make an ap-

pearance if you have purchased the Shrink Potion and the Spring Shoes. The Spring Shoes are difficult to find at first. In the first room, walk along the floor until you come to three blocks. Shoot the blocks on the left and right and push on the remaining center block

for several seconds. When the block moves

shoot at the space where the block was A

door will appear and you'll be able to enter a

shop to buy the Spring Shoes. The shop that

From Agent #705

Intelligence reports tell us that there is Continue Code It will however only work if you have defeated the first floor demon and have retrieved the first crystal





door. When you have these items, the demon will make his appearance. Once you've defeated it and possess the crystal, you'll be able to continue by holding Left on the Control Pad and pressing the Start Button.



Getting Started







From Agent #706 Bonus Stages on Adven-



Shoot the left and remodels of

Push the remaining

Fire where the block

Soring Shoes bere

Bonus Stage and Continue The Continue Code is similar here to the Mion's Secret Castle code. Here, though, you must find the Bee at the end of Area 1-1 to have the ability to continue. Then when the game is over hold Right and press Start



Jamp around near the Area 1-1 goal and an egg will access that contains the Bee that will enable you to

ture Island will let you reap in a crop of ripe fruit for extra Life and points. When you get to the last two totom poles in Area 1-1. defeat the enemy and wait between the poles. In a few seconds. a platform will appear and take you to this snecial stage. You'll find other Bonus Stages by searching for hidden eggs containing keys

platforms

and keeping an eye open for unward bound

> Stand between the Totems and wait for a platform.

OPERATION WOLF

From Agent #099 Greater Gratitude

Our agents on the front line have discovered alternate endings for this popular combat game. The president will greet you with varying degrees of gratitude depending on how many prisoners you save in the last stage. Your financial reward and the size of the president's smile will be allowed with each or sooner saved.





More survivors will make for a happer president and a greater reward.

The challenge of the last stage is to defeet all of the enemy tanks and soldiers and save the prisoners in spite of the proximity of the enemies and the constant attacks. We've found that a helicopter, if destroyed by a grenade, will cause a greater radius of explosion than a helicopter that has been shot down with the grun. If a helicopter is close to a prisoner, the prisoner has a better chance for survival if the helicopter produces less shrapnel.



SPY

From Agent #086
Get a car with all the extras!

Here's how you can start with the ability to create Oil Slicks, a Smoke Screen, and launch Missiles. When the title screen appears, press and hidd the Select Button, the A and B Buttons, and the center of the Control Pad Press Start and your car will be loaded with all the extras. Press Select in order to change from one oction to the next.





Press and hold Select, A, B, and the center of the Control Part Then press Start and out movinol



This code will give you an extra car tool



From Agent #123
Choose your own stage.

Warp to expert levels instantial Just press Reset on the Control Deck 13 times and area.

on the Control Deck 13 times and press Start on the Control Deck 13 times and press Start on the Controller. You'll discover that you can change the stage number on the screen by pressing Lett and Right on the Control Pad Choose to Continue and you'll start on the desired stage! It'll only work for the first ten stages though. You'll have to get to Stages 11 and 12 on your own.

STATE OF

helicopters will help insure

the selety of the prisoners.



From Agent #015

Bypass the Wizard! When you get to the second forest scene, which is just after the red caves, walk all of the way to the left until your character is at the edge of the screen. Then levitate and stop lexitating very quickly by tapping Up on the Control Pad repeatedly. Your character will go off the screen to the left and appear again on the right side. You'll find that the scene has now changed and you will be back to the first torest. Go to the end of this stage and defeat the Skull. The princess that you save this time will be Penelope, the princess that you usually

save at the end of the second forest! Continue playing, and in a few stages the last princess



will be saved!



Fight your way to the second forest stage.

Tap Up on the Control Pad while on the left edge.





Detect the Skull and save Penelope

DOLLEY F DRAGON

From Agent #207 Strange Weaponry

This trick requires incredible timing, but the results are worth it. This way you'll have weapons to take on Willy! In Mission 4, drop kick the Chintais and leave the knife where it falls. After you've defeated them, wait until the last Chintal blinks for the fourth time and pick up the weapon. It will transform into something like a golf club. Use this weapon against the Linda, but near the end of the battle, let one knock it out of your hand. Defeat the enemies and when the last one blinks for the fourth time pick up the weapon again. This time it will look different







Scale the weapon when the last enemy banks for the fourth time. It will result in a strange transformation.



without a screech most of the time. Just wart for the closest too block to come out two times in a row, and walk cuickly to the right Al

Here's something else that requires good timing. You'll be able to pass the wall of coment blocks that pop out

of the other blocks will



ZELDAR ZHE ADMINIUM ON

Ironknuckle Strategies

The Ironknuckles have always been among the most flerce opponents in Hyrule. Our feam of experts has studied the Ironknuckles and have come up with several strategies that will help you avoid, defeat, and even take advantage of these tough characters.





The Jump Spell, can also be used to avoid conflict with some of the stronger enemies. In some cases, especially before your character has achieved very high levels of experience, it's better to leap over an ironknuckle.

From Agent #113

ff you happen to be close to an elevator while encountering an Ironknuckle, you can get on the elevator, go up slightly and hover just above the Ironknuckle, then move off just as the Ironknuckle lungas toward the elevator.





One strategy that we have found works very well in fighting the durable fronknuckle is corouch down and jump and jab as quickly as possible. The quicker the better. If you have the NES Advantage or NES Max, the turbo features will help with this method.

At Palace Two and beyond, you can jab at the visor of the Ininchruckle statue to either produce Red Magic Potion or make the statue come to life. If the potion appears, you can use the Life Spell to replenish your Life and then take the potion to replenish your Magic. If the statue comes to life, you can defeat the Ironknuckle for 100 Experience Points, leave the Palace and come back When your return, you







From Agent #072



Note: We've seen two different endings for this game. But our agents have not found how the endings are determined set if you have ideas let us know.



ZELDA T THE ADDRESS THE ON

Experience Transfer

-LEVEL -

Use skills of one character to advance the abilities of others



You've saved Zelda from her long sleep and now you would like to go through the game egain with another character. With a simple procedure, you'll be able to start this new character with advanced abilities and experience.

First select the character that has completed the game. This character will start with the maximum levels of Magic, Life and Attack, With his advanced skills it will be simple for him to conquer the lower level palaces, as each enemy can be defeated with only a few hits and he will know spells to aid him in his

lourney. When the character conquers the First Palace and places the jewel in the statue, he will be awarded with enough Experience Points to bring him up to a total of 9,000. As the character's Experience Points begin to go up. cress the Start Button to pause the game. Then, on Controller II, press the A Button and Up on the Control Pad at the same time. The game will give you the option to Continue or Save. Elect to Save and choose another character to play. This new character will begin by earning the points that were intended for the other character, Instantly, he will receive thousands of Experience Points and move up several levels on the way

If you want even more points for this character, you can use the same procedure and have the more experienced character go through the Second Palace.

From Agent #104

The fulfillment of Link's mission is to build enough Experience Points for abilities and the increased strength that some of the more difficult palaces require. With more experience, Link will be able to defeat enemies more easily, he'll have increased stamina, and spells will be easier for him to cast. Here's a way to build experience guickly and easily. If you have a character that has been through the entire game, you can use his advanced abilities to earn Experience Points for your less



Choose a chararacter that has been through the entire game. Conquer an easy level and as you are collecting your points, pause the game and save the character











ME OR DIE!

Super Skateboard Strategy

The Downhill Event has been the subject of a large part of our agents' investigation. They've determined that the pipe near the center of the course can be negotiated for big bonus points. The trick is getting in and staying in. If you crouch down just before you enter, stay down, and don't turn while in the pipe, and you'll be successful. Remember, the more tricks, jumps and turns that you can do without taking up too much time, the better. Each extra move will earn you valuable bonus points.



In the High Jump, if you've lumped as high as you're going to go, press the A Button to kick up your board. This way you'll add a couple of inches to your jump beight

The Pool Joust is a tough event that can be mastered with practice. A good strategy is to stay on the very edge of the pool and watch to see exactly what your opponent is going to do. Be careful! If you stay in one place too long it



From Agent #013 Codename: Shred Head

There are a few tricky spots in this fast thriller that our agents have been working on. They've donned their skating helmets and protective pads and have hit the pavement, so to speak, to come up with some tactics that will help you be the champ of the ramp.





Agent #013 has discovered a building halfway through the Jam Event that looks like an obstacle but actually turns out to be no problem at all. Just after the first wire fence, yeer sharply to the left and go straight in one doorway and out the other to gain

your opponent.



Here's a quick note on The Legend of Zelda. We have discovered that inside some labyrinths. where there are rooms that have more than one kind of enemy, you'll be able to avoid defeating some of the tougher monsters. Simply defeat the less difficult creatures, so all that remains are the tough ones. Leave the room, come back, and sometimes some of the tough enemies will have changed into easier-to-defeat enemies. Renest this procedure and you'll be able to breeze by some challenging areas!



Defeat the lesser enemies, leave, come back, and some of your fees will have transformed!

Short cuts to Birdo

in Stage 1-1, after you enter the cave where the wateful is, offine the vine and jump across the wateful to the left with super speed. You'll find bothba and a break-away wall, with a door on the other side. Pick up a bomb and drop it down to be wall as it setting. If your them joint you just be side to blow open the wall and make it you'll be side to blow open the wall and make it accords to their during up to the top and off the scenes. Them move left and soon you'll meet up with liston and the end of the stage.



Here's one from our desert survival comp. In Stage 6.3, last later you derive by the lacticer, saids to the last until you bouch the wall. Let you chanacher sink, into the sand and when you're stroot covered with sand, move to the left and you press the A Bottom repeatedly. You will awin through the sand under the wall to the other and the will be a don't here that will lead to an area that will be a don't here that will lead to an area that will be a don't and you'll see the pryamid entrance to British surface and you'll see the pryamid entrance to British surface and most to the end.

From Agent #826

Agents have uncovered alternate routes that will lead from an early point of a stage to the Birdo character in that same stage. Here they



In Stage 3-1 you can cut some corners. First go through the door aft the beginning. When you come out, climb the clouds to a maglet carpet and float up to a vine. When you climb the vine, there will be clouds to the left that you can't state on the you will, however beable to put a mushroom block on the clouds and then stand on the block. When advance to the eith to boths and on the block. When advance to the eith to boths and a wall. Bromb the wall, and move on the left of the state of the block of the state of the block of the state.



Calling all agents!

Have you over come across anything really special in your game playing exploits? We'd like to hear about it! Send your tricks to: Nintendo Power

Classified Information P.O. Box 97033 Bedmond, WA 98073-9733





Lots of new games. Lots of changes. Lots of great contenders making their move. Some veterans who refuse to go down for the count. A couple of fiery newcomers And each one a sure winner! Check the chart to see how your favorites stacked up

Use this key to find out how your favorites are doing.

> These titles are new to the Top 30. Keep

a close eve on them. Games that are really on the move. These games have iumped up several

places on the poll. Favorites that have maintained their pop-

ularity among the Top 30.







A solid lead for the second issue in a row. Number one and climbing higher

all the time! ZELDA II-

THE ADVENTURE OF LINK Up one spot from number three. Link's star is still on the rise and hold

ing second place. THE LEGEND OF ZELDA

Zelda traded places with her sister Pak and is still maintaining unwavering popularity.

















CONTRA

Continuing its steady climb. Contra checks in at number five four up from number nine CASTLEVANIA II-







DOUBLE DRAGON Back at number nine from two issues ago. Billy Lee is still holding his



ice is definitely hot!

TOP GUN R.C. PRO-AM

KID ICARUS RAMPAGE

MILON'S SECRET CASTLE COLGO 13

> ADVENTURE ISLAND MEGA MAN II

METAL GEAR PAPERROY

1943 ICE HOCKEY

LIFE FORCE WIZARDS & WARRIORS

RURRLE RORBLE TO SOME DOUBLE DRIBBLE

MARCH APRIL 1989 71





After more than a year in the top ten, the greatest SciFi mission of all is still









1 MIKE TYSON'S PUNCH-OUT!! 2,402 2.363 2 BASES LOADED 3 CONTRA 2.361 4 DOUBLE DRAGON 2.212 5 CASTLEVANIA 1.920 1.863 A BLASTED MASTER 7 70 DA TENIE ADVINITING OF LINK 1 483 B BLADES OF STEEL 1 564 9 SUPER MARIO BROS. 2 1.562 11 BIONIC COMMANDO 12 PAPERSOY 13 KID ICARUS 14 R.C. PRO-AM 15 ICE HOCKEY 16 CALIFORNIA GAMES

1,559 1 400 1.267 1.178 1.001 971 849 17 HEE ECOCE 725 IS DOUBLE DRIBBLE 19 GOLGO 13 20 THE LEGEND OF ZELDA 655 21 T & C SURF DESIGN 22 1943 23 XENOPHOBE 609 24 TOP GUN

591

539 536 27 1941

522

20 SUPER MARIO RROS 501 30 WIZARDS & WARRIORS 500 IN THIS CORNER ... THE CHAMP IS BACK!

25 METROID

29 STATOON

26 THE GOONIES

What an upset! The Dynamite Kid comes back from sixth to claim the title.

1 THE LEGEND OF ZELDA 2 SUPER MARIO BROS. 2 3 ZELDA II-THE ADVENTURE OF UNK 4 MEGA MAN

5 CASTLEVANIA IT-SIMON'S QUEST 2:301 6 METROID 7 RIONIC COMMANDO 8 MIKE TYSON'S PUNCH-OUT! 9 MEGA MANT 10 BLASTER MASTER 13 MILITARY SECRET CASHE 12 CASTIEVANIA

14 HUDSON'S ADVENTURE ISLAND 15 SOLOMON'S KEY 16 DOUBLE DRAGON 17 WIZARDS & WARRIORS IR GOLGO 13 19 TECMO ROWI

20 CONTRA 21 TANAC 22 SLADES OF STEEL 23 SUPER MARIO BROS. OF RECEDENAME 25 THE GUARDIAN LEGEND 26 BASES LOADED

28 DOUBLE DRIMALE 29 SIDE POCKET SO BUBBLE BORBLE ZELDA TRULY IS ... I EGENDARY!

There's some new blood at Nintendo and the Queen of Video Games has increased her following of loval subjects.

1 SUPER MARIO RROS 2 2 BLADES OF STEEL 2 TOP CHIN 4 THE LEGEND OF ZILDA

1 633

970

875

700

200

704

704

552

533

333

456

456

323

304

266

2.225 6 BUBBLE BOBBLE 7 MIKE TYSON'S PUNCH-OUT!! 1.598 1.541 B BASES LOADED 1.301 9 BIONIC COMMANDO 1.233 10 CASTLEVANIA II-SIMON'S QUEST

11 METROID 12 HUDSON'S ADVENTURE ISLAND 13 PAD PACER 14 20 DA FLIDE AGVENTURE OF LINK

15 KID ICABUS 16 R.C. PRO-AM 12 DONNEY KONG CLASSES

10 AND CAN'S SECRET CASTLE 19 GOLF

20 DOUBLE DRAGON 21 METAL GEAR 22 CORRA COMMAND 23 10-YARD FIGHT 24 TOWN & COUNTRY SURF DESIGN 25 MICKEY MOUSECAPADE

26 LIEE ECOCE

27 EXCITEBINE 30 ICE HOCKEY 30 PINBALL

THE BROS. SEEM TO B AN UNBFATABLE TEAM A runaway favorite among de

ers, Super Mario Bros, 2 bount away with the number one a for the second time in a rowover cloven times the numb votes of number two! Go guy

POWER PAD PLAY-OFFS '89





DANGE REXORDS









This time around in Video Shorts, we go from 16th Century feudal Japan to modern day Mexican jungles where we'll do battle with a futuristic alien. In between, we'll be put through our paces in military strategy and helicopter action. We will explore the mystic arts of kung fu and tarot readinas. Roll 'em.

CALIFORNIA GAMES

from MILTON BRADLEY

You'll be in a state of excitement with the variety of fun-in-the-sun' activities to choose from in California Clames. For you'ree-wheeling types, there's a treacherous trail biking ocurse, an intense skateboard hall-pice, and a bad obstacle-idens disewalk course to challenge the best rollerskaters. Hit the park for a little for obb gor (Flying disc toes or board your board and grab some waves. Crimon, dude, bring over baby oil and left's catch some raive.





















Montor the inset screen to judge distance



................

Incient folk traditions meet state-of-the-art technology! Tarot cards ire the centuries-old traditional cards used by fortune tellers to prelist the future. Taboo is the modern day technological version of a briest Tarot reading, All 78 cards of the regular Tarot deck (from which ur modern day 52 playing card decks have evolved) have been corporated into a Game Pak. Simply input your name, birthdate, sex, ind ask a question about a specific upcoming situation or event. The electronic Tarot deck is shuffled and one particular card is selected to sent vou, while ten more

erds are laid to provide you with he answer to the question you just asked After your reading, select a the and lucky numbers will be risplayed. They could be your win-ring numbers. Taboo even comes wapped in a black silky velvet lock, the traditional wrap of a Tarot









one forming the certic cross oo is intended strictly as entertainment and as a sity. No other use is encouraged or implied. o deals with a subject matter that may not be





he deck is shuffled and a card is dis-







The control of the Centry Found Jackson, Respect with those as there is neight other of powerment to lartice as there is neight other of powerment to until the people. Many Distingson Leaders of amadies and an extra of the control of the control of the extra of the control of the control of the entitle nation. The most notations of the Distings is entitle nation. The most notations of the Distings is preferred, relating the concentration and brushally of the times. Accept the role of one of 60 Dismyose and extra of the control of the control of the control of times. Accept the role of one of 60 Dismyose and extra of the control of the control of the control of a mens accept with 21 commands appears and you must not also declarate with all determine and produced the control of the control of produced the control of the control of the control of produced the control of the control









DESERT COMMANDER

from KEMCO-SEIKA

'General, we got enemy fighters coming in from the east and our reconnaissance team reports a division of infantry and armored units to the south, but they've left their base unquarded. Request orders, sir! Over!" "Ready the antiaircraft weaponry, send our fighters south, and mobilize our bombers to take out that base! Yesterday, Mister!!!" You are in command of your country's defense. With your limited budget, select the equipment and pernel that you think will be most effective. The large overview map will keep you updated as to the enemy's positions and movements. Using your world renowned combat ingenuity, you ast command your forces to maximize their

.















Here's a bouncy little quest to get your spirits hopping and

move you to spring into action. Manny, a policeman mouse on vacation, has some hurdles to vault. You see, Mappy is having a bad day. It's Mapry's girlfriend. Mapico's birthday and the Guchi Gang has stolen and hidden the presents that Mappy had bought for her. Guide Mappy through the eight areas where the pre-

sents are hidden, while the

Guchi Gang chase you and









from TAXAN

TM&C Namoo Lo



the "bross rang" for a ha pe or to knock over the gare

from ACCLAIN ©1984 Universal Atg Studios, Inc.







Your name is Stringfellow Hawke and you pilot A the world's fastest, most formidable helicopter. You and your partner, Dominic Santini, are summoned out

of retirement by Michael Coldsmith Briggs III (code name: Archangel) of Central Int is to infiltrate enemy bases and pick up prisoners pre-viously thought missing in

action. If nossible, take out towers. But beware. The enemy has learned of your mission and will be ready. However, . .you are in command of Airwolf!







.





from ACTIVISION

PREDATOR"



Major Dutch Schaefer who, along with his team of commandos, has just completed a one by one his men have appeared, victims of a savage allen with an uncanny invisible camou-flage. Now, it is one man, a trained combat strategist against a deadly powerful and mysterious alien. The major will have to use all his experience and cunning to

about "Soon the hunt will bagin," Inspired by the hit

..........





from CULTURE BRAIN



martial art of Kempo, sets off on a journey to take part in a tournament of contact sports. His challengers are the criminally brutal Tusk Soldiers, who six years earlier had robbed Ryuhi's mentor of several Secret Scrolls. Throughout his journey, Ryuhi must defeat the Tusk Soldiers to recover the sacred writings and reveal the Soldier's true ntities. Each scroll will also increa uhi's abilities and powers, enabling him to



be the tournament champion.





Announcing a Revolution in Home Video Fun!

On April 1, 1989, Nintendo of America Inc. unveiled a new series of Game Paks which it hopes will become the latest craze for its popular Nintendo Entertainment System (NES). The new games are all part of

what Nintendo calls the AFD. Reality Game System which emphasizes activities from everyday its unlike the currently popuarr fartasy quests and action sated that the new games would be fun educational, and above all derived directly from real experriences that any player might one day experience.

For instance, in the Home Life Series of games, the Game Pak Muttroid teaches you how to give the dop a bath, clip its nalls, and train it to forth your slippers while at the same time you are beset by leaky plumbing and visiting relatives with three Siamese cats. Kids who got a chance to test the game said that it was just like real life except they didn't get wot.

Another favorite test Game Pak came from the Job Training Series. People who plugged in a copy of Home Ninja Workshop learned how to scale walls without the assistance of ladders or rope, how to conceal themselves behind curtains and beneath chairs, and how to transform into an ancient warrior by using marshmallow cream. If this sounds a little too real for your tastes, maybe you would prefer more domestic games, such as Mommy Kong, Kid Sisters R' Us. or even Russian Hat Rack which pits your hat tossing skills against those of a trained bear named Sasha. Whatever your preference, the new Nintendo A.F.D. Reality Game System has a game to which you can relate, because now you're living with power. By the way, for those of you who

By the way, for those of you who have been wondering what the A.F.D. stands for, it turns out that it is short for April Fool's Day. Gotcha.

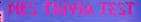
MOMMY KONG

THE WORLD'S FIRST

We've had so many questions lately that we thought we'd answer them here in the NES

we decided to cree guiz to test your

st the inner pride of knowing at you met the challenge of this grueling ordeal And your other will be so proud



CHOOSE THE BEST ANSWER

1. How many House Worlds are contrared in Super Many Bros.? Only one at the end of 1-2 (Accept no substancers)

Twelve in the middle of 4-6

Four functed and thirty-rare at the beganning of World 83-14s. Programmes worlds. There positive demensions, two neutral planes, and a part.

How does one get eat of the "White" Mayes World at the end of Warld 1-27.

With the Power-Up crowb 8 Find the mase soute poor and worp out to 8-4 Go through the warp pipe that leads to Hyrule where Mano will surface and help Link buttle Garnon

3. Is Nester the son of Howard Philips?
A. Yes. Note the family resemblence.

No Nester is Howerp's little brother. Note the family resemblance No Nestern a totlored characters roled by Howard Philips His name means "NES-tor" Though there

rindge in a pear tree

4. Is there an adapter which eligies one to play another rideo gome system's greens on the NEST No. nor can you play our games on any other system

A. Not, nor can you play our games on any came system.

9 You, but it requires storing remails powers to operate it.

C. You, and it sells for only \$50,000,000 BS Donald Trains owns the only one we know of

D. Ch. sum, and we gave one to ... the Trains remail and it is foother than, year And one to ... th

Setting Clears, such staffs the looked and the Easter Borrery box, year And were were sending one to

5. Will a player get free germs, money, a trip to Europe, true love, a place in Heaven, etc. if he or sha defeats Garnon, Max Typos, Bowses, Wint, the Mether Brain, Medica, etc. No Only mmortality and a guest shot on "Letterman B. No Mintendo is not conducting a contest which awards prace for defeating any specific character in You mean you haven't get you

C. You mean you haven't get yours set?

O. No. You only reporte an adjuster like the one Donald Tramp has 6. Was Netando on strike; did it barn dout, was it baried in on certifiquate; or did any other catestophic event take place at Nintando daring Christians of 1987.

eees take pace at minimag garegic constants of tale?

A No. and the girnt restor.

8 No. and that selliyets thing.

5 No. and that selliyets thing.

10 No. and that selliyets thing said the selling of the selling of

Read our lice. We do not sell directly to the public? You should visit your local retain 4. If you hold the map of Hyrule up to a mirror, which state does it appear to resemble? The state of Antartical

The state of Washingt The state of cochargo 9. When rending a letter to Ninteedo, it is best to include which of the following in the letter and on the emelope? My full name, address, and ap oods

Very legible handwritten (or preferably typewritten) words all of the above

10. How does one find the Reinbow World on Super Merio Bros ? By looking through a prism 6 by coping distugle a price.
2 By creding a fine rest in frost of your video monitor end then shiring a light through it.
3 Dock under the laws at the base of the Mother Brien's pedicital.
When does the fine and exherists takes a stan?

The very best way to get wide game information, secrets, and tipo in.

To bride your lette brother for their

C To road Kinlando Power D To gall Neoter D N) Gall Nesser I. One of the very first video games was celled A. Super Wheel Scot

D. Forg (or screething like glad

A DC





Model, actress and NES
Pro.
This Star has it all.

It all started back in December. 1986 Celebrity teens gathered together in Beverly Hills to particinate in the "Super Mario-a-Thon" developed as an event to help raise funds for the Scott Newman Foundation, an anti-drug organization. What started, you may ask? Shalane McCall's love for Nintendol Just as millions of us have found a place in our hearts and homes for Nintendo. sixteen year old McCall has as well Rest known for her five year role as Charlie Wade on the hit TV series "Dallas" McCall has recently left the show to pursue her modeling career and has completed production of a new home video called "Modeling: What It Takes With Shalane McCall*

But this home video is not the only one you'll find on her shelves; Nintendo home video games are

stacked up there, too.
"Super Mario Bros. is my favorite game," explained McCall. "I learned how to play the game while participating in the Super Mario-a-Thon and have loved it ever since. I'm really looking forward to Super Mario Bros. 2!"

The Former "Dallas" Star is Tuned into Nintendo



Shalane even has her own "how to" video on modeling

And, McCall does not experience the fun and excitement of Nintendo alone, Friends such as Ahmet Zappa, son of Frank Zappa, and Ryan Lambert from Kid's Inc. take time out from their busy



schedules to challenge McCall's Nintendo game playing skills. "I often go to a friend's house to play Nintendo," said McCall, "and it's fun to see my friend Steve Dorf on the Double Dragon ads." Since completing production

of the modeling video. McCall has been on radio and has made appearances at various charity events and numerous publicity annearances on television shows When not traveling, working, or playing Nintendo, McCall fikes to listen to music especially from favorite groups such as The Smith, U2, and Jane's Addiction. To her credit, in addition to "Dallas" and a successful modeling career McCall has won more than 100 beauty pageant awards and has received several other awards including Youth in Film's Best Young Actress in a Daytime or Nighttime Television Series." Will an award for being a hot video game player follow? Only

time will tell.



"Out Of Sight" Page!

Here are a couple of eyeball-bending picture puzzies to test your powers of observation. Be thorough and look carefully at the puzzles, but see how quickly you can solve them. Time yourself and race a friend!





ik differences. Cross on shield is upside down. Tree branches are different. Darknuts eyes are different. Letter on bag and R. Lanmold's whisker's and body are different. Mano Bros: Lion, ptg, squirrel, bird, shake, crocodile, seel and deer.





Nintendo Power Ballot and Survey

Using the postcard below, answer the following questions and your name will be entered in our Nintendo Power Awards '88 drawing. More importantly, you'll help us decide which games win the Nesters. Refer to Nester Awards article on pages 88, 91, 92 for nominees

- A. Best Graphics and Sound
- B. Best Challenge
- C. Rest Theme Fun
- D. Best Play Control
- E. Best Character
- F. Best Ending G. Best Player v.s. Player
- H. Over All



- 1 Under 6
- How old are you? 2. 6-11 3. 12-14
 - 4. 15-17
 - 5 18-24 6 25 or Older
 - J. Sex
 - 1. Male 2 Female

Please use the list of game titles (1-118) on the next page to answer the following guestions

- K. What two games would you like to see reviewed in a future issue of Nintendo Power?
- L. What three games are you planning to purchase next? M. Please indicate, in order of preference, your five favorite games.



GAMESSI GAMEEST

MAR/APR ISSUE PLAYER'S POLL GAME UST
1 1243 34 Guerits Wer
2 Adventure of Lolo 35 Gun Smoke
3 Arwolf 36 Gyruss
4 Aprilog World 37 Hoose

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Bases Loaded
Bonto Cerrenando
Bloote of Steel
Blooter Moster
Bubble Bobble
Bung N Jump
Colifornia Gunna
Colifornia Ramina
Casternas Ramina

13 Casterns Rainins
14 Casterns Rainins
15 Clash of Demorhead
16 Obes Commend
17 Obes Things
18 Oberts
19 Obeside Organ
10 Dosel Commend
21 Dosbide Dragen
22 Dosbide Dragen
23 Dosbide Proble
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John Dways Gunterback Kid Janua Kid Keel Kright Rider Kung Fr. Hero Lesendery Wings Life Force Mapp Johnson's Ford Brook Mapp League Breschell Mappyland Marbie Wadness Mean Man

Broak
Major Leegue Breeshell
Mappyland
Murbio Madress
Moga Man
Mega Man II
Metrest
Michael Messespedo
Michael Tyeon's Punch-Cul
Montifor Punch-Cul
Messespedo
Michael Galden
Hissa Taro
Nobussagir's Ambileon

64 N.F.L. Football 85 One-on-One 66 Operation Wolf 67 Othelo 68 Perperby 69 Perbot 70 Pistoon 71 Power Grove 72 Produktor 73 Pro Beskerball 74 Pro Weeding

73 Pro Selekschall
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Skale or Die Styr vs. Bry Styr Solcher Styr Solcher Styr Trek V Bould's Englie Bryster Super Mario Bros. 2 Super Mario Bros. 2 Super Sart Probell T. & C. Burt Design Talboo.

69 Terminato di Bayou
Bay
101 The Abverture of Bayou
Bay
102 The Guarden Legend
103 The Guarden Legend
104 The Legend of Zeida
105 Therriferoade
105 Termiferoade
107 Tog Gun
107 Tog Gun
109 Ukrea
109 Ukrea
111 Wheel of Fortune, Ar

Teenage Mutant Nase

Who Saved Roger Robbit? Wisards & Werriors World Garres Wrodferreria Xxnophobe Zeda B-The Adventure of Link

MORE TO COME!



Place 25 o Stamp Here

Nintendo Power P.O. BOX 97062 Redmond, WA 98073-9762

The Nominees Are



Best Graphics & Sound

Which of these five games has the brightest graphics and the best sound effects? Go you go for the music of one, or characters and Cast your you



Best Challenge

Some games might be too easy. And some are just to hard. This is your chance to pick the one you think is

A	DOUBLE	DRAGON

- SIMON'S QUEST-CASTLEVANIA II
- METROID
 - BLASTER MASTER WIZARDS & WARRIORS
- THE LEGEND OF ZELDA
 - HUDSON'S ADVENTURE ISLAND
 - SOLOMON'S KEY
 - BIONIC COMMANDO CASTLEVANIA



Rest Theme, Fun

These games all have something a little special-The storyline makes them a blest to play egain and again. Vote for your fav

Let's Vote!

Best Play Control



When you feel like there is a direct connection between you and the movements on the screen, that's great play control Select the one that makes goo feet like you're

- SUPER MARIO BROS. 2 ZELDA II-THE ADVENTURE OF LINK
- GOLGO 13
- BIONIC COMMANDO SIMON'S QUEST
- BLASTER MASTER

- SUPER MARIO BROS. 2
 - METROID
- CASTLEVANIA BLADES OF STEEL
 - BLASTER MASTER

Cast your vote using the postcard or sage 50 You could win a library of th lost garnes of '88 Tweety Five lock one tile wins more then one ontogory, the second piece title will be



Now's your chance to vote for your favorite hero. Which one of these characters has the most video charisme?

(Zeldo II) MEGA MAN (Mego Mon) SAMUS (Metroid)

HNK

MARIO (Super Mario Bras. 2) DUKE TOGO (Golga 13)

COMMANDO JOE (Bionic Commanda) KUROS (Wizord & Warriars)

IASON (Bloster Moster) MASTER HIGGINS (Hudson's Adv. Island)

SIMON BELMONT

(Simon's Quest)

Rest Ending

After all is said and donwhich ending made it most worth all the effort? SUPER MARIO BROS 2

CASTI EVANIA ZELDA II

BLASTER MASTER RIONIC COMMANDO

Which of these makes it the most fun to challenge a friend instead of a

BLADES OF STEEL BASES LOADED PRO

WRESTLING DOUBLE DRIBBLE WHEEL OF FORTUNE

Over All

Those titles are the best of the host creem of the crop top of the been it will he tough to pick just one all-time favorite.

ZELDA II-THE ADVENTURE OF LINK THE LEGEND OF ZELDA

GOLGO 13

computer opponent?

SLIPER MARIO BROS 2

MEGA MAN DOUBLE DRAGON

MIKE TYSON'S PUNCH-OUT!!

METROID

BLASTER MASTER BIONIC COMMANDO



You could be next!

NOV/DEC Issue Player's Poll Contest Winners

Grand Prize Winner Mike Lee, Edmonds, WA

Mike Lee, Edmonds, WA Trip for 4 to Disnevland!

Second Prize Winners: Games, games and more games

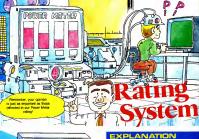
Aven Melikis CA. Herol (dain: A. Aren Zoot, M. Jim Gazor, CA. Ale Caresta, R.G., Mer) high, YM. Jim Coot, YA. Ale Carest

Amen Melikis CA. Herol (dain: A. Aren Zoot, M. Jim Gazor, CA. Ale Caresta, R.G., Mer) high, YM. Jim Coot, YA. Ale Carest

Mark Tegman, CA. Ale Winner, YA. Melikis Carest

M. Aren Service, Carest

1989





especially go for graphics, or love a great challenge you'll find these ratings beight as a quick reference

Note

Graphics & Sound Bright, sharp graphics and sensational







Theme, Fun Who knows why, but some comes are well fun, fun, fun, We'll give you our impression

know our experts orinions m not always be the same as your own. Everyone has different things

not they think are important in a game That's why we're giving you

your own Player Meter to fill out

and compare with ours

Play Control

with this rating.

To further help you decide which games are right to you, we've developed the Power Meter Rating Sys tem. Every new game introduced for the NES will be rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme, Fun.



Collectible Favorites: By popu and we are offering Nis wer subscribers only a chance to order these four classics. Chock-full of in-denth game reviews, tins and tricks To collect your full set, fill out the order form on page 107.



Command-Racket Attack-Micker Mousecapade-plus fold out Blaster Master Posts





SeplOct ISSUE

Nov/Dec ISSUE

Zelda Tips & Tactics SUCCESS STORY, Here's just what you need to conquer the evil and mysterious Ganon. You'll discover shortcuts. Find out how to get information. And discover clever ways to conquer enemies and save the Princess! You can order this booklet for \$4,95 by giving your VISA/Master Card rumber to our Customer Service Department at 1-800-422-2602.

102 Pages.

Also in this issuer Double Dranne-Contra-Wheel of Fortune

"Jeopardy"plus foldout map of Zeida's Second Quest.

Jul/Aug ISSUE



112 Pages

Super Mario Tips

How To Win At Super Marin Rose STRATEGY GUIDE. Here's just what you need to find your way through the exciting worlds and levels of Super Mario Bros. Find out how to get past Bowser. Get extra lives. Warp into new worlds. Discover hidden sumders with tips that work like magic. You can order this booklet for \$4.95 by giving your VISA/ Master Card number to our Customer Service Department at 1,800,422,2802



VIDEO C POTLICHT POWER PLAYERS

The spotlight's on you! We think you'll agree that these players possess video prowess!

f you are looking for the best Power Players that exist, you have found them. But I mean REAL Power Players (the ones that are hard to find). Our team is composed of two brave adventurers called Master K and Master R. We are well trained with good reflexes and good hand-eye coordination. We have good memories, and best of all, we have our secret weapon which is self-confidence. There is no game in this whole world that we can't finish or no princess that we can't rescue. We are the best, the greatest and they don't come any better Please forgive us for not being modest at all but it's just that we have finished so many games. To mention just a few, they are Cast-Ievania, Commando, Contra, Deadly Towers, Double Dragon, Ghoete 'N Gobline Goonies II Ikari Warriors, Iron Tank, Karnov, Kid Icarus, Kung Fu, Metal Gear. Metroid, Mike Tyson's Punch-Outll. etc...

Kristian Ferreira Humação, PR

y son Kelly has been playing video games since he was three. He sharpened his skills and instincts on other video name systems. Then for his fifth birthday (October '87) he received his NES. In my opinion, a Power Player was born that day I'm sure he's one of the young-

est players to get through The Legend of Zelda, and it only took him about six weeks. He beat Rygar in two nights, Wizards and Warriors in one day, and he has Bros. He has completed Kid Icarus in five days and in three days he has defeated the Mother

Brain in Metroid, Next up is Super Mario Bros. 2 and Zelda II-The Adventure of Link

Kelly seems to play with a sixth sense. I can't even come close to his accomplishments. He gets calls from all the neighborhood kids on his "hot line" wanting to know more information. His favorite games are Mike

Tyson's Punch-Out!! Goonies II. and Kid learus Kelly's best tip is when fighting Twinhellows in Kid loanus, tran-

him in the bottom right corner. facing away from you. He can't turn around, and you can bleat him at will. Thanks!

Super Mario Bros. In two weeks.

Vance E. Evens Salt Lake City, UT heve yet to play a Nintendo game that has stumped me. I have beaten The Legend of Zelda in two weeks (both quests),

Metroid in one week Kirl loarus is four days, 1942 in two days, and Commando in two days. I beat the Great Puma in Pro Wrestling with every possible character and in Double Dribble I can beat the third difficulty level as any team (L.A. is my best).

In The Legend of Zelda, I have won without getting any swords except for the Magic Sword. In Mike Tyson's Punch-Out!! I can heat the first four boxers blindfolded.

I am still looking for challenges. I hone to buy Ultima, Double Draoon, Super Mario Bros. 2, Zelda II -The Adventure of Link, Dragon Warrior and Wrestlemania. So, keep those games coming! Josh Zimmerma



Grass Valley, CA

After owning an NES for ax months we have found it to be the most enjoyable thing we've ever played. Our technique is to have the person not playing take notes and guide the other. This way the person playing only has to con-



Callina all Power Players Would you like to see your name up in lights? So

us a letter and pictures recounting your own video achievements (or a friend's). We'll profile several Power Players in each issue.



method, we have conquered many of the most challenging games. The first game we completed was Wizards and Warriors. After purchasing it in the afternoon we played it the rest of the evening. In six hours we had defeated the wizard and rescued the princess. Contra was a bit more challenging, taking us a week to reach the end. We have now defeated Red Falcon three times in the same game. Super Mario Bros. took us two weeks and we both completed the First Quest of The Legend of Zelda in a week. We completed the Second Quest in the following two weeks. White borrowing Mike Tyson's Punch-Out! for three weeks from a friend, we managed to get to Mr. Sandman, Double Dragon took a mere week to be

completed. We love our NES and are eagerly awaiting many of the new games-especially Zelda II-The

Adventure of Link Bradley and David Messmer Newport News VA

the princess in Super Mano Bros. without warping, I can beat Contra seven times in one game. In Major League Baseball. (can beat the computer 122 to seven, Honestl I can finish The Legend of Zelda in six games but my average is about 20 because I goof around a lot, I can get to the 25th round on Duck Hunt, I am only 10 years old

Jeremy Hookins Richardson, TX

ellol My name is Steve and I think I should be considered a Power Player, I have had the NES ever since it was invented. Since then I have defeated Ganon in The Legend of Zelda twice, mastered Kung Fu. defeated Mother Brain in Metroid. mastered Soy Hunter completed all the levels in Gyromite, got 999,900 on Duck Hunt staving about five and a half feet away from the screen, got 999,000 on and beat Great Puma in Pro Wrestling My most recent accomplishment was defeating the Red Falcon six times in Contra and achieving a score of 6.553.500.

I have too many tips to list, but here are a few. As your character is being defeated in Contra. he blinks for a few seconds. At this time, he is invincible. You may be able to use this time wisely to walk through enemies and bullets and get lust a little further



Here's a drawing that I did on my computer of me at my NES when I achieved my high score in Contra.

Steven "Zoid" Guy

Moorestown NJ

Hogan's Alley from five feet away. Power Player Profile: Brian Michaels

Apr: 16 City: Rockford, IL.

Favorite Games: I like Super Mario Bros. 2. It's different. You have to figure a lot of things out. Outstanding Video Accomplishnents: I finished Super Mario Bros. 2 in two days, beat Mike Trson in Mike Tyson's Punch-Outil, and pinned The Great Puma in Pro Wrestling. Strategies: I could go on for hours



anger and frustration lead to mis-

takes. It's also a good idea to plan a strategy. Pause the game when you get in a trouble snot and look through issues of Nintendo Power. You could also talk to other players and trade tins Other Interests, I like to read a lot

of books. Stephen King is my favorite author. I like Eyes of the Dragon. Future Games: I'd like to get

Zelda II-The Adventure of Link Rampage, and Track and Field II

MARCH/APRIL 1989 97



with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

■1943			Knatopher Sutton▶	Alpine, CA▶	1,127,600
Dan Vacura▶	Bloomington, MNP	918,200	MGOLF		
MARKANOID -			New Bedford, MAP Minot, NDP	-23 49 -23 49	
Douglas Gardner≯ Jerry B. Lemler, M.D.	Binghamton, NY► Motifie, Al ►	776,740 769,510	EGOTCHA		
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them in and see how they stack-up **NES ACHIEVERS** against the best players from P.O. Box 97033 Coast-to-Coast? Bedmond, WA 98073-9733



As you know, things happen rgaidly in the video game work. New releases, old arounds ferrorities adapted for home use, sequels, delays, new equipment and accessories, innovative techniques, games based on the latest movies, and so much more. And, as always, PAK WATCH is right here with all of the up-th-the-minute inside into: here are even the injects eron last time and we've brought you those, too. But first, a request Please, PAK WATCHERS, don't write us asking for more information on noting genes. We will all you overything we can injet here in Ministendo Power just as soon as we can only genes.



Capcom is continuing their association with Disney. They produced Mickey Mousecapade by developing three Game Paks based on Disney themes: Duck Tales, Rescue Rangers, and Adventures in Disneyland, based on the different areas of the theme park.



STAR TREK V

Well, we finally managed to nail down who it is that is producing the Game Pak based on Star Trek. Bandal has announced their Enterprise-ing intentions, but so far, all we have is a Vic Tokai proved that they can make a terrific video game with Golgo 13 and we're waiting to see if the quality will continue with this hot new adventure game. The game has tremendous play feel and a bit of role playing.

and a bit of role plays

ASH AT DEMONHE

100 NINTENDO POWER

GOSSIP



NEW POWER PAD

TREET COP

Introducing the first Nitherooth Power Pad action obsention power. For the first rev. allising the Nitherian Power Pack, put'll be able to take part in an action mission. You'll be done to actually being in the video game as the main charasate because you will be performing the action in real life that your video counterpart performs on the screen. When they you'ld be considered the properties of the properties life character, you will chase oriminate through the streets and bring them to justicle. You'ld also utilize the reguir Controller with the flower Pad to help subdue the Visition you go justice that you have the Visition you go justice the your law.



Use your nightsfick on aneaky criminals hiding behind the trash



ATHLETIC WORLD

This is a one-player version similar to the Power Pad hit, Super Team Games. The obstacle course is fairly hard and will challenge even the toughest athletes out there. Sorinting your way this Soring.



CHESSMAS

Hi-Tech has announced a couple of new Paks: Chessmaster and Remote Control. The latter is based on the new hit game show seen on MTV.



There is a megahuge-budget motion picture of Betman due out this summer. Sunsoft has visited the set at Pinewood Studios in England and decided to produce a game based on the Maskert Man-



ARCADE ALLEY

Arcades have always been a natural source of inspiration for home video games. In development are four favorities which should convert nicely to the NES. We are delighted to be able to say that all of the reportedly have two-player simultaneous play! Look for all of them sometime this year.



ne of the arcade version ionaries overthrowing



ported to be far away, understand that it still has the double motorcycle assault as in the arcade





Both of these Paks from Gametek are junior versions of their previous offerings, simed at teens and younger players. Word has it they use a new program technique to help avoid the repetition of boards and questions, and offer a more random selection



PINBALL ALLEY



Before video arcades, there were Pinball machines. A few years back, Nintendo introduced an NES version of Pinball, Now all of you Pinball wizards will have to make room as three new Pinball Game Paks (including one from Nintendo) are heading your way. Personally, we've always "tilted" toward a good game of Pinball . . .





Nintendo's new entry is programmed by those whizzes at Rare and looks exactly like the arcade Pinball game by Williams. thas a realistic looking perspective of the ninball table and a cool cartial verticle scroll. Like the arcade, Pinbot talks to you, but ve especially liked the little scace slug that tries to eat your

tell Look for its 4-player tilt canability doitized





This one has two types of games.

and your opponent start with a given number of points and loose them every time a ball gets past

you. It's not always easy as there is more than one

Don't let the name throw you. Other

than a brief sushi history lesson at the beginning of the game this game has nothing to do with fish. This one only has two levels to its table, but the B Button will allow you to bump the table to give your ball a little more bounce. But you'll have to watch it. Burno it too much

and you'll tit i the game and loose your ball





MONSTER PARTY It's by Bandai and it could best

be described as a cross between Super Mario Bros. and Castlevania Cute funny little characters in a haunted he has a good nisy feel and lots of

PAK WATCH

GOSSIP GALORE

At press time, we'd just come back from the Consumer Electronics Show and so we're pretty much buried under tons of information. Next issue's PAK WATCH promises to be especially exciting and informative. These games really aren't due for release for guite a while, but we knew you'd be interested so we thought we'd toss you a few fastballs.

GODZII LA

to always know someone would come up with a come based on orients we aways show someone would done up with a game origina and the oppole at Tobo, our newest licensee, are the first

GOAL

We know that soccer lans have been clamoring for a new soccer game and Jaleon is planning to come through with this Pak that will emphasize complex

VEGAS DREAM

HAL is gambling that this Game Pak about playing in the Las Vegas cosinos will be a hit We've seen a bit of this one and there's even a little role playing

ADVENTURE OF LOLO

Interpretary little actuachure came bur MAL. If has a challenging fourtie morn aspect that some wil really over

FISHER-PRICE Greet news for the was Power Players in the family, GameTek has arrecurred that they are working on some Fisher-Price games for the younger set.

Tu wavelence from Culture Brain, the occide who brought you Flying

KUNG FU HERO Dragon. This one lan't as serious in theme, however, with its little marshmollowy

CALIFORNIA RAISINS Why are we not surprised. These little guys are everywhere else, why not in a

GRUMBLE, GRUMBLE DEPT.

We always strive to bring you the latest and most accurate information We told you about these games in previous issues, they were scheduled to be released relatively soon. But things don't always go quite as planned and there are always changes in this business. It mas with the video game territory. Anyway we are blowing the whistle to alert you to the ...

... DELAY OF GAMES!!

NEL Football Kwight Rider, Hopps, Magic Johnson's Fastbreak, Jord One On One The Guardian Legend The Legeny of the World John Flyery's

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NES PLANNER

Adventure of Lolo

Cobre Triangle

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Tyéng Gragos Leartia War Indide Scecol

appyland ege Men II onstar Party Minde Tano oleganga's Ambilion

Super Dodge Bell Fabos Faanogo Mulaet Ninça Turtles

Shooting Gallery

California Gainina lock Teles enter's Gazet

Hollywood Squaren Jampordy, Jr.
John Elwey's Quarterbeck
Jordon vs. Bird. Cre-co-one Mana Arbanan's Fasticash

MED CONTRACT NUMBERSON OF The Person

Spy vs. Spyriolend Caper Siter Trans Steath Eagle Super South Date: Thundancedo The Guerrier Leased Legacy of the Water

Yagan Dream Wheel of Fertune, Jr. Who Franced Doors Babble



COMING UP NEXT IN THE MAY JUNE ISSUE OF NINTENDO POWER!

TEENAGE MUTANT NINJA TURTLES ——

Our cover feature next issue will be a wild review of Teenage Mutant Ninia Turtles. Join us as we pry open the secrets of everyone's favorite mutated quartet . . . and hide your pizza.

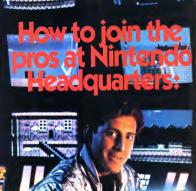
— NINJA GAIDEN -

Concluding our Ninia Gaiden two-parter, we'll continue with an intense, action-packed feature of Ryu's jungle journey and discovery Jaquio's lair.

-Meaa Man II -

Be here for an advance look at a new adventure hit, as we present a slick preview of Mega Man II, the long-awaited Mega Man sequel. Plus: Features, Previews, Counselors' Corner, NES Journal, Video Shorts, Classified Info. and so much morel

Sectionary from 2000 (1) the section of the section Continued from page 93 Amen May delige of the face of when which we had been a few properties of the p





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