

NINTENDO POWER

VOLUME 24
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VICE: PROJECT DOOM

Cosmic Plot

► **Don't Miss!**
The Rocketeer
Game Boy
Gauntlet II

Bonus!
Battletoads Comic



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**NINTENDO
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NES GAME ATLAS

Never before in history has so much valuable info been packed into one source. The **NES Game Atlas** features complete, full-color maps of the most popular games out there! **Super Mario Bros.**, **Mega Man**, **Castlevania**, **Zelda**, **StarTropics** and more, including all the sequels! Score this Guide and join the ranks of serious power pros!

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**NINTENDO
PLAYER'S GUIDE 3**

MARIO

If you worship the ground Mario stomps on, this Guide is a must. With fascinating details about the early days of Mario, his creation and how he's evolved into THE mega superstar of video gaming. PLUS, knockout pictures, drawings and graphics to excite any Mario fanatics!



**NINTENDO
PLAYER'S GUIDE 4**

SUPER NES

This is it! The future of Nintendo! You'll see and learn about the new 16-bit NES system that's already rocking Japan! Plus the lowdown on Mario's next adventure - Super Mario World! This critically important Guide is your introduction to the techno-revolution sweeping video mastery. Be sure you're on top of it from the start!

**NINTENDO
PLAYER'S GUIDE 2**

GAME BOY

A complete directory of every Game Boy title in North America. It'll help you in future purchases, or when you're in the heat of battle-action! The most popular games are covered in detail, like Super Mario Land, Dr. Mario, Final Fantasy Legend, Tetris, Teenage Mutant Ninja Turtles and more! Guaranteed to help you get the most from your portable powerhouse!

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POWERLINE

● It's another power-packed issue, with spreads on the latest and greatest as well as contest results and other points of interest. For starters, check out the Nester Award results. The ballots are in and this year's winners have been named. They're listed in this issue, beginning on page 30. Thanks for your votes! How did your favorites rate?

● This month's cover story, *Virt's Project Doom*, is an adventure in game programming. It features three distinct scene perspectives in an overhead car chase, a view-through scope, and a side view for the major game action. Hero Quinn Hart's trail takes him through a jungle and deep into the city in search of sinister aliens. The hunt begins on page 8.

● Everybody's favorite masked man makes his video debut in Konami's *Lone Ranger*. Complete with his steadfast steed, Silver, he lopez from site to site squealing sidewinders set on dastardly acts. One thing is certain: you won't get bored staring at the same ol' scenery. You'll need the map on the back of the poster to keep all the scenes straight!

● Who wouldn't like to have a personal Jet Pack as a means of transportation? Pilot extraordinaire Cliff Second isn't just dreaming it, he's wearing it! Based on the Disney movie destined to become this summer's comic-hero blockbuster, *Rocketeer* is already heating up the video screens. It's a blast!

● Our Game Boy department includes a little of something for everyone in a veritable game smorgasbord this month. Mystery, which features 3-D graphics, is a real puzzler. It is followed by *Gauntlet II*, another problem-solving challenge based on the popular arcade and NES hits. Sports and strategy round out the reviews, featuring *Nintendo World Cup*, *Spot*, and *Chessmaster*.

● The *Adventures of Lolo III* is Hal America's most mind-boggling puzzler yet. Lolo and Lala begin their adventure together this time, and players can select either as their character. Lolo fans will see lots of new terrain in the game's underwater levels.

● In this issue's special comic, we introduce the freakiest frogs ever to leap from the lily pads: The *Battlefrogs*. Most of next issue will be devoted to them, but before you see the game, meet the rowdy reptiles that make it so great. Don't miss the strip!



NINTENDO POWER™

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Quinn keeps his cool when he suspects an alien conspiracy, but the action heats up as he hears the heart of the matter.



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Strap on the jet pack and blast off with ace pilot Cliff Second. In the Hollywood of the 1930s, anything is possible!



LONE RANGER 46

The righteous ranger rides again in a new video adventure from Konami. Scenes from multiple perspectives make it a wild ride through the Wild West.

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Lolo and Lala return in a new adventure that leads them through 17 levels and one hundred rooms—some of them under water. It's a hula!

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MAIL BOX

ARTISTS ARE DRAWN TO MEGA MAN III

Our mailroom was flooded this last month with oceans of great art from all over. Many famous characters were represented, but by far the most popular hero was Mega Man! Check out the catches of the month!

EVEN RUSH HAS FANS

I was so excited when I got Mega Man 3 for Christmas! It's the best game I've played EVER. The graphics and sound are most excellent, and I love Mega Man's new buddy, Rush dog. What a great ideal My little brother and I like to make up our own Mega Man adventures. Even our Garman Shepherd puppy Barkley gets in on the act! I think he wants to be the star of a video game someday, just like Rush dog. Thanks for the best Mega-adventure yet. I can't wait to see what's next!

Derek McGoldrick
St. Simon's Island, GA



▲ Check out this Magic-Art from Samir Torres of Puerto Rico!



▲ Peter Dinklage of the Bronx, NY, got Mugsy Moe III for Christmas, and he's already made some drawings of the boss robots. This one shows Mugsy Moe in a scuffling battle with anti-scary Toy Moe. Hold on to your lunch, Moe-dude!

MEGA MAN III POEM

As you can plainly see,
This is the end of Mega
Man 3! You beat Dr.
Wily with the Seerch
Snake, Then rocks fell.
You're flat as a pancake!
Proto Man comes,
whistles his tune, At the
end of this game, Dr.
Wily is doomed!

Lee Aiken
El Campo, TX



Snappy poem, Leel it brought tears to the eyes of the editorial staff here at Nintendo Power. Maybe it was the onion-skin paper you used.



◀ Some Bailey of Middleburg, VA, sends us his artwork regularly. This guy is looking to get our artists out of a hole!



ART BEAT

Josh Foreman is 15 years old, and lives in North Pole, Alaska where Christmas decorations are up all year, and a 20-foot Santa Claus stands in front of the Santa Claus House. Sometimes the temperature drops to minus 50 degrees Fahrenheit. Josh



says that's when having Nintendo games to play is a great thing. Josh made these models mainly out of Cermit ®, which is a clay imported from Germany that hardens in the oven. He's made a business of selling custom jewelry and figurines. From the photos, you can see that he's been busy! Josh homeschools with his brothers and sister, which means his Mom is also his teacher. When moose walk through the yard, his Mom stops school and lets them watch. He is studying Japanese now so that he can someday talk with the Japanese staff at Nintendo Co. Ltd.

Remember the Final Fantasy Treasure Hunt that was the Player's Poll Grand Prize last year? We had a great time coming up with that idea. This month, we're going to let our readers choose the Grand Prize for an upcoming Player's Poll Contest. The prizes should be related in some way to one of the latest games, so don't send prize suggestions like a new Porsche or

10 million dollars, and especially nothing like a frozen pizza. We'll print the top entries in an upcoming Mailbox, and we'll use the best one in that issue's Player's Poll Contest! We still want to see pictures of you and Nintendo Power from around the world. If you're planning a trip this summer, take your camera and your magazine with you!

NINTENDO POWER Player's Pulse

P.O. Box 97033
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98073-9733

VICE

PROJECT DOOM



The world we been a lot less complicated before the aliens came to Earth, when where I stand, those things are nothing but trash. And I know that. The name's Quinn, boss. I'm a Vice Officer. My boss with the name of Sam with a running fall on a runaway madman. Little did I know that this fall in the madman's job would lead me to the Alien leader, the boss of the corporation. It's not makes Gel. Aliens need Gel to survive but humans can't make it. Not for long. First they feel total euphoria. Then they turn to despair. Then why you can't sell Gel to humans? But the the world is full of money, money that they had to be different.



Vice: Project Doom is a sci-fi adventure from American Sammy that's loaded with action, plot twists and thrill-packed stages. Most of the game takes place in the classic running and jumping side view. Some stages, though, look at the action from a totally different angle. Overhead driving scenes and first-person perspective keep the game new and exciting. There are 11 alien-blasting stages!

GAME PAK DATA BOX

VOICE: PROJECT DOOM
MERICAN SAMMY

MEMORY 1M x 1M
MMC-3

POW!T!Z!

Graphics & Sound	4.3
Play Control	4.0
Challenge & Excitement	4.3
Theme & Fun	3.8

Bottles, Bullets and Bonuses

Ammo

Weapon
Selection



Coins

Health
Meter

Your health depends on how well you avoid enemy contact and how many life-replenishing items you can collect. Be on the lookout for Bottles and Meat-Bones. You may never get through the incredible challenges of advanced stages without them.

Most enemies that you defeat will leave something behind. Bullets and Grenades are among the most valuable of these items. Save them for situations that require a long distance approach. If you run out of ammo, you can always fall back on your trusty Whip. And, when you're in the Car, your machine gun magazine will never be empty.

Coins drop up constantly. Start enough battles to collect 100 of these bonuses and you'll have a 1-Up. That'll save a lot of work when the going gets tough.



VICE

PROJECT DOOM



Bottle

Take a drink from a Bottle and your Health Meter will regain two Hit Points.

Meat Bone

Ten Hit Points will return to your Health Meter when you take the time to eat right.

Car

Zip through high speed chases with this strong and speedy Vice Speed vehicle.

Whip

Look out at approaching Bats with a standard issue Vice Speed Whip.

Bullets

If you've got Bullets, you've got gun power. Blast away.

Grenades

If you don't want to get close, toss a Grenade for explosive results.

Coins

Pick up some spare change and turn 100 Coins into a valuable 1-Up.

Stage 1



The madman drove an armored truck. It took some time, but I put it out of commission. The trick was to stay back and dodge the blasts while I kept the truck in my sights. The truck went up in flames once I punctured the steel plating with a few rounds of automatic fire. The driver was in bad shape. I found a green substance under his claws. It was Gel.

Take It To The Streets

Shift into gear and take off on a high speed chase through the city. Boxes, cones and barriers fly up when you hit them, though they won't cause any damage to your car.



Press the A button to shift gears. High gears make the car easier to maneuver.

Break the barriers at a high speed. They'll fly out of your way.

NARCOTICS
DIVISION

VICE
PROJECT DOOM

File Classified!!

Pick Up Power-Ups

Crates, cars and rocks can hurt your car if you run into them. Blast them with Bullets and collect the Power-Up items as they fall.



Stage 2

VICE FILE

There was only one person in the city who had access to Gel in its most pure and dangerous form. He called himself the Rat Man. My informant, Christy, told me that I could find him at an abandoned construction site in a dark corner of the city. I was on the case.

MUG FILE

All of the city's most dangerous thugs have been catalogued in the Mug File. As you encounter them, you can identify their characteristics.



The zombie-like Ho Fun hop mindlessly through the streets causing little trouble.



Dragon Wings infest areas of the city. If your footing is unstable, try to avoid them.



Spikes crawl around while wearing shiny harnesses. Cut them short with a Whip lock.



Jacks hide their identity by wearing pumpkins and throwing bonecracking like rocks.



The Doomsday of Chinatown leader, Kim Rex, can magic to throw flames. Duck and attack.

Watch Your Step

Some of the girders break away when you touch them. Watch for the cracks and jump when they fall.



2-1

Tumbling Terror

All of the Girders in the second section of this stage fall when you touch them. There are two areas that are especially tricky.

1

Dragon Wings fly low here. Don't jump off the bridge. You'll land safely if you let me.

2

Living can't jump. You're out in front of a Dragon Wing and drop down before it hits you.



2-2

STAGE 2 BOSS: RAT MAN

You can do a lot of damage to this mangy mutant by pelting him with Grenades. Stay at a safe distance and get ready to maneuver when he tosses Girders. Jump when they come in low and duck when they're flying high.



Stage 3

VICE FILE

The Rat Man bit the dust before I could question him. But tests on the weapons of the runaway trucker showed that Kim Ron, the master of the Chinatown underworld, figured into the equation. It was this shady character that I was to visit next.

Round Up The Ammo

Desert the Bo-Master, then double back to the Fire Thrower. If you don't jump, the flame will miss you. Keep running back and forth and collect a ton of Power Ups.



VICE PROJECT DOOM



3-1



Tobias tend to leap when you least suspect. Kneel and swing your Whip as they approach.



Bo Masters charge toward you at breakneck speeds. Swing swiftly to knock them down.

3-2



Pumpkin Bashing

Take aim of Jack in a hurry by tossing a Grenade from the left side of this platform. Then safely move on to the ladder.



STAGE 3 BOSS: KIM RON

Some people say that Kim Ron practices black magic. He is definitely a suspicious character. Study his jumps and watch where he lands. Then kneel close by and hit him. When he charges, jump to a platform and avoid his Bo and flame bursts.



Stage 4

VICE FILE

Kim Ron was a creep, but he didn't supply the Gel. We found that the madman in the runaway truck had recently been at the Ricardo Range in South Central America. My partner, Reese, was already there. I decided to join him. Judging by the reception I got at the Port, though, somebody didn't want me to go.



4-1



Gargars release a powerful and far-reaching blast. Take them out as soon as possible.



If you see one Bird, you'll likely see more. Try not to let them get in the way.



The Razors are big and bad! Knock them out of the picture before they show their face.



Blue Ninjas don't use magic. They concentrate on a straight-forward attack.



Red Ninjas are tricky. They jump from nowhere and mess Stars. Get 'em!



Look! Up above! Orange Ninjas hang onto the ceiling and attack when you approach.



Razor Fish are major troublemakers! As they jump, they shower down sharp blades!



Watch out for the awesome automatic attack of the Killers. It stings!

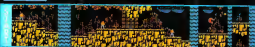
Stage 5

VICE FILE

They were ready for me at the Ricardo Range. At that point, I realized that this must be something really big. I continued to search for Reese and an answer to why all of the Alien activity was occurring. I had gone too far to let this jungle stand in my way.

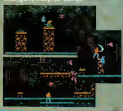


5-1

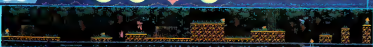


Airborne Attack

Razor Fish and Birds swarm heavily here. Unless you're light on your feet, you're going to get knocked into the water. Watch the Razors and get ready to jump.



5-2





VICE

PROJECT DOOM



4-2

Showdown At The Port

The scene changes to first-person perspective at this Port. You're now face-to-face with a horde of villains, all poised to attack. Beat them at their own game by surprising them with a barrage of fire.



Enemies Galore

There are four kinds of creeps that you'll meet head on. Some throw Grenades, some hide behind Crates, some run across the dock and others jump right in front of you. Stay on guard.

Don't Forget The Ammo

As you defeat each enemy they give up Coins or Ammo. Pick them up before you move on!



You'll run out of the power unless you pick up Ammo along the way.



Go For The Gunner

Jump when you see the Gunner stand and prepare to shoot. Then, as soon as his fire passes by, fire back.



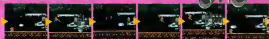
Let 'Em Come To You

Wait for the Blue Ninja to jump to the upper ledge. Take him out and jump to the island. Stop there, duck and beat everything that moves.



STAGE 5 BOSS: M-5 SCORPION

The amazing M-5 is a super durable armored vehicle. Its only weak spot is the sensor at the tip of the forward stem. Jump onto the Plasma Cannon while it fires three blasts. Then whip the weak spot as you avoid a shower of Missiles. You can do it!



Stage 6

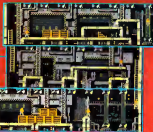
VICE FILE

I found Reese, but it was too late. He had fallen victim to an Alien scheme. This was the work of the BEDA Corporation. They were experimenting with the human reaction to a new kind of Gel. I discovered a secret BEDA lab in the heart of the jungle and decided to investigate.

Double Jump

As soon as you jump over the gap between pipes, jump again.

6-1



Bombs Away

The best way to take on this stretch of the secret lab is to use a Grenade on everything in sight. You'll blaze a nice trail to the end.



7-1

Since they live in bio-tech slums, the Sewer Rats can be pretty nasty. Whp 'em.



SA Broadheads wheel explosives with no aiming shot. Run under their fire and blast them.



Airborne Sewer Rats can ruin a good jump if you don't watch where they're going.

Stay Low

Airborne creeps make things difficult on the train. Watch it!



Stage 7

VICE FILE

After I blasted the Vardkin, I learned that the Aliens were experimenting on humans on my own turf. This dangerous game was called "Project Doom." I ran into another welcoming committee on the train back home. I decided to get some fresh air and fight these thugs on the roof.



7-2

Storm Warning!

The elements are at work here. Fight when it's light.



Stop in your tracks when the light is temporarily gone.

Take it Easy

Don't take any giant leaps in the sewer. You never know where you'll land. Keep running and only jump when it's necessary.



Wash Out!

Stay away from the edge here or the current will take you down.



Ready The Whip

Jump the gap and whip the snarlers, or get knocked off the edge.





Blast And Run

To get from the top of the ladder to the conveyors, use Grenades at every opportunity and run when the coast is clear. Work fast and you won't be hurt.



VICE PROJECT DOOM



Beware Of The Fans

Remember that there are Fans above and below you as you're on the Conveyors. Jump with caution.



6-2



Solid Ground

Make sure that you know where the ground stops and the stream starts or you'll go over.



STAGE 2: BOSS: PCU-100 VARDKIN

Homing Missiles from the Vardkin buzz in quickly. Whip them and then go for the Vardkin itself. You should be able to get a few hits in on every fly by.



Jump!

When the Rat touches the middle stream, jump!



Walk!

Walk off the ledge when the Rat just touches the stream.



STAGE 3: BOSS: PCU-110 ROGUE

The Rogue is a more advanced machine than the Vardkin. Stay on the lower level and run from one side to the next. Duck when the Rogue attacks with firing shots. Then hit it with Grenades or Bullets.



Stage 8

VICE FILE

Project Doom was a big operation. The Aliens constructed their own power plant just to generate enough electricity for their nasty experiments. I decided that if I was going to get to the bottom of this that the power plant was a good place to start. As I expected, there were a lot of shocking revelations.

Clear 'Em Out

To avoid any surprises, you should defeat every enemy at the first possible opportunity. When you're on the platform pictured, hit two Sparks, then jump back and forth and wait for an Iron Brute to appear. Toss a Grenade to take him out.



8-1



A Defeat the Monitor here with your Whip. Then switch to the Grenades and get another Alien from a distance.



B Clear the area of enemies before you attempt to move on. Hit the close ones with the Whip and bomb the others with Grenades.



D Watch the electric charge below you. Then, as it passes by, drop down to its level and run before it comes back. It pays to be extra careful in this area.



E Jump to the next platform as the electric charge moves to the right. Then jump off the platform before the charge comes back.



C Here's another point where you have to use caution. Switch to Grenades and aim for the enemies on the fringe. After defeating the Iron Brute, Monitors will appear. Whip them away.



Monitors keep an eye on matters of security and report back to the Aliens.



Aim for the top of the Vices to blast them out of the picture.



Sparks are quick. Try to hit them before they can cause trouble.



The powerful Iron Brutes send out bursts of energy. Back and forth!

8-2

Follow the line on the map for the shortest and safest route through this section of the power plant.



F Kneel and toss Grenades here. You'll clear the area of enemies and make it safe to move on to your meeting with the incredible Proton.



Defeat Them All

It pays to be thorough. Get the Sparks on the platform first. Then jump back and forth to get the Iron Brute to show. Blast him with a Grenade before he has a chance to fire.



VICE PROJECT DOOM



Grenade And Go

Run to the connection between two platforms here and toss Grenades. Run until you're under the transformer and toss more Grenades. Quickly Switch to the whip because a spark will appear.



Shocking Situation

The Power Plant is full of electricity producing machines. Steer clear of their charges and bolts and you'll easily make it to the end.



See And Scrap

Whip the enemies out of shape on the lower platform. Then run to the left until you just see the Iron Brute and pelt him with a Grenade barrage. You'll put him out of commission before he has a chance to retaliate.



STAGE 8: BOSS: PROTON

Stay clear of the Proton! One touch will hit you with an electric shock of unbelievable power. You should also beware of the Proton's biological blast. Stand safely on the very edge of the left or rightmost platform and hit the Proton with Grenades. Then, when the Proton sends out a shower of mutant mass, seek shelter on the ground level. Move left and right to avoid the fallout and jump back up to the upper area when the coast is clear.



Stage 9

VICE FILE

I was now deep within a secret bio-tech lab of the BEDA Corporation. I knew that I was going to come in contact with some industrial strength mutants in these corridors, and I was ready. The Aliens spared no expense in making the lab a dangerous place to conduct covert activity. I took it one step at a time.

Scale The Stairs

Mutants wait on every platform of the stair-like ascent. Switch to Grenades and toss them as soon as the creatures are within reach. It's best to catch them by surprise.



Se Te-Ro burrow themselves in the ground. Kneel down and knock them out.



Another kind of Se Te-Ro jumps from the ground and charges. They usually charge from behind.



The giant Vashnas send no weapons. They simply stomp you silly; don't take them lightly.



The fish-like mutant Guardians are tricky. They'll attempt to knock you off platforms.

9-1

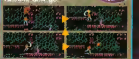


9-2



Triple Threat

A Vashna approaches from the left, a Guardian waits on the right and the ground is crumbling beneath you! Take out the Vashna, and go.



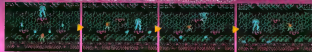
Steer Clear

One small drop of Acid could knock you off this precarious perch. Don't overlook this steady drip.



STAGE 9: BOSS GU-MATONN COMBAT SUIT

Stay directly below the living Suit as it fires its multi-directional Dagger Crystals. After the Suit shoots, it will jump to one side of the room and launch Carbon seeking plasma. Jump to the other side and climb to its level. Hit the suit with a Grenade, move to the floor, and jump over the plasma. Work your way to the opposite side and repeat.





VICE

PROJECT DOOM



Run And Gun

Hit the Iron Brute from a distance. Then switch to the Whip and make a run for it. If you're quick, you'll be able to stop the Be Te-Ra before it has a chance to come up from the ground. It always pays to know what dangers wait ahead and to be prepared.



A Bittersweet Victory!

The Gu-Matonn Combat Suit was coming after me. There was nothing that I could do to avoid it. Little did I know, though, that Christy was inside the Suit. When the Suit was destroyed, Christy went down with it. What

a devastating blow! And now there was a replica of myself staring at me through a glass cylinder. This was weird! I had to fight on and find out what was going on!



First Reese...
Now Christy...
I Had Nothing
To Lose...



HOWARD & NESTER



"GET OUT OF JAIL... FREE?"

"YOU THINK THIS IS FUNNY, SMART GUY?"



"OH NO, OF COURSE NOT! SMART! BRACE!"

"WELL, NESTER, IT LOOKS LIKE ALL THAT MONEY YOU HAVE IS BURNING A HOLE IN YOUR POCKET. AREN'T YOU GOING TO PICK IT UP?"

"WHY BOTHER? THESE POCKETS ARE BOTTOMLESS!"



"LADIES AND GENTLEMEN, THE REMAINING BOARDWALK IS ON THE AUCTION BLOCK. DO I HAVE AN OPENING BID?"

"HOWARD ALREADY OWNS THE OTHER THREE RAILROADS, SO IF I OUTBID HIM, HE AIN'T GET THE MONOPOLY!"



"I BID \$200!"

"\$500!"

"\$1000 AND MY AUTOGRAPH!"



"SOLD, TO MR. MONEYBAGS OVER THERE."



"AWSH. THERE'S SOMETHING STRANGE ABOUT THIS..."



"YOU MUST HAVE REALLY WANTED THAT RAILROAD! I FIGURED YOU WERE SAVING UP FOR ILLINOIS AVENUE TO MAKE A MONOPOLY. MORE PEOPLE WANT THERE THAN ANYWHERE ELSE IN TOWN."

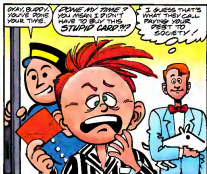


"HE'S SO JEALOUS HE'S TURNING GREEN. MY FAVORITE COLOR!"

"DO I HEAR A BID FOR ILLINOIS AVENUE?"



"FOURTEEN DOLLARS!"



The ROCKETEER



Ready your rockets and blast-off for a spellbinding aerial adventure over Hollywood in the late 1930's. You are Cliff Secord, a reluctant hero in a tale of pre-war tension. The Rocketeer, from Bandal, soars into action based on the upcoming summer blockbuster from Walt Disney Studios.

SPECIAL REINFORCEMENTS

Several weapons are within your grasp. Collect ammo to use them and other items to stay alive.

WEAPONS



FIST

You can take down enemies and bust open lockers and safes with several well-placed punches.



PISTOL

Fire a single bullet toward short range targets with this standard piece of equipment.



RIFLE

Hit targets swiftly and from great distances with this powerful two-bullet gun.



SPRAY GUN

Shoot three bullets at once in a short range fan with this specially designed device.



GRENADE

With a high powered explosive blast, find a weak target. It'll take five bullets.



BAZOOKA

Take down super strong targets with 115-Bullet strong Bazooka shot.

PRIZE ITEMS



BULLET PACKS

Boxer Packs are worth 10 bullets and Silver Packs are worth 20 bullets. Use them sparingly.



HEARTS

Red Hearts restore one unit of energy. Gold and Purple Hearts restore full energy.



ROCKET FUEL

This volatile liquid helps you get off the ground. A full tank gives you 20 seconds of flight.

It all starts when Cliff Secord, ace racer for the Bigelow Air Circus, finds a package in the cockpit of an unused plane. Cliff and his pal Ambrose "Peevy" Peabody know that this package is something special indeed: a streamlined, double cylinder rocketpack! Peevy crafts a helmet and Cliff is readying for a test flight when a mob of thugs breaks into the hangar. Peevy makes a run for it and Cliff takes to the air as the Rocketeer!

GAME PAK • DATA BOX

THE ROCKETEER

MFG-Bandal

MEMORY MMC1 2M

POWER METER	
Graphics & Sound	3.1
Play Control	3.0
Challenge & Excitement	2.9
Theme & Fun	3.3



Chapter 1



1-1 Gunmen have broken into the Sigelow Air Circus Hanger. Get out of there quick and meet Peewy back at his house. There'll be time to ask questions later.

WIN VALUABLE PRIZES

The B and H marks show where there are Bull's and Hearts. Sometimes you must open a container to make the Prizes appear. At other times, you'll find them out in the open. You can hold up to eight energy units and 99 Bullets.



1-2 This area is very dangerous. Platforms are high and spaced widely apart. Add the fact that you're surrounded by assailants and you'll see that the going gets tough quickly.

FILL 'ER UP AND FLY

Stop here and take in a steady flow of Bullets. You'll earn a Heart, Bullet Pack or Fuel Tank with each victory. Take off when you're powered up!



1-3 Your battle continues on the Chaplin Airfield tarmac. Run or fly quickly and cautiously, and beware of Enemy Rocketman. You're not the only one who can fly.

UP AND DOWN

Jump up to avoid the fire of the Kneeling Shooter. Then land, kneel and fire to take him out.



UP ON THE ROOF

If you have enough Rocket Fuel, you can fly to the top of the buildings. Then run across the rooftops to avoid enemy contact.

LEAP AND LUNGE

Kneel to avoid the fire of the Shooter on the wing. Then, when he's reloading, punch him in several a couple of rounds.



Check Out Page 20 For Tips On Saving The Gymnast!



Chapter 2

1200

The rocketpack was hit in your last battle. Peewy makes repairs, though, while you tell him about the other Rocketmen. Just then, more thugs surround Peewy's house. You decide to split up again and meet at the Bulldog Cafe.

2-1 RATTLE THE ROBOTANKS

They may look like toys, but the meany Robotanks pack a powerful punch. Hop over their fire. Then when you get close knock 'em out.



20651 Top

2-2 The street is lined with thugs. Grenades are raining down and there's no Rocket Fuel anywhere. You're going to have to hoof it. Keep your head down and beat the Brawlers at their own game.

STOP AND GO

Grenade-throwing Brawlers can't see you if you stand directly below them. Stand at these safe spots and clear the area of other enemies.



2-3 Whoever it is that wants to get their hands on the rocketpack has sent in the heavy artillery. In addition to the usual thugs, there are five Aerial Machine Gun Emplacements. Watch out!

RUN FOR YOUR LIFE!

The Bullets and Grenades fly freely in this stretch. Since there aren't a lot of safe spots, the only way to successfully get through this barrage is to run and never look back!





Chapter 3



3-1 You find out that hired hoods have captured your girlfriend, Jenny Blake, and are taking her to the South Seas Club.

ROCK THE ROCKETMEN

Enemy Rocketmen patrol the skies. Hit them with Rifle Bullets from a distance or fly low and punch them below the belt.



FUEL STOP

Travelers stop out of this area every three seconds. Hit them and collect the Rocket Fuel that they leave behind. Then, when you're got a full tank, take to the skies!



OUTWIT THE AIR MINES

Enemy Air Mines move up and down to intercept you as you approach. Fly either low or high as you're getting close to these air explosive charges. Then change your direction at the last moment and go around.



3-2 The action steps up a notch as you close in on the South Seas Club. You figure that the club's owner, Eddie Valentine, must have something to do with the attack. Watch out for Lothar, Eddie's right-hand man!

LICK THE LAUNCHERS

Mortar Launchers pop shells at three different angles. Wait for the low shot. Then move in.



Check Out Page 26 For Tips On Finding Lothar!



Chapter 4

1200



4-1 The South Seas Club guards have been tipped off that you've arrived. You decide to look for a rear entrance.



GO SLOW

Brickies, Shooters and Robotfinks wait outside. Move one step at a time and take them as they come.



4-2



POWER-UP POINT

Stand near the doorway and punch them out for prizes. When you're back to full energy

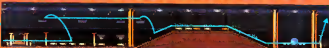


Eddie's boys will be ready for you as you enter through the kitchen. Hit 'em hard. Inside, you'll hear the voice of Hollywood heartthrob, Neville Sinclair. He's the mastermind behind this operation!



4-3

Sinclair left just moments ago, and he took Jenny with him. Now the club's crawling with crooks! The only thing that you can do is fight your way out and try to catch up to Sinclair.



Collect the purple Fuel Tank and break out through the club's ceiling.



Chapter 5



5-1



FBI Agents have taken you to the secret hanger of industrialist Howard Hughes, who invented the rocketpack.

LOFTY PRIZES

You'll find two Bullet Packs high above the hanger floor. If you have enough Rocket Fuel, blast off and collect them.



5-2



PURPLE HEART

This reward for valor will refill all of your energy.

The thugs have run off to Griffith Park. Follow them and you may find out where they took Jenny. The park is full of Bats. Some fly low and some fly high. Keep your Pistol out so that you can nail them before they get too close.

5-3

The creeps have made a run for it high above the Hollywood Hills to the Griffith Park Observatory.



REWARD OF BROKEN BRANCHES

Watch the trees and steer clear of snapping branches. They can cause a lot of damage if they break off and land on you.



Consult Page 28 For Tips On Beating The Observatory Level!

Chapter 6

+200



6-1 The hoodlums have barely escaped from your grasp once again. This time, they've fled to a zeppelin high in the night sky.



PUNCH FOR PRIZES

Bandits run out of the upper hatches & fire from a machine gun. They'll give you Hearts and Bullet Packs in return. What a deal!



BREAK THE DISH

The Electrofield guarding some sections of the zeppelin are controlled by the radio transmitter in this area. Hit the radar dish and you'll knock out the transmitter's ability to send out signals.



6-2

HOP TO IT

Since you're out of Rocket Fuel, you'll have to rely on your own athletic abilities to get over the big gaps. Jump carefully.



If you hit the gears, you'll be sent back several steps, possibly within range of the Shooter or RoboTank.

Jump down to the platform just right of the gears. Then run to the right.

6-3

Sinclair and Jenny are just a heartbeat away. Continue your climb down to the gondolas and get ready for the fight.

Down, Down, Down...

GET DOWN!

Land in the right of the crate and level down as soon as you hit the ground.



Take it easy! You're getting close to Sinclair and he's beefed up the security in this area.



SINCLAIR

PURPLE HEART

Grab the Purple Heart for a last chance to refill your energy before the final battle.



Face Fearsome Enemy Enforcements

There are huge enemy forces at the end of Chapters 1, 3 and 5. If they have you on the ropes, look below for assistance. You'll easily be victorious once you know these strategies.



CHAPTER 1

The Gyrocopter flies high above Chaplin Airfield. Stay on the left side of the screen, jump over the bullets and punch out the Brawlers for prizes. Then fly up and hit the pilot!



When you're not enough energy, Refs and Pats fly up to the level of the Gyrocopter's pilot.



Take out the Pilot with a far-reaching weapon. The Gyrocopter will go down in no time!

CHAPTER 3

Lothar is waiting for you on a rooftop near the South Seas Club. He'll kick the weapons out of your hands so it'll be down to fistcuffs. Jump straight up and punch when he drops near.



You'll lose all of your hardware when you meet Lothar. But at your elbow you get ready.



Instead of waiting forward, jump straight up into the air. Lothar will react to the punch.



At Lothar as you jump, he'll fall back into the ceiling. His punches will do him back.

CHAPTER 5

The Griffith Park Observatory Dome has been equipped with three turrets. Avoid the shots and hit the lowest turret with a Grenade. Then punch the Brawlers to power-up and take to the air to blast the last two.



Find the Brawlers who collect the items that they have hidden.



Take a Grenade toward the lowest turret first and take it out.

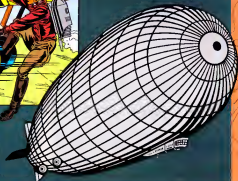


When you're ready, fly up and pulverize the other turrets.



It all comes down to a final battle with Sinclair high above the city. Are you Rocketeer enough to stop him?

The high-flying adventures of the Rocketeer are soon bound for the silver screen. Watch for him this summer at a theatre near you!



NINTENDO POWER AWARDS—



For Best Graphics & Sound



The winner is...Mega Man III!

Capcom did itself proud with the third game in the Mega Man series. The visual smorgasbord is made up of a riotous mob of whecky robots and back-grounds that look as if they were designed by Dr. Willy himself. Sound-wise it has a good beat and lots of effects.

2nd Place: Super Mario Bros. 3

3rd Place: Castlevania III

A great variety of wild worlds pushed SNES3 into the runner-up slot. Castlevania III dazzled the eyeballs with beautifully detailed backgrounds and ghoulish, undead enemies.



For Best Theme & Fun



And the winner is...Super Mario 3!

What can be said that hasn't been said already about this game? Mario's mission to rid the mushroom worlds of Koope and his Koopalings is a classic. There are heroes, villains, narrow escapes and it turns out that Mario is half racoon! Hey, the weirder the better.

2nd Place: Mega Man III

3rd Place: Dragon Warrior II

Mega Man III has it all, action, excitement and a rascally dog. The epic adventure, Dragon Warrior II, leads heroes on a quest from the high seas to the tunnels of Rhene.





'90

The votes are in and the Nesters are polished and ready for the video game event of the season. And now, the envelopes please...!

For Best Challenge



The winner is... Castlevania III!

When the designers at Konami were working on this game, they must have known the stakes were high. Whether you're climbing through the gears of a tower clock or leaping from mast to mast on a ghostship, the challenge doesn't let up for a minute.

2nd Place: Crystals

3rd Place: Battle of Olympus

These two adventure games—Crystals set in the future and Battle of Olympus in the past—were separated by only 100 votes in the balloting.



For Best Play Control



The winner is... Super Mario Bros. 3!

This second Nester is a tribute to the balance of SMB3. What makes it so fun? In part, the play control. By land, air or water, Mario has got the moves. You never have to stop and think about how Mario jumps; it just comes naturally. That's the mark of greatness.

2nd Place: Mega Man III

3rd Place: Super C

These second and third place action hits both give you super control of your character so you can get them quickly into the best firing position.



For Best Hero



The winner is...Mega Man!

If you're looking for a hero with the metal to be a machine, look no further. Mega Man is the toughest little cybot around. He runs, jumps and shoots like a cross between a pop-up toaster and Arnold Schwarzenegger.

2nd Place: Mario

3rd Place: Donatello

Everyone knows the story of these two heroes. Humans and reptiles alike rent easy of sight knowing that Mario and Don, along with his bros., are slugging the forces of villainy.



For Best Bad Guy



The winner is...Shredder

from TMNT 2 the Arcade Game! Why Shredder—because he doesn't have a shred of decency! He baffles the bros by splitting in two and his weird rays can turn them into turtle toddlers. Now that's bad!

2nd Place: Dr. Wily

3rd Place: Koopalings

Doc Wily just doesn't know when to quit. Give him a screwdriver and he'll try to take over the world. Bowser's nifty Koopalings have already taken over their world.



Overall Best Game

FOR THE NES

Super Mario Bros. 3

This choice won't come as a surprise to most of you. SMB3 is the best selling NES game in history because it has great balance and that means it's FUN!



From great games and graphics to the best theme and control, SMB3 puts it all together to take this year's top award.

2nd Place: TMNT II: The Arcade Game

3rd Place: Mega Man 3

It was the toughest competition ever. With four finalists between them, Mega Man 3 and TMNT II. The Arcade Game gave SMB3 a run for the money.



For Most Innovative



The winner is...Shadowgate!

Kemco-Seika introduced this PC adventure early in the year and it has been a smash hit ever since. What makes it so different: 3D perspective, text clues, tons of items and mysteries around every corner!

2nd Place: Miracle Keyboard Teaching Sys.

3rd Place: Maniac Mansion

Whoever said piano lessons were a bore soon played with the Miracle Keyboard System. Maniac Mansion introduced NES players to a point-and-click adventure into total weirdness.



For Best Simultaneous Multi-Player Game



The winner is...TMNT 2!

With Bro in tow you'll kick and slash your way to glory. Team fighting strategies are essential to defeat the hordes of Foot Clan Soldiers and Shredder's captains. This game was meant for two turtles.

2nd Place: NES Play Action Football

3rd Place: Dr. Mario

NES Play Action Football with two or four players has great action and strategy. Quickness, coordination and relentless persistence are the keys to Dr. Mario.

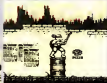


ames

FOR GAME BOY

TMNT: Fall Of The Foot Clan

Konami and the Turtles simply will not be denied. This Game Boy hit puts all the action of the NES games onto the small screen.



The enemies you love to hate give the Turtles a lesson in hand-to-hand combat. But like they say, where there's a will there's a way.

2nd Place: Super Mario Land

3rd Place: Final Fantasy Legend

High adventure is alive and well on Game Boy. Super Mario Land plunges the world's favorite plumber into hot water and worse, while Final Fantasy Legend is a quest for Paradise.



That about wraps things up here. Of course, I had already guessed all the winners, but thanks for voting anyway.



FINALLY! A COMIC
WHERE ALL THE
GOOD GUYS CHASE!

BATTLETOADS

SOMEWHERE
IN VIO SPACE

KISS MY
FIST!

EAT
TOAD-TOE
JODE!

WE'VE GOT
THIS
RATPACK
PACKER,
TOADS!

WEEPIGO! ANOTHER PLANET THAT WON'T
FALL PREY TO THE DARK QUEEN'S MINIONS,
THANKS TO EITZ, PUMPLE, AND RASH--
THE BATTLETOADS!

AND, THANKS
TO MY
MUSCLES!

MAD, BAD AND
CRAZY TOADS!

YEAH!

ALL
RIGHT!



LISTEN TO THAT CROWD! THEY MUST'VE REALLY ENJOYED SEEING ME KICK RATS' TAIL...

SURE, DAVE. SNEAKING OUT RATS, I SMELL A COUPLE COMING...

ANOTHER FINE PERFORMANCE IN THE GAMES GENERATOR, MY AMPHIBIOUS FRIENDS. I MEAN... DAVE, GEORGE, AND MORGAN.

OF COURSE.

THANKS, MR. WHOSE.

THAT'S THE NICEST THING YOU CAN SAY?



WHY WE DISHIE--SO I PROTECT AMPLIFY I IN FACT, I'VE JUST BEEN COVERING WITH GLAS AND THE OTHER PIS-IGNERS, AND WE'D LIKE TO "TWEAK" THE DIFFICULTY LEVEL OF THE GENERATOR, TO CREATE MORE THRILL-POWER, OF COURSE.

GO AHEAD! WE HAVEN'T LOST A GAME YET.

BRING IT ON, PUDE!



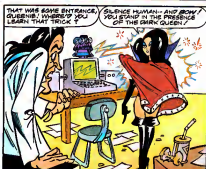
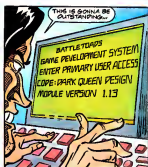
REMEMBER--JUST "TWEAK" THE DIFFICULTY. WE CAN'T RISK HURTING OUR PRECIOUS BATHTUBS. THEY'RE PRISONER'S BIG TICKET ITEM RIGHT NOW.

GEESZ, THEY'RE JUST CHEAP PLAYERS. IT'S NOT LIKE THEY COULD GET KILLED OR ANYTHING.

THOUGH I'D LIKE TO KILL THEM. AND, MAYBE, I CAN...



LATER, AT SILAS'S PAIR...



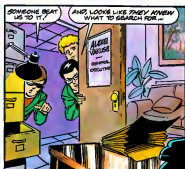
GIVE ME A BREAK, BEAUTIFUL... I MADE YOU AND I CAN GIVE MAKE YOU. THE ONLY THING I CAN'T GET RID OF IS THOSE PESKY BATTLETOADS. THEY'RE FAR TOO POPULAR.

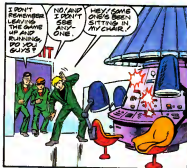
SILAS, SILAS... THERE IS MUCH ABOUT ME YOU DO NOT UNDERSTAND. YOU DID NOT CREATE ME, YOU PINHEAD...



BUT YOU AND YOUR FRIENDS AT PISCINE DID CREATE THOSE BATTLETOADS! NOW, I REQUIRE YOU TO UNMAKE THEM! AND I KNOW EXACTLY HOW TO DO IT!







WELCOME TO MY WORLD, AMPHIBIOUS FREAKS. HOPE YOU LIKE IT, BECAUSE YOU WON'T BE LEAVING. I HAVE FINISHED PLAYING GAMES.



HI, GUYS.

DON'T MOVE! I'VE INTRODUCED A VIRUS INTO YOUR GAMES GENERATION, TURNING YOU INTO TOADS-- PERMANENTLY! THERE WILL BE NO GAME OVER.



I ALWAYS THOUGHT YOU WERE A RAT, SILAS--AND NOW I KNOW IT! WHY'D YOU TURN T' YOU HELPED CARRIED THE BATTLE-- TOADS GAMES GENERATOR!

I NEVER TOLD ANYONE, BUT... I WANTED TO BE A BATTLEGOD! YOU GUYS GOT ALL THE FUN WHILE I PERISHED BEHIND THE SCENES...

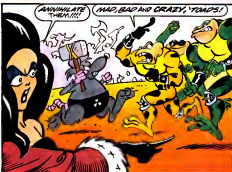
SILENCE! I CRAFTED THE VIRUS PROGRAM! I BENT SILAS'S HATRED TO MY WILL! AND NOW, I SHALL PREPARE YOU!

MY WORLD WAS SIMPLER BEFORE YOU INTERFERED BATTLETOADS--THERE WERE NO CHALLENGES TO MY POWER! SILAS JAWWOKES ME AND HIS DESIGNERS CREATED MY WORLD--BUT ACTUALLY THEY CREATED A GATEWAY BETWEEN US!



IF YOU THINK WE'RE GONNA LAY DOWN AND CROAK, YOU'VE GOT ANOTHER THING COMIN'!

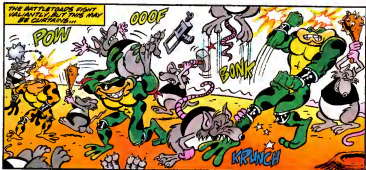
LET'S EAT, TOADS!



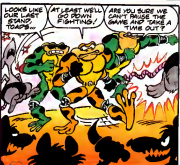
ANNIHILATE THEM!!!!

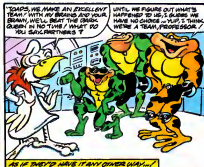
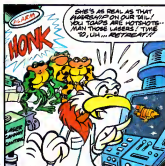
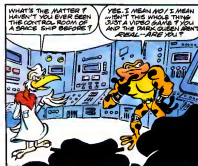
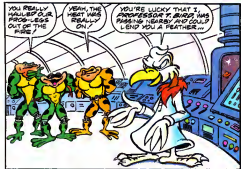
MAD, BAD AND CRAZY, 'TOADS!

THE BATTLETOADS FIGHT VALIANTLY, BUT THIS MAY BE CURTAINS...



WHAT'S THIS? MORE TROUBLE FOR THE TOADS?





STAY TUNED FOR FURTHER ADVENTURES OF BATTLETOADS IN THE NEXT ISSUE OF NINTENDO POWER!

CLASSIFIED INFORMATION



SWORD MASTER

■ FROM AGENT #389

Unlimited Continues

Your sword fighting mission can get a real boost with a new code our Agents have developed, allowing endless chances to continue at the beginning of the stage in which your fighter was defeated. When you first see the Title Screen, press and hold Down on the Control Pad and the Select Button. Then press the Start Button and your game will begin. When your Sword Master has been defeated, the message "FREE PLAY" will appear at the bottom of the screen and you will have the chance to continue the game. Usually, you have only five chances to continue. With Free Play, though, you'll be able to continue as many times as you want!



At the Title Screen, press and hold Down and Select. Then press Start. After you play for a while and your Sword Master has been defeated, you'll be able to start again at the stage in which you left off.



With unlimited chances to continue, you'll be able to fight through the first few stages several times to accumulate massive experience points.

Conquest of the Crystal Palace

■ FROM AGENT #214

Bonus Bonanza

With a little pre-game preparation, you can blaze through the challenges of this exciting adventure. At the Title Screen, press the A Button and the Select Button at the same time. Then press the B Button and the Select Button at the same time. At this time, you may hear a tone. If you don't hear a tone, repeat the procedure until you do. Then press the Start Button before the demonstration sequence begins. While you are playing the game, you will be able to, at any time, collect bonuses instantly. Just press and hold the Select Button and press any of the Arrows on the Control Pad. Pressing Up and Right will get you 1-Ups. Pressing Right alone will make your character temporarily invincible. Pressing Right and Down will fill Zap's Energy. Pressing Down alone will fill your Energy. Pressing Down and Left will give you extra Weapon Strength. Pressing Left alone will add Coins to your total. Pressing Up and Left will get you the Moon Mirror. And, pressing Up alone will get you Jumping Shoes. Talk about a lot of bonuses!

Moon Mirror

Jumping Shoes

1-Ups

Coins

Invincible

Weapon Strength

Your Energy

Zap's Energy

At the Title Screen, press A and Select, then press B and Select. If you hear a tone, press Start. As you are playing, Press and hold Select and press the Control Pad in the arrows above indicate for bonuses.



FROM AGENT #710

Password Power-Up

In the Mega Man III Password System, each position that is filled by a Red or Blue Ball signifies a particular accomplishment. If you have, for instance, collected one of the Robot Masters' weapons, the position for that weapon will be filled when you receive a Password. It also follows that every possible Energy Tank total has a corresponding Password position. By knowing which position in your Password signifies the number of Energy Tanks you've accumulated, you can modify your Password so that you have up to nine Tanks. The photos below show all of the possible Energy Tank Password positions. Take a look at your own Mega Man III Password and you will see that one, and only one, of those positions is filled. To modify your Password for a different Energy Tank total, just replace the current Energy Tank position in your Password with the position that corresponds with your desired Energy Tank total.



Zero Energy Tanks



One Energy Tank



Two Energy Tanks



Three Energy Tanks



Four Energy Tanks



Five Energy Tanks



Six Energy Tanks



Seven Energy Tanks



Eight Energy Tanks

Replace the position in your Password that corresponds with your current Energy Tank total with the position for your desired Energy Tank total. You'll be able to go far with a full load of Tanks backing you up.



Nine Energy Tanks



FROM AGENT #234

Double Strength Code

The fearless foursome of Leo, Don, Mike and Raph have come across a real challenge in the NES version of their arcade adventure. To help them, we've already reported on two separate codes allowing nine Turtles in reserve and a Stage Select. Now our Agents have discovered a single code which combines the two. On the Title Screen, select the number of players, then press the A and B Buttons and the Arrows on the Control Pad in the following order: B, A, B, A, Up, Down, B, A, Left, Right, B and A. Then press the Start Button and choose your Turtle(s). The words "STAGE SELECT" followed by the number "1" will appear. Press Left and Right on the Control Pad to change this number, which denotes the stage, then press the A Button to begin on the desired Stage. Not only will you start at the beginning of any stage in the game, but you'll also have nine Turtles in reserve as you start your adventure!



At the Title Screen, select the number of players and press B, A, B, A, Up, Down, B, A, Left, Right, B, A and Start. Choose your Turtles and then select your stage. When you begin playing, you'll have nine Turtles in reserve.



Here's the complete list of TMNT II Codes. Plug 'em in and play!

Ten Turtles

↑ → → ↓ ↓ ↓ ← ← ← ← B A START

Stage Select

↓ ↓ ↓ ↓ ↓ → → → → → B A START

Ten Turtles & Stage Select

B A B A ↑ ↓ B A ← → B A START

CLASSIFIED INFORMATION



FROM AGENT #909

Invincible!

This challenging, multi-mission flight game is a piece of cake with a code developed by our Agents in the air. When you put the game in the Control Deck and turn on the power, you'll see information about the game which, after a few seconds, falls off the screen. As this is happening, press Up, Right, Down and Left on the Control Pad four consecutive times. Then press the Start Button. When the game begins, your Plane will be absolutely unbeatable. Even if you try to crash into the mountains, your Plane will just veer off to the side without any contact. While this does take the challenge out of the game, there's no better way to see the unfriendly skies.



During the title sequence, press Up, Right, Down and Left four times. When you start playing, you'll be able to fly anywhere unharmed.



FROM AGENT #451

Invincible Plus!

Our Agents have discovered a new, powerful Password for the Silver Surfer's adventure. Press Up on the Control Pads of both Controllers and enter KUTTIK as your Password. Then press the Start button and go through the game. Invincible! This marks the third super power Password we've found for Silver Surfer. The others are:

CKWJT4 - Full Weapons

SJM333 - Unlimited Continues



FROM AGENT #912

Stunned Edna

If one of your kids enters Nurse Edna's room while Edna's there, she usually sends them to the Dungeon. It's common practice to have one kid enter the room and have another sneak in while Edna is placing the perpetrator in the Dungeon. This doesn't give you much time to explore, though, since she does return quickly. One way to insure that you'll have all the time you need is to have one kid go into the room, then before he or she can get sent to the Dungeon, have another kid step into Weird Ed's room. Since Ed moves more quickly than Edna, the second kid will be Dungeon bound, while the first kid will have free reign of Edna's room. Edna will stand near the door dazed and unable to move.



Have two kids run by outside of Nurse Edna's and Weird Ed's rooms.

Get one kid to enter Nurse Edna's room.



Before Nurse Edna acts, have another kid enter Weird Ed's room.

The second kid will be sent to the Dungeon by Weird Ed.



Switch to the first kid and you'll see that Edna is stunned.

Explore Edna's room for as long as you want without being captured.

CLASSIFIED INFORMATION



■ FROM AGENT #536

Goofy Gadget

Mega Men's run-ins with Break Man are a curious part of the story of Mega Man III. Our Agents found that the meeting with Break Man in the Gemini Men Stage can lead to a very strange change in the Penguin Makers below the surface. Normally, when you get to Break Men in this stage, your movement will be temporarily frozen while Break Man destroys a stopper which blocks the passage to the underground. With two quick moves, though, you can jump through the stopper before the action can freeze. Run along the surface of the planet until the scene stops scrolling. Then inch over to the right side of the screen and prepare yourself for a Super Jump by pressing and holding Right on the Control Pad of Controller II. When you're ready, slide to the right into the next screen and Super Jump to the stopper. You'll fall right through it and into the underground. When you get to the Penguin Makers, you'll see that they have drastically changed. All of the other characters, though, will be the same as before.



Slide into the screen with the stopper and Super Jump right through it.

The Super Jump is a very useful maneuver. Whenever you have a need to grab some air, just press Right on the Control Pad of Controller II and press the A Button on Controller I. You can even jump out of bottomless pits!



The Super Jump is good for both distance and height.



When you Super Jump here, the Penguin Maker transforms.

DIRTY HARRY

■ FROM AGENT #348

Clyde Code

Here's something that will make your day: unlimited lives in Dirty Harry. Just enter "CLYDE" as your Password at the beginning of the game. You'll be able to roam the streets and pick up punks as long as you want without ever losing one of your characters in reserve.



Call on "CLYDE" to accumulate unlimited lives.



Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733



THE LONE RANGER™

TM & © 1991 Konami
TM: Paladium Media Enterprises, Inc.



"Hi-ho Silver And Away!"

Out of the dusty legends of the Old West comes Konami's action adventure uttering the Lone Ranger. Evil Butch Cavendish has kidnapped the President and the Lone Ranger is on his trail. Along the way he'll have to help just about everyone else west of the Mississippi, too. But shoot 'em up action is the real name of the game. The plot only loosely connects a wide variety of action scenes. In some stages a Zepper option is available for sherphooters. You'll save the game with passwords, but to save the day you'll have to master six playing views.



GAME PAK DATA BOX THE LONE RANGER

MFG—Konami

MEMORY 2M X 1M
MMC3 — —

SCORE RATER

Graphics & Sound	3.4
Play Control	3.5
Challenge & Excitement	3.9
Theme & Fun	3.9



REGION 1

So you lost your horse and you don't have a kingdom to trade for a new one. Good work, Kemo Sabe. Better heed into Tucson and listen to what folks heve to say. Sometimes a keen ear is more help than a quick draw. After jewing some with the local Sheriff in Dodge City, you'll hit the trail, have a shootout with outlaws on the road and a reel shootenenny with some outlaws in them thar hills. If you survive ell that you deserve to get Silver.

"Listen up, masked stranger."



In Tucson the most important news is that a magnificent horse has been seen south of the Rio Grande. So neighborly and talk is all the talk.

Only one folk is at home in Tombstone, and he won't give you the time of day well you're talked to the shopkeep up in Tucson who's seen the horse.



After learning about the bridge in Tombstone, hitch yourself up the road to Dodge City and drop in on the Sheriff. He'll tell you where to go next.

Outlaw Cliffs

The bridge on the map shows where the outlaws are hiding out.

START

Cliff Fighting

The outlaws on the cliffs are guarding certain areas and won't shoot to come chasing after you. Take a minute to size up the situation. In many cases you can jump up to ledges for as easy shot, or shoot from directly below the outlaw.



THE LONE RANGER

"Anyone seen a horse, 'bout yeah tall, answers to Silver?"

REGION 1



"Watch your back in towns."

Be careful how you treat these city slickers. If you shoot a lady, you'll lose money and Life Points. But if you bring a rattle to justice, you'll earn a few silver dollars. Towns are a great place to earn quick money, but be careful where you aim that gun.



"Bite the bullet, pilgrim."

Even in these badlands you'll find a few skilled comforts. The town doctor is willing to patch you up for a reasonable fee of \$50. Then once you're back on your feet, roll on over to the Gun Shop and stock up on ammo. Your six shooter fires regular shells or powerful silver bullets.



"Out of the road, pardner."

Unfortunately, it'll take more than a polite word to get past these outlaws. You'll have to shoot it out. Fighting in the open desert is easier than in the canyon, so stay off the road closest to Carson City.



Desert



Canyon



TO THE END

"It takes two to tangle, masked man."

The final outlaws is a mean crew who can take a licking. If your Life Points are full, use Silver Bullets and fire as fast as you can. If you don't, avoid big shots by jumping.



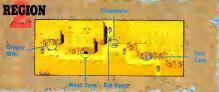


REGION 2

To find the Spanish Treasure you must locate and combine three pieces of an old plate. An hombre in Cleerwater has one piece, but you'll have to find the others on your own. That will mean storming another mountain stronghold before heading into a rattlesnake den of outlaws and winding through a 3-D maze. At least you have Silver to lend you a hoof.

"Say, amigo, seen any treasure hereabouts?"

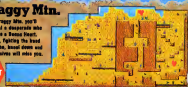
REGION



Craggy Mtn.

In Craggy Mtn. you'll defeat a desperate who leaves a Texas Heart. Later, fighting the head bouncer, knock down and his knives will miss you.

START



"Hey, masked gringo, you want some advice?"

Visit the Old Jerber in the last house in the village of Cleerwater. When you collect the pieces of the plate, you'd bring them here.



TO THE END



"I thought cave-bandits were extinct."

Inside the West Cave gather Hearts, Bullets and Dollars by defeating bandits. The hidden bandits of all in deep inside.



Watch the red indicator for enemies who appear to the side or behind you. Push the A Button and Controller toward them.

West Cave

The E symbol on the map means Enemies are lurking in the area. They can come at you from all sides and with many weapons. The Plate is at the end of the tunnel, indicated by the star on the map.



TREASURE

East Cave

Master 45 degree angle shooting to defeat enemies in these narrow tunnels.

"That treasure is so close I can smell it."

The Spanish Treasure is hidden deep inside the East Cave. As the bandits in the cave run out of ammo, they'll stop to reload. Use that time to fill the air with lead.



Back in Cleerwater you'll be a hero for having recovered the ancient treasure. Don't expect a reward, though, and make sure that you write down Texas's Password.

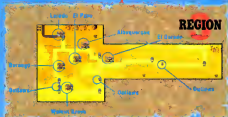
ENTRANCE

THE LONE RANGER

*"Two outlaws is a party,
but three's a pain."*

REGION 3

The good citizens of El Paso and Albuquerque have been living in dire fear of three dastardly outlaws since their Sheriff was wounded. Looks like the Prez is going to have to hang tough while the Lone Ranger restores law and order. Talk to the Banker for an important clue, then hit the trail. The fights take place all over the map, on horseback, trains and even in crumbling Ghost towns.



Walnut Grove Church

TO THE END



*"Walnut Grove? It sounds like a
right happy place."*

You'll need lots of ammo
and full health if you
want to reach the head
outlaw in the church.



*"We're needed in Albuquerque, Silver. Yee
Hah!"*

The Hotel Albuquerque has room service like no one's business. Instead of
champagne corks, bullets are flying in a 3-D shooting gallery.



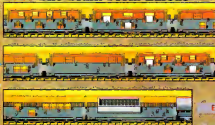
Hotel Albuquerque

Head upstairs to find
the chief outlaw hiding
up in the hotel.
Remember to watch
the enemy indicator.



START

The Train From Laredo



*"Let them ladies alone,
snakebelly!"*

This outlaw is so
gentleman, he's using
innocent ladies as a
shield. Drive him out of
the last car down the
narrow hall. The outlaw
can't follow all the way
and his bullets have less
range than yours.



END

REGION 4

No sooner do you polish off the scoundrel in the train than you're locked up in jail. Seems an imposter has been running around this region causing a ruckus. Don't get riled, now. Just head north toward Amarillo, then up to Brownsville. You have to fight from the saddle, battle at night and put up with insults the entire while. Butch Cavendish may still be at large, but your reputation is on the line.



"He's a yellow bellied imposter, Kemo Sabe."



"Tonto, let me out!"

Well, the deputies have thrown you into the lockup and things are looking pretty grim. Tough luck, hombre. But don't fret. Trusty Tonto will be along shortly with the key and some disturbing news.



"I'm not a robber; I'm a ranger."

Because of the opportunity of the imposter who has been mess-arounding as the Lone Ranger, the real L.R. is out of luck when it comes to getting help, ammo and medical treatment. You should head back to Laredo for all your essentials.



"Looks like a battle in the saddle."

Three times in quick succession you'll enter rousing battles with mounted gamblers. The action switches between side scrolling and 2-D scrolling.



In the Battle of the Saddle, the only way to get home is by doing some sharp shooting in the head-to-view or when the yellow bullets are racing away.



Memorize the patterns in which the enemies appear. It's always the same. Also keep your eye on the enemy indicator at the bottom of the screen.



"Amateur hour in Amarillo?"

No sooner do you step into Amarillo than you find yourself back to back with the Imposter. Hey, that guy doesn't even look like you! Well, maybe just a little ahead the most. Suddenly he's racing away. If you leave town, you'll find the imposter riding off in a cloud of dust toward Brownsville.



"So, how's the nightlife in Brownsville?"

You'll get off the action you can stomach when you ride into Brownsville as the trail of the imposter. Distances prove the moonlight streets like nerves tets and everything in town costs twice as much as usual. Head north to the imposter's hideout once you've filled up your health.



"Say, there's a guy hiding out in town who has a mask just like yours."

Once you slip inside the hideout, you'll find you can't shoot upward through stone ledges like you could in earlier side-view stages. Collect Hearts and make your way to the imposter at the end. Use Silver Bullets.



The Imposter's Hideout



The hideout has many levels and many dangers. Keep an eye open for attacks from above.

ENTRANCE

TO THE END

REGION 5

North of Brownsville is Indian country, a land of steep cliffs and friendly tribes. At least the tribes used to be friendly. Now for some reason the braves have got it into their heads that the Lone Ranger is a masked menace. Butch Cavendish certainly agrees, wherever he is. To regain the Indians' trust, see their Chief. He'll give you a quest to test your loyalty.

"Anyone for a pow wow?"



"What did I ever do to you guys?"



As you gallop along at the base of the cliffs, two bands of Indian braves leap on you from above. The risk swirling above from brownish snakes for an exciting battle.



Silver can speed up, slow down or jump to climb helps during the attack. Stay above and in front of the braves while shooting down and backward at an angle.



If you get bushwhacked and need a doctor, ride back to Brownsville. The fellow surgeon you've already passed will not return. There are only two weapons.

Eagle Cliffs



THE EGG

Once you reach the top of the cliffs and find the Rainbow Egg, you'll also find Mum Eagle. Silver babies will be most effective, so stick up.

"Don't you guys ever quit?"



In their own villages, the Indian warriors are much more clever than the outlaws you've encountered in town. They attack with arrows, tomahawks and iron-cannibalized pits in the sand. Every step is treacherous, so eat whatever cover you can find.

"Where's the Chief?"



The Chief can be found at the end of the second village. You'll have to fight your way to him, but when you reach him, you'll find he's quite reasonable. He tells you why your name is mud around here and then he gives you a mission.

"I really, really, really hate birds."



Climbing the Eagle Cliff is no task. Apart from avoiding falling blades and jumping onto landing logs, you'll have enemy eagles in your face.



Some of the blocks you make on will crumble underfoot. These blocks are slightly denser than regular blocks, so keep a close watch.



When you hit an eagle it will stop moving, making it an easy target. Move now you're well stocked on ammo so you can fire repeatedly.

"You're okay by me, but what's with the mask?"

When you bring the Chief the Rainbow Egg he'll realize that you're not a cowboy and he'll trust you. But like most of the people you help, the Chief won't give you anything other than a pat on the back. That's a lot.



REGION 6

She's the belle of the ball and the best cow puncher in Abilene. But Clare is also the Lone Ranger's sweetheart. Now she's been kidnapped by Butch Cavendish, who will stop at nothing toirk the Lone Ranger. If this isn't enough, our hero also meets up with a bunch of ninjas. (Ninjas? Sounds like the Konami design team had a cross-cultural melt down.)



When you reach Clare's house it's empty, but the wife tells all. Butch has nabbed Clare in the hope that you'll get off his tail. Fat chance.



Head north to Pike's Peak, then go to the Mine Office in Abilene for directions to the mine. In the mine you'll face an attack of those rough and ready Texas slugs.



In the mine dangers come from every direction, including straight up. Stalactites hanging from the roof crash down, but always from the same places so you can avoid them.



After clearing up the mine at human slag, head to the Mine Hideout and see Jackie Wilson, with any luck, you'll find Clare safe and sound.

REGION 7

The Lone Ranger is now close on the tail of Butch Cavendish. Fact is you've reached his fortified stronghold east of San Jacinto. You can almost hear the President's sigh of relief. Here you'll have to quickdraw your way through an army of gunmen including a gatling gun at the gate. If you take out the gatling gun operators, the Lone Ranger can use

the rapid fire weapon to mow down more enemies who appear from the south.



REGION 8

In the final stage you'll fight your way up a cliff and shoot it out while riding a railcar, sort of like Indiana Jones. The 3-D area here is tougher than anything you've seen so far. In another scene you'll be on a train track with a locomotive breathing down your neck! And then there are the big questions. Has Butch met

"End of the road, Silver! Let's save the President."

his match? Will the President wonder what took the Lone Ranger so long? If you want to know, you'll just have to play the game.



THE OLD WEST

THE LONE RANGER



KEY

REGION 1

- Tucson Sheriff-Gatling-Bank-Gatling
- Dodge City Sheriff-Gatling A-Destructor
- Laredo Station-Target Practice-Gatling B-Destructor
- Tombstone
- Carson City Station-Target Practice-Gatling A-Destructor
- Crazy Min.

REGION 2

- Clear Water Old Sheriff-Gatling A-Destructor
- Outlaw Hideout

REGION 3

- El Paso Sheriff-Gatling-Bank-Gatling
- Albuquerque Rito
- Laredo Station-Target Practice-Gatling B-Destructor
- Walnut Grove (ghost town)
- Spanish Church
- Durango (ghost town)
- Chief's Village
- Eagle Cliff

REGION 4

- Silver City Station

REGION 5

- Fire Creek Sheriff-Gatling C-Destructor (Gatling is available after impostor is defeated)
- Amarillo Gatling C-Destructor (Gatling is available after impostor is defeated)
- Brownsville Impostor's Hideout-Gatling C-Destructor (Prices are doubled until impostor is defeated)

REGION 6

- Indian Village
- Chief's Village
- Eagle Cliff

REGION 7

- Clear Water

REGION 8

- Clare's House-Mine Office-Station-Gatling C-Destructor
- Pike's Peak Impostor
- Mine
- Ninja Hideout
- San Jacinto Hill out-Gatling C-Destructor
- Gate
- Camp 1
- Camp 2
- Camp 3
- Camp 4
- Cliff
- Butch's Hideout

Gunsnap A

- Standard Bullets \$10
- Silver Bullets \$20
- TNT \$30
- Short Barreled \$100

Gunsnap B

- Standard Bullets \$10
- Silver Bullets \$20
- TNT \$30
- Short Barreled \$100
- Middle Barreled \$200

Gunsnap C

- Standard Bullets \$10
- Silver Bullets \$20
- TNT \$30
- Short Barreled \$100
- Middle Barreled \$200
- Long Barreled \$400



REGION 5

North of Brownsville is Indian country, a land of steep cliffs and friendly tribes. At least the tribes used to be friendly. Now for some reason the braves have got it into their heads that the Lone Ranger is a masked menace. Butch Cavanaugh certainly agrees, wherever he is. To regain the Indians' trust, see their Chief. He'll give you a quest to test your loyalty.

"Anyone for a pow wow?"



"What did I ever do to you guys?"



Silver can speed up, slow down or jump to cliff ledges during the attack. Stay above and to the front of the braves while shooting down and backward at an angle.



As you gallop along at the base of the cliffs, two bands of Indian braves leap on you from above. The size scrolling view from horseback makes for an exciting battle.



If you get hushbacked and need a doctor, ride back to Brownsville. The Indian warparty you're already passed will not return. There are only two warparties.

"Don't you guys ever quit?"

In these two villages, the Indian warriors are much more clever than the outlaws you've encountered in town. They attack with arrows, tomahawks and from concealed pits in the sand. Every step is treacherous, so use whatever cover you can find.



"Where's the Chief?"

The Chief can be found at the end of the second village. You'll have to fight your way to him, but when you reach him, you'll find he's quite reasonable. He tells you why your name is mud around here and then he gives you a mission.



"I really, really, really hate birds."



Some of the blocks you walk on will crumble underfoot. These blocks are slightly darker than regular blocks, so keep a close watch.



Climbing the Eagle Cliff is no task. Apart from avoiding falling boulders and jumping onto tumbling logs, you'll have every eagle in your face.



When you hit an eagle it will stop moving, making it an easy target. Make sure you're well stocked on ammo so you can fire repeatedly.

Eagle Cliffs



START

THE EGG

Once you reach the top of the cliffs and find the Rainbow Egg, you'll also find Mom Eagle. Silver bullets will be most effective, so stock up.

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When you bring the Chief the Rainbow Egg he'll realize that you're not a scallywag and he'll trust you. But like most of the people you help, the Chief won't give you anything other than a pat on the back. Thanks a lot.



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When you reach Clara's house it's empty, but the wile tells all. Butch has robbed Clara in the hope that you'll get off his tail. Fat chance.

"Oh my darlin', oh my darlin'..."



Head north to Pika's Peak, then go to the Mine Office in Abilene for directions to the mine. In the mine you'll face an attack of those rough and ready Texan ninjas.



In the mine dangers come from every direction, including straight up. Stalactites hanging from the roof crash down, but always from the same places as you can avoid them.



After clearing up the mine of home slag, head to the mine hideout and Sam Jacobs where, with any luck, you'll find Clara safe and sound.

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"End of the road, Silver. Let's save the President."

his match? Will the President wonder what took the Lone Ranger so long? If you want to know, you'll just have to play the game.



THE



KEY

REGION 1

- Tucson
- Station-Gunshop A-Doctor
- Dodge City
- Sheriff-Gunshop A-Doctor
- Tombstone
- Carson City
- Station-Target Practice
- Gunshop A-Doctor
- Crazy Mtn.

REGION 2

- Clear Water
- Old Silver-Gunshop A-Doctor
- Outlaw Hideout

OLD WEST

THE LONE RANGER



- West Cave
- East Cave

REGION 1

- El Paso Sheriff-Brooding-Bark - Gunshop B
- Albuquerque Hotel
- Laredo Station-Target Practice - Gunshop B - Doctor
- Walnut Grove (ghost town) Sprink Church
- Durango (ghost town)
- El Derado (ghost town)

REGION 4

- Silver City
- Sticks

- Fire Creek Sheriff-Gunshop C-Doctor (Service is available after importer is defeated)

- Amarillo Gunshop C-Doctor (Service is available after importer is defeated)
- Brownville Imposter's Hideout - Gunshop C-Doctor (Prices are doubled and Imposter is defeated)

REGION 5

- Indian Village
- Chief's Village
- Eagle Cliff

REGION 6

- Abilene

- Clara's House-Mining Office-Station-Gunshop C-Doctor

- Pike's Peak Information

- Mine
- Ninja Hideout
- San Jacinto Hybrid-Gunshop C - Doctor

REGION 7

- Gate
- Camp 1
- Camp 2
- Camp 3
- Camp 4

REGION 8

- Cliff
- Butch's Hideout

Gunshop A

Standard Bullets	\$10
Silver Bullets	\$20
TNT	\$30
Short Barrelled	\$100

Gunshop B

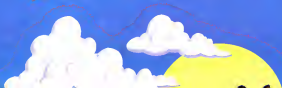
Standard Bullets	\$10
Silver Bullets	\$20
TNT	\$30
Short Barrelled	\$100
Middle Barrelled	\$200

Gunshop C

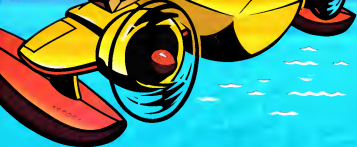
Standard Bullets	\$10
Silver Bullets	\$20
TNT	\$30
Short Barrelled	\$100
Middle Barrelled	\$200
Long Barrelled	\$400

CAPCOM
USA

Disney's
TALESPIN







Coming Soon To Your NES

NINTENDO
POWER

SPECIAL FEATURE

GAME BOY

*This issue's GIANT Game Boy feature includes reviews of six of the hottest Game Boy releases. Check out the dungeon-exploring adventures of *Mystery* and *Gauntlet II*, the sci-fi action of *Battle Unit Zeoth*, the super soccer thrills of *Nintendo World Cup* and the puzzling fun of *Spot* and *The Chessmaster*. There's also a page of Classified information and news on future Paks. Read on!*



MYSTERY



GAUNTLET II



BATTLE UNIT
ZEOH



NINTENDO
WORLD CUP



SPOT



THE
CHESSMASTER



A Trial by Fire (and Water, Acid and Mercury)

Alchemy, the ancient science devoted to the forging of useful items from basic metals, forms the background of *Mysterium*, from Asmik. Although fighting monsters in the first person perspective maze is a fantasy role playing game element, the real challenge of *Mysterium* lies in mastering the puzzling alchemical transformations. With over 150 weapons, herbs and devices possible, the game is every bit as deep as its ten fright-filled floors. You'll find that mixing elements and creating useful items is anything but elementary in the high-pressure hallways and passages of *Mysterium*.

Weapon

You'll need to create more powerful weapons than the Staff you start out with if you are to survive your quest.



You can create some weapons with a single transformation. Iron dropped into Mercury will make a Ray Sword.

Others are more complex. Sulfur in water makes a Black Run. Then drop the Run into Fire to make a Yellow Staff.



Battle

Between finding and creating the items you need, you must battle wandering monsters that block your passage.



Press the B button for Aim mode. This lets you aim at the monsters or dodge their attacks.



Be sure to arm your weapons by selecting "Use" on the Inventory Screen. A "U" marks the weapon you have equipped.

Inventory Screen

The Inventory Screen is where you can pick things up, drop them, look at them, and control the game options. Pressing Start brings up the STAT screen.



The STAT screen shows your level of health, and the strength of your weapons and shield.



You'll see items lying on the floor as you walk through the Maze. Stand over the item and switch to the Inventory Screen.

The item should be located in the "On Floor" section of the screen. Press the A button to pick it up.



LEVEL ONE: IRON

The Iron Level gives you a chance to hone your alchemy skills. Use the chart on page 55 to plan what you create. If you make the wrong item, you can usually melt it down to its base metal and start again.



Experiment with the different pools to see what things you can make. The only item you really need in order to finish the first level is the Glass Key, which is made by dropping iron in fire.



Doors can only be opened by a key that matches their type. You can tell what type key you need to open a door by using the Lizard Statues which you will find at the start of Level One.



LEVEL TWO: TIN

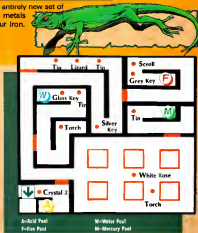
Each new level introduces a new metal with an entirely new set of transformation possibilities. You can still use metals from an earlier level in a later one, so save your Iron.



Some metals produce healing herbs when buried in the different pools. Use these to restore your health. Although Henry might taste good to find, in *Mytharium* it will teleport you randomly.



The shiny Arrows are a medium strength weapons that can be created with two transformations. First treat a Blue Key with Tin and Mercury, then drop the Blue Key in Acid.



LEVEL THREE: COPPER

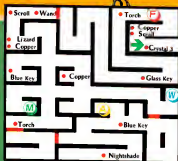
If you didn't make the Shiny Arrows in Level Two, don't worry. The wand you can get at the beginning of Level Three is just as powerful. You'll also need it to defeat the many monsters on this level.



Colored keys are the key to getting through this level. First, find the Blue Key, then use Copper in Acid to make the Red Key. Get ready to fight some monsters beyond the Door of Red.



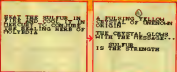
Ignore the fourth Scroll's recipe as how to make the Egg Flash. It contains only prices. However, if you haven't already made a Shield, it's easy to make one with Copper and Fire.



A=Acid Pool
F=Fire Pool
W=Water Pool
M=Mystery Pool

LEVEL FOUR: SULFUR

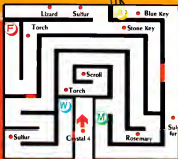
The monsters come on hot and heavy in this level, and in some places two creatures will attack at once. Remember to turn the Aim feature off quickly so you can turn and face a foe that attacks from behind.



You can carry only 10 items at a time. After writing down close of the Scrolls and Crystals, drop them in make room. Use a trail of bread crumbs, discarded Scrolls and Crystals will mark where you've been.



Not every item you create in Mystarium will be useful. You will collectively create more than a few monsters through your experiments. Other items, such as Vinegar, are poison and will take away health if you eat them.



A=Acid Pool
F=Fire Pool
W=Water Pool
M=Mystery Pool

Take Notes On Your Experiments

Below you will find the alchemical results table for the first three Levels. As you explore the next seven Levels, keep detailed notes, as bad mixtures will compound your problems. As you try more things, you may

notice trends in the transformations. For example, a key dropped in water will almost always result in another key.

IRON

The dark metal of warriors can be made into a variety of useful things. Although known as a dark metal, iron can be made into a Torch, or Chelidon, which extends the life of a Torch.

Water

Chelidon

Water
Fire
Mercury
Acid

Red Rose
Shield
Monster
Glass Key

Fire

Glass Key

Water
Fire
Mercury
Acid

Stone Key
Monster
Alchemical Flask
Mirror

Mercury

Ray Sword

Water
Fire
Mercury
Acid

Torch
Stone Key
Staff
Monster

Acid

Monster

TIN

Even though Tin is cold and brittle, it can be made into several weapons, including the reliable medium strength Shiny Arrows.

Water

Honey

Water
Fire
Mercury
Acid

White Lily
Pendant
Monster
Blue Key

Fire

Small Arrows

Water
Fire
Mercury
Acid

Baleam
White Key
Staff
Monster

Mercury

Blue Key

Water
Fire
Mercury
Acid

White Key
Monster
White Lily
Shiny Arrows

Acid

Monster

COPPER

Copper is a tricky element to manipulate, especially since the poisons in Level Three aren't immediately located. Oil and the Egg Flask are poison. Nightshade is a healing herb.

Water

Red Egg

Water
Fire
Mercury
Acid

Egg Flask
Ray Sword
Monster
Gold Key

Fire

Shield

Water
Fire
Mercury
Acid

Oil
Red Key
Staff
Monster

Mercury

Monster

Acid

Red Key

Water
Fire
Mercury
Acid

Gold Key
Monster
Nightshade
Wand

Running The Gauntlet In **GAUNTLET II** TM

Adventurers beware! The coming of Gauntlet II for Game Boy guarantees that you will find no peace of mind until you visit all 100 levels. Mindscape's newest version of the arcade classic remains true to its origins with impressive sound and speech effects and a nearly impossible to memorize random mix of mazes. The four characters will be familiar to fans of Gauntlet II for the NES. Even the graphics have changed very little. And best of all, it's a Game Link game, so you can take along a partner to share in your adventure.



Who Shall You Choose?

Strength, wisdom or speed? These are the qualities from which you choose a likely champion.

ELF



Quastor the Elf is light of foot and as quick as a squirrel. With his bow and arrow his strength is limited, but his magic skills are fairly advanced.

Warrior



Thor has the strength of many men, but his great size means he is slow on the hoof and it can be difficult to maneuver him in narrow passages.

Valkyrie



Thyra is the most balanced character. She is fairly good at fighting and her magic powers are about average. She has fair speed, as well.

Wizard



Merlin's strong suit, you guessed it, is in the use of Magic Potions. His fighting strength and speed are surprisingly good, but his stamina is low.

Treasure, Traps and Terror In The Dungeons

Treasure



Take the Treasure. Shows you find while running through the dungeons. Treasure takes your score.

Magic



Magic Potions. Shows or destroy enemies, depending on the magic strength of the user.

Traps



Traps open doors or walls when stepped on. Sometimes enemies will be released to attack you.

Don't Grow Too Old



Stay away from the grim character. He grabs you and drains much of your life points before switching.

Dungeon Dangers

Dead and Undead enemies attack at every chance.



Acid Puddle



Dragon



Ghost



Grunt



Lobber



Sorcerer

MAZES

Each dungeon floor is a maze of walls, doors, traps and enemies. You'll have to wind your way through and find the Exit.



Strategies For Two

Share The Wealth



Take items according to need or the ability to use them. A player with low Life Points should take Food or Color. Wizards should collect the Potions.

Matchmaking



Characters should complement each other's abilities. For instance, the Wizard and his magic work well with the Warrior. Or so the old adage goes.

Crossfire



When tough enemies show up, watch them in a crossfire. One character fires vertically and the other horizontally for best coverage and an easy victory.

Random Travel



Keeping your characters close to each other is important for scoring the bonus. If each is in an opposite corner, you can't score.

Synth Voice

The synthesized voice tells you what type of amulet you pick up. It's useful due to the often tiny graphics.





MAPS:

Now it is time to begin your run through the Gauntlet where so many worthy adventurers have met their grisly demise. The first five levels stay the same each time you play, except for the locations of exits. Not so with the upper levels. Everything seems to change from one play to the next. The trick is to learn how to survive in any dungeon.

Level 1

Keys

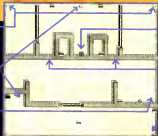
In the levels you'll find Keys to open doors. You can carry up to six Keys. If you walk long enough, locked doors will open by themselves.

Food

Take the Food or Color to boost your Life Points by 100. Life Points are lost continuously.

Exit to Level 2

Depending on which character you are, the exit may be on the left or right side of the first chamber. Pick up items before exiting.



Exit to Level 6

Take this shortcut to skip straight to the random mazes that make up most of the game. In the upper levels you'll find more Potions and Items.

Traps

The traps open up walls to the next chamber. You'll still have to find Keys to get to Exit 6.

Keys

Three Keys can be found on Level 1. The first is in the chamber where you begin the game. The other two Keys are in the third chamber.

Level 2



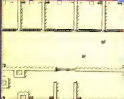
On Level 2 watch out for the Bashing Blue Poles. Stop on one and you'll lose about 80 Life Points. Leeches attack from a distance, so be prepared. Get short your journey by avoiding the door shown here on the right side of the fourth corridor. Several savings of food are also available.

The B. Masher attacks immediately in Level 2. When playing alone it doesn't matter, because the enemies will come after you anyway. But when playing with a partner, make sure the faster character is tracked by it to draw him away.

Level 3



Level 4



Two new dangers await you in Level 4. The first is the presence of Death. Be extra careful when picking up the Keys. The Ray has a trap nearby which, if activated, will release Death. The second trick is finding the moving exit. The exit switches from one chamber to another, so move fast.

At the beginning of Level 5 you should take the Food and Color, although make sure you don't take the Poisoned Color. Also, break the old bones to ghosts they appear. Near the exit passage you'll meet several Deaths. Finally, find and use the Potion to break past the Deaths.

Level 5





Set The Angle



Here's a bit of monster-hunting advice: monsters on the opposite side of diagonal rows of blocks can be defeated. Step into the corner between blocks and fire at an angle. You won't get a scratch.

Who's It



When was the last time you played It... with monsters? In Gauntlet II, you'll get lots of practice. The It Monster likes to teach your hero. If it succeeds, all the other monsters home in on you, because you've become "it." A shot can slow it down, but you can't kill it.

Don't Play With Your Food



Food is worth a 100-point boost, so eat it, don't shoot it.



Survive The Gauntlet

Each time you journey into the lower mazes you'll encounter new challenges, for the rooms appear randomly. The most important strategy for survival is to keep moving. Don't stand around admiring the view. Maintaining your Life Points is also vital. Take Food and Cider whenever you find them and avoid Deaths and It Monsters. Always keep some Potions on hand. When foes surround you, the Potion is your ticket out of there. Keep your eyes peeled, too. Look for Traps and Crumbling Walls everywhere. If you do all this, you may just survive the Gauntlet.

Magic Items

Magical necklaces left by your snotchy predecessors can give you special shots or different types of protection. Don't pass them by.



Crumbling Walls

Parts of the Gauntlet are falling into ruins. The rotten stones can be destroyed by four shots, but always make sure you want to shoot the stones. There might be treasure characters lurking behind them who would better remain where they are.



Don't Stay Turned

Six Turns in the belt. At times you'll need to collect a Potion, but if you are full up with Keys, you'll be out of luck.



Potatoes

Potatoes is a virtue in Gauntlet as in life. If you run out of Keys or can't find a Trap to open a wall, just wait. In time doors and walls will open.



Hides Rooms

Not all of the Gauntlet is as open as the early stages. On levels with Hidden Rooms, you'll receive a message before you enter the maze giving you a hint.



BATTLE UNIT ZEOTH™

It's up to you to rescue Earth from the clutches of the evil alien force intent on taking over the defense game from us!

Oh no! An evil alien force has invaded Earth in the first phase of its sinister plan of planetary conquest. Earth's leaders have come up with a single plan—to send in their latest scientific triumph: Battle Unit Zeoth. This unbelievably versatile, flying super robot is the only glimmer of hope in thwarting the aliens' heinous plans. You must guide him toward the alien city, successfully penetrate its defenses and find the evil Alien leader who holds Earth's fate in his twisted claws. Ready? You are Earth's final hope!

POWER-UPS

LIFE-UP

Add one section back to your life meter.

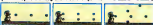
POWER-UP

Make your current weapon stronger.

WEAPONS

REGULAR SHOT

This is the gun you start with. Weak at first, it can power it up to a strong and wide shot pattern.



BUBBLE

Bubble powers up to a mighty "shower" of shots.



LASER

Laser provides powerful beams of destruction.



STAGE 1



This is your first view of the alien forces as you start toward the alien fortress. Fly to the right and be sure to grab the many power-ups. The enemies here are somewhat slower and more predictable, but be careful!

STRATEGY: LASER TANK!



Try hovering just above his fearful laser beam as he fills the alien with conventional gas. Then, as he moves forward, sweep in behind him and blast away at his helpless back!

STAGE 2



Descend in this stage into the outskirts of the enemy base. Keep your guns firing in front of you and hit the enemies before they hit you!

STRATEGY:
ALIEN GUNSHIP!

A good technique for this fearsome guardian is to lower him to his side, firing vertically. When he fires "bubbles" at you, fly down and then start under him to the other side to repeat the performance. Watch him closely and be ready to scramble!

STAGE 3



Soar to the right again as you come closer to your goal. Enemies here dart faster and more erratically than in Stage 1. Even the mines fly around! Watch out—your alien foes attack from every direction!

STRATEGY:
LASER TOWER!

Shoot quickly at this formidable foe. But avoid his devastating beam—tower is the middle at first, and jet up when he fires at you. Destroy all the falling debris to vanquish him!

STAGE 4



Jet cautiously upward as you near the heart of the city. Learn where the aliens wait, then take them out one by one!

STRATEGY:
HOVERSHIP!

This guardian is rather tricky—keep back and study his shot pattern. One move is shooting to lower in the space between his shots. Alternate hovering above and below him as he moves back and forth. Hide in the safe spots, and good luck!

STAGE 5



Jet past parts of the alien flegship in the skies above the alien city as you approach your final encounter. The aliens attack fast, and from all sides!

STRATEGY:
ALIEN LEADER!

At last—the evil Alien Leader! He is an enormous robot, well armed with an array of different weaponry to make your task difficult. There is a safe spot above his head when he fires at you. So, fire ready at him until he prepares to shoot. The careful! When a Missile, Big Beam, or Wide Beam appears, quickly slip up to that safe spot and hide until it goes away. You can do it!

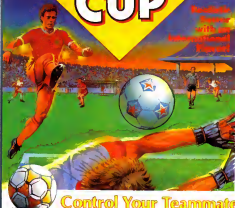


VICTORY!!



NINTENDO WORLD CUP™

Available
Now
with an
International
Flavor!



Control Your Teammates

||| Fancy Footwork |||

Even when your player (Player #1) doesn't have the ball you can control the passes, kicks, slides and shots of your teammates. When one of your teammates is close to the ball on defense, you can command him to tackle or slide in for a steal. Once he has control of the ball, you can command him to pass it or shoot. The limitations are that you can't control a teammate's direction or the teammate to which he passes.

||| The Game Plan |||

Before the match begins you determine whether your team will dribble up the pitch or always pass you the ball. You can also instruct them not to shoot on goal.



The left window indicates pass or shoot, the center shows the position of your player.



Tackle, then steal the ball with one of your computer players.



Over 100 National Cup
3rd 1994 Nintendo

The Best Kicks In Town



Whether you call it football or soccer, it's still the world's most popular sport, and every four years the top teams compete for the prestigious World Cup. Now with Nintendo's World Cup for Game Boy you won't have to wait until 1994. You won't even have to wait until you get home! All the excitement and action is right here. Choose your favorite national team, pick players, challenge a friend with Game Link then pass, dribble and shoot your way into sports history!



||| Super Shots |||

When a teammate passes you the ball in the air, hit the A and B Buttons simultaneously for a Super Shot. The Super Shot will blow by the goalie with the speed of a bullet. Push A, B and the Controller Pad for a Super Header. You have only five Super Shots per half, but you can still Power Kick.

Unbeatable Power





Playing For Pride And Glory

As a representative of your favorite national team you'll be a hero, but on the field not all teams are created equal. Germany has the all-around strongest team, Cameroon the weakest.

U.S.A.

The U.S. team will need a lot of help to reach the finals. First off they're slow, and second, their defense is crying to write home about. The Super Shots are straight.



FRANCE

The French team has been lifting up on legs during training. The result is that they are as slow as dough. But their Super Shots are fast and straight.



SPAIN

Sunny Spain has kicked an exceptionally speedy team with a mind-boggling Super Shot. They don't have quite the stamina of some of the other teams, so pass the ball often.



CAMEROON

Cameroon provides one of the greatest challenges because it is remarkably slow and has a defense as impenetrable as a tank. But the Stop-and-Go Super Shot is wild.



BRAZIL

The Brazilians have decent speed and fair stamina. You'll flip over their Super Shots, which will sit the net when you shoot from the right position.



U.S.S.R.

The Soviets are tough. They have to be, because they're as slow that people are always running over them. But their defense is pretty good. Try wearing out opponents by tackling them.



GERMANY

The Germans are awesome. Strong Super Shots, great speed, superb defense and stamina all add up to make them the best squad in the game. You'll roll over most opponents.



HOLLAND

Great quickness is Holland's strength, and that means lots of team help and a strong defense. The sliding Super Shot is awesome. You can go off the way with this team.



MEXICO

Mexico has a fairly slow team with average defensive abilities. Their Super Shots are good, but not spectacular. Look for a tough match in the higher levels.



ARGENTINA

The Argentines are as fast as rabbits, and they have an excellent Power Kick. The Super Shot like is a wave pattern over the goalie's head, but it's not a glimmer.



JAPAN

The Japanese Super Shot is a flat, hard strike into the net, but setting it up can be difficult because this is a slow team. Go defense, fall back and help your goalie.



ENGLAND

The Brits are as slow as molasses, but they keep a stiff upper lip on defense and have good stamina. Like most slow teams, you should work for angle shots and Super Shots.



ITALY

The Italians are a class act. Fast as F-16s and loaded with talent. Their dribble Super Shot is a sight to see... if you don't think. They're one of the best teams.



World Cup Strategies

No matter how powerful your team is, you should keep these following strategies in mind if you want to challenge for the World Cup title.

Set Up Super Shots

Using Super Shots is the best way to insure scoring, but these powerful punts aren't guaranteed. The Super Shots for some teams, such as Argentina, behave very strangely, and you must set up the shot from certain locations for a chance at success. Shooting from the middle of the field is your safest bet.



Midfield Steals

After scoring a goal, your opponent will put the ball in play from midfield by passing from one player to another. This is a great opportunity to steal the ball in tackle the player with the ball and steal it. If you are using a fast team like Italy or Holland, it will be as easy as stealing candy from a baby.



Tackling

Players can take only so much punishment from being tackled. When they've had all they can take they lay down on the turf and cry. That means one less opponent to worry about. Use tackling as a strategy to give you the advantage against weak teams.



Pass It Around

Maybe the best overall strategy is to pass the ball frequently. It's even more important if you're using a slow team against a fast team. Push the A button while the ball is still in the way and the player receiving the pass will kick it or head it immediately.



World Cup is here and the world is watching.





Good news for the 7-Up Spots—Now Arcadia's refreshing strategy game is out on Game Boy. This version features two player, non-Game Link action and playing boards you can edit.

THE MOVES

Cover the board with Spots of your own shade.

CLONE

Point from one of your Spots to any empty adjacent square and the Spot will split, filling the adjacent square! Lady Madeline would hate this move.



SKIP

The Skip allows your Spot to leap over empty or filled squares to reach an empty square. Remember that the square you jump from will be left open.



SIDE SKIP

You can really get the jump on your opponent using the Side-Skip. Your Spot leaps straight on square three at an angle into the next square beyond.



Spot Paradise

For Spots, paradise is never interrupted by other Spots of the same shade. That's also how you win the game—once the board is filled, whoever has the most Spots wins. It works like this: If your Spot moves to a square which is adjacent to enemy Spots, all those Spots are "captured" and will change color, becoming your Spots.



Board Editor

Before you start the game, you can make things more interesting by placing obstacles on the playing field. First, obstacle-filled squares can be selected, or you can make custom changes to your own board.



SPOTEGY

There's more strategy to Spot than just hopping about.



Don't

Think about how many Spots you can capture and how many of your Spots will become vulnerable.

The most basic Spotegy is to avoid traps. Don't let yourself become surrounded without anywhere to jump.

Safety in Numbers

In the beginning you have two Spots. Against superior forces, sticking together is more Spots you have, the more difficult it will be for the opponent to capture all of them.



Spreading Out

Once you have several Spots, you will start skipping to new positions. If you're spread out, you'll have more chances to capture your opponent's Spots.



Middle Management

If you carefully control your jumps to a square that is surrounded by your own Spots, if an enemy Spot lands in the middle, you'll lose eight Spots.



Cornered

There's no safe place for your Spots in one corner. Start with one in each corner. Here, Gray still has a chance even though his Spot in the upper right hand corner was lost.



THE CHESSMASTER

Now you can play the world's most fascinating game anywhere in the world! What's more, even if you're not a chess master, you can master chess with the Game Boy version of Chessmaster from Hi-Tech Expressions. The pieces are clear and sharp and the number of options is remarkable. Replay moves, get hints, set multiple levels of difficulty, use a teaching mode to learn strategy and much more. Good things really do come in small Packages.



Teacher's Pet

If you're just learning the intricacies of chess, Chessmaster provides a teacher. Whenever you place the hand symbol on a piece, Chessmaster shows you every move you can make and pieces you can take.



Playing Blind

Try playing with the Hidden Pieces option and hide White or Black, or both. The trick is to remember the location of each piece. Challenge a friend to a "Blind" match, but the two player option is not Game Link.



Saving Games

A Password allows you to return to a game in progress or replay a classic match from the point when things heated up. The Password is a monster, though, so copy it with care.



Don't Touch

With the official tournament Touching Rule activated, once you touch a piece you won't be able to change your mind and move another piece. Plan your move ahead of time.



It's A Draw

If you've had enough, Chessmaster gives you the option to request a Draw. The only problem is that if the computer is winning, it won't accept. Talk about a poor sport!



The War Room

Switch to the War Room when you want to keep up-to-date on the progress of your match. You'll see the last several series of moves, pieces taken and hints for your next move.



Game Boy Classified

Now that we have been reporting on games for the Compact Video Game System for a year and a half, we thought that it would be appropriate to bring back some of our favorite tips. We call them Game Boy Classified Classics.

TEENAGE MUTANT NINJA TURTLES FALL OF THE FOOT CLAN

FROM AGENT #920

Power-Up

In case you missed this one the first time around, you can Power-Up one of your Turtles once per game. Just pause the game and press Up, Up, Down, Down, Left, Right, Left and Right on the Control Pad. Then press the B Button and the A Button and Power-Up!



Pause the game. Then press Up, Up, Down, Down, Left, Right, Left, Right, B and A. Your Turtle will be back to full energy.

Bonus Game Select

Another Turtles trick allows you to practice the Bonus Games. When the Configuration Screen appears, press the A, B and Select Buttons all at once. A question mark will appear in addition to the five stage choices. Select the question mark and you will have the option to play any of the Bonus Games.

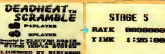


DEAD HEAT SCRAMBLE

FROM AGENT #312

Stage Select

Skip ahead to an advanced stage instantly in this wild racer. When the Title Screen appears, press the B Button eight times, the A Button eight times and the B Button again as many stages as you would like to skip. If, for example, you want to race on Stage Five, you'll press the B Button four times. Then start the game and take off!



Press B eight times and A eight times. Then skip a level with every additional tap of the B Button.

NEMESIS

FROM AGENT #067

Two Way Power-Up

The same code that Powers-Up the Turtles does wonders for the Nemesis Spaceship. Pause the action and press Up, Up, Down, Down, Left, Right, Left and Right on the Control Pad. Then press the B Button and the A Button. Your ship will be packed with all of the extras.



Pause the action and press Up, Up, Down, Down, Left, Right, Left, Right, B and A. Options, Shields and Weapons will be yours.

If you want a more limited improvement to your ship, try a different code. Pause the game and press the B Button five times and the A Button five times. This one will give you maximum speed and full shields.



Pause the game and press B five times and A five times. This will reward you with full Speed and Shields.

DAEDALIAN OPUS

FROM AGENT #339

Stage Select

You can choose any of the challenging puzzles of this game from the very beginning. Just use "ZEAL" as your Password and a list of puzzles will appear.



Use "ZEAL" as your Password and you will be able to choose from a list of puzzles to solve.

NOW PLAYING

TITLE	COMPANY	PLAY	POWER METER				GAME TYPE
			G	P	C	T	
Battle Unit Zeoth	Jaleco	1P	3.4	3.0	3.1	2.8	Sci-Fi Action
The Chessmaster	Hi-Tech	GL	3.5	3.7	3.3	3.5	Chess
Fish Dude	Safel	1P PASS	2.6	3.2	2.6	3.2	Underwater Action
Gauntlet II	Mindscape	GL	3.1	3.6	2.5	3.0	Dungeon Action
Go Go Tank	Electro Brain	GL	2.9	2.3	2.7	3.0	Tank/Plane Battle
Hatris	BPS	1P	2.7	3.5	2.5	2.8	Puzzle Action
Mari's Mission	Jaleco	1P	3.4	3.2	3.0	3.2	Ninja Action
Mysterium	Asmik	1P	2.6	2.3	3.3	3.3	Dungeon Adventure
Nintendo World Cup	Nintendo	GL	2.9	2.9	2.9	3.1	Soccer
Nobunaga's Ambition	Keel	GL	2.3	2.5	3.5	3.5	Role Playing
Puzznik	Taito	GL PASS	3.1	3.4	3.3	3.6	Puzzle Action
Skate or Dip: Four Die Threats	Electronic Arts	GL	3.2	3.4	3.0	3.3	Skating
Spot	Arcadia	1P	3.2	3.2	3.3	3.3	Puzzle Action
Tail 'Gator	Neptune	1P PASS	3.4	4.0	2.9	3.2	Alligator Action

Game Boy
Chart Key:

1P = One Player GL = Game Link-Two Players
 G = Graphics and Sound C = Challenge
 P = Play Control T = Theme and Fun

Games are evaluated with ratings from 1 (poor) to 5 (excellent).

COMING SOON

Game Boy games in the works include current NES and arcade hits as well as completely new titles. Upcoming games include Klax and Marble Madness from Mindscape, Blades of Steel from Konami and The Hunt For Red October from Hi-Tech. Red October has a unique Game Linking feature where one player controls the famed submarine and the other player controls the enemy fleet. Another game that will be fun to Game Link with is Fortified Zone from Jaleco. It's a combat adventure which takes place in several maze-like compounds. Game

Linking players can split up and explore different parts of the compounds at the same time.

FORTIFIED ZONE



We'll keep you up with more new Game Boy titles as details develop.

GAME BOY
TOP 10

There's just no stopping Mario's steps at the top slot on the Game Boy Top 10.



The fastest four-man continues to knock on the door to Number One. Will they ever reach the top again? Only time will tell.



The Doctor has the Top Three at last! If this keeps up, we may have Mario competing with himself for number one.

- Final Fantasy Legend
- Tetris
- Gargoyle's Quest
- Castlevania
- Batman
- Play Action Football
- Radar Mission

Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales of NES retailers and votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

Adventures of

LOLO III

The wicked King of Eggerland is back, and this time he has turned the citizens into stone. Absent when the king cast his spell, Lolo and Lala have escaped and are the villagers only hope. They must search the labyrinth of rooms to find the king and force him to remove his spell.

GAME PAK DATA BOX

LOLO III
Hal America Inc.

MEMORY 1Mx1M
MMC1 —

POWER METER

Graphics & Sound	3.0
Play Control	4.1
Challenge & Excitement	4.3
Theme & Fun	4.1



Hal America's third adventure featuring Lolo and Lala is the biggest and best yet, with 17 levels and 100 mind-boggling rooms. It has completely new underwater stages, and now you can be either Lolo or Lala.

Level 1

Your adventure is just beginning as you enter a volcanic peak.

Level 2

Show the first peak sky high, then enter the second.

Level 4

It's application time! Begin exploring the first cave level here.

Level 5

Continue your underground quest for treasure chests.

Level 6

The next cave, Level 6, is even more challenging.

Level 7

The strategies you learn here will come in handy later.

ROCK 'N ROLL CASTLE?

Thin castle made of rocks, but now its people aren't rolling. Can Lolo and Lala bring the music back to town?

FIND THE WISDOM OF THE AGES

Wise old Grandpa awaits in the two big trees, ready to teach Lolo and Lala techniques that will help them solve the trickiest puzzles.



Level 3

Begin in the tower, then ride a rainbow to the twin tower over the great chasm. Complete this means there to topple both towers.

ROW, ROW, ROW YOUR BOAT

The lake may look placid, but below the surface it's anything but calm. You must row in the distant castle. Are you ready to take the plunge?





WITH GRANDPA'S HELP, ANYONE CAN PLAY LOLO'S LATEST ADVENTURE

In Lolo III, you can save yourself some frustration by learning some winning techniques from Grandpa, who lives in the two big trees you'll find on the overworld map. Visit him!



Grandpa is old and wise. Enter the tree and talk to him. He'll teach you valuable skills.



First, try to solve the puzzle on your own. Grandpa admires persistence!



Try again or give up? If you throw in the towel, Grandpa will show you the solution.



It looks so easy when he solves it! Now, it's your turn to try.

SOME OLD,
SOME NEW:

ITEMS & CHARACTERS

The Heart Framers (HFs) hide items. Learn when and how to use them—there's no room for error!



The Hammer can be used only once. Select the time and place wisely.



Use a One Way Pass to change the direction of an arrow in the room.



Build bridges over Lava Beds and narrow bodies of water.



Lolo's new adventure is more expansive and challenging than ever. Some characters are familiar, but you'll meet Moby, a stranger, in the Water Rooms. Remember that enemies can become friends—and friends, enemies. You'll learn who to trust in this game soon enough.

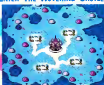


UNDERSEA PYRAMIDS



All new underwater scenes take Lolo and Lala to a new level of play. They'll have a whale of a time with the new apparatus they find there! Take a deep breath and enter one of the four pyramids on the ocean floor to begin Level 5 and the first of the Water Rooms.

ENTER THE HOVERING CASTLE



Head for center stage and enter the Lala Castle as it descends. In this, tricky Level 12, your wits will be put to the test. Have you learned your lesson yet?

THE FINAL CASTLE



In the stylized depths lies the forbidding fortress of your most formidable foe. Steel yourself—this final castle demands daunting endurance and a steady hand.



LEVELS 1 to 7

Levels 1 and 2 acquaint you with basic moves and characters. If you have problems solving any of these rooms, consult with Grandps. Our detailed coverage begins with Level 3, where the more complex puzzles begin.



To clear Level 3-5, study the routes the Almas follow and leave the HF nearest the Jewel Box for last.



Push the lower Emerald Frame (EF) to the right this up from below until you meet a box. Now push it right again.



Push the EF down and right to trap the Almas. Collect the HF's from above, then go back for the other EF.



Trap the last Alma with the other EF and get the HF above the skull. It's an easy job from the last HF.



Level 3-7 might look impossible, but it's not. Start by grabbing the center HF below you. It holds two Magic Shots.



Move the two EFs aside, then use your two Magic Shots on the Seakeys to move them down to block the Medusas.



At the top of the screen, shoot Seakeys over to block the upper Medusas, then push an EF up the center from below.



Stand on the Jewel Box and push the EF down and to the side, blocking the Medusa from above. Repeat with the other EF.



Level 4, Room 4 features both a lake and a desert. Pick up the HF above you to get Magic Shots, then block the Medusas.



Shoot the left Seakey from above, then push it down, left, and up to block the Medusa from the side.



After collecting the HF's from the upper right, shoot Seakey, push him into the water, and move the EF out and up.



When Seakey respoared, zap him again and push him over to block you from above as you pick up the final HF.



Q & A: WINNING STRATEGIES

In Level 3-2, I got fried by Go's fireballs when I grab the last HF from the corner. How can I get to the Jewel Box alive?

You can't dodge Go's fireballs when you're that close to him. Pick the HF's up in different order to give yourself a sporting chance. Make the HF behind him your last.



If you leave the HF in the upper left corner until last, Go will get you. Instead, leave the HF behind Go. Grab it, then go over and down behind the Gold and, dodging fireballs, over the bridge.

When I stand ready to fire at Rocky in Level 6-1, he always stops about half a space from the opening. What can I do to make him move?

Rocky stops when he gets close to you, so if you want him to stop half a space further, you'll have to stop half a space further away from him.



If you stand in perfect firing range, Rocky won't move up that extra half space. Go back and up, then push back down when Rocky stops into the opening. Zap him then relocate him down by the Medusa.

I need to use Leapers to block Don Medusa from above and below in Level 8-5, but they won't stop in the right spaces. Help!

Freeze movement in the boy. Stand half a space over Don Medusa to touch Leaper and snap him in the perfect spot. If you lock over too far, though, the Don will get you.



If you try to touch Leaper from the side, he'll stop in the wrong space. Group down, just above Don Medusa, and inch over ever so slightly. Leaper will touch you and become a sheep blocker!



In Level 5-5, Alma is your friend and foe. Stand on the Flower Beds to avoid damage and use her to block the Medusas.



With three Medusas, two EFs, and only one Rocky, you have to put him to good use. First, shift the lower EF up and over.



Leapin' lizards! Level 7-3 is packed with Leepers. Start by stopping the Leeper on the left so it blocks the Medusa.



Take the HF below you, then dart up and fire at Alma as she nears. Use her to block the Medusa from the side.



Next, maneuver the other EF to block both Medusas in the upper left area. Grab both HFs to get Mygic Shorts and a Bridge.



Slide up into this area, stopping Leepers left and right. Freeze the third Leeper where it won't block passages.



Put the EF above the Medusa, then run to the Flower Beds and wait for Alma. Fire when she drops in beside you.



Shoot Rocky, shove him up to block and use your bridge to grab the HF. Now give Rocky a new home between Flower Beds.



Step up again to stop the Leeper and trap Ron Medusa. Collect all HFs in the area, then go down to the water.



Push the EF down by Medusa, then run to the Jewel Box, then Alma to block, then collect HFs and wait for her return.



Move the EF to block above the last HF. Slide Rocky all the way down, and before he freezes again, pick up the HF.



Shoot the Leeper on the left twice. It will disappear by the Medusa. Now you can move Snakey and pick up the HF.

SAY BYE-BYE TO THE BIG BOSSSES



Snakey follows you lazily around the room. Run around the outer edges, stop, plug to fire when space allows. With several direct hits, you'll take him out.



Alma milks directly at you. Stay in the center, running just enough to avoid being flattened, then jump back into position and fire when she stops.



Rocky lurches around the outside of the room, unless he's scurrying towards you. Position yourself opposite him, wherever he is, and fire as he approaches.



Leeper follows a single pattern. When he moves out, move in; when he heads for the center, run to the bottom of the screen. Fire at him while he sleeps.





LEVELS

8 to 13

Glub, glub, glub. After Level 8, prepare to dive. Levels 9-12 feature Water Rooms and new enemies that require different strategies. You'll have to plan your escape routes more carefully than ever!



Room 4 in Level 8 calls for crafty maneuvers. To begin, push the nearest EF over to rest one space from the lower Medusa.



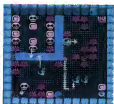
Position EFs beside and below the Medusa on the right, then zap Snakey and put him between the trees, as shown.



Place an EF above the Medusa, then push the other EF over to get the HF in the right corner. Next, shove Snakey down.



When Snakey respawns, push him over to get the last HF. Use him as a shield against fireballs when he forms again.



Begin Level 9-3 by taking the HF above you. Next, push the Skull down and shoot the left Snakey from above.



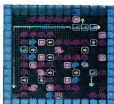
Slide Snakey up beside Medusa, then use the other Snakey to cross the water. Grab all EFs except the center one.



Before you grab the Skull HF, shoot the Skull below it. Quickly snatch the HF and push the Skull into the water.



Climb aboard, drift around the corner, and disembark at the EF. When the Skull moves, dash for the Jewel Box.



Room 4 in Level 10 will lead you to a dead end if you're not careful. To start, push the EF down beside the Medusa.



Go all the way up and around to the lower room, avoiding EFs as you go. Maneuver Gal through the arrow and under the HF.



Gather HF's from the lower room, then far at Gal from outside the Arrow. Now run to the upper room's entrance.



Push the EF in, gather the HF's, and continue through the Arrow before Gal respawns. Now head for the Jewel Box.

O&A: MORE ROOMS, MORE STRATEGIES

I don't have enough enemies to block all of the Don Medusas in Level 12-1. I've tried everything! What can I use?

Use Snakey three times. First, trap Don Medusa and take HF's. When Snakey respawns, move him up, under Don. Finally, move him all the way over to block the Jewel Box.



Snakey gets a workout in rooms like 12-1. After you work your way out of the lower left room, trap Don Medusa in the upper right corner, then move down to use Snakey to trap the lower Don.

I'm stuck in Room 4 of Level 11. I don't have enough EFs for all of the places I need them!

If you start with the right moves, the EFs practically fall into place. Use Snakey as a bridge, slide the EF over below the Medusa, then follow the sequence pictured.



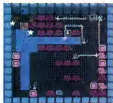
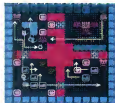
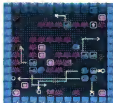
Line the EFs up as shown, left, then arrange them as pictured on the right. Now zap the Skull, shove it over, and run down through the Arrow. Shoot the Skull before it forms and continue to the left.

There's no way I can block Medusa because I can't move anything to the space in front of him—it's blocked by water.

Grandpa taught you this smart trick. Fire twice at an enemy to get him off the screen, then cover his space with an EF. The enemy often respawns just where you want him.



Use Grandpa's trick when you think you're short on EFs or other enemies. If you're stuck in a room, try moving a Gal or Snakey and covering its space with an EF. You never know where they'll get!



The Mobies in Level 11-2 are your friends. Position them so they serve as blocks, where you can escape their suction.



Move the two EFs on the left to slant. Take the HF and move across to the Mobies, avoiding Don Medusa's fire.



Get rid of the upper right Mobie, then move the one from the lower right down beside the HF.



Before the upper right Mobie reappears, shoot the upper left Mobie over and down to trap Don Medusa.



Move quickly! Push Snakey up from below, go over one space, shoot a second Snakey and shove him up.



Now slide the first Snakey over and up to trap Don Medusa and shift the second one up to block the Doc from the side.



Timing is crucial when using the bridge. Place the bridge, shoot Alex, and roll her across it just before it disappears.



Zip Snakey out of sight, slide the EF over, then move Gel up. When See Key reappears by the Medusa, shoot Gel again.



Before Gel reappears, put Snakey in his spot. Gel will then show up in front of Medusa, to block the last HF.



Shove the nearest Snakey over the arch into the water, and climb on for a heavenly cruise to the Jewel Box.

THEY'RE BIG, THEY'RE BAD, BUT YOU CAN BEAT THEM



Skull on a big scale is scary, all right. As he follows his path, run up and down the screen's center, staying a space away, and fire when he's in range.



Giant Gol bounds back and forth shooting fireballs. Stay at the bottom of the screen, fire when he's in line, and shoot his fireballs before they cleave you.



Mighty Medusa fires, flashes, disappears, and reappears elsewhere. She flashes before loading, so stand close, shoot, then edge out of her lines of fire.



Don Medusa makes a square line a diamond. He fires at the midpoint of each wall, so lead yourself to a quadrant and fire when he crosses your path.



LEVELS 14 to 17

Just when you think you're home free, the King snatches your character and steals away to his castle. Now, Lolo or Lala, which ever has just been along for the ride, has to save his or her sibling.



Begin Level 14, Room 5 by taking the HF just above you. Next, push the upper Snakely over the arrow into the water.



As the Beating Snakely bobs back and forth, run across to get the two HFs, then cross back and shoot Snakely again.



Before Snakely reappears, shoot the EF up some Gold. Shoot Gel, drop him into the drink, and push the EF up.



Use Snakely to Beat to the last two HFs, then, when he reappears, catch a ride across, jump off and use your bridge.



You have to be fast and efficient in Level 15-3. Begin by using an EF to collect the HFs in the upper right corner.



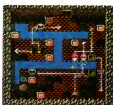
Place Snakely between Don Medusa and the HF in the lower right corner. Grab the HF, then hit Snakely again and run!



Arrange the EF's entrance and take the HF. Next, slide Snakely over to snatch the other HF, then tap him into the water.



Slide Snakely and Alma on the photo shoot and take the HFs. Cross back with Alma. When she reappears, cross again with Snakely.



You cross rivers so often in Level 16-5, you'll wish you had water wings. First, cross with the Skull below the right Gol.



As you cross, shoot Gel and slide him up inside the HF. Moreover, the upper EF runs and down to trap Don Medusa.



After perling the other EF inside Don Medusa and the Gel inside Medusa, use the Skull to cross to the center island.



Make the last HF, shoot the Skull, and cross the river with Snakely. Shift the Skull over and jump on the Jewel Box.

O & A: MORE WINNING TIPS TO TRY

I can't outrun Alma in Level 5-4. As soon as I grab the HF from the doorway of the middle room on the right, she gets me.

The Flower Beds are your safety zones. As soon as you grab the HF, jump on the flowers. Alma will pass right by you and run to the top of the screen, where she stays.



Grab the HF from the doorway, then hustle immediately into the Flower Bed above. Alma will roll right by. When she's gone, you can go into the room and collect HFs at your leisure.

Those new whale-like enemies in the Water Rooms are frustrating! I just can't get away from them, so I can't finish the room.

You can run out of Moby's path sideways to avoid his section, but if you have to pick something up that's in his direct path, you might have to use a Magic Sheet.



Turn off Moby's power by tapping him once. Now you'll be able to navigate freely in his path and in turns again.

POINTS TO PONDER

-To switch from Lolo to Lala, or vice versa, press A when you're on the area map. You control the character in the lead.

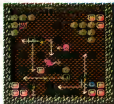
-When an item is flashing under "Power" on the status screen, you can use it if you do so at the right location. To activate the Bridge, you must face water; to use the Hammer, face the Rock you want to break.

-All moving enemies follow a pattern. Study the pattern before moving or firing.

-You can't walk against the direction of an arrow, but you can cross it from the side.

-HFs serve well as blocks. Often you must collect them in specific order to succeed.

-Each room has at least one solution, and some have several. None is impossible!



In Level 17-6, take two HFs, then slide Snakey down to get the third. When he reappears, shove him up between the trees.



Take the HFs, push Gol over, then position Snakey down beside Medusa. Shift the EF down, grab the HF, and move Gol.



Back on the right side of the screen, shoot Snakey twice. When he reappears, relocate him above the Medusa.



Take the rest of the HFs. Shoot Gol as you can pass without being fire-bombed, then put Snakey above the Medusa.



In 17-7, tap the EF above you up one space, then walk up and shove an EF over above Medusa. Grab the HF to get Magic Shota.



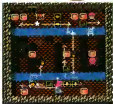
Slide the right Snakey up and over. Grab the HF, shoot Snakey again, and cover his space with an EF.



When Snakey reappears by Medusa, place the other Snakey under her, grab the HFs, fire again and cover Snakey's space.



Finally, use the Hammer to break the Rock above Snakey, left. Shoot Snakey twice, then cover his space with an EF.



You'll have to be super sly in Level 17-8. First, shoot Gol and ford the stream to get the HF on the left.



Cross back and inch the EF over one space. Next, shift Gol over the arrow, slide the EF right, and cross again.



Push the EF up, use Snakey as a bridge, then shoot him again. Since Gol over, get the HFs, fire again and wait.



Move Gol right, cross over, shoot again, then use Snakey to cross. Move EF right, change the arrow, and get the HF.

YOUR FINAL FOE: THE EVIL KING

The wicked King of Eggerland is fierce and fiery. Study his movement pattern as he bounds around the room spewing fireballs at you. Defense is the key. Shoot his fireballs before they strike you, and sneak in shots when you can.



As the fireballs rain down, fire and destroy the cannon aimed at you. It's your position and fire repeatedly as the King crosses your path.



The evil King goes out with a bang! With each hit, the damage adds up. Be prepared for more than a disappearing act. This time, get ready to dodge flying debris! And when the storm subsides, search out your missing sibling.



Lolo and Lala return to the village and find smiles instead of stony statues. Tranquility returns to Eggerland as, once again, brains triumph over brawn.





NES ACHIEVERS

Here they are, top scores from our top players! If you'd like to see your achievements next to other NES and Game Boy masters, send them in! You could be the next NES Achiever.

AIRWOLF

Jim Poleshuk ▶ Warren, MA ▶ 4,618,610

BUGS BUNNY'S BIRTHDAY BLOWOUT

J. T. McKernan ▶ Legas Negat, CA ▶ Finished
Richard Rankin ▶ Garden City, MI ▶ Finished
Michael Hinton ▶ Poca, WV ▶ Finished
Jon Carlo Bruttomesso ▶ Agoura, CA ▶ Finished
Bert Hichman & Jesse Cole ▶ Columbus, TN ▶ Finished

CAPTAIN SKYHAWK

Danilo Constantino ▶ Centerville, MA ▶ Finished

CASTLEVANIA III: DRACULA'S CURSE

John Steele ▶ Sandy, UT ▶ Finished
Denny Borgdorf & Jason Clayton ▶ Saint Marys, OH ▶ Finished
Brian Krasts ▶ Dover, DE ▶ Finished
Justin Willy ▶ Oviedo, FL ▶ Finished
Butch Herment ▶ Salamanca, NY ▶ Finished
Jerry Dyer ▶ Eggville, PA ▶ Finished
Steve & Christopher Neubauer ▶ Rio Rancho, NM ▶ Finished
Tommy Miller ▶ Rural Retreat, VA ▶ Finished

CRYSTALIS

Cliff Muzian ▶ Clearwater, FL ▶ Finished
Daniel Hanning ▶ Long Beach, CA ▶ Finished
David Desormeaux ▶ Abbeville, LA ▶ Finished
Richard Hawk Jr. ▶ Belle Vernon, PA ▶ Finished
Trevi Phillips ▶ Addison, MI ▶ Finished
Dennis Wilson ▶ Greeley, CO ▶ Finished
Steve Rorsh ▶ Uitchfield, MN ▶ Finished
Tiffany Beest ▶ Boca Raton, FL ▶ Finished
Tom Leminger ▶ Bentonville, AR ▶ Finished
Deborah Thompson ▶ Tucson, AZ ▶ Finished
Ron Stevens ▶ Elk Grove Village, IL ▶ Finished
Tim Shanahan ▶ Menchester, CT ▶ Finished
Andrew Macchie ▶ Seattle, WA ▶ Finished
John Tsouramis ▶ Boston, MA ▶ Finished
Richard Harvey ▶ Myrtle Creek, OR ▶ Finished

DESTINY OF AN EMPEROR

Brad Costa ▶ Lebanon, NJ ▶ Finished
William Dobkins ▶ Waterbury, CT ▶ Finished

DR. MARIO

Douglas McGinnis ▶ Arcadia, CA ▶ 188,100
Carol Pomeroy ▶ Porter, IN ▶ 146,600
Donna Warren ▶ Pomotoc, MS ▶ 98,200
Kyle Stedman ▶ La Mesa, CA ▶ 55,000
Jason Gardner ▶ Tucson, AZ ▶ 53,400
David Bernst ▶ Levittown, PA ▶ 52,700
Philip Hamilton ▶ West Des Moines, IA ▶ 38,400

DRAGON WARRIOR II

Jason Brindall ▶ Forked River, NJ ▶ Finished
Robert Rolsham ▶ Moreno Valley, CA ▶ Finished
Richard Greiner ▶ National City, CA ▶ Finished
Michelle Wender ▶ Plainview, NY ▶ Finished
Jery Madlangbayen ▶ Pensacola, FL ▶ Finished
Michael Pasafium ▶ Massapequa Park, NY ▶ Finished
Jonathan Wilcox ▶ Fresno, CA ▶ Finished
Patrick Gabelta ▶ Duncansville, PA ▶ Finished

DUNGEON MAGIC

Jose Rodriguez ▶ Jamaica, NY ▶ Finished

GREMLINS II: THE NEW BATCH

Joey Van Pelt ▶ Richmond, VA ▶ Finished
Don Jerald Hoidal ▶ Daly City, CA ▶ Finished
Pete Romaskiewicz ▶ Netzen, NJ ▶ Finished
Chris Surico ▶ Plainville, NY ▶ Finished

LITTLE NEMO: THE DREAM MASTER

Jerry Hirskey ▶ Bunnham, IL ▶ Finished
Jason Batchelder ▶ Bloomington, MN ▶ Finished
Brian Von Hassel ▶ Sharon Springs, NY ▶ Finished
Brian O'Neill ▶ Clinton, MO ▶ Finished
Dave Mannix ▶ La Porte, IN ▶ Finished
John Castiglia ▶ Flanders, NJ ▶ Finished

GOLGO 13: THE MAFAT CONSPIRACY

Luigi Spezzacatena ▶ Union City, NJ ▶ Finished

MANIAC MANSION

Matt Hard	Mountain Ranch, CA	Finished
Michael Savage	Grassham, OR	Finished
Jason & Randy Belthan	Garden Grove, CA	Finished
Danien Chaurrie	Mendocino, TX	Finished
Nate & Carl Eppler	Franklin, TN	Finished
Pat Brodenberg	Westminster, CO	Finished
Jeremy Brown	Brooklyn, OH	Finished
Tyler Bazler	Quincy, PA	Finished

MEGA MAN III

Sheng Wan	Lawrence, KS	Finished
Gregory Milken	Encino, CA	Finished
Adam Cuslette	East Longmeadow, MA	Finished
Dave Alaman	Detroit, MI	Finished
J'Dan Miller	Winters, TX	Finished
Oran Laskin	Voorhees, NJ	Finished
Tony Werhan	Voorhees, NJ	Finished
Ray DePhillips	Dupont, PA	Finished
Tony Shum	Indianapolis, IN	Finished
Bobby Chmmer	Cushing, OK	Finished
Dan Genotampo	Fort Wayne, IN	Finished
Sean & David Lomas	Bedford, NH	Finished
Mike Swier	Ripon, CA	Finished

NARC

Josh Fries	Brockfield, WI	2,021,150
Afonso Diaz	Bloomington, IL	1,369,700
Igor Butcher	Brooklyn, NY	1,286,500

PINBOT

Dale Lee	Bassett, VA	33,349,660
Jim Uselberg	Huntington Beach, CA	30,114,820
Sandra Winnick	Tecumseh, MI	28,859,470
Michael Wagoner	Ingleswood, CA	25,454,070
Jason & Tony Sighe	Saint Louis Park, MN	19,818,160
Juan Carlos Vega	Hialeah, FL	17,824,480
Shawn Endler	Bethel Park, PA	16,760,970
John McCutchen	Nation Heights, RI	12,295,480
Joshua Williams	Jacksonville, NC	10,839,850

REVENGE OF THE GATOR-GAME BOY

Bryan Petrey	Fairfax Station, VA	1,261,710
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SHADOW OF THE NINJA

Richard Modjeski	Fremont, CA	Finished
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STARSHIP HECTOR

Richard Carder	Hoopston, IL	2,283,500
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STEALTH ATF

Dewid & Fred Christian	Harahan, LA	2,103,800
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SUPER MARIO LAND-GAME BOY

Matt Niermann	Morgan Hill, CA	999,999
Erik Colizzi	Silver Spring, MD	999,999
Craig Akar	Moore, OK	999,999
Marcos Emanuel	Riverdale, GA	950,000
Joshua Stevens	Chula Vista, CA	218,130
Zachary Sielon	Charleston, SC	197,900

SWORDS & SERPENTS

Robert Reich	Taylor, MI	Finished
Jeremy Hendricks	Morehead, NY	Finished

TETRIS

Gary Gold	Conal Springs, FL	855,781
James Henry	Altamont, UT	781,705
Peter Gonzalez	Soldonia, AK	639,559
Gregg Gates	Plattsburgh, NY	539,991
Madonna Pepe	McHenry, IL	534,000
Keppen Fitzhugh	Eglin, IL	528,242
Charlie Belsa	Helena, MT	520,533
Joe Colanacci	Winter Park, FL	510,408
Shmih Katsukawa	Costa Mesa, CA	458,049
Patrick Santiago	La Grange Park, IL	445,149
Brad Fries	Cadillac, MI	433,834
Michael Elze	Kingsport, TN	329,177
Donald Brotherson	Salem, NC	310,315
Wally Kowalski	Luling, LA	301,327
Ben Weiss	Los Angeles, CA	300,997

TMNT II: THE ARCADE GAME

Peter Bendoric	Reading, PA	Finished
Kir Ellis	San Mateo, CA	Finished
Charlie Simmons	Beth, ME	Finished
Bruce King	Beth, ME	Finished
Meckie Waltons	Seattle, WA	Finished
Jarek Predko	Seattle, WA	Finished
Derek Stevens	Fairfield, TX	Finished
Reid Sheppard	West Middlesex, PA	Finished
Michael Corman	West Middlesex, PA	Finished

TMNT: FALL OF THE FOOT CLAN-GAME BOY

Kevin Chapman	Whitestone, VA	Finished
Jim Vigort	Oxford, MA	Finished
Aaron Downing	Clarton, IA	Finished

WALL STREET KID

Stephanie Platt	Ventnor City, NJ	Finished
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WIZARDRY

Jimbo Lathers	Imperial Beach, CA	Finished
Daniel Chmer	St. Felix-Vale, RI	Finished

SEND YOUR RED HOT SCORES!

When your scores really sizzle, be sure to record them on film and send them to NES Achievers. If yours is one of the highest we receive, or if you're one of the first to finish a game, your name might be listed in a future issue. When you take a picture of your television or Game Boy screen, hold your camera steady and use only natural light. For best results, use a 35 mm camera without a flash. Send us your hottest shot!

NINTENDO POWER
NES ACHIEVERS
P.O. Box 97033
REDMOND, WA
98073-9733





Volume 24 MAY 1991

TOP 30

A trio of ever-popular characters hold the top three spots and familiar titles round out the Top 10. StarTropics makes a big jump, though, and threatens to crack into the leaders' ranks.

Use this color-coded key to check on your favorite games.



Titles new to the Top 30. They're the ones to watch!



Games that are moving big. They've jumped several places in the poll.



Favorites with long-lasting appeal that place month after month.



Number of months the game has rated in the Top 30.



1 10,918
POINTS
15 MONTHS

SUPER MARIO BROS. 3

Raccoon Mario and his cohorts command the lead in their 15th month in the retings.



2 9,589
POINTS
4 MONTHS

TMNT II: THE ARCADE GAME

Players turn thumbs up for the Turtles as they wax the competition and take over second.



3 8,846
POINTS
4 MONTHS

MEGA MAN III

Mega Man III packs a mega-powerful punch! The Wily-wasting mini-hero holds onto third.



4 5,073
POINTS

9 MONTHS

FINAL FANTASY

The engaging RPG continues to fascinate players who ponder the magic of the crystal orbs.



5 4,675
POINTS

4 MONTHS

DR. MARIO

Viruses beware! Dr. Mario's on call, and he's got just the cure for Mario Fever.



6 4,198
POINTS

13 MONTHS

TETRIS

Players just keep lining them up and clearing them out as Tetris scores for the 13th time.



7 4,108
POINTS

5 MONTHS

CRYSTALIS

Crystalis maintains a steady following, month after month. It's bound to become a classic.



8 3,818
POINTS

5 MONTHS

DRAGON WARRIOR II

Like its predecessor, Dragon Warrior II has lasting appeal for the many role-playing fans.



9 3,365
POINTS

5 MONTHS

NES PLAY ACTION FOOTBALL

Hut one, hut two! NES Play Action proves that football is a year-round sport!



10 3,251
POINTS

2 MONTHS

ULTIMA QUEST OF THE AVATAR

Quest of the Avatar shoots from out of the pack to Number 10. It's the ultimate!

11 2,965
POINTS

STARTROPICS

12 2,864
POINTS

MEGA MAN II

13 2,714
POINTS

SUPER MARIO BROS. 2

14 2,482
POINTS

THE LEGEND OF ZELDA

15 2,331
POINTS

CASTELVANIA III DRACULA'S CURSE

16 2,177
POINTS

TEENAGE MUTANT NINJA TURTLES

17 1,820
POINTS

DESTINY OF AN EMPEROR

18 1,760
POINTS

MEGA MAN

19 1,751
POINTS

THE SIMPSONS: BART VS. THE SPACE MUTANTS

20 1,580
POINTS

THE IMMORTAL

21 1,539
POINTS

ZELDA II—THE ADVENTURE OF LINK

22 1,511
POINTS

MANIAC MANSION

23 1,509
POINTS

DOUBLE DRAGON II

24 1,296
POINTS

SUPER C

25 1,228
POINTS

WWF WRESTLEMANIA CHALLENGE

26 1,101
POINTS

DISNEY'S DUCK TALES

27 1,052
POINTS

GREMLINS 2

28 920
POINTS

BATTLE OF OLYMPUS

29 912
POINTS

BATMAN

30 904
POINTS

SHADOWGATE



Players' Picks

Pros' Picks

Dealers' Picks



GAME

PTS.

GAME

PTS.

GAME

PTS.

1. Super Mario Bros. 3 4,337
2. TMNT 3: The Arcade Game 4,129
3. Mega Man III 3,677
4. Final Fantasy 2,169
5. Mega Man 3 1,835
6. Castlevania III—Dracula's Curse 1,663
7. Dragon Warrior 1,645
8. Dragon Warrior II 1,188
9. NES Play Action Football 998
10. Tecmo Bowl 922
11. Dr. Mario 915
12. The Legend of Zelda 912
13. Zelda II—The Adventure of Link 869
14. The Simpsons: Bart vs. the Space Mutants 774
15. Double Dragon II 728
16. Tetris 724
17. Teenage Mutant Ninja Turtles 712
18. Super Mario Bros. 2 694
19. Super C 619
20. Ninja Gaiden II 606
21. Mega Man 581
22. Crystalis 498
23. Disney's Duck Tales 496
24. Super Off Road 489
25. Greenin's 2 457
26. Batman 455
27. Metroid: Samus 451
28. Skate or Die II 449
29. Shadowgate 434
30. Ultima: Quest of the Avatar 427

1. Crystalis 3,610
2. Mega Man II 2,980
3. Dragon Warrior II 2,630
4. Ultima: Quest of the Avatar 2,390
5. Final Fantasy 2,310
6. StarTropics 1,950
7. Destiny of an Emperor 1,820
8. The Legend of Zelda 1,570
9. The Immortal 1,550
10. Mariner Moniege 1,060
11. Super Mario Bros. 3 1,030
12. Battle of Olympus 920
13. TMNT 3: The Arcade Game 880
14. G.I. Joe 870
15. Solstice 850
16. NES Play Action Football 770
17. Castlevania III—Dracula's Curse 710
18. Bandai Kings of Ancient China 680
19. Wizardry 675
20. Zelda II—The Adventure of Link 670
21. Nobun's Ambition 660
22. Mega Man II 610
23. Flying Warriors 600
24. Mega Man 560
25. The Adventures of Lolo II 540
26. Dr. Mario 480
27. Shadowgate 470
28. Metroid 450
29. Genghis Khan 410
30. The Adventures of Rad Groovy 400

1. Super Mario Bros. 3 5,551
2. TMNT 3: The Arcade Game 4,500
3. Tetris 3,474
4. Dr. Mario 3,280
5. Mega Man III 2,189
6. Super Mario Bros. 2 2,020
7. NES Play Action Football 1,597
8. Teenage Mutant Ninja Turtles 1,465
9. WWF Wrestling Challenge 1,223
10. StarTropics 1,015
11. The Simpsons: Bart vs. the Space Mutants 979
12. Disney's Rescue Rangers 821
13. All Under Jr.'s Turbo Racing 819
14. Double Dragon II 781
15. Paper Boy 780
16. Battle Tank 689
17. Super C 639
18. Mega Man 619
19. Final Fantasy 594
20. Castlevania III—Dracula's Curse 568
21. Jack Nicklaus' Major Championship Golf 548
22. Disney's Duck Tales 493
23. Greenin's 2 485
24. Big Bird's Hide and Seek 484
25. Championship Bowling 466
26. Batman 457
27. Ultima: Quest of the Avatar 434
28. Donkey Kong Classics 423
29. Mega Man II 419
30. Marble Madness 406

NEW TITLES START TO SHOW UP ON PLAYERS' LIST

Mario is still Numero Uno with players and the Teenage Mutant Ninja Turtles hold fast to second, but new faces are showing up on their list this month, too.

CRYSTALIS STEALS FIRST

After a short slide, Crystalis peaks in the top spot. Another new favorite, Ultima: Quest of the Avatar, is steadily gaining popularity with the pros.

DEALERS ORDER UP THE HITS

They watch the trends and try to keep the hot ones on the shelves. It's a tougher job than it sounds, they say!



CELEBRITY PROFILE

ALEX WINTER

Alex Winter is a very busy guy these days. Between starring in the soon-to-be-released sequel, "Bill and Ted's Excellent Adventure II," writing and directing T.V. shows and producing music videos, he doesn't have a lot of time left over for much else. Unless it's Game Boy.

"I started seeing people playing Game Boy everywhere," recalls Alex. "At first, I didn't know what the heck they were doing. I thought it was maybe some sort of secret network that I wasn't aware of. Finally I borrowed one from somebody on the set and started playing Tetris. The next thing I knew, the sun had gone down, and I was hooked for good."



Alex got hooked on acting at an earlier age, starting at age ten on Broadway opposite Vincent Price in "Oliver!" More recently he portrayed a series of "bad boy" type characters in films such as "Death Wish III," "The Lost Boys" and "Haunted Summer."

But it was "Bill and Ted's Excellent Adventure," which skyrocketed Alex to fame.

"I was pretty surprised that 'Bill and Ted's Excellent Adventure'



The dudes from San Dimas: Bill (Alex Winter) and Ted (Alex Winter).

was so popular," says Alex. "I mean, we thought the film would do well, but I don't think anybody thought it would be number one at the box office for so long. In fact, it was so popular that a 'Bill and Ted's Excellent Adventure' cartoon series was made and a Nintendo game is in the works, (from LJN) so I guess nothing really surprises me anymore."

"Bill and Ted's Excellent Adventure II," which debuts this summer, finds Bill and Ted in the thick of things once again.

"An evil dude from the future sends two duplicates of Ted and me back to the present to wreak havoc on the world," Alex said, briefly explaining the plot. "We spend the rest of the movie trying to stop them from destroying everything."

Alex is excited about playing the video game version of "Bill and Ted's Excellent Adventure."

"If the video game is anything

like the movie," says Alex, "It should be a lot of fun trying to get Bill and Ted out of the crazy situations they somehow manage to get themselves in."

Beyond "Bill and Ted's Excellent Adventure II," Alex is very excited about a new show which he is writing, directing and producing for MTV called "I, idiot Box." According to Alex, the half-hour comedy is similar to Monty Python, Saturday Night Live and SCTV in that it features a series of outrageous sketches that are very off the wall.

Although Alex admits that his free time is very precious, he does manage to get in a few rounds of Tetris and Super Mario Bros. 2 whenever possible.

"My strategy for Nintendo games is a lot like my strategy for life," says Alex. "You've got to relax, concentrate and think ahead."

PLAYER'S PO

Grand Prize

1 Winner

GO ON A



**HUDSON
HAWK**

**SCAVENGER HUNT AND WIN
A SONY BIG SCREEN TV!**

YOU COULD WIN:

- A personalized quest plotted in your hometown by the Nintendo Power staff!
- You and three friends will piece together clues found all over town while riding in a chauffeur driven limousine!
- Recover Leonardo Da Vinci's three lost treasures, just like in the movie Hudson Hawk!
- You'll earn a valuable reward for your efforts—a Sony big screen television!



Visit exotic places in your backyard!



The excitement will wait you out!



Go for a quick cruise on your street!

ALL CONTEST

Second Prize **Movie Party and Hudson Hawk Game Pak!**

5 Winners



You won't have to scavenge money to see Hudson Hawk if you win second prize. We'll give five winners passes for themselves and ten friends to see Hudson Hawk at a theatre in or near their hometown. We'll even pay for all the popcorn and candy you care to eat (you can even have a cappuccino if they serve them at your local theatre). After you see the movie, you'll be the first to play the Hudson Hawk NES game, courtesy of Sony Imagesoft.

Third Prize **Nintendo Power Jerseys**

25 Winners



Talk about exclusive fashion! You can't buy them in stores and you won't find them in a scavenger hunt—you can only win them in the Players' Poll Contest! So enter now and be the first of your friends to sport this hot jersey.



OFFICIAL CONTEST RULES

[No Purchase Necessary]

To enter, just fill out the Players' Poll response card or print your name, address and telephone number on a plain, 3x5 piece of paper. Mail your entry to:

Nintendo Power Players' Poll
P.O. Box 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than May 1, 1991. We are not responsible for lost, stolen or misdirected mail.

On or about June 15, 1991, winners will be randomly drawn from among all eligible entries. Winners will be notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without

further compensation. Chances of winning are determined by the total number of entries received. Prizes are limited to one per household. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after June 30, 1991, send your request to the address provided above.

GRAND PRIZE: Nintendo will arrange a personalized "Hudson Hawk" scavenger hunt in or near the winners' hometown. Exact details are subject to determination based on the specific location. If the winner is under 18, he or she must be accompanied by a parent or guardian. Winners under age 14 must provide written parental consent and release. This personalized "Hudson Hawk" scavenger hunt is scheduled for sometime in the summer of 1991; exact dates are subject to final determination by Nintendo of America Inc. Some restrictions apply.

This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

COUNSELORS' CORNER!

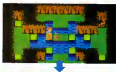


STARTTROPICS

One of the most challenging sections of this epic adventure is the battle through the tunnel in the Ghost Village of Chapter 3. Here are a few pointers:

POWER-UP

Fight your way to the first long room in the tunnel and go through the gate to the north. You'll get to a room with Double Small Hearts. Collect the Hearts and climb the stairs to exit the tunnel. Then go back into the tunnel and collect the Hearts again. Continue to loop around in this manner until you have filled all of your Hearts. Then you'll be ready to take on the challenges ahead.



Collect the Double Small Hearts in a room near the entrance. Then leave, come back and collect the Hearts again.

WHACK-A-JELLY

After you make your way through the tunnel for a while, you may encounter a deadend. Chances are that you've been to a room with a stairway in the northeast corner and a Jelly just south of the stairway, next to the wall. The stairway leads to a tunnel exit, but a secret passage behind the Jelly leads to the rest of the tunnel. Defeat the Jelly and walk through the passage.



Hit the Jelly in this room to reveal a secret passage.

FORK IN THE TUNNEL

The first dark room that you enter in this passage has a light panel in the center. When you hit the light panel, you'll see that there's an opening on the south wall and a secret passage on the east wall. The passage to the east eventually

HOW DO I GET THROUGH THE GHOST VILLAGE?

leads to the tunnel goal. You should walk south first, though, to collect Potions and other important items.



Head south when you first enter this room. Then go to the east when you return.

MAXIE BATTLE

The giant ghost in this tunnel is all that stands between you and the mechanism which will drain the ghost village lake. Use a Rod of Sight to make it visible and vulnerable. Then pelt it with shots from the Bola. Aim for Maxie and avoid the Minies and fireballs. You should be able to knock it out with some practice.



Hit Maxie with shots from the Bola.

Captain Bell was a crafty character. He made sure that only those who were in on the secret of his Memorial could have access to the Channel Tunnel. When you enter the Memorial, you'll see that flames block the entrance to the tunnel. These flames can be extinguished, though, if you play the right tune on the gigantic pipe organ in the Memorial. There is one resident of the island who knows the tune. After talking to all of the people of the village and Chief Bellcoils, you'll learn that Pete the Perrot is a direct descendant of Captain Bell's Perrot. Pete will help you with the puzzle of the Memorial if you give him a gift, and there's

nothing that Pete likes more than a fresh Worm. Journey to the eastern side of the island and get a Worm from Bait, the young fisherman. Then return to Pete with the Worm. He'll relate to you some words from Captain Bell. They are "Do Me So Far, Do Me." At first, this seems like a nonsense sentence. You'll notice, though, that every word relates to a musical note. The Pipe Organ in the Memorial has seven Keys corresponding to the scale "Do, Re, Mi, Fa, So, La and Ti." The clue is telling you to hit the Keys which correspond to "Do, Mi, So, Fa, Do and Mi", in that order. Play this tune and the fires will vanish!



Give Pete a Worm and he will give you a clue from Captain Bell.



Hit the Keys.



"Do"



"Mi"



"So"



Rebel



"Mi"



"Do"



"So"

GAME PLAY COUNSELOR PROFILES



John Schommer

Became GPC: January, 1990
Hobbies: Mountain Biking, Snowboarding, Skiing
Greatest NES Accomplishment: Finished 'Heavy Strugglin'' with one character
Favorite NES Game: Mega Man II



Jeff Norton

Became GPC: January, 1990
Hobbies: Playing and Producing Music, Working with Computers, Camping, Fishing
Greatest NES Accomplishment: First GPC to Complete Dragon Warrior II and Earth Bound
Favorite NES Game: All Role Playing Games



Casey J. Pelkey

Became GPC: December, 1989
Hobbies: Snow Skiing, Golfing, Installing Stereo
Greatest NES Accomplishment: First GPC to Complete TMNT II with partner, Tony C
Favorite NES Game: Snake's Revenge



James Verhaeghe

Became GPC: October, 1989
Hobbies: Skiing, Playing NES, Computer Games and Football
Greatest NES Accomplishment: Completed Over 250 Games
Favorite NES Game: All NES Games

ULTIMA: QUEST OF THE AVATAR

WHAT'S A GOOD WAY TO COLLECT COINS?

The Dungeon of Shame serves as a literal Gold Mine for innovative explorers. On Level Six, there are 22 Treasure Chests which hold a total of 1000 to 1700 Gold Coins. You can get there easily from the Castle Britannia. Walk north through the wall in the Northeast corner of the Castle. Then journey to the west until you find a character who tells you about the balloon. Walk north through the wall and

take a few steps to the east, where you will find a door that requires a Key. This is the entrance to the Dungeon of Hythloth. Climb down to Level Eight of Hythloth. Then walk to the Northeast corner into the Alter of Courage. From there, travel west into Level Eight of Shame. Climb up to Level Six and collect the Gold in all of the Treasure Chests that you can find. When you retrace your steps to the Alter of Courage, the Treasure

Chests in Shame will refill. Return to Shame and collect the Coins again. You can repeat this pattern of Coin collecting for as long as you want!



Journey north through this wall in the Castle Britannia.



When you reach the Alter of Courage, continue to the west.



Level Six of the Dungeon of Shame has 22 Treasure Chests.

ULTIMA: QUEST OF THE AVATAR

HOW CAN I QUICKLY BUILD ATTRIBUTES?

There's a mysterious Magic Ball in the Dungeon of Hythloth which your party members can touch to build 5 points each of Strength, Intelligence and Dexterity. Enter Hythloth by way of the Castle Britannia and immediately use the Exit Spell. You'll be sent to an entrance to the Dungeon of Hythloth which is very close to the Magic Ball. Just enter the Dungeon, take one step to the south and one step to the

east. You'll see the Magic Ball from there. Since touching the Magic Ball hits your party members with a jolt which takes away 800 Hit Points, they will probably have all of their energy knocked out of them. Have the other members of your party touch the Magic Ball before your own character does. When your character is hit with this jolt, the entire party will be sent back to Lord British. All of the party members will still hold their

newly gained attributes when resurrected and Lord British will start your party off with 400 Gold Pieces. Return to the Dungeon of Hythloth, use the Exit spell and repeat the process of touching the Magic Ball, each time adding five points to your Strength, Intelligence and Dexterity. Intelligence is an especially important attribute to build as it is directly related to your abilities to learn and use magic.

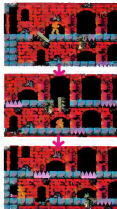


Touch the Magic Ball in the Dungeon of Hythloth and you will add greatly to your attributes.

While registering "HELP ME" as your name does allow you 10 fighters every time you continue, it's still important to collect every 1-Up you come across, especially in the later stages. There are three 1-Ups which we've found are particularly difficult to collect:

PLATFORM TURNAROUND

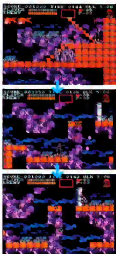
About midway up the tower, which is east of the castle, you'll reach a door leading to one last ascent. There's a 1-Up just below that door. If you try to jump over the gap to collect the 1-Up, though, you'll hit the jagged side of a Turnstile Platform. While you're on the platform and let it turn around. Then jump on the platform to the right and drop to the level of the 1-Up. You'll easily be able to make the jump to the 1-Up without hitting the spikes.



Hit the platform and door level. Then drop down on the platform to the right and jump to the 1-Up.

ALUCARD'S QUICK CHANGE

After you beat Alucard and bring him over to your side, you'll continue to explore the passage below the marsh. Just before you reach the door which leads out of the passage, you'll see a Candle under a brittle platform. If you hit the Candle it will produce a 1-Up which immediately falls down and out of the screen. Fight up to this area as Alucard and power him up so that he can throw two or three fireballs at a time. When you get to the brittle platform, jump to the solid platform on the left. Hit the Candle with a fireball and quickly press Down on the Control Pad and the A Button to transform into a bat. Then swoop down with the bat to collect the 1-Up.



Power up Alucard's fireball-shooting ability. Then hit the Candle and change into a bat so that you can collect the 1-Up before it's gone.

GRANT'S GIANT LEAP

As you venture deep into the ghost ship, just before you reach Snake Men, there's a long stairway leading up and right, and a large window far to the left. The Candle near the window sill can be broken to reveal a 1-Up and, since the window sill is quite a distance from the top of the stairs, it's logical that you would use Grant to jump for the sill. If you jump to the left, though, you'll hit the ceiling and go crashing down. Instead, jump straight up and grab onto the ceiling. Then crawl along the ceiling and drop down on the sill. Hit the Candle, collect the 1-Up and jump to the left. You should be able to grab the left wall near the bottom of the screen. Then climb up to the ceiling and over to the platform at the top of the stairs.



Jump straight up and grab the ceiling. Then drop down, collect the 1-Up and jump to the left.

MAGICIAN

HOW CAN I RESTORE TO FULL HEALTH EARLY IN THE GAME?

Just outside of Seranna, you'll come across the misty cloud of a sleeping Magician. Before you wake him, stand in the cloud and your Health will increase rapidly. Even when you

are in the cloud you're likely to get hungry and thirsty. Continue to eat and drink to sustain your Health. Then visit the Ye Olde Shop in town for provisions once more before leaving for the wilderness.

When you have the Spells of Revel and Wakey Wakey, you'll be able to transform the misty cloud into a Magician and receive some important items.



Stand in the misty cloud of the sleeping Magician and your health will quickly improve, as long you continue to eat and drink when you're hungry or thirsty.

WEREWOLF

HOW DO I CROSS THE BEAMS IN THE SECOND LEVEL?

In the second level of this thriller there are several corridors lined with laser beam emitting devices. Climb down and to the left. Then jump over the ladder to the right, where the beams are. If

you cross the beams in your human form, you'll be hit with a very strong jolt. As the Werewolf, though, you'll be able to cross the beams unharmed with a back flip. Just press Up on the Control Pad

and the B Button at the same time. The Werewolf will jump and spin. While he's in the air, press Right or Left on the Control Pad to move him through the air and past the beams.



Jump across the ladder to the passage on the right



The beams are incredibly strong. You wouldn't be able to get far in human form.



Press Up and B to back flip through the beams unharmed.



Write to:
NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

Call us:
(206) 885-7525
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.

NOW

MAY 1991

PLAYING

A wide variety of new releases are making their way to NES retailers. There are action, role playing, sports and even video versions of darts and

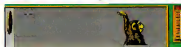
miniature golf. A few of these games that didn't quite merit feature coverage may spark your interest.

MAGIC DARTS

New twists on the classic game of darts make Magic Darts from Romstar a unique gaming experience. Up to four players can choose from twelve types of dart wielding characters. They range from average players to experts, aliens and other characters that you may not immediately associate with the game. Each player has his or her own way of making the dart reach the board.



Choose from a wide variety of characters. Each one has a different dart-throwing technique. You may find yours to be more accurate than others. Test them all out before you decide which character suits you best.



Set Your Aim On Six Dart Classics

Six of the most popular dart games are represented. Some concentrate on high scores and others require pin point accuracy. If you don't understand the rules,

choose the Watch Mode and see how the computer controlled characters play the game. When the darts are in your hands, you'll have control over the aim, the angle and the strength of each toss. Quick reflexes and an understanding of the flight of a dart in the air are required to make accurate throws.



WHOMP 'EM

● Brave The Dangers Of Eight Levels

Take on the dangers of the great outdoors in a test of skill and bravery from Jaleco. As a young Indian Brave you will run, jump and fight your way through eight exciting levels from an opening test of courage to a final battle. In the classic style of the Mega Man series and other action packed adventures, you can choose the order in which you complete the levels. Once you are through the first test, you will have the option of choosing to fight through any of six more difficult to complete areas. Put yourself up to the test and fight through to the ultimate challenge.

From the First Test to the Secret CHH, the levels working up to the final area are equally challenging to complete. Fight through a practice area first. Then choose any of the six tests of bravery.



● Bravely Battle The Beasts

Incredible creatures await at the end of every stage. Try to save your life replenishing bottles for these ultimate tests.



Hone Your Skills In The First Round



● Chart Your Course

After you complete the first level, you can choose to complete the other stages in any order. Since you can easily accumulate several bottles of medicine in the first level, it's a good idea to take on the tests that you find most challenging while you still have those extra boosts of energy. Fight bravely young warrior!



● Save Magic Bottles

Make sure that you collect every energy that you come across. Some of them leave behind valuable Power-Up items. Magic Bottles are "must have" items. With each, your energy will automatically refill when it has gone down to nothing. When you have several, take on the most challenging stages.

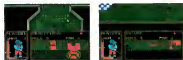


MINI PUTT

The game of miniature golf receives royal treatment from JVC's excellent Mini Putt. Realistic courses, weather conditions and a skins game are just a few of the features that await up to four putters in this thorough treatment of the game.

● Pick Your Putting Course

From windmills to elephants, all of the popular putt-putt obstacles and challenges are part of the four nine-hole Mini Putt courses.

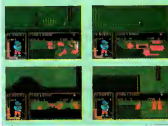


The Traditional and Galaxia courses challenge the putter with slopes and hazards while the Classic course concentrates on the flashier features of the game. Practice first on the Traditional course, then work your way up to the others.

Take On The Ultimate Challenge

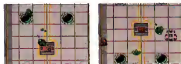


Once you've mastered the three moderate courses, you'll be ready to take on the maze-like, super-sloped greens of the Challenge course. Master this one and you'll be a putting pro.



KLASH BALL

Sofel's Klash Ball is a futuristic, fast-paced contact sport. Collisions don't just occur, they're part of the game. Step into the Klash Ball arena and take aim at your opponent's goal. Any way that you can power the Ball through is within the rules.



Choose your team based on the power, stamina and skill of the players. Then join the eleven team Klash Ball League or challenge a particular team to a Knock-Out match. Two-Player games are always face-to-face Knock-Outs.



Klash And Carry

Slide into the opposing Ball carrier and knock the Ball loose. Then gain possession and make your way to the Goal. You can also grab Power

Tiles to gain strength and stop your opponents.

As you slide into your opponent they will break apart and give up possession of the Ball. This will give you a chance to grab the Ball and make your own play for the Goal.



The play control does take some getting used to. With practice, though, you can fight your way through the ranks and come out as the Klash Ball champ.



BILL ELLIOTT'S NASCAR CHALLENGE

The Nascar Challenge in this realistic racer from Konami is to come out victorious in a championship season featuring four famous tracks. Bill Elliott's expertise is behind you as you take to the wheel and try to master the touchy steering of a fast moving car and the banked curves of treacherous courses.



Select your car from three Nascar racers and have it customized to your own specifications. You have control over the transmission, spoiler angle, gear ratio and tire size. Your decisions will affect your car's performance on the track.



advice from Bill on mastering the important parts of racing.



Mastering the skill of passing, following lines and drifting all rely on how you handle your car. Watch the wheel and the road as you practice these activities.

A quick pit stop is essential for victory. Know exactly what you car needs and try to get your crew to get your car back on the track in as little time as possible.



LASER INVASION



Continuing in the tradition of the Top Gun series of first person perspective combat missions, Ultra presents a helicopter thriller made for use with the Standard Controller, Zapper Light Gun or the new Laser Scope Helmet. Fly your helicopter through enemy territory. Then land and continue on foot through four exciting missions.



You're in charge of the entire mission. Fly to enemy headquarters, land your helicopter and infiltrate the corridors and compounds on foot.



While there are several activities to master, flying takes the most skill. Select missile size and options before you leave the hangar. Then pay attention to radar and targets as you fly.



Select the size of the Missiles that you'll carry and use of several possible options before you begin your mission.



There are three important parts of the screen to pay attention to as you fly. Watch the window for approaching enemies and check the two Radar displays to see surrounding enemies and target positions.

NOBUNAGA'S AMBITION III

Koei's collection of role playing simulations set in Ancient Asia continues to build with this follow up to Nobunaga's Ambition. Up to four players control the daily activities of Fiefs in 16th Century Asia. This new version of the same basic game includes a wide range of characters and abilities. There are 255 generals to control as well as a force of Samurai.



THE BARD'S TALE

Orcs, Goblins and other nasty creatures haunt the area surrounding the Adventurers' Guild in The Bard's Tale from FCI. Form a party and set out to defeat these creatures while seeking your fortune.



Build a party of adventurers and go out on a first person perspective journey in classic role playing style. Be ready at all times for a fight with evil creatures.

YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
The Bard's Tale	FCI	1P/BATT	2.8	2.7	3.1	3.1	Role Playing
Bill Elliott's NASCAR Challenge	Kanami	1P	2.8	2.7	2.4	3.0	Driving
Castellan	Trifix	2P-A	2.6	1.9	2.6	2.6	Puzzle Action
Corvette ZR-1 Challenge	Milton Bradley	2P-5	2.7	2.5	2.6	2.7	Driving
Flight of the Intruder	Mindscape	1P	3.0	2.4	2.7	3.1	Flight Combat
Hatris	BPS	1P	2.5	2.7	2.0	2.0	Puzzle Action
Klash Ball	Safel	2P-5	2.9	3.1	3.0	3.4	Sports Action
Laser Invasion	Ultra	1P	3.3	2.7	3.1	2.8	Combat Action
Lola III	Hal	1P/Pass	3.6	4.1	4.3	4.1	Puzzle Action
The Lone Ranger	Kanami	1P/Pass	3.4	3.5	3.9	3.9	Western Adventure
Magic Darts	Ramstar	4P-A	3.0	3.4	3.1	3.5	Darts
Mini-Putt	JVC	4P-A	3.0	3.3	3.3	3.2	Miniature Golf
The Mutant Virus	American Software	1P	2.9	2.5	2.3	3.1	Sci-Fi Action
Nobunaga's Ambition II	Koei	4P-A/BATT	3.0	2.4	2.9	3.0	Role Playing
The Racketeer	Bandai	1P	3.3	3.3	3.0	3.5	Rocketpack Adventure
Vice: Project Doom	American Sammy	1P	4.3	4.0	4.3	3.8	Sci-Fi Adventure
Whomp 'Em	Jaleco	1P	3.3	3.5	3.1	3.1	Western Adventure

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

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

1P = ONE PLAYER

2P-5 = TWO PLAYER SIMULTANEOUS

2P-A = TWO PLAYERS ALTERNATING

4P-A = FOUR PLAYERS ALTERNATING

PASS = PASSWORD

BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND

P = PLAY CONTROL

C = CHALLENGE

T = THEME AND FUN

PAK WATCH



A LOOK INTO THE FUTURE OF NES GAME PAKS!!

Look for plenty of hot news on the NES and Super NES in this installment of Pak Watch! Stay tuned for the hottest news on all Nintendo Systems (we even slipped in an item or two on Game Boy!).

Just Around The Corner

TECMO SUPER BOWL

The long awaited follow-up to Tecmo Bowl is on its way! Tecmo Super Bowl adds more football features and fun with an emphasis on coaching choices. You'll be able to choose from 28 real pro teams and play a complete 16-week season (with a total of 224 matches). Like other computer sports games that feature long seasons, you can play all the games or just watch them. You can also just get the line score. Coaches in Tecmo Super Bowl will have four running and four passing plays per team to choose from, plus on-side

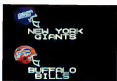
kicks and punt fakes. Each individual player will have more detailed condition stats than in Tecmo Bowl. Players will get tired as the game goes on, and will lose playing ability accordingly. Injuries will also occur depending on a player's condition. An option to play a Pro Bowl with the best players from each team has also been added. It sounds like the game comes complete with every-



thing except for a big bucket of sport drink to dump over the winning coach's head! Look for Tecmo Super Bowl in time to lock off the coming football season.



Choose from 28 pro teams.



Play a Super Bowl rematch.



He kicks, he scores!

Just Around The Corner

DARKMAN PAK WATCH

Movie game maker Ocean is planning a game based on the sci-fi superhero Darkman. In the early version we saw, the cinema graphics were top notch and the action scenes reminded us a bit of RoboCop 2. Like the movie, the game will contain lots of action as Darkman tries to get revenge on the gangsters who made him the tragic superhero that he is. In the game, Darkman will use his super strength and other abilities to



combat crime, plus he'll obtain masks that will allow him to walk unnoticed among enemies. However, the synthetic skin these phony faces are made of is unstable, and the masks will only hide

his identity for so long. From there on he'll have to fight! This option adds an element of strategy to the action. Ocean is also working on Game Boy titles based on Darkman and Navy Seals.



Just Around The Corner

DAY DREAMIN' DAVEY

If you've ever day dreamed of being in the Old West or Middle Ages, you have something in common with Day Dreamin' Davey, the hero of a new action game from Hal America. Get ready to venture through the eons from ancient Greece to the Wild West and in between. The game play perspective is slightly reminiscent of Crystals, and the graphics are big and colorful. Rather than role playing, however, Day Dreamin' Davey concentrates on pure action with a bit of puzzle solving. The depth of the game comes



from the many long and twisting mazes Davey must negotiate. The mazes, of course, are filled with foes, such as thieving peasants and dangerous evil knights in medieval times. Desperados and demigods await him in other time zones. As

Davey ventures through the various time zones, he can buy different items from the period he's in. You must figure out how to use these items to defeat the boss characters. If you like whimsical action games, Day Dreamin' Davey should give you a few sleepless nights.



Just Around The Corner

HUDSON HAWK

A game based on the new Bruce Willis action/comedy motion picture, Hudson Hawk, is in the works from CSG. The game will follow Hawk's big screen adventures as he uses his cat-burglar savvy to find the components of Leonardo Da Vinci's lost gold-making machine. While the game looks like it will be

a straight action game, the character in it (who won't look exactly like Bruce Willis) will have to creatively use the many items he finds to make it past enemy guards and traps. It will be interesting to see if the game attempts to capture the many Bruce Willis trademark one-liner wisecracks from the movie. Hudson Hawk is being pro-



grammed by movie adapters par excellence, Ocean Soft. (Check out our Players' Poll Contest for a chance to win a Hudson Hawk Scavenger Hunt in your own town or city).

SUPER FAMI^{NES}™ SHOWCASE



Our Pak Watchers managed to get the hot scoop on the prototype U.S. Super Nintendo Entertainment System (as it's officially called). As you can see, the design of the Super NES is similar to the

Super FamiCom, but with some of the more angular qualities of the NES mixed in. We expect to have a full report on the Super NES in our

next issue, with an insider's run-down on the system's technical capabilities. Here's a look at a couple of Super FamiCom games that should also come out for the Super NES.

SUPER R-TYPE



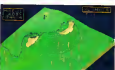
Super R-Type for the Super FamiCom continues the sci-fi action R-Type series. The graphics looked great and the challenge level of the game seemed to be quite high in the beta version we previewed.



HOLE IN ONE



Half's Hole in One golf game for the Super FamiCom uses the system's super graphic capabilities to fly over each hole as a preview. The actual game play, however, takes place in an entirely overhead view.



!RUMORS!

Tons of rumors are out about different games that will be developed for the Super FamiCom and Super NES. It was perhaps inevitable that Acclaim announced a Super NES title based on *The Simpsons*, but at press time no other details were available. CSG Imagesoft has a couple of 16-bit titles in the works: One of them, *Jellybean*, stars a little blue hero that reminded us of a cross between Lolo and the Blob from *A Boy and his Blob*. Equinox is a follow-up to the NES puzzler *Solstice*. The game will chronicle the adventures of one of Shadax's descendants, who will be faced with an even larger labyrinth (1000 rooms!) to explore. Trade-west is working on a 16-bit version of *Super Off Road*. Hopefully, it will support multi-player play.

GOSSIP GALORE

AMERICAN GLADIATORS

If you ever wanted to compete against the American Gladiators but didn't like experiencing pain personally, you might want to try Game-Tek's American Gladiators Game Pak. Gemini, Laser and the rest are here to challenge you in the wall climb, platform joust and the other bone-crushing events that have made the TV show so popular.

BASES LOADED 3

Rumor has it that Jaleco is working on Bases Loaded 3 for the NES. Each of their previous baseball games have added features for the NES baseball enthusiast and it might be tough to come up with any really new ones (unless they include a baseball cam viewpoint or perhaps some role-playing options...)

MIGHT & MAGIC

With a great looking new sequel on its way in the PC world (Might & Magic III), American Sammy is getting ready to introduce Might & Magic to the video game market. The classic adventure role-playing game features a first person perspective window on the action, with a sub screen which allows you to interact with the many beings and objects you encounter.

VIDEOIMATION

THQ's Videomation isn't a game but it is fun to play with. You can draw anything with the program and add motion to your masterpieces with an animation feature.



WIZARDRY 2

Another classic PC role-playing series, Wizardry, will be getting its second installment on the NES soon from Nexoft. The Wizardry series is aimed at hard-core role players who are into stats and an in-depth fantasy world. Nexoft is also working on a NES version of the arcade game GUN-NAC.

WORKBOY

Workboy, an accessory being developed by Leeds Technology, turns your Game Boy into an organizer/ travel helper complete with a weights, measure and temperature converter, world time clock, telephone auto-dialer, calculator, language translator, diary and personal banker. An optional keyboard has been designed to make it easy to enter data into Workboy.

PAK WATCH

■ NES PLANNER ■

COMING SOON

Base Wars
Battleboards
Bill & Ted's Excellent Video Game Adventure
Bill Elliott's NASCAR Challenge
California Raisins
Chase HQ
Derikmen
Day Dreamin'Davey
Earth Bound
Flight Of The Intruder
Hattric
Kiwi Krazy
Metal Mach
Mike Ditka's Big Play Football
TallSpin
Tecmo World Cup Soccer
Ufouria
Videomation
WURM
ZR-1 Corvette Challenge

COMING LATER

Addem's Family
American Gladiators
Attack Of The Killer Tomatoes
Bard's Tale
Bases Loaded 3
Captain Planet
Die Hard
Dragon Warrior III
F-15 Strike Eagle
Final Fantasy II
Godzilla 2: War Of The Monsters
Greg Norman's Power Golf
Home Alone
Hudson Hawk
Legends Of The Diamond
Mega Man 4
Might & Magic
Mike Tyson's Power Punch
Ninja Gaiden III
RoboCop 3
SimCity
Star Trek 25th Anniversary
Tecmo Super Bowl
The Flash
Tiny Toons
Treasure Master
Trivial Pursuit
Ultimate Air Combat
Where's Waldo
Wizardry 2
Wolverine
Workboy

BACK ISSUES

Nintendo Power's back issues are available individually. Add them to your collection! They contain these exciting reviews:

- Volume 7 (July/Aug. '89):** Mega Man X, Dragon Warrior, F-1 Spirit, Spider.
- Volume 8 (Sept./Oct. '89):** Disney's Dark Tale, Dragon Warrior, Nemo, Feather's Quest, Roger Rabbit.
- Volume 9 (Nov./Dec. '89):** Tetris, RoboCop, Willow, Ironhorse, Super Off Road, NES Play Action Football.
- Volume 10 (Jan./Feb. '90):** Batman, Shadowgate, Willow, Double Dragon II, Clash of Demons, River City Ransom.
- Volume 11 (March/Apr. '90):** Super Mario Bros. 3, Silent Scream, Pinbot, 720, A Boy and His Blob, Asterix.
- Volume 12 (May/June '90):** Final Fantasy, Super G. Dynowars, Code Name Viper, Bushi Fighter.
- Volume 14 (July/Aug. '90):** Rescue Rangers, Snake's Revenge, Solstice, Cryptic.



- Volume 16 (Sept./Oct. '90):** Master Mission, Final Fantasy, Super Game, NES Play Action Football, Kikkle Cubicle, Mission Impossible.
- Volume 18 (Nov./Dec. '90):** Dr. Mario, Contra II, Little Nemo the Dream Master, Super Jetman.
- Volume 20 (Jan. '91):** Mega Man II, Dig Dug, Gremlins 2, The Intimates.
- Volume 21 (Feb. '91):** StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magiclan, Ultima: Quest of the Avatar.
- Volume 22 (March '91):** MegaStorm, StarTropics, G.I. Joe, Noddy's Adventure Island II.
- Volume 23 (April '91):** Power Blade, Sword Master, Teddy Rux, Moneyfly.

To order your back issues, use the Back Issue/Tip Book Order Form located in the Player's Poll section.

SPECIAL SET OFFER

Available only as a set, the six issues from our first year cover games that are just as great now as they were then. You won't find these issues at newsstands, and you won't find this information anywhere else.

- In-depth reviews of Super Mario Bros. 2, Ninja Golden, Contra II: The Adventure of Link, and Teenage Mutant Ninja Turtles.
 - Tried and true tips to Counselor's Corner.
 - Special sections in Classified Information.
- This offer is too good to miss! It's available only while supplies last, so use the Back Issue/Tip Book Order Form located in the Player's Poll section.

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information there is.

STRATEGY GUIDES NOW AVAILABLE:

- Volume 13: Super Mario Bros. 3
- Volume 15: Ninja Golden II
- Volume 37: Final Fantasy
- Volume 39: 6-Player Exile

TIP BOOKS AVAILABLE:

The Legend of Zelda: Tips and Tactics
New to Win of Super Mario Bros.

To order the strategy source of your choice, use the Back Issue/Tip Book Order Form located in the Player's Poll section.

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Subscriptions and general info. Call 24 hours a day, 7 days a week.

Consumer Service
1-800-255-3700

Call for general assistance or to change your address between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday.

Game Play Counseling
1-206-885-7529

Stumped by a game? Call our Game Play Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

WORLD CLASS SERVICE

Maintenance or Repair Questions?

The National World Class Service Network of Authorized Service Centers can answer all of your questions about proper maintenance of your NES, Game Boy and Game Paks. And with over 250 locations in 43 states, if you ever need repair service you can count on a fast and reliable response. Our personnel in service are eager to keep you in the game play. For information about the service center nearest you, call toll-free 1-800-255-3700.

Preventive maintenance tips from the pros...

- What can you do to be sure that your valued Nintendo products are always in tip-top condition? It's easy! Simply follow these easy-to-remember tips:
- Don't touch or blow on the metal Game Pak edge connector.
- Before using your Game Paks, always check the open ends for foreign materials.
- Don't leave your Central Deck or Game Boy on the floor where it can collect dirt, dust, or carpet lint.

PLAYER'S POLL CONTEST WINNERS FROM JANUARY 1991

GRAND PRIZE WINNER: BECOME A VALIANT COMIC HERO

Pat Cook, Brimfield, MA

SECOND PLACE WINNERS: VALIANT'S NINTENDO TILES

Jon-Jon Arango, Athens, GA; John Connor, Mt. Vernon, KY; Jorge Del Marro, Ocala, FL; Joseph Gerle, Brooklyn, NY; Pat Gaskill, Shaw City, WI; Bryan Hunsberger, Hagerstown, MD; Dan Jackowski, Nelson, NJ; Robert Morris, Flushing, NY; Phillips Thompson, Naples, FL; Brian Wise, Addison, IL.

THIRD PLACE WINNERS: NINTENDO POWER JERSEYS

Kayce Adairburg, Newton, TX; Jimmy Arnold, Wyoma, OK; Matt Baum, Columbus, GA; Lance Brasher, Old Town, ME; Ben Bourassa, Orono, WI; Alex Bowers, Shirley, NY; Seth Broth, Milwaukee, WI; John Burnett, Shawnee, MO; Barry Chamberlain, Zurich, CA; Austin Chastain, Rutland, GA; Michael Corbo, Marietta, GA; Chris Cozart, Vienna, WV; Lonnie Cox, St. Petersburg, FL; Rick Coney, Wake Village, TX; Scott Cress, Greenlawn, NY; David Elbow, Jackson's Gap, AL; Patrick English, Bernegat, NJ; Jonathan Garcia, Mohave Valley, AZ; Matt Goodman, Nashua, NH; Nick Graham, Gaston, OH; John Harb, Elgin, IL; Jonathan J. Howard Jr., Navesink, NC; Aweleah Jeeh Ishii, Anderson, AL; Marty Karlavage, Massena, VA; Kimberly Keller, Bakersfield, CA; Chris Kiley, Tucson, AZ; Andy Klemmer, Grand Junction, CO; Eric Levine, Sudbury, MA; Jason Liermann, Shelbyville, TN; Mike Liska, Boise, ID; Andrew R. Margrave, Jackson, MO; Kris Marlow, Florissant, MO; David McKinstry, Chatham, IL; J.R. Miller, Melvern, KS; Greg O'Quinn, Sulphur, LA; Steven Philbrick, Vancouver, WA; Bryant Belcher, Milwaukee, WI; Josh Bonacker, Florence, WI; Adam Schwick, Washington, DC; Christian Schwall, St. Nazaire, WI; Jeffrey Schenk, Bismarck, ND; Matthew Schocker, Oak Harbor, WA; Colin Stewart, Pease, WA; Paul Strickling, Fargo, ND; Aaron Terpine, Wilmington, DE; Frederick Wagner, Indianapolis, IN; Mike Wells, Newtirk, DE; Nate Whitlock, Copper, WY; Brian Wise, Yorba Linda, CA; Warren Witrock, Spokane, WA.

REVIEWS COMING NEXT MONTH:

BATTLETOADS

Zitz, Rash and Pimple aren't skin problems anymore, they're the three most amazing amphibians you've ever seen—they're Battletoads! They jam when they can, but when evil breaks out, the 'toads get hopping.



THE HUNT FOR RED OCTOBER

The big screen thriller comes to Game Boy! Dive into adventure solo or try the absolutely great two-player mode in which one player controls the sub and the other controls the opposing forces. Join the Hunt next month!



SUPER R.C. PRO-AM

Rev up the radio controlled racers—now on Game Boy! If you thought the NES version was a blast, wait until you take control of these improved speedsters. The four-player competition is red hot!



ALL THIS, PLUS A SUPER NES PREVIEW

Next month take a look at the amazing capabilities of the Super NES. You've heard about the Super FamiCom available in Japan; now see what innovations have been made in our U.S. version.

Dear Readers,



Steve Wozniak

Hat news! If you subscribe or renew your subscription under our new special offer, you'll receive your NES Game Atlas very soon. Can you believe it? It's free, as part of your subscription, and as long as you keep your subscription up-to-date, you'll get three other books of the same great quality in the coming year—all free! I think it's solid that Nintendo is giving them away free, but if that's what Nintendo wants to do, I say great! The really crazy part is that some people are still buying individual issues of Nintendo Power at the newsstands for \$3.50 each, and they'll pay \$15 each for the NES Game Atlas and the other Player's Guides to come, when they could subscribe and get 12 magazines and four books for \$15! If you know players who haven't subscribed, be sure to let them know what they're missing. If there's anything else you've been wanting (A European Holiday? A Super NES? A trip to the moon?) this is the month to let us know. Check out Player's Pulse. This time, we want you to decide on the Player's Poll prizes. Dream on, and send us your ideas for the ultimate contest!

ADDRESS CONNECTION RESULT



HOT BUTTONS

Look for the Nintendo seal of quality on games, accessories, and a whole lot more. It's your guarantee that you've pushed the right button for top-playing fun and games — only from Nintendo.

