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lesse choose oos.
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) Mino Mana (ME) | Ooper RES (ME)

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formational facility by phone

SUPER SCOPE 6









retell price





Nintendo



single pixel, it gives you accuracy that

you've pover experienced before

MARCH 1992

VOLUME 34



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This is the question which we posed to you in Volume 30, it was an effort to come up with an invanible incentive is entering your Nitterdo Power subscription. We're still working on new incentives, but we thought it might be inseed ing to slote a few of the suggestions which were received.

SERIOUS CASH-FLOW! This is what would be irrelatible: a

Extremely nice!

AND IN THIS CORNER...

I think it would be one to offer free
NINTENDO POWER bosing shorts.
I have included a sketch of what they

Timothy Deems

A CASE OF BRIBERY

What would make renewing absolutely irresurable? If you would print this Hallowern photograph of my son, Tyson, as Dr. Marie and Game Boy, that's what!! We made this costume regether and he won our Mall course!

Cathy and Tyson Robbins Warren, PA



OK Cathy, we're happy to run the photo. Now where's the cash?

ab jo

If you could be any video game charactet, who would you be? Link? Ryo Hyabuss? Princess Toudstoop! Mega Mag? Bower? Donarello? Zue? . . . Bhag? Sond your letters explaining what charg? Sond your letters explaining what drawer yould like to be and why you would want to be that character to: Nintendo Power Player's Pulse P.O. Box 97033 Redmond, WA 98073-9733

BERY GOOD DENTAL HYGIENE owing absolutely 1 would run to the post office to order

a yearly subscription to Nintendo Power if you offered me three truckloads of candy and a portable densit for all the cavities I would get.

Ann Butzer

Lake Elmo, MN

Let's see...three truckloads...NAH! You wouldn't need a densist. Your seeth would have fallen out by that time.

AIR HAGEN

Something totally irresistible would be if you renewed for a year you would be able to get three of year friends to play a basketball game against Michael Jordan and Scottle Pappen.

> Isaac Hagen East Kingston, NH

msy look like.



YOU LIVE WHERE?!?

When Nintendo first came out, to say we enjoyed hours upon hours of Mario & Luigi would be an understatement. Seven months of that enthusiasm produced these scenes on the walls of our son's room. Chrystic and D.I. actually live in Super Mario Bros. World. Though these scenes were painted years the NES has not direinished. Thirtyfree purpey and a Super NES vestern beer, we still spend time squashing creatures, ducline monsters and jumping the longest gars.

Dan Dario Bangor, PA



FROM THE HOT GLUE KINGDOM



figures out of hot glue. I found that the creatures in Nintendo games were easy to make. After I got better at making them I started to make the people. The characters are solid hot plue. On some of them. I glued cloth on and then used magic markers on them. After this. I spread on a thin layer of hot plus so that it won't come spart. The newer ones (Ganon, Link, Zelds and April) were painted. They have held up well considering my four-year-old neece, Casey, plays with them all the time.

> Steve Shelton Cochranville, PA

It's time for Nester to break out his trusty calculator and do some heavy figuring. This month's fisue contains the Fourth Annual Nester Awards. The year 1991 has passed us by, but it left us with some fairly impressive seftware offerings. Vote for your favorite gents in each of the given

categories. The number of categories which you can vote on has been expanded this year in an effort to give equal billing to all three Nintendo systems. The winners of the coveted "Nester" will be announced in an uncomine inue. Ponder your favorites, pull out the perforated Player's Poll card, peak your pen or pencil, parte your storey, and too it in the morrest mailbox...olone. Never and I thank you!

Gail Tilden

serevols only 24 hours

Supples ---

VOLUME 34-MATCH 1992

Estacké Consultants Phil Repera Corer Design Godes Adversery

STAFF

Project Coordinators

Electronia Proprieta ---Action A. Baker

Super Mono Advectores Abroka Magazo









BLAST AND RUN













@RETURN PASSAGE

Demand with a your appropriate to the force of the comton the companies of the first come in the first come, and the first passes to go back and collect them in they are the your above, and they proved your adversaring outst the first flow to the proved your adversaring outst the first flow to the left and flost over the of-

BATTLE ON THE

The Probe Dead sent a message to Imperial Forces detailing the location of Exho Base. Now ACAT Wilders are making their way arous the store fields. Clarib and your Snowspeeder and try to also down the match while your contrader ecope. You can see the ACAT Wilders on a ruler secupe. You can see the ACAT Wilders on a ruler way at the top of the societ. By visuals them to the work of the society of the society

TRIP 'EM UP Since the Walkers have such long leas, you can trip them by histing

Since the Walkers have such long legs, you can trap them by hinting the legs with your Grapping Hook and Tow Line. You've only got five Tow. Lines. so use



Fire of fow line of the legs of on impand ATAT

FIGHT ON FOOT

If your Snowspeeder is shot down you can light the Wilkers on for-Press Up on the Control Pad when your character is positioned between the legs of the Wilker. He'll climb up and hit it wish the Lightsaber.







EVACUATION OF ECHO BASE



JEDI TRAINING ON DAGOBAH

Obe Wan has instructed you to fiv to Depobah for Jedi training with the great master, Yoda, Search for Yoda on





After you go through some of your Jedi trameng, you'll learn that Leis and Han have been captured by Imperial Forces in the cloud city to Berpin and that they need your help. Before you can dock in Bespin, you'll be ambushed by Cloud Cars and TIE Fighters. Circle the city and fire on been cleared away, you'll be able to continue your journey in the city.



Start every of Imperiol







UDGMENT DAY



but the fate you make The T-800 is dispatched from the future with

nor, the boy who will grow up to save the world from the killer Cyborus. The Cyborus heve other ideas, and their Torminetor is also on the wey. LJN hes generally remained true to the movie, and has edded very smooth playability. This game has some of the best ection of env NES game.











TRAUMATIC TRUCKSTOP

The first stage would be easy if you had any weapons. But don't worry, this Terminator is pretty good with his fists. Just don't get rounded and you'll be all right. The secret is to stay off the round. From the tors of the trucks was can rounch out enemies as they appear. Look for the safe spot. Jump up on the gas tanks of the trucks, then kneel and punch. You can't burt the baker, but he can mow you down, so be ready to jump when he appears,

ALL SYSTEMS ON-LINE TERMINATOR S WEAPONS SYSTEM

PUNCH AND IUMP LIN did a good job with the play action in this game. The T-800 punches with

both fists, and his movements are smooth. His ramps are easy to control







What an awesome collection of wear-

ons. The higher your score, the more weapons you can choose from. Start the game with just your fists. In Stage Two you will get the sawed-off shotgun. After Stage Three you will go on-line









JUDGMENT DAY

LIMITED POWER You get four energy refills, then the game is over unless you get the Connmue in Stage Two (Nope, there are no

codes). Watch war energy barl







I NEED YOUR BIKE.... No wheels? Not a problem Just your your friendly peoblyorhood huseous and

province a beker to let you use his. He mught take a little permading













STAGE 2

RESCUE JOHN CONNOR

The action in this scene is just as fast as the chase in the movie, John Connor is up shead on his motorbake and the T-1000 is behind you in the truckand garning fast! Dodge the obstacles as you an then turn and fire at the truck. Shoot the eates and don't forget the Continue. Practice, practice, prac-

"I SWEAR I WILL NOT KILL ANYBODY....

From here on out the rules have been changed. If you kill anybody your score will be penalized. That means your choice of weapons shrinks. The





"HOW'S YOUR KNEE, DOCTOR?

For three years John Connor's mothet. Sarah has been Lake a modern day Cassandra. she is doomed to know the fotore but is unable to make







ARAH CONNO

HOSPITAL

NINTENDO POWER













There is an element of trial and error in this game. Certain commands will work only if the particular situation offs for them. For example, it there's too reason for Nightshade to jump he won't be able to do it. EXAMINE at you wan, buy our any not find artifating assumed.



First Things First

What a mess! Nightshade starts off the game in a less than favorable situation. Popularity is obviously not on Nightshade's side as he is tied to a chair in the dark, damp sewers. A single burning candle is the only light

source. As if that wasn't enough, there's a bomb on the ground next to him and it's seady to explode! The life of a private eye can certainly have its ups and downs. As long as the uns outwish the downs, you'll help Nightshade provail.







NIGHTSHADE













ROOM D-DRAWERS















You Ain't Popular Yet!

Nightshade, like any hero, must earn and hold the respect the citizens he serves. He can find Vortex's hideout, but to gam entrance, his popularity rating must be filled up at least into the blue section of the gauge. To gain popularity with the people, Nightshade must accomplish several tasks. These tasks will range from defeating several menacane crammals to rescuing cuts in distress. Oute a guy, that Nightshade











fedder and air down neat to the







"I'VE GOT A HIDEOUT. **NOW WHAT?"**

Concluse to visit all of the areas and defeat recounter. He will increase his popularity and establish himself as a hero with more and more cuta-ons. If you are unfamiliar



use the EXAMENE comd to search for unusual





GET A CLUE Nucleohade is no different from any other role-playing

game hero in the fact that a will always benefit him to talk to everyone he meets. Converse with cooks, windows. burns and old ladies to uncover interesting and valuable information. However, you'll need to direct your inquires to more than just people-talk to the arimals and some doors, too. They talk back!



For off the vendor selling sun times

ORRATE sect drawer in the Newspope



USE all fine Socrets to

Fight or could the two Fight or smood the big

OPERATE for X to get of USE money 3 kmes on Parce the cat You need FICK UP the eating from a ladder and eating USE o boss to stop the One squared morks the

Determine to the shadons USE Food on squired Get Fight the Nilson at the Ense the door and groud USE gain on the pipe to SALK to the days Force

hight or award the Panya ONEAVE dia marinda la

Dafast the mon to grow Buy a newspaper of you CONTACT the booth world Nothing of snlews

Jump carefully oner the USE money out to how or

CAUGHT? DO WHAT ANY

When Nightchade's Health level bottoms out, he will be in danger of the same being cover. There are a total of five "impending doom" scenes which act as Contirges. You can get out of four, but the fifth is the end.



Out gurn from mochine.

Eritor Anthores if peopular

Snord to the right of the

ROX UP the ledder.

OPERATE the lodder

Enter the house through







return a certain number of them to their rightful owners, you'll be able to move on to the next stage. If you collect every Card in a given stage, you'll



VISIT THREE TYPES OF ACTION SCEN TANDARD STAGES

Run, jump and search for Puzzle Cards in the many areas of McDonsidland, Ronald McDonald is counting on you to find his Baz of Missic. SECRET PLACES

By uncoping Zippers, you can slip into Secret Places and clean up on special nems. Stand in front of the Zinpers and press the B Button.

ppers out as the opening to new pooked Seum

BONUS GAMES

When your Golden Arch total exceeds 100 and you finish the current course, would be sent to a Bonus Level to earn as many as five 1-Ups.



R ONALD NEEDS HELP!



stage. Ronald will tell you of his Bag of Magic wors and talk you to retrieve at least four Puzzle Cards from this six-section stage. Your first stop is the Garden, where you can get acquainted with McDonabland obstacles.

The two-player alternating action starts at Ronald McDonald's Chibhouse

Ronald's Clubhouse-I

DITAL SPRINGBOARDS

By increasing on best famings
boards you than this to care
less at it of the Golden.
Author fair spride demonst
much the tray Deprophesed.

Yes if ger or ing some use of the Super Spraghoused I you corry a Block while you bound. The active weight will odd to the bounce of the board





Press and hold the 8 hy and run over a Spenset When you fig more to 8 other sale, you'll be in prime position to grid in Pacific Cord Shee, if you've looking advances you can explain the rea you can explain the rea





PECIAL

Before you explore McDenaldland you should know about some of the most suportant things you'll find there. These seems can help you make your way through the many levels of the land and collect all of the Puzzle Cards.







MICK MACK'ER

This impure lime can earth prior character from Mock to Mack and poor character will struction and poor character will struction into his portion. So if find one in every losses Game.

REVERSER

TEMS

Reseases feature floating arrows that point in the last III you touch one, you'll be see saling to the last, oil off the way to the sternag point of the area. They do come in hoody in a few one or commences.

• SPINNER

Sproom on at orbor and of some platforms. Fun over them white untage of soper speed and you'll find over to the side side. This review of all greety will allow you to only explore the levels' upper reaches:



You can enter Secret Floors by volking through these sold openings. Place your character in facet of a Zapper, then press the \$ \$unce for Zapper and enter the area.

P RACTICE MAKES PERFECT

Copher Grove, the second socion of Ronald's leap from platform to platform to the srea over the Ending Glibbouse stage, is a gene place to peace. Line You'll find a Zipper which leads to Secret Place that conyour running and jumping skills. Climb up to the tops, then it same plenty of Coden Arches.





Yorli find a door Gibbin Anbrea i

Up and a Puzzle Card in this basic section. It's called "Lary Leaves" because of the floating leaf-like platforms an the area. Use them to get to the top.





B IRDIE'S TREEHOUSE

Once you've returned to Renald's Clubbouse with at least four Puzzic Cashs, Ronald will show you the way to Blade's Treebouse in the clouds. This lofty level constitute six challenging sections, each with a Puzzic Cash. Explore the clouds and maximum tops and returns to Both's Theebouse with at least five Puzzic Cards. When you reach that Cast coad, Brude will for Borald's Bay of Maries.









LIVERY BO Probest OF



FARCH EVERYWHERE Once you've been through a few sections of Ronald's Clubbouse stage, you'll



be ready for more challenges. There are quate a few useful items in the Mountain View section, including a second breaking eight 1-Ups. Reach the 1-Ups by climbing and leaning over the top of the screen to the night edge of the area Ronald's Clubhouse-4

These Pipforms sink when you step on them. If they drop too low reset to their original position.

A for of the Guiden Archeo in this section are Collect accords Arches by bouncing on Spring bounds and world and up in a Bonus Gome other you cross the Ending Line.



OVER-THE-TOP PLAY NETS A TON OF 1-UPS

You can get to the eight I-Ues in the upper right area by starting up the upper left area and sumpeng onto partforms above the top of the screen. Although you won't see your character, you'll know where







RIMACE'S HIGHLANDS

The land of Grimson is made up of six areas that are broken into two sections. After you've returned to your big purple pal with at least three Puzzle Cords from the first four areas, he'll make noths that lead to the last two areas. Collect two more Puzzle Cards in those challenging areas and Grimace will take you to the Professor's Workshop. You're closing in on Hamburgiar Mick and Mack! There's only three more levels to go. Collect 1-Ups whenever possible and keep spiral



trus Explore every section confully



pleform Ride from to the upper





C'mon guvs! Ronald's count on you to bring hack his Rag of Magic!











e rissun Ociden Arthur.



OSMC'S

ETREAT

Cosme has built a base on the surface of the Moon. You'll have to collect all four of the Pazzle Cards

available in order to get off this rock. While was're

exploring Moon tunnels and caves be aware that the

gravity on the Moon is entirely different from the

greety on Earth. When you ramp here, you'll fly so





If you collected a Puzzle Card for the Professor's Workshop in Ronald's Chibbrose level, you'll only have to find three more Cards in the fire Workshop sections before you can blast off to Cosme's Retreat on the Moon. These sections feature a wide variety of terrains. You'll visit a land of sand, an overgrown forest and a



house then before your time in the Professor's Wirele shop is over You muche learn a firm tracks from this great provenor. Ask num for advice.





You can get into on

Don't let thu added athlete dilar there you off promise Avend them

high into the air

that you may

miss your mark (









There are 144 Golden Archer in this area. If you collect enough of them so that your total is

BOGUS BLOCKS a four Blocks of the bustons of the section

you'll reveal the Reversers and be fivewe book

BONANZA Arrows flash on the four Blocks in

the Bonus Game. If you gamp to the Up Arrow, you'll climb. If you don't wou'll sink.

If you hir oil of the Up Arrow Blocks, you'll

Own you close to the top, you'll enter on even with fine 1-lign. Cellant them in the right order



ARD COLLECTION

Clark up and around to get Resold's Puzzle Conf.

BREEKS.

Hamburglar's Hideout is a world of fire and ash. There are many dangerous areas and many hard to reach snots in the volcano. If you're low on lows, you should return to Ronald's Clubhouse and stock up on 140s in the Mountain View section. Then return to the Hidcout and keep fighting. At the end,







If worky collected every and by the end of the same. wor'll be sent to a special world that has many surprises.

> We've made it to the last chapter buddy. Let's get out there and stop Hamburglar from taking over McDonaldland











From Agent #992 Instant Energy

You'll easily power past Muguy's missions with a code which allows you to instantly energize at any point in the game. If you'le low on energy, press the Start Button to pause the action. Then press Down on the Coursel Fad along with the A, B and Start Buttons, all at the same time. Your empty energy Hearts will fill up. Use this code when never you ment.



Stop and Shop

A different Rockin' Kast code allows you to stop the action and change the channel whenever you want. Press the Start Boston to pause the game, then press the A Boston thee times. You'll warp back to the Channel Select somen. This will give you a chance to relect the Shopping Channel and purchase stems that you may need for your next episode.



From Agent #644 Stage Select

Sup to eary of the seven Kunhow Island worlds with a quest, code. When the title strens appears and the message "PRESS START" is flashing, press the directions on the Centred Peda and the 8 Burton in the following order: Left, B, Right, Up, Down, Left, Right, R. The message "WORLD" it will appear. Press the A Business to change the World "I will press." Press the A Business to change the World World. You can use this code to peartice any systems of World. You can use this code to peartice any systems of the game, but you'll have to sear from the benjiming if you



At the little screen, press but, 8, Kight, Up, Down, but, Right and 8 to make the mexicge "World 1st appear. Then shange the World Number by tapping





FROM AGENT #963 Planeteer Passwords

Since one shot tends you tembling in this challenging bettle against ecological evil-doers, it's quite possible that you could play for hours and never advance past the first level. Our agents thought that it would only be fair then, to reveal passwords which will allow you to by a few differ-

ent stages and pilot Captain Planet's assorted whiches. In order to begin in Level 2-1, enter 955783 as your attempt to stop Dr. Blight from polluting Yellowstone Park. where the search for Dr. Blight communs in a secret lab. Level 3-1 takes place under water. Enter 148574 to take charge of the Eco-Sub and hunt down Hoggish Greedly, You can go straight to Level 3-2 and fight Hoggish in an illegal fish cannery by entering 763754 as your password. Of course, for the ultimate challenge, you should conquer all of the levels of the game in order, but these passwords will give

you a peek into what sorts of challenges await you.

will appear. Press Down on the Control Pad to change the Map Select number, then press the Start Button to begin in the desired area.



MAP SELECT 196















I-Up Bolt The final battle in Northwall will take all of the moraterdemonstrating your control

fighting power that you can muster. Before you go into battle, you can pick up an extra I-Up in the village by over the elements. Hit the village with a bolt of light ring. The villagers will discover an offerme in the building which will turn out to be a 1-Up and an add-



tional chance to fight the vil-

Our address is:



FROM AGENT #454 Map Select

Our agents have discovered a way to start your journey in any level of this puzzler, but enter the noncense swed BANs CHOU as your password. The message "Map Select 000"

Wanted: Special Agents

A papular activity among Nintenda game experts is discovering 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

SUPERO

FROM AGENT #015

Super Player

Our again how discovered how you can give your oppoments a run for the money in this result census excesses with a row-coeracider code. While you're in the models of an anoth, press the Soler Datton to access the core and stand. Then, on Connolder B, press the R Button twice, Livid on the Connol Pad Down on the Connel Pod, the B Button and the A Button, then press the L Button wise. Woulf hear a spaluse, indicating that the code has been entered correctly. Please the A or B Button in Controller L Several Interest and numbers will appear on the screen. How quantifies that the



if the number at the top of the screen is 0, the days relate to the half of the play Con. If it is 1, juvin becking at the abilities of the player coult or their side of the net Player Two in a competitive match. If the number is 2, these set the abilities of Player Conc's partner (Player Two in a cooperative conduction match and if the number is 1, the class tagged with the player of the player of the control of the control of the abilities of the second player on the other side of the net of (Player Two) partner in a competitive double match! You can change the number at the top of the screen by pressing the A Botton.

The letters and sumbers which signify the abilities of a player are arranged in Goar move of eight days which reapfrom 0 to 9 them A to 5,0 them; the lowest and 5 being the laphere. The numbers and letters on the top now raise to the player's strength and speech. Dups on the second and thank onwealther to the piprets are difference (eds) if the piper is comparison controlled. Our agents have not discovered any against ance for the digition this found to so if you like any against ance for the digition the found to so if you like the area of the digition of the Goard to the pipe of the 24d and up the X Birston. Then peers the Select Burson to settim to the gazar.



The first set of digits that you'll see agained the oblition of your over player. From the X Button is shange the digits. When all the digits on the first your are to other players will be in the form.

SUPER MARIO WORLD

■ From Agent #958

The Big Payoff

Dragon Come can be very validable when they add up to 1 yet, You'll earn 14-15 by collecting five Progan Come in a single count. If there are more than few Dragon Come in the count of the control of the collection of the collect









and cook in an I-Ops



FROM AGENT #414

Amports, Harrbors and Stadiums can take a lot of room, but they are essential parts of a growing ony. There as a way to decrease the zer of these public ficialities, though, whoster of decrease the property of the public ficialities, though, whoster of the public ficialities, though of the property of the public ficialities, there or Stadient, negative steed the dastest cost and choose as surplant exasts. The plane will go down on the ungested building and the ensuing file will burn more of it to subset. A long as one small section of the building armains a to at, the ficility suit optimizes to be a building armains as the act, the ficility suit optimizes to be a building armains as the act, the ficility suit optimizes to be a first of the publishing through the control of the building armains as the act of the publishing through the publ

effective as it was in its original form.



Zone Stacking

When most residential zones begin to develop, the buildings first show up as sets of small modules. If you're tight for space, you can buildoze these modules adurbuils, lewing space available for more zoning. While this method does use the space effectively, it slos ensures that the module bousing will never develop into something more



AKINTIGIL NINA

FROM AGENT #135

In searching the Wirkock Zones of this ope adventure, our agains have discovered four tempocked scent areas. You can open the entrances to these balden morea by hinter can open the entrances to these balden morea by hinter carriers obstacles with your weepons. In Wirkock Zone I, there's a store methor druckly about the big bell. Hit is the marker and will move to reveal abote. When you does into the hole, you'll have in a soom full of recks and special terms. If you're capapped with at least three parts of Straw Sundals, you'll be able to up upm over the rocks and calcel their gray.



Once you've this the store marker under the best or Werfeek Zone L, you'll character the accessor to no non-Wind ones. In Warriack Zone III, you'll fined a locked closer wast to the east



word the arthura is a usual time.

There are secuet areas in Warlock Zones IV and VI which you can discover by histing certain walls in the villages. The hidden entrance in Warlock Zone IV is on the side of a house and the hidden entrance in Warlock Zone IV is





































When will those distantly robots ever stop? We hope they never do! However, don't tell that to Mens Man Our mechancal bern u back in the saddle aroun and eding high in the newest Game Boy install ment of the ever-popular game series This robots from Mega Man II and III for the NES. As usual, that eat Dr. Wily will be weating at the end. Mera Mari's Arm Cannon is primed and at the ready!



Harris frankrig make the Many Mangamer which have swared the MES are II be founded with the avenuess

which Mega Man will be able to access by defeating the bosses in this game. Mega Man also has the use of his appearance in this game. Quintet will show up after defeating eight bosses. If you defeat him, he'll let you

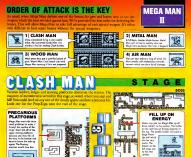














THEY KEEP COMING to Enotice assumes in this stone was redire most her anemier. They will keep coming lends area



Clash Man moves in a sairty definite putters. The war always jump when you shoot. Jump and then shoot while you're in the air. Avoiding Clash Bombs is impor-

nos come in credoct with slopery Clock Man. Avoid the bombo GAME BOY

METAL MAN



FREE-FALL CRISIS

or robotional Study the maps to channe your

BURROWER ROBOTS

appear You may even





BLACK-BALL BAT

Enter this pseudo-sungle and find some very tough enemes. Make your way down to the water section for an even greater challenge. If you have Rush Marine, you'll be able to go under the water and then it should be no problem at all. The last third of the stage is like a micror-image of the first port.

ereck in groups. They are slow, but

CARROT-TOSSIN' RABBIT The Robid Robbits will look see the

difficult to defeat them become they

COOK THE HOT DOG! The key to defending the Hot Dag is

Jump and fire regardly when the Hot

RUSH MARINE It is ofwern best to coll upon Resh Manne of there is water present in may given sloge. Push the Start Button to oxcess your substitute and then choose "BM" from your list of wempone





AIR MAN

STAGE



BIG AIR TIKIS AND LITTLE BIRDS The flooring Air Tall will appear when you get next from to see their focuser, jump out to the right and but exceed in mid-air. They will appear Jump wite from, but worth our for the spiles they look his borns. They aren't minefor decids, although they will do considerable disease of revoked. Throughout the Air Hon stope laids will by note the notion corrying eggs. They will shop the eggs The eggs will listly several small, pasky birds it a direct reposition to defect till of the small birds, so set the east med the hard that corner the egg before it even but a chance to hand-It's a cloudy day as Mega Man takes to the skies in search of that blow-hard, Aar Man. The clouds can easily trick you into going in the wrong direction. Mega Man knows

2000

HIDDEN ENERGY There is a large Power Up cloud in this own Make sure to ger in The equipply

1

The state of the s

that Air Mon's Air Shooter is a powerful weapon

OK, you've beaten the first four bosses. Now you have to go through four more The new bosses have all made an appearance in Mera Man III on the NES As with the first four, there is a certain order in which they should be defeated. Sever off with Needle Man. When Mega Man hops into a warp transporter he will be

4) TOP MAN This is definedly not child's

2) MAGNET MAN surrounding Magnet Mee in a form to maken with



1) NEEDLE MAN

Mega Man as he sets off to challenge Needle Man. The gring won't be easy, though, Needle Man's cohorts have mountained themselves well in this stage. Be especially careful of the eated



whaked off to that stage.



GIVE NEEDLE MAN AIR Use the Air shooter which you obtained from Air Man to defeat Needle Man. Make sure you deliver a blow every time If you run



DABUET MAD STARE Don't let the flying magnets in the first section of the stage pick

you up-they will do damage. The shading in the layout of the Magnet Man stage can cause it to be tricky. It is fairly easy to get led astray. Use Rush Jet and Rush Coil to get through the delficult mid-section of this stage.



MAGNET MAN HATES I Let Marnet Man have it with the Needle Cannon, Don't waste your shots when he's flexung his man netic muscles, though









Hard Man feels safe in the solid foundation of his earther. retrest. He shouldn't! This stage features rocky terrain and some

serious enemies. Watch out for the Trap Snappers which leap up from their cases. Mess Man can use his shillity to dide to get past





TOP MAN STAGE The first part of the Top Man stage features a water section. The disconnecting ledges can be were tricky to negotiate so use Rush

Marine to get by this area it takes many hits to destroy the Bobcats. Jump over the bouncing ball that they shoot out. Make one that you get the easy 1-Hp by using Roth Coll.





When Men Man dusts off the cight bosses along with Ountet, he will chase

Dr. Wilv into outer space. Wilv and his crary cohorts have constructed an immense space station that is orbiting the planet. Mage Man most forga his appear here. Who knows what Waly has up his evil skewed



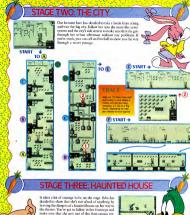








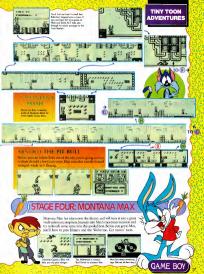
GAME BOY













HIGH STAKES There's a shady character turking in the alloy, and, boy, does Pssst ... Let me help now out there pel.

he have a deal for you. You know that the mabaiers are dirty dealers; you can even the odds by keeping each hidden up your sleeves. Play them when the time is right!

his weren and leave

Shady hos Engs for

wherever you need

Keep them helden up your deaven

that card happens on under his none by upon the

eccasorolly, but

gress you o definde them to help you plan your result

rate whether or not to below with Stocking

chances of wording, but they clar

CHECK THE

As undercover arent Rosetts. you will challenge each of the rineleaders at four earnes: Black lack, Video Poker, Slots, and Draw Poker, When it comes to the final showdowns, if you can't outscore them, they get off

After these wounds of other sames it's time for the Showdown with each mobiter. You'd better be a skilled Draw Poker player, because that's the name of the game and it's your last chance to out the conoked longroups behind hars. Play to won! A ... 10021 U. . 277577

BEST BET

gomes are you

-C15-0000 Strawd play, a few donny bets



n EGa Ge for 2d Sweep cereb, rung bonds, deal yourself econodis wherever it takes to break the reak's beek. These rispleaders are as cracked as the day is long, so it



STOP THE CRIME SPREE





















ID PRIZE

- MEET THE BAND AND GO BACKSTAGE
- HAVE DINNER WITH THE BAND
- WIN AN OFFICIAL TRIXTER TOUR JACKET
- SCORE A NINTENDO GAME BOY SYSTEM



A COPY OF WHITE KNUCKLE SCORIN

(your choice of cossette or compact disAUTOGRAPHED BY MARIO!



IO ENIEK:

umbar, aga and answers to the dlowing question on a postcar or plain 3"x5" piece of paper.

NAME THREE RECORDING ARTISTS WHO CONTRIBUTED A SONG TO THE WHITE KNUCKLE SCORIN' ALBUM.

1. 😨

2. 💡

3. P

Mail your entry to this address: WHITE KNUCKLE SCORIN' WITH TRIXTER CONTEST P.O. Box 97062 Redmond, WA 98073-9762

Official Contest Rules

All matters for the What Kounth Scorift With Tittine Centres must exhibe acrea, address, plotter sums exhaust again and again. All carries must be posturated no lines than April 1, 1992. The summers will be selected on or about April 15, 1992 from among all digible entries. One early per person, 1992 from among all digible entries. One early per person, 500 from the control of the control of the principal control of t

total musher of contex-received. No substitution of private permitted. All pains will be assessed. To receive a fast of witners, which will be available after April 30, 1992, seen yet and the permitted against the properties of the properties of the properties of the CGA-ROYER CONTEST OF THE PROPERTY OF THE PROPERTY

GRAND FRIZE: Naturals will arrange at travel and accommodations for the Grand Price winner and one guarto amend a Tracer concert. If the winner is under the ago of 18, be or she must be accompaned by a partner or acting, guardam. Value of the Grand Frace is approximately \$2500. The axinal share of the rips subject to final determination by Ninttedo et America. Thus contest is not open to employees of Namerica Inc., their affiliates, appendix or immediate families. Viol in Canada and belwither where positioned by law. This contest is subject to the

COUNSELORS' Corneri



LAGOON

WHERE CAN I FIND THE HEALING POT?



o find the first Hednig De and made Nasia's partney in Likelind earth partney in Likelind earth partney in the Gold Core From the entropic poleft, up right and up again. Now take the first left you come to and the first way up. Once again take the first left, these commerce to follow the path surell you reach the Tressure Chest. Ironde you'll find the first Jelsing Fox. which





? HOW

efore you can rescue Giles, soul histories for the men doon. Now continue by moving right, up, right, up and the Grald Cave. Start or at the third side doon, Gloss outwide on the mountain up, and he is injured.

John Care, Palis, up, lett. up, lett. of an direct histories that the Healing Pot and lead



Figure 1 Per tree Heature Fet for mel My Feet four tree 1 3 only to take even one area!

Cave. On the return journey, don't espect Giles to keep up with your pace. He moves quite slowly. After all, he has been sick. Don't worry about poteeing him from monsters, however, so Giles is invincible to attack.



To find Gifes follow the winding route through the Guild Cave its indicated in the directors above 70. NINTENDO POWER

Gifes as on the mountain top and he is injured. Go him the Healing Pat that you found in the cave

RAKKHEN

HOW DO I GET PAST THE SHARK?



he first way to get past the shark is to place a character at the foot of the bridge facing the castle. When the shark passes under the bridge and appears on the night side, sprint across. The second method is to wade into the water to the left of the bridge. Gently tap the controller to the right when the shark poes under the bridge. When the shark appears on the





HOW DO I GET PAST THE ROAD

hen you try to cross the glowing road of arrows case of Hoedithen's Caule in the middle of the map, monsters appear and block it. There are two ways to First, was can turn around and walk backwards seward where the monutes wait, proving the theory that what you can't see can't harr you. The second

method is so circle around to the north

and cross over to the castern side.





Say Hello To The "E3" Team

The "E3" Team at Nintendo of America stands for "Evening Shift. Team Three." From left they are Roy Binder, Casey Pelkey, Jeffrey Decker, Dennis Carino, Elaine Hutchison, Tony Burgess and Heather Wayman, Jon Gibson is in front on the left along with Geo Smith. Not pictured is Mike Frazier, last seen headed toward Cafe Mario. By night and by day, at work and at play, F3 Team members never cease in their preparations to answer the toughest, rarest and weirdest video same questions in America. They are the "Unstumpables," If voure losing sleep over a game these are the pros who can help WHI



DRAGON WARRIOR III

HOW DO I FIND THE GOLDEN CLAW IN THE PYRAMID?



The Gelden Claw is hidden deep an the Pyramid. If you go heating from it, make sure you are as level 21 or above, became rangic spells do not work in the basements areas your way through. Once you carer the Pyramid, walk north to the models of the first intersection. There you will study the pit to the first hasensen. Now water they have right section of the basement to first a hidden nationate or basement to first a hidden nationate on basement to first a hidden nationate on basement. Gibbs the path until your basement.

find the coffin on the altar. Search the



coffin for the Golden Claw. Now that

you have the Golden Claw, your

TABLE STORM STORM

o Pyromed, wolk Go to the lower right boseness corner. Search for the helder stores, then find the calles as the obser-

3

HOW DO I BUILD EXPERIENCE QUICKLY?

ulting up your experience lesses des son of the most impostion to one of the most imposing the property of the property of the top of the property of the property of the top of the property of the property of the only way to build your experience is by defeating measures, what you need to havy up the process is to meet more monaters. Go mounted hunting once on both the Gelden Claw You'll meet you have the Gelden Claw You'll meet you have the Gelden Claw You'll meet would work out it. Follow the autreations above to find the Golden Claw in





HOW DO I DECOM

HOW DO I BECOME A SAGE?

f you want one of your party members to become a Sage, you'll have to travel to the Tower of Gazuna porthwest of lipans. Joside the Tower is the Book of Sotori. To find the Book you must climb up to the fifth floor of the Tower, building monsters and mapping your rouge. On the fifth floor you'll find a tightsope, Fall off the middle of the rightrope into the chasm. At the bottom of the chasm you'll find the Book of Sagori in a treasure chest. Now go to the nearby Shrine of Dhama where characters can change their professions. Have the party member who is to become the Soor



Book. Your character now becomes a

Sage, one of the most powerful magic



users in the earne. Only your hero

character cannot become a Sour.

At the Show of Dhama your character USES

METROID II

HOW DO I REACH THE SPRING BALL?



he Spring Boll is located in one of the early caverus, but it's easy to miss. If you have between 27 and 34 Metrodis left to defeat, year's in the right area. Look for two Stree Points close together and then exit the left door. Spoter Ball up the wall of plant.

forms then defeat the Metroid in the upper room. Now bomb your way down to get the Wire Beam. Beaum to the Metroid room, go outside and roll up to the top of the area. Now head right and down into the narrow possace. Bomb left though the wall to the Suture's chamber and get ready for a surprise. The Spring Ball crystal will come in life when you jump on it The only way to desire the Spring Ball is by rolling up in a ball and bombing continuously. Once you defeat it, you'll

win the Spring Ball.











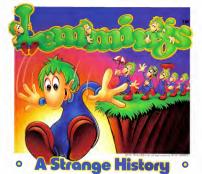




P.O. Box 97033 Redmond, WA 99073-9733 CALL: (208) 885-7529 Ninbendo Game Play Courselors are on call Mon-Sat, 4:00 am to Midnight and Sun, 8:00 am to 5:00 pm,

acific time

VOLUME AL 73



Lemmings don't waste time thinking. In fact the real little rodents have a curious history of marching mindlessly off cliffs, into water, and smack into other perilous situations, totally oblivious to the danger. The Lemmings in Sunsoft's new Super NES game are much like the real things. They drop out of a trap door and start walking without any thought to their destination or purpose. It's up to you, the play-solve problems and save Lemmings. er, to quide them safely to the exit-and that's

not as easy as it might sound. You'll have to assign them special skills to get them to create bridges, blast through obstacles, or dig down to openings below. And they just keep marching with total disregard for their safety while you decide how to reach the exit. With more than 120 progressively difficult puzzles. it's a great challenge for players who like to



I don't know where, but I'm going

Then you first see the area and location of the exit, pause the game and plan out what ou'll have to make the Lemtaings do in order to reach it.

SELECT A SKILL



FAST FINISH

Hurry up. Let's get moving!

The Lemmines may be in a big burry, but they'll never reach. their destination unless you take the time to teach them some special skills. The number of Lemmings that can be assumed to each skill is shown above the indeedual icons.



LEMMINGS



through many of the obstacles that block the and assign the skill rust as the Lemming is about to reach the roudblock.

















DIGGER hard work. They runnel straight down through most surfaces, and they is done or was assure













inas. If there aren't enough umbeellas, make the first Lemminus float down and build ramps for the rest.





Talk about tough! Miners tur nel through hard surfaces at an angle, which comes in hands when you want the other Lensmings to descend gradually instead of falling.













Blockers stop in one place and turn other Lemmings back in the OCCOORD disection or change them, so once they're set, you can't











climbing again.

















important moves. You can move around more quickly by using a special technique. To move to a new location, put your cursor at that point on the map in the lower right corner. When you press the A Button, you will pop to that place instantly!



Take a look at these tough ones!

The levels become more challenging as you move up, and it helps to learn strategies in the early stages. Later, you'll have to figure out solutions to new problems. Below are techniques that





work in a few of the more difficult levels There's no time to lose at the beginning of this tricky level. You have Use the first Lemman

fut anarys es

























the one less shift





























C 18th Date Feet Expension

JUE & MAC'S MAP

JOE & MAC

Take a look at the prebatoric world before you set off for an arresome advent stages are labeled with letters and Bonus Stages are marked with mambers. You moved Kern in highly needs to adventure, the labelene motions.



EAT UP

JOE & MAC ATTACK

some awarene coverage moves, you'll find pleasy of couraging tool in every stage. More 1 courses in three were. Small chops refill a fall-Heart medium sized routs refill a full-Heart and big treaks refill a Heart and object to the course of the course of





HUNT FOR HIDDEN STAGES





SUPER NE

STAGE A RESTING A huge Tyrannossarus Rex sleeps at the end of this short, rocky stage. Watch for small Pteroductyis and Neunderthals along the way and get ready for a big battle with the Tyrannossarus. If you're equipped, you'll knock out this big bally in a burry.



STAGE B PLANTS

UNPLUG THE FISH















IIP IT IN THE BUD

The Caveman-Eating Plans grows out of the emend at the end of this stare. Stay at the left edge of the serren and toss your wrapon. making sure that you're not but by it's white-like Vinc. You can also run to the





NINTENDO POWER



RIVER RUN A company of the second of the following the second of the se



and property of the property of the second s



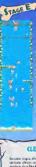




The Birthe Barbella better better be Barbella better better better better better better better better better b







tired Pterodactyl. Avoid the falling Rocks and save your energy for the fight at the bottom.

STAGE G

You'll climb up the crowded slope of the clift and take on another Poo-

STAGE F

STAGE H



STAGE J

STAGE K

CLEAN UP IN THE BONUS STAGES

In some stages, after you break the Red Eggs, you'll fly to builden areas. These sections always contain a Key. Collect the Keys and use them to pass the markers that block your way on the map and enter the blue Bonus Stages. In these areas, you can earn energy, items and 1-Ups by performing a few sample tasks. Find them on the map and give them a try.





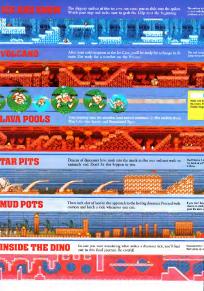


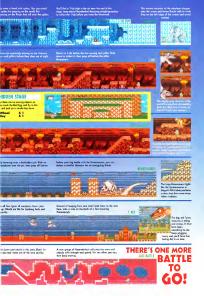














Coming Soon for the Super NES from OCEAN















THE GOLDEN RUL An ancient legend of Hyrule tells of a Masic Power locked owov in a secret. Golden Land hu seven wise men. That over of the world has possed ond now o wizard named Agahnim appears in Hyrule. At the some time, descendants of the seven wise men of levend beein to disannear. When Princess Zelda also vanishes, Link can no longer sit idly by. So begins Nintendo's clossic new adventure that links two worlds-one of Light and one of Darkness-where treosures or terrors may lie beneath the stones and in the shadows. *Look for The Lesend of Zelda: A Link to the Past at most Nintendo Dealer locations

COMPARING ZELDAS



From the overhead view to the ingenious puzzles that must be solved, A Link To The Past captures the freedom and excite ment of the early Legend of Zekla. This time the world it haven the story description.

A Link To The Fore (Super NES)

SUPER NE



LINK'S TOOLS OF







































THE TRADE



























SHIELO

espects of the Dark



EXCELLENT EQUIPMENT

SWORD the record His con record enser it us by holden sworth waters for Leb

By crokling into twee

end other things to see

what happens









POWER GLOVES

BOOTS FLIPPERS The Personal Book ofco. Iron's History ellow Link the reliffity to non et









HYRULE: THE LIG

The Kingdom of Hyrale but many regions and many secrets in each of those regions. The overmould about here is just the surface. Cover, dangeous, coattle and budding contain many hidden levels. Explairs each of the sight region in goater detail in the following pages. If you folly the task here, you'll be ready to more about to the Than World.

















HT WORLD



OUTER WOODLANDS

THE SECRET OF THE MASTER SWORD

Legend tells of an ancient sword that he a somewhere in the Loss Woods. Is it Link's destroy to claim this mighty sweed! You must wenture into the drifting mists of the woods to find out. Your eyes may play tracks on you there. Beware of theses and secretive creations who does like the secretary of



THE MASTER SWORD

Mate delt through the Last Woods blue

A secret glade deep in the forest contains a monument with the Master Sword embedded in it. Strange writing on the monument is meaningless





Tablifishe quest of the firme Pendern, increment for the Menter Sword and class it as your own. NINTENDIA POWER



DEN OF THIEVES

Earlier in the Lost Woods you may have bumped into one of the band of thieves who dwell bere. This thirth, however, will not rob you blind. Go into his house and take what you find,



LUMBERJACKS

The lumberjacks have noticed something very odd about the tree they are cutting down. Later on you'll be able to shake off its leaves.



TUNNEL TO DEATH

The path to the top of Death Mountain winds through dark tunnels. Link will be attacked often, but he'll also meet a foreid along the way.











VILLAGE

CASEMONE

THE LEGENDS OF

HYRULE

In the village of Kakanko you'll learn of many legends and secrets that will help wor in your crosst. Be some to speak with everyone, but be prepared to run. Link has a price on his head and some villagers will call for the soldiers. Bendes information, there are many items to pick up here.



THE INN

The lon has two rooms and two ways in. Enter from the top or bottom Learn useful facts in the main room and find a



The upper room has a

MYSTERIOUS HUT

There doesn't appear to be any way to enter this building. If there sort a door, then use a bomb. Not all walls can be bombed. course, and

some cracked walls can be with the Dash







SMITHY'S HOUSE

The Blacksmith can do nothing for you until his pietner returns. When the partner does come back, your sword can be tempered for a harder edge.



THE QUARRELING

The booker in the first morn unly speaking to the brother in the second room. Blow a hole in the wall between the two rooms to get them talking again, then run a race outside to earn a piece of Heart Continer.

Recencile the bestiers, then shellenge the more Look

THREE HEART CONTAINER PIECES MOUSE OF BOOKS

BUC-CATCHING NET MASTER SWIGO (1949) THREE

One book has been left out in the House of Books, but it is stuck on top your feet, to retrieve the book.

THE LEGEND OF







SUPER NES



MYSTERY COS/E/MONES-COL

HOME OF THE MUDORANS

The entrance to the palace in the desert is locked and the monolith that contains the key is written in the strange monuments throughout Hyrule share this mysterious language. Learn to translate the Mudoran language, then enter the remole



cames forth, prospeng

> SLEEPING MAN

The fellow in the canyon has nothing to say to you unless you pull up his signpost. If we take the sum later, he will unlock a nove-





DESERT PALACI Leevers and rotating lasers keep Link



in the House of true cobsistenment to reach the final chamber.















MOUNTAIN

CON E TOOK 3 CON

THE FINAL PENDANT The dangerous trails and tunnels of Death Mountain lead to a fabled tower on the surrout. There Link man beetle for the final Pendars, but reaching the sower won't be easy. Look for help along the way, and on the top, seek out





The Old Man in the Moureau Cow will give you a valuable soft. Hereafter, was can start your sourney at the Mourean Cave, Link's House or the



> BROKEN BRIDGE

The planks of this bridge sotted and fell away long ago. Now Link's only hope to cross the span is the Hookshot, When you have obtain-



Come to change the positions of heles.



DARK WORLD PORTAL







MOUNTAIN TOWER

The Mountain Tower has many floors, and some areas are accessable only by falling through holes from above. Look for the long fall to the Facries' Spring in the basement, and don't leave the Tower without the Moon Pearl. To lower barriers, use your Boomersing on the glowing Crystal Switches.







CASEZONIA THE FIRST QUEST: RESCUE ZELDA

Herd the telepathic summons of Princess Zelda and slog your way through the downpour to the Castle, A secret way asside will be found concealed beneath a bush. Once inside, Link's uncle will provide a sword and shield. Now you must find Zelda somewhere in the besement dungeon.





THE UPPER TOWER

CASTLE OF HYRULE Learn to use the statues and turns in the

hallways for launching surprise attacks on the guards. Once Zelda is safe, head



GRAVEYARD

others reveal hidden dangers.

You never know what you'll find beneath stones in Hyrule. That is especially true in the Graveyard Link should push all of the stones, even though some won't budge and























SIXTH FLOOR



CASE MAY 3 - MAY

THE TASK OF THE FLOER

The wise Elder of Kakariko Village, Sahasrahla, has taken sefuge near the Eastern Palace. He will tell you of the importance of the three Pendants, If you defeat the Armos Knights, you'll win the first Pendant. Link should also visit the headwaters of the ower to obtain valuable stems.

MAGIC SHOP



WATERFALL OF

The Water Facue inside the Waterfall



SHRINE OF SAHASRAHI A

The Village Elder is sought by the forces of evil Here in his refuge Link may learn much of his destiny. After dearms return WATERFALL OF WISHING



ENTRANCE TO

703ATS FALLS LAKE HYLIA SOUTH WARPI

MERIES SPRE

OF THE POLICIONS ITEMS IN THIS REGION HELD (LEVEL 2)

NOW & ARROWS

> ZORA'S FALLS Although the map above does not show Zora's Falls, in shows the soute that will take you there. Zoes can give you a special item, but for the very steep price of 500







FASTERN PALACE The Eastern Police boids many secrets

Rupees.

and dangers. Once you have the Bow & Arrows, some difficult onemies become easy targets. Be sure to bomb walk and push stones as you search for the Armos Knights.

To obtain the Big Key in the Treasure Chest, defeat



SUPER NES



ENVIRONS CONE MANAGER

THE SWAMP HOLDS

DEEP MYSTERIES

The tall grasses, stone statues and many ponds of the Great Swamp conceal secrets from the age of legends. Solving the puzzles, like that of the Haunted Grove, is a more involved task than simply stumbling arms a treasure. Pay heed to messages and explore the darkett corners.



LINK'S HOUSE

This is where Link begins his long great. Search the unale room for the Lamp before beading out into the rain. Later on, you can begin sessions of play in this central loca-

FISH STORIES





HAUNTED GROVE

The secret of the Haunted Grove will only be unbursed when you wan the same area in the Dark World and put





> SWAMP RUINS

A great civilization once thrived here. Inside the Ruins remains a token of their technology-a water gate that drains the pools. Although inconvensent for local fish, draining pends will









CASE MAN AND AND

THE SEARCH FOR STRENGTH AND HAPPINESS

The large lake in the southeast corner of Hyrule has secrets both in its waters and on its shores. You'll need the Flippers to explore the lake area, but early in the same you can find much on the

shore. The Fountain of Happeness has a special secret that is worth its price in Rupees.



FORTUNE TELLER

For a small fee, the Fortune Teller will





> ICE CAVE

To the left of the Faerie's Spring is the sure Chest from hore. There must be another entrance from the outside. Test the theory with bombs.







FOUNTAIN OF HAPPINESS

Happiness isn't cheap. Bring lots of Rupees to the shrine and cast them







WHIRLPOOLS

In Hyrule, the Whirlpools can be used to transport Link from one area to another. Swim directly over the Whirlacross the kingdom. It's the fastest way











THE DARK WOR

When Agabnim captured the descendants of the seven wise men of levend, he brought them to the Dark World and imprisoned them in Crystals. These seven must now be freed or the forces of the Dark World will invade Hyrule. It is said that for every enil-doer there is one bero who can stop the mickedness and same the morld Link is that hero, but the evil power of the Dark World is .. controlled by someone stronger than Agabaim, Now, through seven dungeons and many other dangers, Link must

prove bimself the champion.





in the concey that









pretected by a horsy heter the mock, then



The first Crystal is hidden made the intricate maze of the Dark Palace, but there is a maze of thorny trees outside that you must first pass through. Once inside, search for the Magic Hammer. Enemies with shells can be defeated only by using the Hammer. Be sure to push stones and statues and take plenty.





The Dark World is a twisted reflection of the familiar Light World of Hyrule. Paths and mountains may be oddly shifted, and new enemies wander the eerie forests. Link can pass between the two worlds using the Portals and the Mirror, Several Portale hexides the one on Death Mountain can be found. While searching for the seven Crystals. Link will have to so back and forth between the worlds many times to get items and clues that can be used in the opposite world.





THE LEGEND OF LINK'S TRUE QUEST BEGINS FIRST FLOOR use of against turbes HELMASAUR You'll need the Shed some light on Long, it is hard to The Dark Palece is the Each consens short Crede in the flear ledi care a weak spot where ENTRANCE sideways to door it into the errow's path, it WILL LINK FULFILL HIS DESTINY? The Lozend of Zeldar A Lank To The Past mushs be called the ultimate adventure. There is action for those players who love begun, although already it seems like it has been a long road World and the Golden Pyramid. He will meet unlikely friends and face dangers in both the Light and Dark Worlds before hearing whispers of the dreaded name of Ganon.

Nintendo Power Awar

For Graphics and Sound:

- A. NES R. GAME ROY 1. Rattletonds 1 Rattletoads
- 2. Ninia Gaiden III 2. Castlevania II: 3. Shatterhand
- 4. Star Wars 5. Robin Hood:
- Reimont's Revence 3. Mega Man in Dr. Wily's Revenge 4. Metroid II: Return of Samus Prince of Thieves 5 R-Type
- C. SUPER NES 1. ActRaiser 2. Final Fantasy II 3. Super Castlevania III A. Suner Chauls 'N Chr 5. Super Marin World

For Theme and Fun:

E. CAME BOY

5. Operation C for Challenger H. CAME BOY

3. Mega Man

1. Final Fantasy Adventure

2. Final Fantasy Legend II.

in Dr. Wily's Revenue

- 1. Adventures of Lolo 3 1. Caesar's Palace 2 Rattletends 2. Final Fantasy Adventury
- 3. Shatterhand 3. Hega Nan 4. Star Treb in Dr. Wily's Revence 4. Nintendo World Cup Soccer 5. StarTropics
- F. SUPER NES 1. ActRaiser 2. Final Fantasy II 3. SimCity
 - 4. Super Mario World 5. Super Territ

1. Adventures of Lolo 3 2. Battletowis 3. Ninia Galden III 4. The Rocketeer

- 5. The Simpsons 4. Metroid II: Return of Samus Bart vs. the Space Mu 5. Sword of Hope
- I. SUPER NES 1. PilotWings 2. Populous 3. Super Ghouls 'N Ghosts 4. SimCity 5. U.N. Squadror

For Play Control:

- K. GAME BOY 1. Battletoads 1 Rattleteads 2. High Speed 2. Castlevania II: 3. Kabuki: Quantum Fichter Relmant's Revence
- 4. MetalStorm 3. Kid Jeanus 5 Shottarband 4. Netmid II: Return of Samus
- 1. ActRaiser 2. F-Zero 4. Super R-Type 5. II.N. Souvelenn
 - 5. R-Tyne

L SUPER NES



For Best Multi-Playe Simultaneous (us)

1. Battletends (NES) 2. Teoma Super Bowl (NES) 3. F-1 Race (Game Boy)

4. The Hunt For Red October (Game Boy) 5. Super Tennis (Super NES)

1. Bowser (Super Mario World)

2. Dark Queen (Battletoads) (Mega Man in Dr. Wily's Revence) Sardius (Super Chouls'N Ghosts) Zoda (StarTropics)

1. Finel Fantasy II (Super NES) 2. The Hunt For Red Betcher (Game 2 or 3. Informius Personal Organiz (Garne Roy)

0. For Most

4. PilatWines (Super NES) 5. Smush TV (NES)

Best Overall:

O. CAME BOY 1. Costlevania II: Rattietes 2. Nicia Gaiden II

3. Star Wars 4. StarTropics 5. Teomo Super Bowl

Belmont's Revento 2. Final Fantasy Adventure 3. Mega Man in Dr. Wily's Rev 4. Metroid II: Return of Samus

5. Operation C

. SUPER NES 1 Actitainer 2. Final Fantasy II 3 Simflity

4 Saner Charle 'N Charts S Saner Mario World

******* THE NESTERS! Nintendo oppreciotes your participation in voting for the ton games of 1991. By costin your votes on the Player's Pall card and sending it in, you will automatically be entered in the

Grand Prize drawing! GRAND PRIZE 5 Winners! A Super NES and 10 Super NES Game Paks

ECOND F 10 Winners! 5 NES Game Paks

THIRD PRIZE 50 Winners! Nintendo Power Jerseys

OFFICIAL CONTEST RULES In array, just fell out the Player's Pall response card and vate for the Nester Awards, or print your name, address and telephone number on a plain.

> NINTENDO POWER PLAYER'S POLL P.O. Box 97062

Redmond, WA 98073-9762 Over entry per person please. All eraffer must be postmarked no later than April 1, 1992. Not responsible for fact, stales, garmedwarded mell. On or about April 15: 1992, wisway will be selected in a random drawing from among all elliphie entries. Winners will be not Said by mail. By accompanie of their expo. winners consent to the use of their names, photo graphs, or other Newscoas for the purpose of odvertring or promotion on behalf of "Nin seeds Pawer" magazine and Namedo of Americo Inc. without further compensations Chances of warring an determined by the total number of extres received. Even one price

per household. No submediate of projet is permitted. All prices will be awarded. A fet of wieners will be available after April 30, 1992 by sending a self-addressed stamped save form to the coldress listed obey GRAND SIZE SELECTION OF GAMES. The 'S Good Pere Woners will each be executed one Super Nintendo Entertorment System and ten Super NES games from a list of game sols consided by the Nietenda Power Staff. The five Second Prize game pala pre plan electrominately the Newtonia Proper Stell Actual spiretion of promes is subject to overlain life. Noticeda also reserves the right to make the final selection of games to be awarded. Some lates, agencies or their enmediate families. This content youd in Canado and elsewhere where prohibited by law. This contest is subject to all federal, state and local love and requ

HE NESTERS! *********************





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FINAL FANTASY II

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Velley, CA

Join the league of Power Ployers by sending photos of your high scores to: Nintendo Power Players

VOLUME 34 101



WO GUYS' OPINIONS ON THE LATEST RELEASES

Our pair of comionated players have been busy keeping up

with all of the latest NES, Game Boy and Super NES releases. EORGE Let's begin with Blazebusters for the NES. It's a fire-fighting rescue game. You control

two fire fighters on the ground who have a trampoline while a third fire fighter bounces on the trampoline and attempts to save people from a burning building,

OB Backdraft it sun't.

GE You're right, But I don't think it's meant to be a realistic fire-fighting simulation or anything. like that, It's definitely aiming for a young audience. The fire fighters look samplistic, like Pinher-Price characters, and the come play is very basic.

It's incredibly basic...sort of like Pong or Alleyway with a burnier building theme. I think that a little kid could have fun playing it and wouldn't



ORGE | The Empire Strikes Back is reviewed cluwhere in this page Ed like to point out that the story follows the plot of the movie scene by scene and that the graphics and sound are excellent but the play control may take some extrine used to. In fight situations where you have to tump from one moving ter flow to the next, for example, it takes a lot of peactice before you can hit the next ice flow every time. Barring that, I think that I like it even more than the Star Wars game.

In this issue they review Terminator 2: Judgment Day, Extra Innings and much more. Moving on to Godrilla 2 ... this is a strategy gione where you are in charge of aimed forces

who attempt to keep Godzilla and other moraters from destroying the city in several different scenarios. FORGE | I think it's a pretty cool concept. Hike the fact that you have all of these defenses, like planes and sanks, and you can use them strategically to fight off the

Yeah, the concept's OK, but it's really more

like a board game than it is a video game. You could play this just as easily on a table top with little plastic pieces as you could on your NES. GEORGE That's true, though, in this case, you have the board same, wou'd need a second player. The first Godzilla game

had a fair amount of action and some strategy elements. It looks blee the sequel is concentrating much more on strategy. And for a game that is named after one of the greatest movie monsters over. I would like a let more action, a let more destruction and same play that





Super Square Deal, made for the NES, and gazer Deal and for Gazer Boy, are more or less the same pane. They fix the mold of pursal gazers live Terms, better said De Monte. In thus case, we're dealing such cents that fall muo a free-by-five gard and the object at to meant thrue cashed of the arms number to sure. In most really a puzzle gazer manues, to come or one gazers of the produced produced to the contract of the produced proteed to the puzzle of the form of they seem to be talling out of the woodney.

ROB I think they should have called this game. Pokertris. The card game idea serves as only a hackdrop while the game is just another Textis-like puzzles. It's fain and a good temporary diversion but it's not one of those games that you would play for hours on end.



POSI Sign and Force Matery to Se George 3030303

BUTREE JP you're looking for more of a studiestal.

We will have a milkajak go me on build before
our High Sankes what is revewed in this sour's Girme Boy
section. Our near just a Ferminance 2-judgment Day, at NSS
senson of last summer's baggest move. Just like The
Burges White Shad for the NSS, sha game is a scene Boy
section worse adoptorion. You control the Terminance charges
the state of the Shad and delentry the next Ferminance fit has of
deeped prophics and good ration and J think that people who
like the more will be merty smalled white the group of

ROB

The poolern that I had with it from a graphics strategion is that the character in really sompy compared to Arneld Schwerenegar. You see a good departmen of Arneld to the inte server, but during areast gaine play, the character that you comral looks ked of dight, through the would have been bulken. Another thing as that I have a seen a seen to be a seen of the seen of th





BEORGE Wel, I suppose that you could get some tips from the review in this saue. On to Wizardey II: Knight of Diamonds, which is part of the popular sense of Wizardey IC games that is being adapted to the NBS. Like the first Wizardey Engane for the NBS, Tim sure that this one is very deep and challenging, though I would only recommend as to real haddened real partie from the NBS.

ROB It's a loc like Dungcons & Dragons and I think that you really have to be into it in order to copy it. And into the viceoperit in first-persen perspective, you'd get lost very easily unless you made pretry good maps and meets. It's not a game that you can just at down and play without getting really involved.





GEURGE Looking at the Game Boy lineup, there's a puzzle game called Pop Up. You guide a bouncing ball through obstacle courses, picking up helpful

stems along the way.

ROB* | I think it's a good game. It's fain and challenge to that if you got stock you could go a few pointers. In one of the early stems, for instance, there's better, for instance, there's better, for instance, there's brink will all me with stemmingly no way to pass at I could have used a up on how to get amount on the other rate of the wall.

BEORGE Actually, there's an atem which allows your ball to break through the wall. I debt's find the game to be too difficult because every seen that you need in there ou the screen. As long as you know what the terms do,



ROB Pyramids of Ra is next. The object of this peeple gene is to break all of the files in a series of rocess with a bouncing bull in a way that you can ever in the starting point when all of the files are broken. The Pyramid them is a list of a reach.

GEORGE I found the game to be fun and fast moving but not meredably challenging. I went through probably 15 rooms, each on the first or second try, and it ddn't rally take a lot of beampower to figure out. The puzzles may get more difficult as you more on.



Personal of Ro. George 35 25 30 40 Rab 40 30

Personal Power Man 3 D 3 D Pin sure that they do. Up next is Star Saver.
In this running and jumping space game, your
objective is to travel to several different planets and save your
friends from evel allers.

BEDREE I found the game to be quite difficult and frustrating. If you're hit once, you lose your spacesuit and if you're his gain, you're sent back to start over a sax earlier point in the suee. The graphus are desembled these was nothing in the game that really sets it apart from other pures of the sente back.





GEORGE We go from Star Swer to Star Trek. This new adventure is split between Enterprise piloting action scenes and planetary exploration with Captain Kirk, Mr. Spock and Dr. McCox.

The beginning the properties of the state of

GEORGE That part of the game is quite a bir different from the NES version of Star Trek. If you erijoy space shoot 'em ups, you'd probably like it.

I prefer the scenes that take place on planetary surfaces where you actually control the embers of the cow.



Persent been haven be to be Google 23331033163 33332033

BEORIE Before we move on no Super NES puries, we
Gorne Pals in expanding with a German Language Translater. It works a stand of electrone's book, transfuring both
from English to German and German to English 1 can see
how it could be bright if you are treating in Germany and
worlds file a quote language enfrence. There's also an Infocessible Insurance. Translation on the security of the country of the count



control.



ROB
Our first Super NES game up for discussion is
Extra Innings, You and I have played two
Extra Innings games and unifice our Rampart rivalry, I've
actually wore a come here.

GEORGE
That's right. We both had runsway minings in consecutive games and you took the second game. I thank this is one of the best baseball games for the Super NES to fair. It doesn't really offer anything new but at's an all supround nood easier with detailed arrables and solid other.

Both players don't sally look like real yes been the country sorrage propers for the country sorrage propers for Nobin Ryan's Basedul wides we recovered occupied on size ange. They are not been firstly small country for the recovery of the country sorrage propers in Nobin Ryan's Basedul wides country for the recovery of the recovery

GEORGE Yeah I would prefer faster and stronger fielding also, but I think that the sterngthe outweigh the weaknesses here. The buttle between the gutder and the huner, for asstrance, savery fast and cellulars. There are some genres where hunning is next to impossible, but I think at it's pretty and inclusive in the game, and that allows





Next, we have Smart Ball. In this game, you control a prince who has been transformed into a very flexible ball. Your masson is to semehow find a way to change back may your human form. You can shifter sleeng the measured and defect memors by channers were share.

GEORGE It's like a Boy and His Blob without the boy.
You can do a let, like climb walls and stick to
the ceiling. The graphics and play control are great if you like
the concept, you'll probably like the game.

ROB The play control is difficult to get used to. You should have a chance to get the hang of the game before you have to do the really difficult stuff.

I think that the favorite game for both of us this issue is The Legend of Zelda; A Link to the Past. This game is rust amazing, It's got incredible graphics, great sound effects, and it's a well thought out adventure. graphics, sound and depth made possible by the Super NES.





Comes of Charce

I think it's going to be a mega-hit it takes all of the things that made the first two Zelda games fun and exciting to a new level with the enhanced

VALUE CHILDE TO THE LATEST DELEASES

TOUR GOIDE I	UIIIL	LAIL	J				HOLU
NES TITLE	COMPANY	PLAY INFO	- For	PER MET	ER EAJI	165 T	GAME TYPE
8lozebusters	Ascii	2P-A					Comic Action
The Empire Strikes Back	m	1P					Sci-Fi Adv.
Godzilla 2	Teho	1P					Sci-Fi Strategy
M.C. Kids	Virgin Gemes	2P-A	2.9	3.4	3.3	3.3	Comic Action
Nightshode	Ultro	1P	3.4	2.9	3.6	3.8	Crime Fighting Adv.
Super Square Deal	Hector	2P-S	2.9	3.3	3.0	2.8	Puzzle Action
Terminotor 2: Judgment Day	LIN	1P					Sci-Fi Action
Wizardry II: Knight of Diamonds	Ascii	1P/8ATT	2.9	2.5	2.9	3.1	Role Playing

aluable Power Meter ratings

COMPANY PLAY INFO is German Longuage Translat iom ellek 12

Matchhore Hector Star Saver Toite Star Trek Ultra Tiny Toon Adventures

SUPER P	VES TITLE	COMPANY	

SOLEK LATO LILET							
Extra Innings	Sany Imagesoft	2P-S	3.4	3.6	3.4	3.4	Baseball
Jae & Mac	Toito	2P-S	3.9	3.6	3.6	3.7	Camic Actio
The Legend of Zelda: A Link to the Post	Nistendo	IP/8ATT	4.7	4.3	4.8	4.9	Hero Quest
Lemmings	Surseft	2P-S/PASS	3.8	3.6	4.1	4.3	Camic Actio
Smart 8all	Savy Impressoft	1P	3,3	3.0	3.2	3.4	Comic Actio

MAN PERM	PLAY INFO Games are mode to be played with as many	POWER MI
TEAL MAIN	Games are mode to be played with as many	The Pros at Ninteni
	as taur players. Same also employ a barrery	
au can get the most aut of our		from 1 (marri to 5 to

PASS = PASSWORD

Ratinas are excellenti ir ne chart by understanding four different categories - ONE PLAYER the categories. Title, Company = GRAPHICS AND SOUND = TWO PLAYERS SIMULTANEOUS P = PLAY CONTROL 2P-A = TWO PLAYERS ALTERNATING explanatory. Use this Key to understand Play Info and the RATT - RATTERY C = CHALLENGE

T ... THEME AND FUN



Our moin man, Morio, still rules the chorts. However, everyane has got to be wandering when The Legend of Zeldo: A Link To The Post is going to skyrocket up the Super NES chart. It should be very soon!



SLIPER NES



Chocolate Island Ithray're getting

F-ZERO

FANTASY II

crashed The city types &

N. SOUADRON UPER BASES LOADED CASTI FVANIA TV OHN MADDEN'S FOOTBALL SUPER R-TYPE IIITRAMAN PER CHOULS 'N CHOSTS UPER TENNIS

> RAKKHEN LEMMINGS

CONTRA III BATTLETOADS

> IOME ALONE F-1 RACE

OPERATION C SUPER R.C. PRO-AM

ACTRAISER HE LEGEND OF TELDA : WEL



6 634

POINTS

3 MONTHS

3 MONTHS

8.303 OINTS

FINAL FIGHT

muscle-bound Hissour





DR. MARIO

TMNT: BACK FROM THE SEWERS CASTLEVANIA II : 151 MICE STORES FINAL FANTASY ADVENTURE FINAL FANTASY LEGEND 1

15 PORTS TECMO BOWL FACEBALL 2000 17 KID ICARUS 18 SPIDERMAN

MONTHS EGA MAN WAS TERRE 6.031 Wily just won't stop He

19 CASTLEVANIA: THE AUVENTURE 20 332 FINAL FANTASY LEGEND

WHAT ARE YOUR FAVORITE GAME BOY GAMES?



TMNT: Fall of the Foot Clan Mega Man in Dr. Wily's Revenge Tecmo Bowl Castlevania: The Adventure Metroid II: Return of Samus

Wendy Hector



Bases Loaded Final Fantasy Ledgend TMNT: Fall of the Foot Clan Dr. Mario Spider Man

Final Fantasy Ledgend Final Fantasy Ledgend II Final Fantasy Adventure TMNT: Fall of the Foot Clan The Hunt For Red October



Spider Man Kumb Tetris Super Mario Land



TMNT: Back From the Sewers TMNT: Fall of the Foot Clan Metroid II: Return of the Samus Mega Man in Dr. Wily's Revenge



Final Fantasy Ledgend Final Fantasy Ledgend II Super Mario Land Mera Man in Dr. Wilv's Revenge

PLAYER'S PICKS

The renders of Nintendo Power have voted these games to be their Top 5 Game Boy Sports games. Be sure to cast an accurate vote for your favorites

in the Planer's Poll this month

2. Tecmo Bowl

F-1 Race

3. Bases Loaded 4. Super R.C. Pro-Am

5. Days of Thunder

CORIN NEMEC CAN'T LOSE



Zing, barn, swoon goes the soundtrack of "Perfor Lewis Can't Lose," the first-ruced POX comedy series. With its yarry special effects, it's die eerly television show we know of that can be compared to a video same. We recently interviewed Corin "Corler" Nemec, who stars as the charming but mischevous Parket Lews. When we met, we about video earner and easy ham a apeak preview of the new Super NES game. The



Player Profile

ido Powers What do you like best about playing video games? Corky Nemeci They're so much fun and

to find hidden things, to reach new levels. Video games help with concentration and hand-eye coordination. Let's face st, you have to be intelligent to play; you can't be a NP: What do you think of The Legend of Zeldu A Link to the Paul CN: Very cool! I couldn't get away from the

curre. The cruphics are speciacular. Asset? I. NP: Do you have not video-earne playing eins for our readers? CN: Let up and have a lot of firm, Don't get frustrated-ir'll ruin the fun of the game

NP: What's your favorise video game? CN: Right now it's Super Music World for the Super NES. It came at the perfect Bus, came, his the coolest. I've stawed up all night playing it with my friends I like Yashi!

NP: What do you like best about being on Parker Lewis Can't Lose? CN: The show incorporates special effects, music videos, and, most of all, they're extremely educational, too. I love the challerer of trying to complete the earner, originality. Parker's extremely likable,

He's very popular and into helping people, which is cool. NPi How did you get started acting?

CN: A friend introduced me to his acting coach and, before I knew it, I was doing commercials. Since then, I've been in the film "Tucken The Man and His Dream. and relevision movies "My Son Johney" and 'I Know My First Name is Steven. (Corler was perminausted for an Emmy for his portraval of kidnap victim Steven

NP1 Is there anything about you that would supprise your fams? CN: (laughing) That I'm not Parker Lewis, I like Parker. He's funny, outgoing, sure of himself, and involved with helping other people. I like to keep a little more to myself, so when I'm Parker, I

get to be someone also, which is one of the erest things about acting. NOTETIME 34 100



A LOOK INTO THE GAMES OF THE FUTURE

WATCH



NWF Super Wrestlemania

WWF Wresting will come to life soor on the Sener NES thanks to LIN and Scalorared Software. The nearby-firmbed vertion they sent us not a long weekner. and we're happy to report that we liked what we saw. The digraced opening sequence helped set the scene, and the likenesses of the wrestlers like Hulle Hoean, "Macho Man" Randy Savage, Anemal, Hawk, the Natural Dassers and others tion in all were almost photographic in clants. Even more improves was the smooth souration of the westlers during the action in the ring-the best we've seen for a wroating same.

At first, we thought that the controller sequences for executing different body bashing throws and holds were difficult more under our belts, become we start ed to rock and roll. From simple headbutts to B-52 Bellyhombs off the convi-



we used every duty trick in the book. All the wrestlers are capable of making the full range of moves, but size and quickness affects execution. As a result stranger is very important, which means brokes are just as important as bezwe. Realistic toruches add a lot to the same. blee the crowd series are when you make an awasome move and wreatlers respondang slowly to your commands when their



energy levels are low. The two-playe mode was our favorite, but with the option to wrestle One-on-One, Tag Team, lenge, especially if you set the come to the Hard mode Frankly, this Pak Watcher was impossed Playing WWF Super Wristlemania was much more fun than watching the real thing.









The Addams Family

OCEAN

Ocean has put together an impressive looking action same for the Super NES in The Addams Fantily, Although the game play is similar to Mario adventures-Gomez stomps ghosts, ghouls, rabbits and other critters who dwell in the huge Addiens Firmly manusonthere are stems to collect that add challenge and fun to the game. For instance, The range of actions is a real steemath as Gomez tries to rescue the strange

members of his cooky, ooky clan-

from the Arriga. In head-to-head compe-

ccording to Ocean. The Addams Fam dy, should be available this Spring and



Robocop 3 for the Super NES and NES



will follow



The Duel: Test Drive 2

ACCOLADE



through the many steps of development,

we'll keep you updated with progress





Gargoyle's Quest

CAPCOM

Back in January we promised you a look at Gargoyle's Quest for the NES from Capcom Here it is, and in this Pak Watcher's opinion, the Ghoul Realm was meant to be earliered on a large screen and in color. For those of you who

weren't surroduced to Forbrand the Gargovle in the hit Gome Boy version, hit world is a mix of overhead adventure and ucle-scrolling action with a trave of stems to collect along the way. Look for this one in the next few months. Capcom also has



two Super NES areade conversions—the 16 mee Street Fishter II for two-player action and Marse Sword's 50 stages of heroic barries, Ariel (Duney's The Little Mermaid) should be appearing soon for Game Boy.





POLUME 34 111

CES SPECIAL

Nintendo of America constructed in chloride temporary structure of mose than 65,000 quant feet as the Winter Consourner Electronics Show in Las Vegas. These, you Falk Watcher found a big top atmosphere and 54 licenses exhibitions showing off hundreds or games for the three Nintendo systems. Amidid 1 jugglars, video characteris come to He, and an interactive Marso, we found the followers scrooms

to life, and an interactive Mario, we found the following scoops.

The big news from Nintendo was the announcement of a CD-ROM for the Super NES, which is scheduled for release next January. Nintendo also inswerred The Lagued of Zelde A Link To The Past, the Super Scope 6, and Super Planytains Fossibal for the Super.



WINTER CES

Monufathers, logary and geometric fleck to the Wirer CES for a presider of hardware and caffes a.

At the Canenan booth we reved our Street Endoor II for the Super NES and found that this 16 megabit version was oust as fun. fast and fantastic as the arcade orisonal For the NES, Deeb Wine Duck really impressed us with great control and fun activities lake floating with helium bolloons It looks like Konami/Ultra is continumer to put out tops of fire. Leading the way on the Saper NES are Coarna III: The Alice Insusson (previously called Super Contra IV) and T.M.N.T. IV-Tanle In Tone, Both are terrific earnes for two players. Kunama scored another major coup when it leaded the keemse for the upcoming Batman movie, Batman. The Return. Look for a Super NES.

Acclaim/LJN will continue to produce a wide variety of games. Bast's Nightware for the Super NES had Bart sur Arother jame in the first stages of development for the Super NIS is 8yder Mass And The Unexamy XMes.
The laggest news for increase-based
games, however, may here been the
deal four the use of the Leonery Tunes
characters. Alteraly they are planning
Deals Valder Ray, featuring the Roadrunner and Wife E. Coyott, and TaxweLeoner Superiors. Entheway Roam of the
NIS make in the part of the Cort
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NIS make

battling viruses and turning into a dino-

for the NES.

Data East's Super NES Librabos is a cleary Jooking care along the lines of Bandrech this looks promising. David Crinic demonstrated his mizzagly good Awading Towns for Absolute David, who a accuratement crimin play-cri, has succeeded in capturing the feel

about two classic D&D type ramet-Micht & Many with very good graphics for the NES, and Masterali Mane II for the Super NES FCI was also showersing its RPG becup, headed by the Super NES version of Litme VI-The False Prophet, For the NES, Dreeon Sort-looks like an interesting variation from the AD&D family. The overhead view of this game lets you fly dragons and buttle in the air. The big news from Jaleen is that they are working with Lucasarts on a Young Indy some based on the TV series that will air in the fall Hi-Tech is also providence until a major biomete in a Soner NES Hant For Red October, A very early Sazer Rattletout's same was shown by Tradement The RARE development team seems to be heading in the right

of real tenns for the Super NES game



direction with some cool super moves

ge and Rob, Nistendo Power's game guru and everything from Q*bert's apply to Colle

REPORT!

for the tends to use against super haddes

Another major trend is that computer games continue to be converted to the Super NES Software Toolworks announced that the space-flight simulator. Wixe Commander, was on its way. Maxis, the creators of SawCits, were showing a Super NES version of SsuEers), which has already been released in Japan. The hit PC game. Radroad Tyosev from Microprose, was announced as a full release, although





We wanted Spin a Bedrack and Hudson's Advertise blend during our four day how of CES known

the Super NES version was not available. Creating Tarnosv II for all three systems is the big project at Accolade stone with The Duch Test Dring 2. Of the five Somer NES buskethall comes. HAL's NCAA Resleths0 shorred promise with unique Mode 7 eraphics effects. Electronic Arts showed a soud Bulli Vi. Lahen, but evervone was talking about their upcoming PC same, Michael Indon's Flight

Spensferer, which this Pak Watcher would like to see on the Super NES. The most talked about some was a CD ROM shost story called Gner from Virgin Games while the most talked about people at CES were probably the guys at Bulletproof Software, who

Kardian, as resembler here, took time out of his bury schedule to deep by Earth and the Assol back. wore bright vellow panes with happy

face designs to promote Syper Faceballone of the best two-oliver games we sow! Ocean was busy with several development projects: Radio Flyer, based on the upcoming movie, and he 14. The Well and Pack Green two unique puzzlers. The buggest surpene was Wines from Names The WWI theht original Amiga version and derives its look and control from Pilstrewer, Norfrosty and FI-ROC for the Super NES from Seta didn't surprise us except that

both of these games exceeded our greatest expectations. Ow of this World with its PC-like graphies and excellent strimotion, while Ecosts Day from T.HO has great arumation and humor. Well that's a wrap. We'll be reporting from Chicago and the Summer CES later in the year. In the meantime, many of the sames mentioned above will sepear in Nintendo Power in the next



FUTURE GAMES

Avengers Bio Force Ape Contra Force Cyberball The Empire Strikes Back Garoovie's Quest Hammerin' Harry Might & Mapic Booky

Toki **Toxic Crusaders** T&C 2: Thrilla's Surfari

Uncharted Waters Wizards & Warriors III

SUPER NES

The Duel: Test Drive II lagic Sword an Ryan's Raseball GA Tour Golf e Bocketeer M Racinu r Contra IV

VF Super Wrestlemania

GAME BOY

triel (The Little Mermaid) war Chase setrap Hotel Gun: Guts & Glory urn And Rurn

That ereepy, kooky Addama Family is now moving to the Super NES for an all-new, mysterious and spooky adventure. See some of their 16-bit anties in next month's review.







fron Min and Vision have been captured by the cell Red

Skull, Hawkeye and Captiin America will battle a vast number of villains to free their fellow Avengers.







STAR TREK

Sear Dute April 1992: The Exterprise crew beams down to a Game Boy near you, seady to explore new territory and add









These Nietendo Power back issues are available individually. Add them to your collection hey cantoin these exciting contract Volume 22 (March '91) Metallitoris, Starlingias, Gui

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4 Player Extra

Our review of LIN's box Super NES browl will include profiles of the ten WWF contenders who appear in the game.

Find out the inside scoop straight from the pros-

114 NINTENDO POWER





The place to find the incide stary on

guide gives you information on 55 Super NES titles and data

of 19 spectocular games!

WHAT'S THE SCORE?

To enter a Player's Poll Connest we ask you to test out and send in a card. On their card we ask you to answer a few questions about regions rithing to Nintendo and Nintendo Power magzine. We thought you might like to see how readers reacred to the recent thoughs in the former of Nintendo Power.

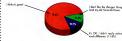
1) HOW DO YOU LIKE THE NEW COMICS SECTIONS?



2) WHAT DO YOU THINK ABOUT HAVING ADVERTISEMENTS IN



3) OVERALL, HOW DO YOU LIKE THE NEW NINTENDO POWER?



To summarine, readers really liked the changes in Nintendo Power, including the addition of the Legend of Zelda and Super Mario Bess, comics. Renders also thoughe that it would be O.K. to run abertitientenss if they were limited to a few pages. The results were tailled from a random sample of approximately 23:000 resonance.

THANKS FOR YOUR INPUT AND CONTINUED SUPPORTS

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