NINTENDO POWER POWER NAME OF THE PROPERTY OF T

Bonus! Super Mario Bros. 2 Super *Power* Tip Book

MEGA

Dr. Wily Launches Lunatic Plot

Warrior Flay Fun!

Hit Previews
All-Star Lineup

Anniversary Issue





Here's the best way we know to get your friends to stop borrowing your copy of Nintendo Power." Have them get their own subscription to the direct connection to the pros at Nintendo Headquarters. If the best place to go for superior playing skills and the information you need for smarter Game. Pak selection. Don't forget to tell your friend about the new bonus tip books.

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CONTENTS

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MEGA MAN II

we know in a 16-page MEGA-review.

Em-BARK on a perilous journey inside the World Tree.

DRAGON WARRIOR—39.

Twelve big pages on the R.P.G. that took Japan by storm.







STRIDER

Cosmic commandos in a high-tech mystery/adventure.

NINTENDO POWER

y/adventure.

| Payers | Forest | Pulyers | Pulyer

COUNSELORS' CORNER—32.

HOWARD AND NESTER—:



1989 JULY-AUGUST

PREVIEWS ROBOCOP-

The hot movie is now a hot video game!

DUCK TALES 60. In a fowl mood? Join Scrooge McDuck on a quest for treasure?

Duck Tales fits the "bill" WHO FRAMED ROGER RABBIT?

Check out Roger, Eddie, and the woman who's "just drawn that way," Jessica.

IRONSWORD 68. Shops and swashbuckling highlight this sequel to Wizards and Warriors.

. Bad Dudes . The Adventures of Tom Sawyer . Guerrilla War . Defender of the Crown . King's Knight * To The Earth * Shooting Range *

Sesame Street ABC + Adventures of Dino-Riki ast forward to future fun!

In celebration of our 1 YEAR ANNIVERSARY, three pages of 1-UP tips!

NAYER'S POLI

SUPER POWER BONUS TIP BOOK



57

U.S. STAFF Publisher -

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MAIL BOX

AN ARCADE AT HOME

love playing arcade games, and thought of this great idea last summer. Everyone thought it was dumb and that it wouldn't work Well. I had the last laugh because I did it! It took about two months and \$200 to build. It stands approximately six feet bigh just like a real arcade game, expect mine has a magnetic strip at the top to hold maps and places for my TV, two Advantage Joysticks two Max Joypads, two NES controllers, tip books, 3-D plasses and all my magazines. It even has holders on the side for non cans if vou're thirstyl

Will Turnbow Cody, WY

Terrifici We thought your idea was very innovative, Will, and it sure looks like a lot of funi



WHERE'S MY MAG?

but instead of arriving at my house at the beginning of the month, they get here towards the end of the month. Why is this?

> Jordan Kalil Mercer Island, WA

You're not alone, Jordan, Nirteendo Power fars shouldn't elegent of Power fars shouldn't elegent or receive issues of Nirteendo Power receive issues of Nirteendo Power receive issues of Nirteendo Power for some first month listed on the cower for exemple. Nirteendo received the March'Agril issue from the printer during the first week of March. Then, It look about a week to address them and an additional two or three weeks for the post office to deliver them. Therefore, most to deliver them. Therefore, most people received the March'Agril result and the Ma

By the way, the information in Nintendo Power is timed to be read according to the above schedule. When the magazines do reach subscribers, all the news is current.

March.

SEND YOUR PHOTOS & LETTERS!

Don't forget to take Nintendo Power with you on Vacation this Summer. Send us your photos, and you may see them right here!

WHY, WHERE, HOW, WHEN, WHO?

've been wondering some things about NES characters. How old are Mario and Luigi? Do they have a last name? Are they twins? When's Link's birthday? How old is he? Did he marry Prin-

cess Zelda?

Jackie Verbon Albuquerque, NM

We wish we could answer all of your questions, Jackie, but the fact of the matter is that some questions simply don't have answers. We feel that NES fans have enough imagination to conjure up some of their own fun and interesting facts about NES characters!



Giant Holiday Giveaway, Mike Lee, and pal Miles Ward showing off their Nintendo Power jerseys on the trip to Disneyland Mike won. Looks terrific, guys!

VIDEO SPOTLIGH

consider myself a Power Player, and my friends agree with me.

My best game is The Legend of Zeida. I rapeatedly defeated Ganon with the Maglo Sword, and decided to make it more challenging by using the White Sword instead. I have continued to make the game more challenging by using weeker swords and fewer powers.

Today I can defeat Gannon using the Wooden Sword and the Blue Ring without dying in both Quests. It is no easy task, especially in the Second Quest, but it can be done.

I encourage other Zelda fans to try this feat. Today I start a new task of defesting Gennon with the Wooden Sword and no rings!

I name is Richard Rick III.
All Bukhari and I feel that
we are true Power Players. As an example of our achievements, the first time we played
Contra we cleaned house in half
an hour with three men each.
However, we found ourselves
gaining weight from sitting around

gaining weight from sitting around playing Nintendo. Our situation is getting considerably better with the Power Pad. We have improved our score in the hurdles in World Class Track Meet from 45.12 to 34.09 seconds. We have found the Power Pad to be excellent exercise and creat fun.

Richard Rick and Ali Bukhari Marion, OH I think I am a Power Player or maybe just a good player. I have conquared marry garnes. I don't give up. I don't get mad. I just adjust my leval of thinking to the character I am controlling, get the juioss flowing, and let 'em have it! Here is my advice for people who don't think they are Power Players:

Don't get depressed over a failure; oven Power Players aren't perfect.

If you ever defeat a hard to beat enemy, just remember, it's not luck but skill that enabled you to do it, no matter what anyona says.

If someone says, "I let you win", most of the time you actually best them fair and square.

David Whittaker

Berkley, MA

James T. Winch Mazomanie, WI Power Player Profile: Chuck "The Whiz" Burks

City: Atlanta, GA

Favorite Game: The Logent of Zelda has been my favorite since I got it, but Super Mario Bros. 2 is running a close second.
Outstanding Video Accomplishment: When I heard that Super Mario Bros. 2 had been released, I went to a local store. Luckly got the last copy out of an artise case they had received earlier in the day. I cushed home with my new

adventures that lay ahead of me in

Sub-Con. This was on Saturday

afternoon. By Tuesday night, I had worked my way to World 7-2 and had located Wart. On Wednesday morning I fed him his vegetables, and defeated him!



have gone through The Legend of Zelda, Metroid, and Kid Icarus several times without losing a single life. In Nintendo Golf, I shot -12 just two days after getting the

gamie.
Special Strategies: In Arkanoid, know how to use power capsules and even if you're not a white geometry, know your angles. If you travel, as I do, take your NES and game paks with you. They make a welcome companion when you're away from home.

Oopel Last issue's Power player was Brian Eakin's (not Brian Michaels).

HILVIANGUST 1989 7



Dr. Light, Mega Man's creator and mentor, has prepared three obstade conquering devices to old the blue bamber in his othern to thwart the evil designs of Dr. Wily. Dr. Light will have these devices ready for Mega Man to use after he comcless the diagram, beginning all postumes stopes.

creen



ND MEGA MAN II MEG

MESSAGE FRO Dr.L.I.GHT.

LEVITATION PLATFORM
Device 1 efzws Mege Men to go up,
up and aweyl Mega Men can have
up to three
of these uplifting epparetus on the









Device 2 speade Mega Man along toward his goell Hall be table to ride it until it hits a wall or until the device's energy is depleted. This gadget will be of special use to our hero in the Hestman state.

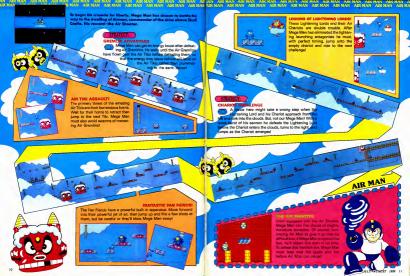


WALKING PLATFORM Device 3 will assist this dering do-gooder in reaching out-of-the-way places. This cool contreption lifts higher end works in smeller spaces than Device 1, but Mege Men will have to be close to a well in order to make use of it.

WALL-

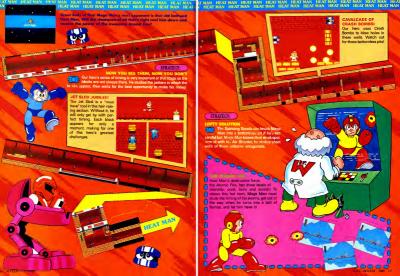


Before he takes on Dr. Willy, Maga Man must battle his way through eight invels of mochanicel meyhem. After defeating and healt leader, he will receive the special weepon of their villen. While he can conquire Dooth Willy's eight creditions in any order he pleases, it is recommended that but took be those submettons in the order Maga Man does in the following pages.















Two more stages of fast paced fury and modcop thrills await the champion of justice. Here are a few peeks at what is in store for this fearless blue browler!

FLASH MANE

EGA MAN E MEGA MAN E AN B MEGA MAN B

Mega Man will be slipping and sliding past wicked Walkers on his mission to retrieve Flashman's

Time Stopper! He will find that using the Bubble Lead here will bring Walkers to their knees. QUICK MAN

Deadly Force Beams and **Huminating Firepots stand** between Mega Man and the sultan of swift, Quick Man! The Fleshman Time

Stopper is essential here so that Mega Man can freeze

the beams. While meeting Quickman for control of the Quick Boomerang, Mega Man should run, turn and fire!



Finally! After defeating the outrageous Wily-Force Mega Man will enter mysterious Skull Castle. Will be be able to defeat the doctor's citte. guardians and confront the engineer of evil himself? Dr. Wily is waiting!

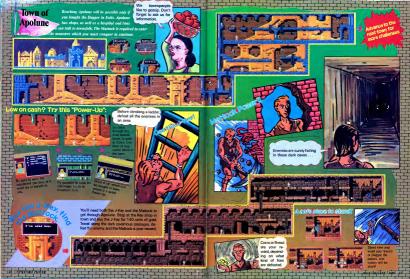




The secrets of Skull Castle are myriad and mysterious, what other surprises are in store for our hero?































At this point in the adventure, you may think you have seen all that the evil snell-casting dwarfs have to offer in the way of strange, monstrous servants. Ahead you will see that this is not the case, as more bizarre and grotesque creatures await you. If you keep fighting and gaining experience, you should be able to triumph over the enemy. The people of the





Early experience and buy equipment and the powers of the hero you are dissiped to. charges will be yours. Be ambigous and earn the ratiks of glory!





'OUNSELO KS' MOKNI







My pitcher got into a bean ball battle. How did that happen?

Agua (Utah), Becon (Los Angeles). Marcus (Texas) and Caras (Omeha). A pitching mound brawl may erupt if these sluggers are hit in each of their first three at bats

They may pick a fight on fewer hits if beaned after the fourth inning. Play ball and keep it clean!







he would like to move and jumping reached by only one straight up and down. This is a particular character very useful technique when Xemn using the items that must traverse a long gap. He can are exclusive to that character By ride a block by facing the direction trial and error, and testing the difthat he would like it to move. ferant character's abilities, you will standing close to the edge and be able to find out exactly where jumping straight up and down each character can on To make The block will move over in the your way to the Crystals, you must direction that Xemn is facing and learn how to move and manipulate slide under his feet so that he will bricks. While other characters can end up standing on the opposite destroy or throw blocks, Xemn has edge. When Xemn is using this a very unique ability in that he can method to traverse across a room move blocks one space at a time you may find it useful to take the with his Glove. By holding the A cursor off of the Glove so that he Button, and pushing against a doesn't accidentally move a block block, he will be able to move it in in the wrong direction the direction that he is facing -Un.



touch all of the walls and test the bricks to see if they might disappear. Also, long stretches of spiked floors may seem impassable as your character will lose a lot of energy by walking on the spikes. If you hold Up on the Control Pad while your character is on the spikes, however, he or she will not



Boset the formation of the blocks by If you destroy, throw or

Ryu must perfect his skill of precision jumping to conquer the advanced stages of this challenge. In Stage 5-2 there is a section with a high plot of land on the left a narrow passage on the right, and a pit between them. Our hero has to get from the higher ground to the lower passage. By following a "Z" pattern he should be able to reach his destination. After Ryu has jumped and graphed the right wall, he must diagonally jump down and to the left and grab the wall just before he reaches the bottom of the screen. This will take some practice. Then, an easy jump to the

right will allow Buy to move on.

Occasionally, when

your pitcher is having

an off day, he'll throw a

few pitches that are off

the mark and could possibly hit the

batter. Not all oitchers throw beam

balls, but the ones that can should

stay in control when nitching to

one particular batter from each

team. These hot-headed hitters

are Oko (Phitly), Lynn (Kansas),

Frieda (Boston) Star (New York).

Warner (Miami), Fendy (D.C.),

Paste (Jersey) Debro (Hawaii).

There are Areas in level 5-2 and 6-2 that I can't seem to pass. Any pointers?



lerine in Stage 5-2.

elivie another enamy who will run under him and out of the way. If Ryu slows down along the way, he may be hit by oncoming enemies. After this quick maneuver, Ryu can rast for a moment and the cross tossing reaper on the next ledge will disappear off of the right side of the screen.



will disappear



Down Left Right or discountly He

can also move a block to the left or

right while standing on top of the

block by facing in the direction that

mind is that there are virtually no dead ends in this game Sometimes you will need a specific character to pass by an area and sometimes you will be able to get by using any character if you know what to look for. There are a lot of bricks that dissolve upon contact. If you get to be area that looks like a dead end, it is very important to

One thing to keep in

leaving and returning

maye the wrong blocks and would like to restore the scene to its original position, you can leave the area by climbing up or down a ladder and returning. The blocks will reset

32 NINTENDO BOWER

move jump straight up and receat



OUNSELO KS'COK





Where is the Ultra Space Sensor?

The Ultra Space Sensor is an extremely valuable item which let you know exactly when you've come across a Warn Zone Once you have it there will be a blinking indicator

here and turn to the right. When you see the window, dive through and you'll be entering the first Warp Zone, After you have warned, move on and eventually you will encounter a huge creature that quards the Ultra Space Senonr Finish off the enemy take the sensor and continue on your



when there is a Warn Zone in the vicinity. You'll find this item on the first floor. Enter the third door that you come to and turn left. You will come across another door. Foter

Turn left



adventure







The camp counselors at Crystal Lake have different strengths Crissy and Mark are

the best runners and jumpers. This gives them the ability to defeat enemies at the beginning of the game more easily than the other counselors. At the outset, choose one of these quicker characters to defeat enemies until you receive a Dagger. Then pass the Dagger off to a slower character and continue to use the stronger characters until



How do I collect stronger weapons? Where are the Sweater and Pitchfork?

all of the counselors receive Daggers. Each counselor should then be strong enough to go out on their own. The strongest weapon that the counselors can earn by defeating enemies on the outside is the Machete

The six largest cabins in the

camp have fireplaces. If all of

these firenlanes are lit by the coun-

selors, you will receive the Flash-

light. This item will make it easier

to find Jason's mother in the cave.

When she has been defeated you

can be found in the cabins that are

in the woods, and the Torch will be

in one of the cabins that are close

once, he will return stronger than

before. At this point, if you defeat

Jason's mother, you will receive



Crystal Lake

the Sweater. This disquise will lessen the impact of Jason's blows and allow you to, defeat this manic camper for a second time. He will return even stronger and you will be able to do away with lason's mother once more in order to receive the Pitchfork. This hefty weapon will give you the power to go after Jason for a fight

to the finish

Game Play Counseler Profiles Mark Debelack Jeffery Hutt Recome Game Courselor: February Rantombur 1988 Hitthian Scultu 6 1988 Hobbins Sking Sports Divino Writing Computer Games Video Gamino: Best Game Accom-Reading: Best Garre Accomplatment First nerson at Nationale phshment Finished The Adventure of

> Foundte Game Mena Man T leff Palmer Barome Game Counsalor: October 1. 1988: Hobbins: Computurs, Cars. Weight Lifting and Nintendo Gamus; Best Game Accomplishment Solomon's Koy 16 449 850 Emprits Same Solomon's Key



to complete Nime Gelden: Favorite Game Nobunga's Ambition Scott Perras

Became Game Counselor, April. 1939: Mobbuse Computers Bole Playen Games Comic Books and Scorts Rest Game Activement Completed Double Dragon with only one character: Favorite Game: Mega











































The summer is heating up with the hottest picks for your NES.

New games and old. Adventure, Fantasy, Sports, Everyone has a favorite on the Top 30 list, but not every game can be number one. Check out the best and the rest below, then make sure to send in your top picks for the next round

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

These tides are new to the Ton 30 Keen a close eve on them



36 NINTENDO POWER





Bros. 2 recaptures the lead. Goes to

SUPER MARIO BROS. 2 By leaps and bounds, Super Mario

show, you can't keep a good game down ZEI DA Π-THE ADVENTURE OF LINK





A Ninia appears unexpectedly from the shadows, like the way Rvu has shown up suddenly in third place.



that this game is a classic. TECMO BOWL Everyone has heard about Rose Bowls, Orange Bowls, Sugar Bowls and Salad Bowls But what's a Termo Bowl? Hotil

BLASTER MASTER All things considered, chasing a frog

















The Legend of Billy Lee continues to grow. Almost a year in the top ten















2.266

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1 105

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1 SUPER MARIO BROS. 2 5.535 2 ZR.DA ETHE ADVENTURE OF INK 4922 3 THE LEGEND OF ZEIDA 2350 4 DOLLHE DRAGON 5 NINIA GAIDIN 1647 6 BLADES OF STEEL 1.410 7 TERMACIEMULTANITARINA TURNI \$ 1,350 1,290

B METROID P BAD DUDES 10 BLASTER MASTER

11 SKATE OR DIE 12 CONTRA 13 SUPER MARIO BROS 14 ROBOCCE 15 MIKE TYSON'S PUNCHOUTH 1.026

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402 26 ROSOWARSON

305

14 RAMPAGE 17 WORSTIEMANIA 19 DOUBLE DRIBBLE 20 BASES LOADED

21 OFFRATION WOLF 22 PAPERBOY 23 MEGA MAN 24 MEGA MANT 25 ADVENTURE OF BAYOU BILLY 28 WIZARDS & WARRIORS

27 P.C 590 AH

29 WHO FRAMED ROGER RASSIT

FAVORED BY FANSI

Whimsical, weird and wonderful games like SMB2 and Link have inspired the imaginations and votes of players around the USA 1. ZB.DA ILTHE ADVENTURE OF UNK 3,692 2 BIONIC COMMANDO 3,051 3 DIE LEGEND OF 78 DA

A MEGA MAN'T 5 NINIA GAIDEN 6 UUMA 7 BLASTER MASTER 8 MEGA MAN 10 SMON'S QUEST 11 LEGACY OF THE WIZARD

12 SUPPL MARIO REOTHERS 2 13 THE ADVENTURES OF LOLO 15 CASTIFVANIA 16 MKE TYSONS PUNCHOUTS

18 DOUBLE DRAGON 19 SOLOMON'S KEY 20 SUPER MARIO BROTHERS 21 TRACK & RELD II 27 KID NIKI 23 IRONSWORD WIZARDS & WARRIORS II 420 24 GOLGO 13 25 MILONS SECRET CASTLE

37 STRIPER 28 BUBBLE BOBBLE 27 CORRA TRIANGUE 30 TEENAGE MUTANT NINJA TURTLES 310

TAKE IT FROM THE PROS. HYRULE'S THE PLACE TO BE ...

... or not to be if you're Ganon. With all that pro talent put to get him, he doesn't stand much chance.

GAME I SUPER MARIO BROS 2

2. ZELDA TUDE ADVENDIBLE OF UNK 4.204 3 TECMO BOWL 2.591 4 NNIA GAIDEN 5 TRACK & RELD II 2.130 6 SIMON'S QUEST 1.492 7 CONTRA 1,193 1.129 9 ORDATION WOLF

6,677

45

440

421

408

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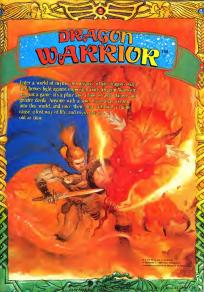
10 DOUBLE DRIEBLE 11 RAWMGE 750 12 UTIMA 776 13 WRESTLEMANIA 773 14 TICMO BASEBALL 15 BLADES OF STEEL 6 DONKEY KONG CLASSICS 17 CHAILENGE PEBBLE BEACH GOLF 10 WHEEL OF ECUTIONS 19 FRIDAY THE 13TH 20 JACKA 465 21 BUBBLE BORKE

22 R.C. PRO AM 23 THE LEGEND OF ZELDA 24 HUDSON'S ADVINTURE ISLAND 25 DOUBLE DRAGON 26 LEE TREVINO'S RIGHTING GOLF 20 MYSTERY CHEST 29 MICKEY MOUSECAMDE

30 TOP GIN A VARIETY OF PAKS FOR THE TOP PICKS

What can you say about the deal-

ers? They seem to enjoy vegetables, sword play, and football, Hey who doesn't?





It's been a long time in coming, but finally there is a Role Playing Geme for the NES that draws you into the heart of the action. In the distant land of Alegard, a story unfolds with you as the hero, a descendent of the great warrior, Erdrick, who once fought and conquered a great evil. Now it is your turn, but as a newcomer to this world you are ill prepared for the monumental task that iles ahead. Alefgard cowers in the shadow of a despotic Dragonford. The King's daughter has been abducted. Monsters terrorize travelars and the good peopla who live in the many villages and towns. Only you can prevent total desolation of the kingdom. But you must grow strong and learn many secrets before challenging the Dragonlord. To every corner of the land you must go, but will you return ...?

So just what is an R.P.G.? It's a game in which you take or a role, like an actor in a play, except in the game you don't have a script to follow. Everything that takes place is dependent upon the choices you make as you search for gold and information and battle through the wilderness between towns Each time you give the command to fight an enemy, unlock a door or speak to a passing peesant, you are changing the O course of the ection. Success in this world is achieved by building the strength of your-

character end gathering information because you begin the game with nothing but.



Actually, the towns are large. When the creen changes; you ben west shope for tools and wearons te sum to talk to

> Stand still for a moment providere in the outer world, or in a town, and a window will eppear in the upper left corner of the seveen. The HP MP G and E stand for Hit Points, Megic Points, Gold and Experience respectively

rom outracle their

Unlike Any Before!



Learn magic and raise your Level with Experience Points.



Spetty are learned one at a time as you reach designated levels of Experience. There are ten Spells altogether, and the final one is learned when you reach Level 19.

You don't have to be a video ace to succeed in this game as in so many ection or shooting games. You can plan each move with care. Take all the time you need. Once you heve developed a strategy, you select a command end enter it. The result of your action is then seen, Quick reflexes won't help you as much as a good memory, so this is truly a geme that enybody can play, young or old. novice or power player



effected It's now up to

you to choose one of

your four commands.



you will nort











Although some people won't be of much help, talk to each one and listen carefully to their words. Sometimes a vital clue is hidden in old stories and



rumors.

directly and

Don't be shy. Most people know who you are and want to help you.

In the end, you will face the Dragon lord alone, but to reach him you need the wisdom and aid of all the people of the kingdom. You may even wish to write down what people say.





a piece of the puzzle.

Any word could be

At first, some of what you hear won't make sense. Later, when speaking to other people, you may learn the hidden truth of what was said earlier



the of your tasks is to save the Princess But where is









Choosing FIGHT initiates an Instead of the hand-to-hand combat common in action earnes, in attack. The outcome is Dragon Warner you choose from one of four action commands. termined by a comparison of your strengths to the FIGHT, SPELL, RUN or ITEM Choose carefully as you smight not strengths of your enemy, have enough Hit Points to survive an attack High levels and good weapons greatly help.





In The World Diviness Masseine!



Selecting the best command takes full knowledge of your

Select SPELL end a list of Spelis appears in e window. Some of the Spells help you fight and some have speciel purposes but are of no use to you in battle. Before choosing e Spall, consider your status-your HP end MP-and the type of enemy, as certain Spells are best used on particular enemies. If you choose ITEM, only the Hert helps in e fight.



Earn Gold by defeating enemies Stronger foes are worth more. Then at the inn, roover Hit Points (HP) and









oper the enemy the more points you earn toword rateing your Level.



Save up Gold for



Sin hou Branning Bareine Your journey through Alefgard will be long and perilous, but you can lessen the danger and the toil by taking various items with you. In fact, many are essential to the success of your quest. A few items are shown below as a sample of what to expect.

e your items sparingly and only when it is appro-

During, or efter a fierce battle, you. There will come a time when If you become lost and low on HF can use the Herb to restore much you must enter derk caverns far from a town, use the Wings of of your Hit Points (HP).

and dungeons. Prepare for this the Wyvern to deliver you back by purchesing e Torch.





the wisdom needed to learn and use the ten magic Spells



Upon reaching Level 7, you will learn the Spell of Sleep. Chant this Spell at your enemy and it will nod off, leaving itself open to attack. Make use of the moment as the creature may wake up soon





Nound your enemy with a chanted word. The cost is only two Megic Points (MP). But there are some enemies who can block this Spet-



own. If attacked by an enemy who uses Spells, use Spellblock right away it will protect you from eval.



Most cressures will stay eway in the



When the fighting makes you weary Heat Spell to recover much of your lost energy. Five MP is the cost.



If you become last or your HR Points ore nearly sport listide a dunction. chart Outside to escape. You will be transported safely to the outer world



Much more powerful than HEAL, this Spell is a great boon at the end of your lourney when you must face the



Don't waste Gold on Torches once you've learned this Spell. In the darkest caves, the Radiant Spell provides enough light for a search.



Like the Wings of the Wyvern, this Spell can speed you home from e ornet distance. Use it when you want to Save the game.



Wyverns, dragons, and other guil moneters can be struck down by this potent Spell. On the other band some of them may use it on your

PER AUGUST PRE

The Mo

hine Realm of Heroes! Strategy and planning are the keys to success. Without a plan, the Dragonlord's servants will make short work of you. The following tips should help any newcomer to Alefgard

even heroes and Dragon Warriors. Read on now, and learn well the lessons taught. Turn on the power and the title screen appears, Press Start, Now you've reached the screen where you enter your name or any name you choosa Whatever name you enter now

will be used throughout the game In this case, the player's name is





Hour Quest Begins In The Throne Room. From beyond the borders of Alefoard you have come

to King Lorik's court, where it is told that you are the descendant of the legendary Erdrick. The King himself tells you of his country's plight, how the darkness ornws, and that you must belo. Then King Lorik of Alefgard presents you with gifts to help you on your way Also you are bidden to speak to the guards, who know much

and can offer sound advice for Then it is time for you to depart Usa your key and



The King offers you gifts and you would do well to take them.

Good King Lorik has sent you upon a quest to restore peace to the land. But he knows you are new to the world, and he offers you gifts to help you on your way In fact, without one of the gifts you can't leave the morn.

Claim the contorn of a Treesure Chest by standa erssung the A Button to actively the command



cursor to TAKE and press A agein dem is now yours

then the STAIRS

will be brought to the throne room for an audience with the King, Learn some of the history of Alefgard, and of your

Speak to the Inhabitants of the Castle In the castle you will find soldiers, merchants, retainers and others. They can tell you much of whet has heppened both in Tentegel Castle and in the surrounding country. Listen for clues and write them



The people of the castle are busy and will speak only if spoken to. Be

essertive. Fece e person then push the A Button to bring up the commend screen. Then select TALK. The person's words appear in a box on the screen. Arrows indicate if there is more to be said.

You must find a source of keys before you can speak to this

d the walls of Tantegel Castle the screen shifts to Walkabout

Once you have stepped beyond the sefety of strong walls and armed guerds, you are fair came to the monsters which lurk throughout the vast continent of Alefoard





Go to Brecconery near the castle and buy the items you need.





ounter to buy



or. You can walk aight in.



JULY LAUGUST PAR

Once you have purchased a weapon-either the club or the bamboo pole-it is time to enter the wide regions beyond the town. At first you will be on the plains around Brecconary and Tantegel Castle. There you will encounter creatures called Slimes that appear suddenly. Enemies spring up without warning.

rategies For Your Adventure!













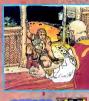




With 120 pieces of gold in your pouch, your first stop should be the shops of Brecconary. There you will find weapons, ermor, and items that you will need later in the













Without any warning the beast attacked!

Alas, my HP is low. I must run while I can.





Such is Dragon Warrior—a game of high adventure and dark secrets, treasure to be won and tasks to perform. Once you enter this vast and capitivating world, you may find it difficult to leave.

Sooner or later an enemy will draw near. If it is too strong or your HPs are low, RUNI



Upon entering the world of the Dregon Warrior, you become the hero, the brave descendant of Erdrick, who must seek out and battle against desperate evil. Only you can help seve the Princess and defeat the Dregonlord. The role you pley will determine the outcome of the game and the future of the world.



Your first task is to find King Lorik's only daughter, Gwaelin, and bring her home. Do this and greater advantures will

await you.



Defeat the Dragonlord! In the desolate castle of Charlock, the Dragonlord loats over the sacred



Experience!

be restored. **GAME START**

ather Clues and Rumor

Search for Treasures!







the state of the control of the cont

At the start, Hiryu's power levels are low and can only be increased by completing



Down on the Control Pad to slide through tiny spaces.

PLASMA ARROW

your cipher. Hold Up on the Control Pad and push the B Button to fire a plasma bolt

POWER TRICKS

he opposite direction

Hiryu will learn Fire is the first one and it takes 5 Power Points to fire each

shot.

Aith the Spari rick Hirvu cen fire a bolt of as it's more powerful than

e and requires 5 Energy Poi

MEDICAL.

requires 10 Energy Pol cover 20 Health Points

The Jump Trick

le it still won't on es his the Triangular Jump but will get you places you've never been. It costs 10 Energy Points





The Kazakh Base. With Hiryu's current health and energy levels you will heve to use more breins then muscle to find a way through. If you strike the walls or swing the cipher in open spaces you can find additional Energy and Health Ceosules, Search well, as you will need as many as you can find

H.MAX: 10 | POWER TRICK : N



The Vice-Commender will tell you where Kain may be found. To get to him you'll need a key that is carefully quarded by the Cornmender. A date disk tells where

the Commender can be found. The

data disks are well hidden end to

find them you'll need to poke

eround with your cipher in places

where there would appear to be nothing. Good luck!

The Megnet Boots ere the onl way to access some parts of this game. You use them to climb up the flashing magnetic walls. If you are unable to find them, you won't be able to get all the keys that you will need.



A Power-Loader This hydreulic monster is only vulnerable in his upper half. You'll have to dodge his flaiting mechanical arms to try to get close enough to get a cipher shot off

lost his Attack Boots somewhere. If

This Disk contains a message from a



The Disk with the Commender's message! He's on the move again. Return to the Blue Dregon so that you can be trensported back to enother sector. If he escapes the key will be lost and the chance to find out what's behind the door along with it! Hurry!



them as soon as possible!





The Phantom Train races through the desert on its way to the secret Pyramid Base. Cetch the train for a free ride but be warned: the Train is ermed with many hidden dangers. Advence very cautiously and be ready for something to come from any direction. Remember, Health and Energy

Capsules can be hidden anywhere



Once aboard the train you'll want to work your way to the back to knock out the engine that is there. All over the

trein you'll find men end pop-up cannons that will catch you by surprise if you're not watching out for them. At the back of the trein is a three directional cannon. There are two ways to approach this problem. You can either accept that you are going to get hurt and charge shead, cipher swinging. Or, you can ettempt to maneuver to the rear of the cannon where it cannot fire and attack from there. The Slide Attack can help you get past the cannon and into proper position. Be careful not to fall from the train as it will buy you a quick trip back to the Blue Dragon. When the train stops you will have reached the Pyramid. Start looking for more energy to replace any you may heve lost. Watch the characters you get energy from es certain cheracters tend to be worth more energy than others. From here on out it's all up hill!























PYRAMID BASE



ing the enemy guards will provide you with some health. Be sure you get it before you leave the screen or you'll lose it.

It's Kain! He knows

something extremely

important. By search-

ing, you'll also find

Disk 3. Better get back

to the shin





Hoad this way efter picking up the Agua Boots. The transport tube is the only way to move on, but where does it lead? It may lead to a key or some thing else, only the brave will discover the truth





A running leap will help you cleer the bomb tossing Mechanical Snails that cover the outside of the pyramid. Watch out when you come to lend as enemy soldiers may be waiting for









The Sharkman is hiding in the water It vou've no Agua Boots you're shark bait! Keep purself low when he attacks to minimize the chance of cetting burt

HILY/ AUGUST 1989 55





you with a loud mechanical roer! Should you use a Trick or stick to your F-MAX - 15 TECHNIQUES - TRIANGULAR JUMP





The Disk, when it's run discloses info about e "Zain Project". Little is known on the Blue Dragon about such a project. Perand the Strictor chief in Jepan may know a little nore. Head on down to the trensporter and see it you can't gain a little more on this!

54 NINTENDO POWER

This motorcycle madman

is invulnerable from the

front. Stick to your cipher.

ump over him and hit

him in the back or he

goes by Watch it, ha's

Arriving in Japan, Hinyu expects to find some answers but finds enemies instead. How did they know where he was going? Somewhere there must be a leak in the organization but where? Did Kain disclose some informa-tion to the Syndicate? Hinyu refuses to believe that Kain would did that, Maybe someone alse here in Japan is tracking him.









to charge the cipher but the plasma is well worth it as it can cut through even the toughest of enemy defenses, it can save you!







the Strider

The guest for truth moves on!

Disk 4 reunals the shocking truth about the "Zain Project" The Project uses a machine to broadcast signals that will control someone or



to alter someone's mind, who may have already been affected? Kain may have been exposed to it and who knows how many others Suddenly, Hirvu

realizes that in reality there is no one he can trust. The world is a very big place for just one man and unless he can come up with some solid clues, he may never find the Zain Machine China. Africa, Australia, L.A., wherever he may start now only seems like a wild shot in the dark. The stage is set to test the metal of



Data East exhibits a dazzling display of detective work in tracking down another box office smash, Robocop, for the NES. Watch for it this fall.

- 4 NEW TITLES
- ROBOCOP
 DUCK TALES
- WHO FRAMED ROGEF RABBIT?
- IRONSWORD



potential residence of control of potential residence of the control of the contr





dires so fest it's like o



This developing weepon is more like a tank gun than a hand held weapon. It's fire

SCHOOLENGE CONTRACTOR





Potion B You'd need to replace any lost Power, and this potion is the biggest











This carru's made up of the worst inals in the area. Good thing ey sint to Robocco, he can





a browl



The Gyro Maniac is the only man crazy enough to fly through the city streets. Stand by with your Auto 9



Hammer lack is a man of great strength and bulletproof arm guards. Put up your dukes, it's gonna be

Look out! Theirs on poline heliconteri

There's trouble at city hall Someone is holding the mayor for ransom. You'll have to use caution as you approach so that no innocent civilians get hurt.



Clarence Boddicker is making illegal narcotics in an old factory. He's bired out a mess of nasties to protect him. Sounds like a crime in pro gress better dispatch Robocop



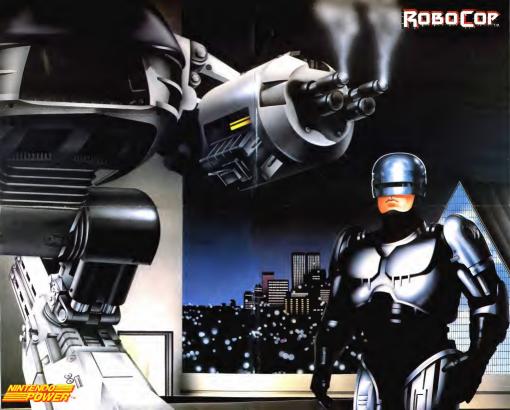
3 t a 8 8 4 Dick Jones is holding up in the

factory where they first built his runaway metal cop ED 209. The place is crawling with robots and automatic defenses. No place for a beat cop, only one officer can handle it Robocop



Clarence Jones is holed up somewhere in this industrial scene. His plan is to ambush Robocco with the powerful Cobra gun that he is armed with. Be careful, he could be hiding anywhere. Don't forget your Short Range Sensor.









There are 2 ways to attack

The Golf Swin





The Pogo

By bouncing along the ground on his cane, Uncle Scrooge can both defeat enamies, and pass over dangerous areas.





The Amazon

led him does into



Use the pogo jump to bounce off this bee and get to the pouch.

Start



Scrooge find Gem Snacks jumping poking ir right place

Hidden Items Scroogs can find Gems and Snacks by jumping and poking in the right places.



Bounce over the brambles!

the pogo jump. Scrooge can get past the Amazon bramble bushes.



Ancient Ruins
Climb this vine to get to
the top of the ruins and
find the entrance to the





he Coin of tha Lost Realm s rumored to be deep inside of an eerie castle in ransylvania. Of course, Uncle Scrooge thinks the idea of ghosts and zombies s just hoowesh, but peraps he's about to change



Come back to get this skeleton key after finishing









he African Mines

To find the Giant Diamond of the Inner-Earth, Scrooge must scour the mines of the African continent and battle the King of the Terra Fermies







The Himalay

somewhere in these Mountains of Snow but the Snow Rabbits and Glacier Goats aren't too fond of dimbers.









Green Cheese? That's what, the moon is made of and that is what Uncle Scrooge is after this time. It is rumored that the cheese will make one



Gizmo to get past this well.





And don't forget, this was just the gang will be back for more in a future issue of Nintendo Power.













EDDIE! HELP! P-P-P-PLEASE!

Eddie, you just gotta help me. Marvin has been murdered and they think I did it. You gotta help me find his will and clear me, P-P-P-PLEASE!, Eddie, I can't do it alone. Judge Doom's weasels keep chasing me down. But, if they catch us, we can just give 'ern the correct punchline and they'll laugh so hard we can get away. I know that there are a lot of items hidden all over the city and in the caves outside the city that will help us. And if we're nice to our girls, I'm sure they'll help us too. If we need transportation, Benny the Cab said to "just whistle," C'mon, Eddie, I'm really s-s-scared, I mean, besides the weasels, Judge Doom has all sorts of animals all over the place that will try to stop us. But mostly, I'm afraid that the judge is going to capture Jessica and me and spray me with D-D-D-Dipill Say "wes." Eddie, P-P-P-Pleasel You're the bestest detective. And I'll be right there with you every step of the way Who knows? It might even be fun! C'mon. Where's your sense of humor?

Tours, blorch. Thy'ry all bassy. I save fil are yet a series of a





The biggest part of being a private eye is searching for clues and evidence. Sometimes, you even come across the neatast stuff. But, watch out for the weasels! You'll always know when they're close by cause an alarm will sound. Keep an eye on that buzzerd overhead, too, or he'll swoon down and carry Roger off, And remember, like Mom always said: Look both ways before crossing the street!



wolk there in safety



sure to talk to people. They can be very helpful in knowing where to search.



over the city. You'll need everything you can find to solve this case, but knowing where and how to use the items will call for some real detective work. Fortunately, you're a detective.





It's a big city, but you can cross it in a hurry by riding in Banny the Cab. If you should find him, just move next to him and press Select, Then, it's A for accelarate and B for brake. Benny has an R.C. Pro-Am feel and only Banny can take you through the tunnels that lead to the hills and to Toortown. If the weasals are chasing you on foot, you can drive over





the windle of the et and on



st stay on the so you'll have to get s on foot, However, Banny will stay put, so remember where you left him. Driving Benny is a quick way to cover a lot of road. But, look out for e weeky weasels in their paddy-

igon. If they eatch you, the joke will be





Select the correct nunching before time runs out and the weasels will laugh so hard that Roger can escape.

SMARTGIN STUPID



Hey, I'm not just "drawing Interest." I have a cipe. th Jessica and Delores hold a due However find-

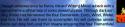
ing them and learning the clue may not be as simple as all that. You'll need all your detective skills and a lot of luck to find the Will and protect Roger and Jessica from Judge Doom.







The shadow of Malkil once again





and the Chaptons of Shatastaria on top-chatastary cones. Was an observational to the analysis of the Maption to several of an along chapton of the analysis prosent of an along them are the analysis of cone again. The several parameters of the analysis of the several parameters of the severa



































CLASSIFIED, INFORMATION

TURKE

From Agent #013 Jump Control

Our investigations in the sevent have been due to compare the processor of the first behaviorable an areas where the counter of them find theretailves in anses where the counter of them find theretailves in a new sevent have the counter of the co









Throw it. Catch if
The Boomerangs have incredible cutting power

and long range which makes them very useful interes for our herbest to carry. Weapons experts have investigated the availability of the Songham canning and have found that, while they are sometimes hard to find, the Turties can share the hard to find, the Turties can share the hard to find, the Turties can share the Bournearing in this possession, press the 8 Button repeatedly so that up to three of these strong weapons will go into the fair, and before they return, switch Turties. The Turtle that you choose should not be arrying any special weapons except for his own personal defines so that he can catch the Bournearing that his commisse seed this firing.



Step Over

When the gap between two ledges is only the width of one brick and the ceiling is Turtle height, an

attempted jump will result in a sure fall. In this case, your Turtle of choice should just try to step over the gap insteed of leaping. He can walk

across. Avoid stopping in the middle, and he'll make it ca

The inhabitants of the sewer and the surrounding buildings have varing strengths and veapons, and our agents have found that the Turtles may be able to encounter weaker enemies by retaining and exit-ing these areas. When entering an area and encountering above one of the angiver antaponists, Dart, Milla, Rigath, or Leo care go outside and then enterin 'Our my lift that veater appounds have enterin' Our my lift that veater appoints have to take in the countering and countering that the countering that

CLASSIFIED INFORMATION





From Agent #612 Bonus Ships

in a variation of a code that our agents have found for several Konami games, we have discovered a procedure which will greatly aid you in your mission to free the planets from Gyrusian forces. This code will award you with several extra chances to defeat anemy armies. As soon as the title screen appears, press the A Button than press the B Button and, on the Control Pad, press Right, Left, Right Left, Down, Down, Up, Up and then press Start. The "Play Select" option will show on the screen Quickly choose aither Attack Control A or Attack Control B and press the Start Button again. Instead of the usual four remaining fighters on the lowerlaft corner of the screen, there will be seven fighters and this number will not go down until you have gone through several ships. Experts have determined the number of bonus fighters received from using this code to be about 30.

From Agent #067 Risk-Free Rescue

Save the people of the planet Colura and collect an impossibly high score with a completely indistructible space-age rescue blike. The anemy intruders will be no match for this souped-up cycle. With Controller I, when the tils screen appear, press and hold the A and B Buttons and Left on the Control Pad. With Controller I, press July. ID, Down. Down and then press Start. Your cycle will be unbestable!

Controller II., hold the A Button on Controller I and





CYPTIC

Press A, B, Right, Left, Right, Left, Down, Down, Up, Up and Start. Then press Start again for a big bonus.



With this code, your below will be immobile.

If you would like to increase the challenge of your chizen-saving mission, hold the same buttons on

nress Start





Calling all agents?

Have you ever 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 PO. Rev 970.8.

Redmond, WA 98073-9733



From Agent #721 Shortcut

The most challenging part of Rambo's mission comes when he must defeat the amazing Flying Fortress, as it has very strong defenses. With a newly discovered shortcut, this furious fighter can completely bypass the Flying Fortress. Our agents have discovered that the last P.O.W.'s cell has a hidden exit. When Rambo meets up with this character, he must first break the wall and enter the cell making sure that the top block of the wall remains. Then he must walk out of the cell, turn amund and walk back into the cell with the P.O.W. following him. When Rambo stops at the right well of the cell. the P.O.W. should be about three blocks behind Rambo. Press the A Button quickly and repeatedly. and press Left and Right on the Control Pad so that Rambo jumps and hits his head against the different parts of the ceiling



Jump repealedly so that Rambo will work his up way through the wall

Eventually Rambo will work his way up through the ceiling and to the right through the well. When Rambo is going through the wall, he must continue jumping so that he doesn't fall back into the cell When he ascapes to the other side of the wall. Rambo will be able to enter his helicopter and take offi



ZZLDAB ZYJE ADVEN MENKE 1120000

From Agent #710 Walk Through Walls

The last palace that Link must conquer to free the princess from her sleep has many mysterious elements. Investigations in this palace have led to the discovery of a number of hidden rooms where valuable Megic bottles can be found. On his way to meet the challenges in the deepest parts of the palace. Link will be able to fill his Magic completely. in these few important locations. The palace includes a number of elevator shafts that take more than one screen to complete. After Link has descended or ascended an entire screen length and he appears at another full screen of the elevator shaft, he may be able to find a hidden passage in the wall hera. In the center of the screen, he can work against the wall to the left or right and he may be able to actually go through the wall and go in to a hidden room. Here, Link will find a statue that will either come to life or produce a Magic bottle when hit with the sword. If the statue comes to life, I link can defeat it, leave the room and come back for another try



Go down one full screen and work your way through the



Agents have also found that if Link moves to the left after coming down from the last elevator, he'll invariably find a Magic bottle in one of the blocks in the wall

CLASSIFIED INFORMATION

From Agent #414 Tread Water

Our agents have developed some prize winning maneuvers for this high tension speed boat race. As the Cobra Triangle omeses the finish line and it becomes airborne soin as many times as you can for 1 000 points on every



rotation. Also, you can master the Waterfall event and collect tons of additional points if you perfect the technique of working with the current. By doing this, your boat will be able to stay in one place and wait for just the right moment to move on. After you have crossed a the gap between two waterfalls,

keep from going over the waterfall. The longer your boat hangs over the adge, the more bonus points you will

raceiue



Crossing the gans between waterfalls and catching the moving ramps at the right time is a challenging maneuver. By perfecting the technique of staying in one place against the current, you should be able to cross the gaps every time. Stall on the left side of the river with your boat going against the flow until the ramp moves all of the way to the left. Then open the throttle, swing around in a counter-clockwise Litum and hit the ramp on the right side. Good luck!



From Agent #317 Bonus Stages

Get an extra high bounce into an item filled Bonus Round in this crazy chase for cheese. In Stages 1-2 and 1.5 there are hidden areas that have an abundange of special items up for grabs. To enter the Bonus Stages, you cannot already be carrying any special items. Both Stages 1-2 and 1-5 have Trampolines that are raised at least a floor above the ground. To get to the Bonus Stages, bounge three times on the raised Trampolines. On the third bounce, your character will be sent high into the air to collect as many items as he can.

MAPPY-LAND





Bounce three times here without any special items to send your character into a Bonus Bound

LIFEFOR

From Agent #410 Safe Spot

Just a quick note on a game we manned out last issue. Our investigations have led to the discovery of a safe spot when going after the Cruiser Tetron at the end of Stage Three. If you have Options, float under the law of this huge beast and let the



CLASSIFIED INFORMATION



From Agent #102 Second Chance

After being defeated on a two-player mission in this tough terrain, you'll have a second chance to fight alongside your partner, if he or she doesn't mind giving up a Jeep. Once all of your Jeeps have met with an untimely end and your partner is still playing with at least one Jeep in reserve, press the A and B Buttons at the same time. Your partner will lose one Jeen, and you will be back in business! Try this technique with Konami's Life Force as well.



Buttons when your last Jeep is gone.

Extral Extral

Our agents have heard that you may be able to use this technique to earn an amazing number of extra players. Try pressing the A and B Buttons just as your partner is being defeated for the last time. There's a chance that he or she may continue with hundreds of extra players. Your timing must be perfect to make this world

From Agent #020 Extra Coins For Experts

Secret agents in Sub-Con have uncovered a coin producing operation that could result in your character receiving a huge amount of extra lives with the "Bonus Chances," if you have perfected the timing of the machine. It works best if you have a fair amount of extra lives already. In Stage 5-1 there is an area with five clumps of grass and a steep cliff. Collect the Potion and use it here. After you have pulled up the grass and collected the five coins, let your character dive off of the edge while still in Sub-Space. You will lose a life and begin again at the start of Stage

5-1. Repeat this maneuver until you have only a few lives left and go on to the end of the stage. The point of the trick is that if was lose a life in Sub-Spece. you'll be able to collect coins in Sub-Space more then the usual two times



Space to continue care

The Bonus Chance characters go by the window in a definite pattern. With some practice, you may be able to develop the timing to press the button just as the character that you are after is passion. If you have mastered the timing, the above managery will be especially useful.

the area then just that one enemy will reappear



From Agent #067
Single Out The Enemy

Our scouts in Hyrule have discovered that Link care greatly reduce conflict in the Overworld by defeating all but one enemy in a given screen, if Link leaves a single Moblin. Tektita, or other such foe in every time he returns. This way, our adventuring hero will avoid the possibility of having to defeat an entire group of foes every time he returns to a perticular section of Hyrule Don't let Link defeat the one remaining foe, though, or several may appear next













SESAME STREET ABC™



two main games in one Game Pak. It tter-Go Round, Ernie, Bert, Big Bird and Grover use a big carnival Ferris wheel to teach you the alphab pelling. There are six diff

in Letter-Go-Round to give clash has Emie in the ba tub, but without his Rul Ducky. In this cuta probl solving challenge, you m

te a novel path et Rubber Ducky to Ernie. v well done. High-Techl P.S. Happy twentieth birth-





and you'll ring the bell

ADVENTURE OF DINO-RIKI

from HIIDSON

from HIGH-TECH

EXPRESSION

tack in prehistoric times, when inosaur creaturas ruled land to establish mankind weapons of increasing now roome bordes of little cravever, the greatest challanges are the Tyrennosaurus, Triperatops. Giant Cobra. Pterano and worst of all, the Mons waver, there are special items which will allow Dino-Riki to fly or ive him speed. There is also an a which allows him to turn into

Macho-Riki, a powerful supercaveman. But be careful; it's a





ands is tricky and will tak

.





Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

Johnny Pace Matthew Cocate P

IJACKAL Meunes James Bajczie Overland Park, KS > 465,650

■1943

82 NINTENDO POWER

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| James Musson ► | O'Ned, NE ▶ | 9,999,990 | MPAPERBOY | | |
| Brian Lamb | Orlando, FL > | ///// Istron | Kevin Hendrickson | Grants Pass, OR Northampton, MA Stroudsburg, PA | ▶ 111.050 |



Have you been bragging about your great scores lately? Why not send them in and see how they stack up against the best players from P.O. B Coast-to-Coast?

Nintendo Power NES ACHIEVERS P.O. Box 97033 Redmond, WA 98073-9733

Sorry, photos submitted cannot be returned.



GAME BOY!! NEW COMPACT VIDEO GAME SYSTEM!



hold on to something! It's Tetris!!!

For those of you unfamiliar with Tetris, it was created by a Russian computer whiz and is one of the most intense end compalling games.

we've over played. Originally designed for computar acleacy generated an enormous following among PC users. The regular NES version of Tetris is making its way to your store later this year and it won't be long before Power Players overywhere will be bitten by the Fetris bug. Geme play is basic. Turn, filip, and meneuver falling geometric shapes into solid patterns. Creats a complete line and it will disoppear earning you big

points. Cinch, right? Uh-huh. Yeah. Sure.

There are four more interchangeable certridges
already ennounced by Nintendo for Game Boy as well as
accessories which include a rechargeable battery, AC
delpter and a carrying case. Licansee titles are yet to be
announced. Game Boy should start appearing on store
shelves in early Seatember.













2-PLAYER SIMULTANEOUS PLAY!!



BIGFOOT

been monster truck events, and Acclaim is delivering with Bigfoot. Watch for tractor pulls and mud races, overhead as views, mud, water, rams, grashes, crus and of course Biofoot the most monster truck of all time. Sho





ers on these cool screen shots we managed to get



keap you postad as we learn

GHOSTBUSTERS II

Hot on the act plasmic heels of the current blockbuster with Bill Murray and co., is this secual from Activision. Activision is known for its axpartisa with sound tracks and word has it that they've captured some of the songs as



UPER OFF-ROAD



NES version by Tradewest is he great world champion off-road And will be the first FOL/B LAYER STANK ATANEOUS PLAYIN the NESithat allows for four players!



from LJN and ware pleased to

little of this one

find a bit of role playing involved with each 2 Man having individual charactaristics and powers faithful to the classic comic book. We wished they ware larger, but



WELL...

Wa were going to write a spicy bit of info hara, but we got so caught up in playing the new NES version of Tatris that we ran past our deadline and .. and . . . what? It's my turn? Okay. Be right there. Uh., Be sure to check out Tetris ... um ... wa gotta go, Bye,

As every Power Player knows, there's no subtitution for great skill, unwavering concentra on, and lots of practice. However, the tr

Power Players will tell you that the right con-troller can make a world of difference in game play and the development of expert skills. ahted here are some new and uncoming rollers loaded with features and packed with Power, Nintendo Power, Which one is right for you?

GIZMO



Gizmo has speed turbo, slow-mo, simulated stereo earphones, a ten-foot cord and a non-skid surface From Beeshu, Looks Jike a summer released

point. DOUBLE PLAYER SYSTEM

im will soon be introducrts Double Playar System features a single infrared receiver and two controllers allowing TWO-PLAYER SIMULTANEOUS PLAY capa-



bility. The Double Player Sys. tern has turbo, slow-mo, and an Auto Shut off to

prevent battery drain. A summer release is likely

MOTHER SHIP

uncom's new entry into the controller ar wise pistol grip joystick, Mother Shin. Just



Ship controller and you're all set. It features a ti button which fires A. F. both at once. Anot probable candidate fo summer release.

NES Satellite frared controller that will allow FOLIR-PLAYER SIMILITANEOUS PLAY!! Look for it later this year. Watch for future 4-P title announcements right here!

COMPETITION PRO



JOYCARD SANSUI

troller, but features



individual 3-speed turbo settings and simulated stereo with earphones. No word yet on when it will be out.

DOMINATOR MASTER CONTROL



Newoft makes this conoller with the formidle sounding name. It converts any controller or

accessory (Power Pad. apper, NES Advantage, NES controller, c.) to a remote appeasory and includes so and slow-mo options. Figure the

te appear late summer/early fall JULY/AUGUST 1989 87



GOSSIP GALORE

The Gossip Gremlins will be bursting with news on the Summe Consumer Electronics Show next issue. Watch for it.

NES PLANNER

Mindscape is developing an NES version of Shadowgate, the popular PC adventure game. Computer versions of Shadowgate have won prestigious game awards and word has it that the NES translation plays almost exactly the same.



Cobre Triengis Faceneda Shooting Range

Bugs Bussy's Crery Cestle





Adventure of Disp-Riki Air Fortress Buck to the Future Sed Streat Brawler Heat Buse Joseon Kid Continguest Druger Warrier Duck Yales

GAMES

GA

As usual, things are really brewing at Konami. Check out the shots above from Jack Nicklaus Graatast 18 Hotes of Major Chempionship Golf and Silent Service. We also know that Ultra is hard at work on Top Gun III. We'll keep you posted.



Short Griss/Eggspiede Triek Shooting To The Barth Table Ricreases of the Three Kongdom Increased Washin & Warriers S



Nintendo's own NES Play Action Football is in development. The players are based on real life players are based on real life players are based on real life players and they flight either do syou'll have to substitute just like real football. This one's aiready a favorite among many of the Game Hay Counselors. This game will also have a 4-player feature to use with the NES statilité. Expect it to be licited-off this fall.



motives new you.

Make pail as I in.

All the pail as I in.

All the

BE SURE TO CHECK OUT THE SEPT/OCT ISSUE OF NINTENDO POWER!

As we went to press, everyone was gearing up for the June Consumer Electronic Show There's a lot of whispers and excitement (which is driving the Gremlins nuts), but security has been tight because everyone was saving their big surprises for CES (which drives the Gremlins nuttier). However, look for a special Pak Watch next issue when we'll give you the low-down on all the high-tech happenings at CES!





NOW HERE'S A LISTING OF THE 1-UPS GAMES FOR THE NESTHAT WILL PUT YOU



noket launcher and a bionic at if you find these two 1-Une meybe you can





IN 12 OF THE HOTTEST 1-LEG UP ON THE COMPETITION







North of Old





On the ceiling in



World 1-1

Just above













In Palace 7





In 1889, Thomas Edison was busy inventing electric light hulbs and no one had even imagined video games. That was the year when Fusajiro Yamauchi, whose great grandson is now president of Nintendo Company Ltd., began manufacturing traditional Japanese style playing cards called "Hanafuda." He was determined to produce the finest cards aveilable and to give his customers the hippest yahoo for their ven. His playing cards were sold all over the world Western style cards (hearts. clubs, etc.) were introduced to Japan by Nintendo, and by 1953 the company had become the first to manufacture and mass produce plastic pleving cards. Pretty high tech for the time. Six years later.

they printed Disney characters on

a new line of cards for kids, Again,

Nintendo led the way

They also eimed at the electronics industry 1970 was the year and the Seam Gun series became that first electronic toy in Japan. After that come a laser cley target system, then a 16mm arcade projection game followed by a game system using video recorders and the first migroprocessor ever used in a video game. As technology moved

on so did Nintendo. Since then Nintendo has moved from arcade classics like Donkey Kong, introduced to America in 1981, to the best selling home video game system in history-the NES. With characters like Mario and Link blazing new trails into the realm of fun. Nintendo is confident that the next 100 years will be even better than the first. After all, Nintendo is committed to excellence. And that is a commitment to you.

You know 'em You love 'em. You can't live without em. And now the world's most famous sibling alumbers are heading your www in a bright new-

television series! It's called The Super Merio Bros. Super Show end should delight audiences of ell ages.

The show is a combination live action/animated cartoon series. The live action portion of the show is set in the besement of Merio's and "Luigi's plumbing store in Brooklyn and it centers around the brothers' whimsi-

cally bizarre escanaries quest stars from the worlds of music, sports, and enterteinment will be stopping by to share in the brothers' misadventures.

The animetion part of the series will remain faithful to the "Super Mario Bros," game world and will hasically nick up on the boys' adventures where the gemes leave off The cartoons will expand upon the lore and richness of the Super Merio Bros universe and should bring even more enjoyment to the games for

Ioval Power Players The Princess and Toad

ere sure to be on band as well as a mushroom



or two and the notso-friendly faces of Koops and Wart. Mario end Luigi will be "able to be seen Monday

through Thursday each week. Howover Friday's show will feature the exploits of Hyrule's favorite couple, Link and Zelda. These cartoons will give fans e broader vision of Link and Zelde's artentures Look for a "Moonlighting" type relationship be-

tween Link and the princess. Word has it that Zelde will be two years older than Link and the age difference mey set the stege for some ambiems for our young hero. Link is elso set to have a guardien/ mentor who believes that to medically save the pair of

would "deny them character building experiences. Neturally, Genon will be on hand to cause much grief to the fine citizens of

Hyrule.

The show is under the direction of producer/director Steven Binder end his team. They are the same group that brought you "Pee

Wee's Playhouse." The animation is being created by the wizards at DIC. Their past efforts include "The Real Ghostbusters" and "Alf"

cartoon series. With the creators. producers, directors, animators, and writers all being tops in their fields, the result should be nothing short of spectaculer. The atmosphere of the show will be lighted-heart with irreverent

comedy taking the spotlight, It is scheduled to appear on your very own television screen eround the second week in Sentember Check your local TV list-

ings for specific times and dates. Awesome



Down on Earth or out in space, Michael Dorn knows how to have fun.

Imagine that you are Link. Then imagine the villainous Ganon sending his evil minions to ston you cold in your tracks. The thought is enough to send a chill down any spine. But what if you were from a race of fanatic warriors whose courage never failed. like the Klingons? Do you think Ganon would mess with a Klingon?

At this time, we know of only one Klingon who has faced Ganon. And fortunately, the booming voice of Lt. C.J. Worf belongs to an unusual Kingon, Worf is the only one of his kind to associate with humans. Remember, Klingons wire once the most feared foes of the Federation. As an officer aboard the Starship Enterprise on "Star Trek: The Next Generation." he is even more of an exception to his origins. You see, he's as loval to his humen crew as Mario is to Luici. However, deep in his heart he believes that he deserves to be Captain of the Enterprise.

Here on Earth, it's not Worf's skills as a starfleet officer that are in question, but rather the Nintendo playing skills of Michael Dorn. He is the actor who portrays the wolfish Worf, and ha's a great fan of the NES. In real life, it takes two and a half hours to transform the handsome Californian into a

Celebrity Profile on Michael Dorn for Nintendo Power



menacing Klingon, And in real life. Michael's favorite game is Duck Hunt. "Because," Michael says. when I was younger, my brother and I played Indians, and for some reason Duck Hunt reminds me of Indians. I could play forever!"

Michael thinks that Worf would play Nintendo if, "the game was very serious ... maybe a cross between The Legend of Zelda and Punch-Out!!

Michael hasn't always portrayed such chilling characters. For three years he played officer Jed Turner on "CHiPs". And, on bia screen small supporting roles in "Rocky" and "Jagged Edge". Other than playing Nintendo games, his two favorite pastimes are playing Rock n' Roll with a band and fiving airplanes. Michael says the band is purely for fun, while taking flying lessons relaxes and clears his mind. Whether as a Klingon or human, we think the evil Ganon has met his match in the likes of Michael Dorn

Vic Tokai

Golgomania!







Back in April, if you had been at ether the Lakewood Mall near Los seles, or the Everett Mall north of Seattle, you would have seen a pectacle of would-be spies all competing against each other and Vic Tokai's intriguing thriller, Solgo-13, for prizes, laughs, and the chanca to meet other Power Players face to face. Tom Grice,

Master Gameplayer from Vic Tokai, not the show on the road with a dazzling exhibition of Golgo-13 secret maneuvers. After that, everyone got into the act Players from eight years old to hirty battled their way through play off rounds towards the final

son was a close second place with Bill Salfelder right behind in third. In LA. Carmelo took the honors while Steve Harris placed second.



What's New What's Happening

mall-goers gathered for the final round action. Tom Grice noted how "It really got intense. Every-

one was screaming and cheering It was great, like a horse racel Each of the three finalists set out on his mission while the crowd reished closer and the tension mounted. When the smoke cleared, it was time for the prize ceremony, Carmelo, Steve, Bobby, Bill, Dustin, and even the se nalists came away winners, like Shawn Henderson, Dustin's sister All in all, it was a great day of gaming with a great game. If this catches on, look out; mails may never be the same again!

communications Devices for the Deal A New Service Breaks The Sound Barrier!

We don't often think about the miracle of technology that makes the NES possible or the tremendous benefits that technology brings to many people. Telecommunications Devices for the Deafor TDD-is one application of technology that makes a great impact on the lives of its users. The heart of the system is a small computer that connects to a phone line. This device can send and receive typed messages to anyone who is also equipped with such a system. For deaf people, TDD provides a link to businesses, services, and emer-

gency help.

Here at Nintendo, the idea to incorporate TDD into our Consumer Services came from two TDD users-Anthony Napoli of Rochester, NY, and Don Russell of Glencoe CA



A Nintendo representative, Karl Franz, went to work on a proposal after talking to both boys through a TDD relay service. He discovered that hundreds of TDD users What's Hot

players. Through are now able to advent of our own TD TDD users should o 422-4281 for consu belo. For name play th

call 206-883-9714. should leave a messa call back. Please re since special equipm

used to reach us on to calls from regular pl



ISSUE



COMING UP NEXT IN THE SEPTEMBER/ OCTOBER ISSUE OF NINTENDO POWER!

- SUPER MARIO BROS 2 TIP BOOK -

Be here for the second installment of our super Nintendo Power bonus tip book. More tips, hints, and secrets moving into the higher stages of SMB2. Don't leave home without it!

DRAGON WARRIOR

Get ready to roll up your sleeves, put your strategy cap on, and tackle a few slimes and some real ornery drakees. More R.P. (Role Playing) excitement with this long-awaited Japanese megahit.

FESTER - ROGER RABBIT - DUCK TALES

You've already had a taste of this oddball trio. Well, prepara yourself, Full reviews of each whacko game, complete with alians, 'toons, and things that go burns on your screen. Delichtful martness abounds.

PLUS: NES Journal, Counselors' Corner, Video Shorts, Classified Info, Pak Watch, and if you've finished your homework and done all your chores . . . we'll tell you about all the major goodies at the summer Consumer Electronic Showl No lie. Be here or be burnmin'.

TO THE READERS

Happy Anniversary, Readers! This issue marks our first year of publication. And what a year it Happy Anniversary, Readers: This issue marks our first year of publication. And what a year it was! We broke served publishing records and are currently THE FASTEST GROWING SUB-WHILL YE GROSS SEVERAL PURDARMING PROSTESS AND ARE CURTERLY LIBE FASTEST CHROWING SUB-SCRIPTION MAGAZINE PRINTED IN THE UNITED STATES!!! And we couldn't have done it without all of you-our loyal and happening Power Players. New THAT'S playing with power! Linear an or you was copyet and nappening everer rayers. Now 111A to playing with power! Great changes are taking place, too. We hope you like the new format of Nintendo Fower, it will make it easier for you to take out the special tip books and save them. (Be sure to do that, by the way, make it easier for you to take out the special tip books and saw them. (he sure to go mat, by the way.)
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nery re consector's stems, you know!) Look forward to more great up nooks in the future as well as more reviews, tips, tricks, and all sorts of inside info. The posters are bigger and better, too. Only Nintendo Power provides these extra special bonuses to our Power Players. untenon rower provinces uses extra special bonuses to our rower prayers. We'll be covering but of action in these pages in the coming months, keeping you advised of incred-We in Decovering one of action in these pages in the coming mining, keeping you governed or incredible new games, state of the art innovations, newsworthy events, and what's happening everywhere

iote new games, state-of-tne- art uncovations, new-sworthy sevents, and what s happening everywhere in the world of Nintendo. If your subscription ends with this issue, it's time to POWER-up (renew your subscription) and not miss one single valuable issue of Nintendo Power.

Hope you're having a super summer.



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BOOKS

May/June Issue TIPS FROM THE PROS

These are HOTI: The Legend of Zelda Tips & Tactics gives you the strategy and know-how to conquer the evil and mysterious Ganon. How to win at Super Mario Bros. helps guide your way through the axciting worlds and levels of Super Mario Bros. To receive these booklets for \$4.95 each, just fill out the order form in front of the magazine

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will errorate air travel and hotel accommodations for the five selected winners. If the writer must be accomparted by an adult October 6-9, 1989 is subject to eccommo-

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Thonk Vou and EN IOV

