

NINTENDO POWER

P.O. Box 87043
Redmond, WA 98073-8743

FORWARD & ADDRESS CORRECTION

READER
SERVICE
MAIL
NINTENDO
of America, Inc.

LEMMINGS

Over The Edge Excitement!

KRUSTY'S
FUN HOUSE
FEATURE



THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

Get More!

Nintendo Power[®]
lets you go behind
the screens!

Nintendo Power Magazine gives you the power to get into your games, and now you can triple your power with a 1-year subscription! Just \$15 buys 12 power-packed issues – that's about three times as many as if I buy at the newsstand price. Plus we'll give you the FREE Player's Guide of your choice!

Each issue is packed with exclusive tips and traps you'll need to power through every level of your favorite games -- it's inside information straight from the pros, and you'll only find it in Nintendo Power!

**NINTENDO
POWER**

STILL JUST
\$15!



Subscribe now and get a FREE Player's Guide!



Choose One
FREE!

Put your scores in orbit with the ultimate tip source - a Nintendo Player's Guide! Choose one FREE with your SCS subscription.

NES GAME ATLAS (code 500) - 280 pages of complete maps for 35 best-selling games!

GAME BOY (code 501) - features maps, tips and strategies for over 120 action hits!

MARIO MANIA (code 502) - 170 pages including in-depth descriptions of Super Mario World!

SUPER NES (code 503) - 240 pages of inside information on the hot new games for this 32-bit powerhouse!

Power-up now! Call 1-800-255-3700

For NES & Super NES orders call 800-255-3700, 9 a.m. to 12 midnight Pacific Standard Time (PST), Monday 9 a.m. to 8 p.m.
Our Nintendo representative will need to talk to the person whose name appears on the credit card.

Get Nintendo Power!

DON'T MISS A POWER-PACKED ISSUE! *Nintendo Power*

is your only source for incredible strategy tips and maps — straight from the pros at Nintendo! Plus you get your first look at all the latest Game Paks from all three Nintendo systems, a Top 20 hit list, 24-pages of action comics and tons more — don't miss an issue — subscribe today!



YES, Get me real POWER!

NINTENDO POWER

YES! SEND ME 24 ISSUES OVER 2 YEARS —
Plus my **FREE Player's Guide**. For just **\$30 U.S./**
\$44.94 Canadian Funds (includes 7% GST).*

YES! SEND ME 12 ISSUES OVER 1 YEAR —
Plus my **FREE Player's Guide**. For just **\$15 U.S./**
\$22.47 Canadian Funds (includes 7% GST).*

* Washington State residents add 3.7% sales tax. Total \$32.99 for a 2-year subscription and \$42.22 for 1 year.

CHOOSE YOUR PLAYER'S GUIDE: (check one)

- NES Game Atlas (509) Game Boy (510)
 Mario Mania (511) Super NES (512)

Please complete and mail this order form to: Nintendo Power Magazine, 88th Subscription Dept., P.O. Box 5264, Redmond, WA 98073-5143. Please allow four to six weeks for delivery.

Please print clearly with ink.

NAME _____

ADDRESS _____

CITY _____

STATE _____

ZIP _____

PHONE NUMBER _____

I'm paying for my subscription by (Please check one)

Check or Money Order (Payable in US Dollars) VISA MasterCard

CREDIT CARD NUMBER _____

EXP. DATE _____

EXPIRES ON _____

BILL ME BY MAIL

PLEASE PRINT NAME

POWER!

Do you want to **TRIPLE YOUR POWER?**

*\$14 at the
newsstand buys
just 4 issues
(\$3.50 each)*



*\$5 subscription
gets you 12 issues
and a Player's Guide*



*More power than
you've ever seen
before!*

NES GAME ATLAS (code 509)

GAME BOY (code 508)

MIKRO MANIA (code 511)

SUPER NES (code 512)

**GET A FREE
PLAYER'S GUIDE
WITH YOUR PAID
SUBSCRIPTION!**

IT'S YOUR CALL! 1-800-255-3700

For NES & Super NES orders call 1-800-255-3700, in 12 midnight Pacific Standard Time (PST), Monday 9 a.m. to 5 p.m.
(The Nintendo representatives will need to talk to the person whose name appears on the credit card.)

**NINTENDO
POWER**

PUNISH YOUR FATHER WHEN HE GETS HOME



So your Game Boy's missing...**again**. Who knows where you'll find it—on his work bench in the garage, under his recliner in the den, in his briefcase on its way home. You've given him his chances, but **now** it's time for him to get his **own** Game Boy. He's lucky that it's also time for Father's Day.

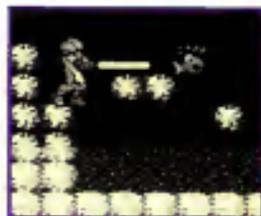
Remember
Dad on
June 21st

It's time to lay down the law.

Nintendo®



NES	
LEMMINGS	8
DRAGONSTRIKE	16
STANLEY: THE SEARCH FOR DR. LIVINGSTON	22



GAME BOY	
METROID II : RETURN OF SAMUS	46
STAR WARS	54
NBA ALL STAR CHALLENGE 2	58



SUPER NES	
ARCANA	78
TOP GEAR	84
F1 ROC	88
KRUSTY'S SUPER FUN HOUSE	92

TIPS FROM THE PROS

CLASSIFIED INFORMATION	26
COUNSELORS' CORNER	70
THE INFO ZONE	
ARCADE UPDATE	74
CELEBRITY PROFILE	109
NEXT ISSUE	114

VIDEO UPDATES

NOW PLAYING	102
PAK WATCH	110

COMICS

THE LEGEND OF ZELDA	30
SUPER MARIO BROS.	62
NESTER'S ADVENTURES	100

PLAYER'S FORUM

PLAYER'S PULSE	6
PLAYER'S POLL CONTEST.....	98
POWER PLAYERS	101
TOP 20	106





THE BIG POWER DEBATE



As you know, the format of Nintendo Power changed last January. Since that time, we've received hundreds of letters from readers who have submitted their opinions about the changes which were made. As you might expect, they ranged from "Totally Bogus!" to "Totally Cool!" A majority of the people who responded to the changes were in favor of them. If you'd like a visual representation of how readers responded, please look on page 115 in Volume 34. Here are a few of the comments which we have received about the recent changes.

I read your

magazine on a regular basis. I love it. I was wondering if Nintendo Power will ever go bi-monthly? Your mag is the best. Why did you start to have more comics? They're a great idea! My compliments to the artists. Keep up the good work.

Mike Sass
West Babylon, NY

I'm writing about

your Super Mario Bros. and Zelda comic strips. I think they add a twist and excitement to the magazine. It makes me want the next issue. There are not only new reviews and write-ups on the hottest games, but also totally cool comics on Zelda and the Super Mario Bros. I hope these comics will lead to expansion and new surprises. Nintendo Power is a "must have" magazine to all players across the USA and Canada.

David Richman
Philadelphia, PA

I love your new

comics. The Super Mario Bros. are good, but I like the Legend of Zelda the best. You have a great magazine. Keep up the good work!

J.R. Snelson

I HAVE BEEN A

subscriber to Nintendo Power for many years. Almost since the beginning. Changing is good, but you have been ruining the quality of your product. Why do you have comics in a gaming magazine? If I wanted to read comics, I would buy a comic book. Make a separate magazine for your comics so the comics will not take up space which could be used for game reviews. What's the point of George and Rob? I don't care about two guys' opinions on games. Why not use the pages for more game tips? I plan on buying a Super NES or a Genesis. If you cut out the comics and put in reviews on games for the Super NES, I might decide to buy a Super NES and not a Genesis. I may not speak for everyone, but my friends who get your magazine strongly dislike the "NEW" Nintendo Power.

Mike Vess
Baltimore, MD

Playing video games is a lot of fun, but we all need to balance our free time with other activities. We're proud of our fans who get good grades, take music lessons, play sports and still can be counted among our outstanding Power Players. Write in and tell us about all of the things you do in a day. We'd like to know how you manage your time between game playing and other pursuits.

I like what you

did to the new issues of Nintendo Power. Nester's Adventures is as funny as Howard and Nester used to be, but I and some others still prefer the first one.

Amit Jain
Artesia, CA

I've been sub-

scribing to Nintendo Power for two years. I have to say that I'm disappointed with the changes you have made in your magazine. Like all the comics and having half of the magazine being on Super NES. Why don't you make a whole different magazine for the Super NES? You'll make more money and I won't be paying for Super NES tips or ten comics per issue. Would you please do something?

Mike Kelly

Nintendo Power
Player's Pulse
P.O. Box 97033
Redmond, WA 98073-9733



**NINTENDO
POWER**

STAFF

Publisher — M. Antkowiak
Producer in Chief — Atsuyuki Kato
Editor in Chief — Dan Tilden
Senior Editor — Tim Seltzer
Editors — Scott Fitzgerald
 George Smithfield
 Leslie Swain
 Jeff Bellis
 Dan Owens
 Rob Nard
 Scott Strinson

Editorial Consultants — Howard Lincoln
 Peter Allen
 Phil Rogers
 Anne Fitzgerald
 Tony Newman

Cover Design — Griffin Advertising
Copy Coordinators — Michelle DeNiro
 Theresa Nizio

Director of Production — Tsutomu Otsuka
Producer — Tetsuhiko Yoshida
 Koichi Tsubokawa
Project Coordinators — Atsuyuki Kuroko
 W. David Muller
 Arigi Hernandez
 Eric Taysone
 Robert A. Baker
 David A. Day

Art Director — Yoshi Ono
Colorist & Design — Mark House USA
 Yukie Yamashita
 Ichiro Kishi
 Yoshi Ono
 Nob-Rin Tsujigi
 Leo Tsukamoto
 Hiroaki Megami
 Wendy Solverson
 Jeff Howard
 Bruce Blomst
 Fish Sae
 Yoshio Oishi
 Mitsu Iwamura

The Legend of Zelda
Illustration/Writer — Shiroto Ishimatsu

Super Mario Adventure
Illustrator — Charles Meyers
Editor — Barbara Takemura

Illustrators — Nob-Rin Tsujigi
 Hiroaki Megami
 Mitsuhiro Oishi
 Jim Frang
 George Niekema
 Jeff Howard
 Mark Selous Wright
 Alvo Niekema

VOLUME 37—JUNE 1992

Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd. Nintendo Power is published monthly at \$42 per year in the U.S.A. (\$64 in Canada) and by Nintendo of America Inc., 4030-150 Ave. N.E., Redmond, WA, 98052.

© 1992 by Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Printed in the U.S.A. Color Separations by Dan Rippe Printing Co., Ltd. NINTENDO IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA INC. TM & © For games and characters are owned by the companies who market or license those products.

all star  Weekend **CONTEST WINNER**



Jeremy hung out at the big game with some of the biggest names in the NBA. Here he's pictured with the Charlotte team mascot. Ask him about the Slam Dunk Contest if you see him!

Coshocton, Ohio resident Jeremy Welch was the lucky winner of our NBA All Star Weekend Contest. Jeremy and his father, Gary, flew to Orlando, Florida and attended the NBA festivities courtesy of Electronic Arts, February 7-9. As luck would have it, they were witness to one of the most exciting All Star games ever!



A trip to Orlando wouldn't be complete if you didn't visit Disney World!

EDITOR'S CORNER

Everyone here at Nintendo Power is extremely excited about the amount of positive response we have received concerning the changes recently made to the format of the magazine. We realize that the changes were not exactly what some people wanted to see, but this can happen when anything changes. Nintendo Power is committed to providing the best game play assistance available in a magazine format. We also go to great lengths to give readers as much entertainment value as possible. The comments of all the readers who took the time to write, call our Consumer Service department and send in their Player's Poll Questionnaire cards are greatly appreciated. We look forward to hearing a lot more from you!

Gail Tilden
 Editor in Chief

PHONE DIRECTORY

NINTENDO POWER SUBSCRIPTIONS
 1-800-521-0900
 Subscriptions and renewals only. 24 hours a day, 7 days a week.

CONSUMER SERVICE
 1-800-255-3700
 (TDD) 1-800-422-4281(1)
 Call for service general assistance or to change your address. Business hours and multiple. Pacific time. Monday through Saturday or Sun and Sun Evening.

GAME COUNSELING
 1-206-885-7529
 (TDD) 1-206-883-9714
 Stumped by a game? Call our Game Counselors for help. Software loan and magazine Pacific time. Monday through Saturday or Sun and Sun Evening. It's long distance, so before you call, be sure to get permission from whatever pays the bill.

Lemmings™



©1991 Ocean Software Ltd.
©1991 Psygnosis Ltd.

DON'T LET THE LEMMINGS GO OVER THE EDGE!



Those mindless Lemmings are at it again, this time on your NES. Sunsoft's new mind-boggler makes you responsible for the welfare of ships full of rowdy rodents who have no idea where they're going—they just know they're going. They'll be going, going, gone if they walk off the edge of the earth, so you'll have to decide how to guide them safely to their destinations. Time ticks away as you assign some of them special skills to turn the hapless horde into saved souls, so think fast before they become a group of goners.

FOUR LEVELS





BASIC TECHNIQUES

SOMEBODY HAS TO DO THE THINKING!

LEMMINGS

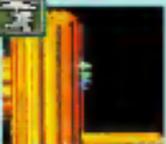
LEMMINGS CAN LEARN

CLIMBER



Is there a mountain or wall in the way? Lemmings can learn to Climb the steepest obstacles with ease. And once they learn this skill, they never forget. They'll Climb anything that gets in the way, so keep an eye on them.

FLOATER



Lemmings can fall only so far without going "splat," so if it looks like they're coming to a big drop, give them umbrellas so they can Float to a safe landing. Like Climbing, Floating is a skill that they'll always keep.

BOMBER



Bombers make the ultimate sacrifice for the cause. When assigned, they count down from five and explode. If you time it right they'll blast through obstacles and clear the way for the others. Obviously, they only Bomb once.

BLOCKER



When the Lemmings run into a Blocker, they turn around and head in the opposite direction. They can keep the gang from walking off the plank, but once they're set, they stay. You'll have to blast them in the end.

BUILDER



When you need a bridge or some steps, call on the Lemming handyman, the Builder. You have to keep a close watch on him, though. He'll pound away for a while, then walk off the job unless you make him stick to it.

BASHER



If you need brute strength, a Basher is your man. When he comes up against a solid wall, he'll get the arms moving and tunnel on through. When you assign this skill, put your cursor precisely where he should start Bashing.

MINER



Lemming Miners don't look for gold—they're just trying to find an opening. They dig down at an angle in whichever direction they're going when you assign the skill, and they keep going until the tunnel is complete.

DIGGER



Diggers are no-nonsense work horses who take on the dirtiest chores. They tunnel straight down through all sorts of footing, and they keep Digging until they see the light of day—or until you assign them different skills.

SLICK TRICKS

PAUSE



When timing's tight, put the game on pause so you can move your cursor to a critical place.

BLAST 'EM



Don't wait for the ticker to run out. Use the Armblite command to blow Blockers away.



LEVEL 13

Fun Level 13 takes fast fingers. You'll have to find a way through the three giant column to the ship on the far right, and if your Mining isn't started and stopped in precisely the right place, you're liable to end up in the drack.

LEVEL DATA

NUMBER OF LEMMINGS 14
NUMBER TO BE SAVED 10
RELEASE RATE 20
TIME 4 MINUTES

SKILLS

CLIMBERS 5	FLOATERS 5
BOMBERS 5	BLOCKERS 5
BUILDERS 5	BASHERS 5
MINERS 5	DIGGERS 5

ORIGINS AND LEMMINGS



Send a Climber over the top and bridge the gap. Start a second Climber. When the bridge is done, have the Builder Mine to the right, but make him Bash before he bottoms out. When the second Climber turns back to the column, make him Mine down to the left. Go back to the waiting group and have a Miner start digging to the right. When he finishes, the path will be ready.



LEVEL 19

Your goal in this level is to Bash your way through the bricks to reach the ship on the lower left. You have to time it carefully to get Basher's to start tunneling in the right place. Try to assign the skill about two steps from the Bashing one.

LEVEL DATA

NUMBER OF LEMMINGS 14
NUMBER TO BE SAVED 0
RELEASE RATE 50
TIME 4 MINUTES

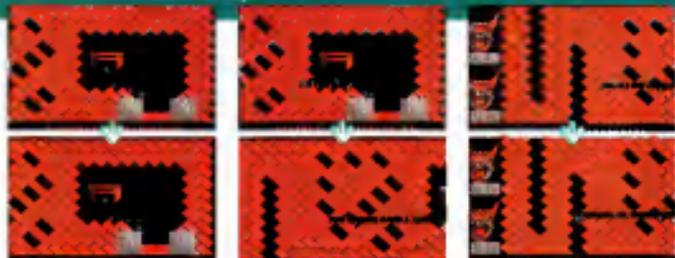
SKILLS

CLIMBERS 0	FLOATERS 0
BOMBERS 6	BLOCKERS 6
BUILDERS 6	BASHERS 6
MINERS 0	DIGGERS 0

I GET THAT LEMMING FEELING



Set a Blocker on the right, then move the carrier left and start Bashing toward the ship. Set a Blocker between your Basher and the rest of the group before you reach the first big vertical opening so you'd have time to build a bridge across it. Continue Bashing through the last two columns, then go back and Bomb the Blocker out of the way.



LEVEL 21

With a release rate of 99, in Level 21, you must move fast to set Blockers and Build bridges. Your Lemmings have to negotiate a mesh fence and a strange wire spiral that leads down to the waiting ship. Make them wait while one worker prepares the path.

LEVEL DATA

NUMBER OF LEMMINGS 14

NUMBER TO BE SAVED 8

RELEASE RATE 99

TIME 3 MINUTES

SKILLS

CLIMBERS 5 FLOATERS 5

BOMBERS 5 BLOCKERS 5

BUILDERS 5 BASHERS 0

MINERS 5 DIGGERS 0

LEMMINGS LEMMINGS EVERYWHERE



Set a Blocker while one Lemming climbs over to the right. In the upper right, build over the wire spiral. Now Mine to the right through the top two wires, then drop to the bottom. When he hits the dead end and turns back to the right, Mine down to the ship, then bring on the gang.

LEMMINGS



LEVEL 22

There is no margin for error in this level, since you have to save both Lemmings, but the solution is really simple. You have to keep them both occupied—even if their tasks are unnecessary—so they won't go wandering off ledges.

LEVEL DATA

NUMBER OF LEMMINGS 4

NUMBER TO BE SAVED 0

RELEASE RATE 30

TIME 3 MINUTES

SKILLS

CLIMBERS 10 FLOATERS 10

BOMBERS 10 BLOCKERS 10

BUILDERS 10 BASHERS 10

MINERS 10 DIGGERS 10

TWO FOR LEMMINGTON SPA



Make the first Lemming begin building at the edge of the first platform, then immediately move your cursor left and make the second one Build, too. By the time the second Lemming steps Building, the first will have finished a bridge to the next platform. Start both of them Building again, just like you did before.



NES

LEVEL 25

It's a good thing that you have to save only four Lemmings in this level! High voltage sections of wire fry anyone who tries to walk across them, and Digging results in drowned rats. You'll have to do some fancy Building to reach the ship over on the right.

LEVEL DATA	
NUMBER OF LEMMINGS 10	
NUMBER TO BE SAVED 0	
RELEASE RATE 30	
TIME 4 MINUTES	

SKILLS	
CLIMBERS 8	FLOATERS 8
BOMBERS 8	BLOCKERS 8
BUILDERS 8	BASHERS 8
MINERS 8	DIGGERS 8

LEMMING AND LIME



Build over the first high voltage sections while you see the group between Blockers. Continue right and build again to bridge over the toxic slime. When he reaches the other side, let him climb up and build steps over the next high voltage wire. Now go back, blast the Blocker, and free the other Lemmings.



LEVEL 15

You'll have to keep close tabs on your Builder in Tricky Level 5. Move quickly to make one or two of the free falling Lemmings Float to safety. Sad to say, the rest of them are goners. Don't try to save too many—they'll get in your way as you try to build your ramps.

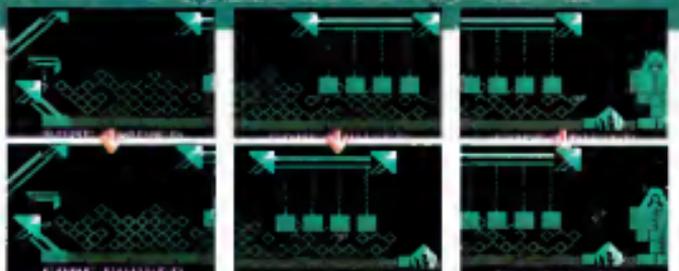
LEVEL DATA	
NUMBER OF LEMMINGS 14	
NUMBER TO BE SAVED 1	
RELEASE RATE 20	
TIME 8 MINUTES	

SKILLS	
CLIMBERS 12	FLOATERS 12
BOMBERS 12	BLOCKERS 12
BUILDERS 12	BASHERS 12
MINERS 12	DIGGERS 12

LEMMING I SCREAM



Make a couple of the Lemmings Float then get them Building up to the right then the left. Now, build over to the fence, then Mine and Bash your way towards the ship. When you reach the edge of the fence, build a bridge up to safety. It's a good thing that you had to save only one of your Lemmings this time!



LEVEL 7

The ship is just below where your Lemmings are released in Tricky Level 7, but getting them to it safely takes several steps. Here's another case where you'll send one diligent worker on ahead to Build and Bash his way to the ship.

THEY JUST KEEP ON COMING

LEMMINGS

LEVEL INFO	
NUMBER OF LEMMINGS 14	
NUMBER TO BE SAVED 13	
RELEASE RATE 50	
TIME 4 MINUTES	

SKILLS	
CLIMBERS 6	FLOATERS 6
BOMBERS 6	BLOCKERS 6
BUILDERS 6	BASHERS 6
MINERS 0	DIGGERS 0



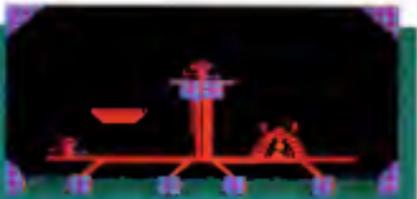
Trap your Lemmings in the hole on the right, then let one Climb out to the left. Learn the rest above while your Climber prepares a path. Build over the first gap, then let your Lemming Float off the ledge and continue to the left. He's still a Climber, so he'll Climb as far up the wall as he can and Float back down. When he drops and moves right, Build a bridge up to the right to catch the others. Tunnel through the hill, Build a bridge over the gully, and you're home free. Now just Build a stop up to free the rest of the crew.



LEVEL 20

This level looks familiar, but this time you have to save all of your Lemmings, so you can't set any Blockers or do any Bombing. Instead, you'll have to do some fancy Building and fast Bashing.

I HAVE THIS CUNNING PLAN



Start by making the first Lemming Build some steps. Next, move your cursor to the column and make the next one Bash, then go back and Build with the third Lemming, too. By the time the fourth one gets to the column, your Basher should be done and the path clear.

LEVEL INFO	
NUMBER OF LEMMINGS 14	
NUMBER TO BE SAVED 40	
RELEASE RATE 10	
TIME 3 MINUTES	

SKILLS	
CLIMBERS 2	FLOATERS 0
BOMBERS 5	BLOCKERS 5
BUILDERS 5	BASHERS 2
MINERS 2	DIGGERS 2



NES

LEVEL 23

You have a lone Lemming to rescue this time so the pace isn't as frenzied as it was in some levels, but he'll have to be a jack-of-all-trades to safely circle around and climb back up to the ship.

LEVEL DATA

NUMBER OF LEMMINGS	1
NUMBER TO BE SAVED	1
RELEASE RATE	1
TIME	4 MINUTES

SKILLS

CLIMBERS	6	FLOATERS	6
BOMBERS	6	BLOCKERS	6
BUILDERS	6	BASHERS	0
MINERS	0	DIGGERS	0

ICED LEMMING



Build over the pool and continue right off the ledge. When you hit the wall, turn back to the left and nearly complete the circle to reach the ship. Build over the gaps and up to the wall above the high voltage wire. When you hit the west wall, build back to the right and climb up the blocks when you meet them.



LEVEL 25

Level 25 has you stepping on stones on your way to the ship. Start Building your bridges at just the right point or you'll run out of Builders and end up in the drink. First, set a Blocker on the right, then let one Lemming pass and set another on the left.

LEVEL DATA

NUMBER OF LEMMINGS	14
NUMBER TO BE SAVED	12
RELEASE RATE	50
TIME	4 MINUTES

SKILLS

CLIMBERS	10	FLOATERS	10
BOMBERS	10	BLOCKERS	10
BUILDERS	10	BASHERS	10
MINERS	10	DIGGERS	10

LEMMING GOOD FUN



Set a Blocker on the right, then let a Lemming pass and set another on the left. The one you let go will be your master Builder. Start a bridge near the bottom of the left slope, then put your cursor just past the tip of the next stone. Keep Building from stone to stone until you reach the ship on the right.



LEVEL 2

Mind your moves and take advantage of the Pause Button in Taking Level 2. It looks impossible, but it can be done. Really. It takes some mighty exact timing and assigning of skills, so don't get discouraged if it takes several attempts to get it just right.

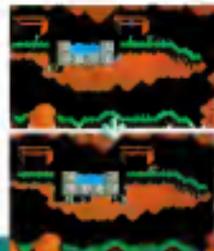
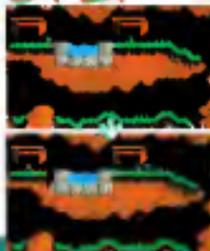
LEVEL DATA

NUMBER OF LEMMINGS 14
NUMBER TO BE SAVED 10
RELEASE RATE 50
TIME 4 MINUTES

SKILLS

CLIMBERS 0	FLOATERS 3
BOMBERS 6	BLOCKERS 3
BUILDERS 6	BASHERS 3
MINERS 3	DIGGERS 3

MIND YOUR STEP



Dig down on both sides of the pool, then tunnel in from both sides and meet in the center under the pool. Now catch a Lemming walking to the right and have him start Mining. Set a Blocker as soon as you break through, then Build up towards the ship on the left.



LEVEL 1

Hold on to your hat—you're about to experience mayhem. From their release on the left, the Lemmings have to cross a lot of terrain to get to their ship. Precise placement of Bridges is the key to success, and if you lose track of your Builder, he'll walk off into the water.

LEVEL DATA

NUMBER OF LEMMINGS 14
NUMBER TO BE SAVED 20
RELEASE RATE 50
TIME 6 MINUTES

SKILLS

CLIMBERS 0	FLOATERS 1
BOMBERS 20	BLOCKERS 20
BUILDERS 20	BASHERS 20
MINERS 20	DIGGERS 20

AT THE STEEL WORKS



Float a Lemming down on the right, then trap the others that are above between Blockers. Build a landing ramp towards the lower, then go right. Avoid getting stuck in the cubbyhole by Building a ramp off the block above it, then Build over to the Mobs on the right. Build a network of ramps to the top. When they're in place, set your pole free.



NES

DRAGONSTRIKE



© 1990 TSE, INC.

WHERE DRAGONS DARE

They have always been the ultimate creatures of myth: fire-breathing, winged, scaled and bigger than castles—dragons! FCi introduces a new kind of fantasy experience with DragonStrike wherein these beasts of myth come to life. You'll control one of three kinds of good dragons in missions to free the captive land of Ansalon. Master the skills of flying high and low, around mountains and between canyon walls. You'll also face an onslaught of archers, cannons and other enemies. Two players can play alternating battles and password codes let you save your progress through 14 missions.

STRONG	FAST	AGILE
High Speed	High Agility	High Strength

Choose your dragon based by comparing its table for Speed, Armor, Breath (dash) and Health.

Wise dragon knights use the Forest region to master the control of their beasts. Here you should practice attacking ground targets like archers and catapults and avoiding obstacles like trees and cliffs. Flying low between the trees allows sneak attacks on ground forces.

INTRO TO DRAGON RIDING

The trickiest part of controlling a dragon in flight and during battle is judging altitude. Practice quick changes in altitude. Learn to attack targets low and escape high.



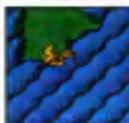
Much of the fighting takes place at dangerously low altitudes.



Bumping into trees can cause serious damage.



Dragons deal with paralyzing gas and fireballs, lightning or ice.



Items may appear after a foe is defeated. Pick up all of the Power-Ups.

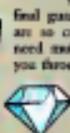


The Paralyzing Gas that temporarily lowers enemies, giving you more attack time.



Openness can make you a target, but they make maneuvering easier.

FILL UP YOUR DRAGON



Items are essential to victory. Many of the stages are so packed with enemies that even the best maneuvered dragon will take hits. Hearts refill some or all of your energy whereas the Wings speed up your mount. Special items like the Diamond increase the power of your shots, while the Arrow makes you invincible to attack. Concentrate first on looking for items rather than searching out the final guardian. Many items are so crowded that you'll need multiple refills to see you through to the end.

YOUR FIRST MISSION IS TO ENGAGE THREE WHITE DRAGON SCOUTS

Dragon Master Tip: This mission is a great opportunity to see how your flying or flying skills. One of the best strategies is to cover a lot of area of the map at a time, wipe out all opposition, collect any items that appear and then move on. Practice this technique here.



Forests, fields and/or water comprise the area of the first mission. Flying into trees will damage your dragon.

MAP 2

SEASHORE

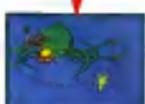
DEFEAT THE SMALL FLEET OF WARSHIPS AND THE HORRIBLE KRAKEN THAT ARE CLOSING UPON OUR SHORES.

Dragon Master Tip: Once you know where the ships are anchored, go from one directly to the next, spoiling the Stonefishers and other enemies. After the ships, head to the top of the map to reach Kraken.

The Seashore swarms with your enemies, as well. After taking out the ships, defeat a Red Dragon and win a Red Heart to fill up your Health Meter. You'll need that extra strength for when you battle Kraken.



Paralyze attacking dragons before swooping in to destroy a ship with fire.



From a low attack position, fire straight into Kraken's open back.

You'll find waves, islands and cliffs on the second mission. Look for foes by land and sea.



MAP 3

SWAMP

The dark Swamp hides many secrets, the most dangerous being the Black Dragon. The tiny archers on the ground provide your first target, but watch out for the giant dragonflies and other swamp creatures. The Black Dragon only appears after you've destroyed many enemies.

FIND AND DEFEAT THE BLACK DRAGON THAT HIDES IN THE SWAMP.

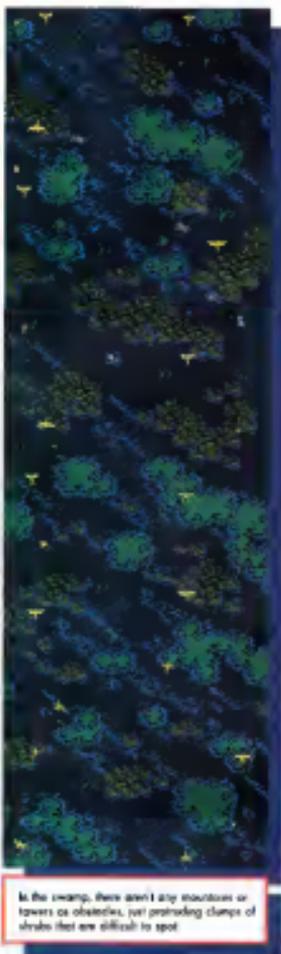
Dragon Master Tip: Move slowly across the map, clearing each side of enemies, but don't expect Hearts or other items. Conserve your strength.



The green swamp frog has limited shot range. Attack it from a distance at low altitude.



The Black Dragon appears in the upper portion of the Swamp after you've destroyed several minor enemies.



In the swamp, there aren't any mountains or towers as obstacles, just protruding clumps of shrubs that are difficult to spot.

MAP 4 CANYON

NAVIGATE THROUGH THE TREACHEROUS CANYONS AND DESTROY THE ENEMY FORTRESS.

Dragon Master Tip: Proceed on the left side of the screen to see the walls on cliffs, but be prepared to take some punishment when flying over high canyon walls. Attack the giant bats to save Power-Up items.

The Canyon is more formidable than it looks. You'll find rock-throwing giants on every ledge and swift bats zipping in on your dragon. When multiple enemies engage, freeze some of them with Paralyze Gas.



The Coffer is defended by Arrow Cannons. Fly in low, don't rise too high, and fly low to escape.

Tall walls of stone and narrow, twisting
Byways take their toll on any dragon.

MAP 5 ICE & SNOW

DRAGON STRIKE

ENDURE THE COLD LAMBS OF THE SOUTH. DESTROY THE ICE SHIFFS AND THE ICEWALL FORTRESS.

Dragon Master Tip: Ice Shiffs are guarded by White Dragons and other enemies. Fly low and let the shiffs be on top in your path if you approach. Watch out for trees on the cliffs.

There are many dragon foes here, but quick turning will keep you out of the line of fire. Always make several turns while approaching a target, or approach at a right angle and turn at the last moment.



Use Paralyze Gas in the lower area of this stage.

While channels of ice are bordered by icy cliffs. As the cliffs are trees that can cause a lot of damage if you're not careful.



MAP 6 OCEAN

SEEK OUT THE ENEMY BOATS AND GALLION BEFORE IT CAN REACH OUR SHORES.

Dragon Master Tip: A low attack is essential against the fleet of boats. It's easy to underestimate the screen in order to find the entire fleet. Don't become alone on the Water Slippers.

The Ocean Fleet is like a flock of sitting ducks, ripe for the plucking. Ignore the green monsters and attack Red Dragons to earn items. The Water Slippers are easy to avoid, but dangerous if touched.



Destroy the Arrow Cannon that appears in the side of the Gallion.

NES

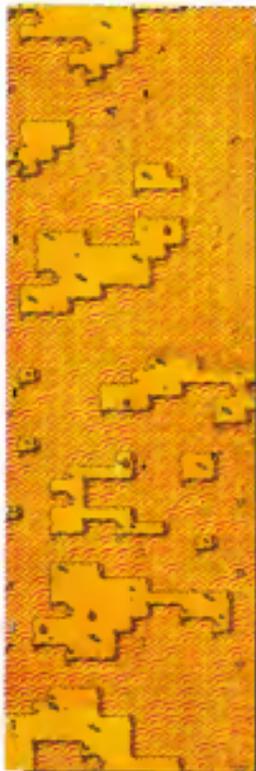


MAP 7 DESERT

ENGAGE THE RED DRAGON THAT RULES THE DESERT LAND

Dragon Master Tip: Keep your dragons at a safe height when the tornadoes appear.

Dodge stones and tornadoes until you meet the Red Dragon.



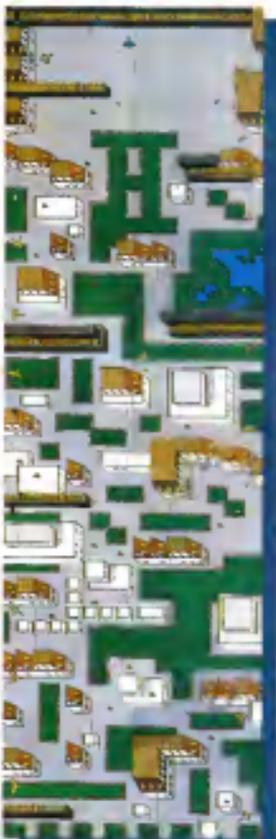
The desert land is no danger, but the cliffs and enemies can force you

MAP 8 CITY

FREE THE CAPTURED CITY FROM THE BLUE DRAGONS AND THEIR MASTER.

Dragon Master Tip: Avoid all enemies by dodging and staying low while flying to the open squares at the top of the stage. Once in the Squares, you can easily defeat the Blue Dragons and take their leader, but the final guardian appears in the squares.

The city is one of the toughest areas. The streets are narrow and there are Blue Dragons everywhere.



The rooftops, walls and gates of the city make for hazardous flying for dragons

MAP 9 FOREST

DESTROY THE FLYING CITADEL THAT LIES BEYOND THE FOREST.

Dragon Master Tip: Clear an area of all ground enemies near the top of the stage, then take on the remaining Griffins.



From the right, attack the round roof of the tower while avoiding the Red Dragon.

Flying Griffins make this stage a challenge for any Dragon Knight. Destroy the Griffins and move on to the final Fortress.



Shaded water, green meadows and forests make up this land. The tall trees will cause damage to your dragon if you fly into them

**MAP
10****CITY**

The second city has been overrun by Green Dragons and their masters. The people of the town have also turned against you. Watch out for Arrow Cannons on rooftops.



RETAKE THE CITY FROM THE GREEN DRAGONS.

Dragon Master Tip: Fly to the central park area to battle the Green Dragons.

Dragon: Start between the two high altitudes on either side to take out the few dragons at a time.



Paralyze your enemies so they can't attack, then use a fire blast when they're frozen and they'll be easy targets.

The second city is tougher than the first because of the walls with artillery, the high towers, and the clan of Green Dragons.

**MAP
11****DESERT****DRAGON
STRIKE**

This desert is full of magic and danger. Wizards on flying carpets swoop down, casting spells while tornadoes whistle by. Castles and Stone-Corpals hurl missiles from below. Try a strategy of shifting altitudes.

ENGAGE THE MAGES ON FLYING CARPETS AND DESTROY THE DEATH DRAGON.

Dragon Master Tip: Use the wide area of the Paralyze Cloud spell from a distance, then move as close to destroy them with a blast of dragon breath.

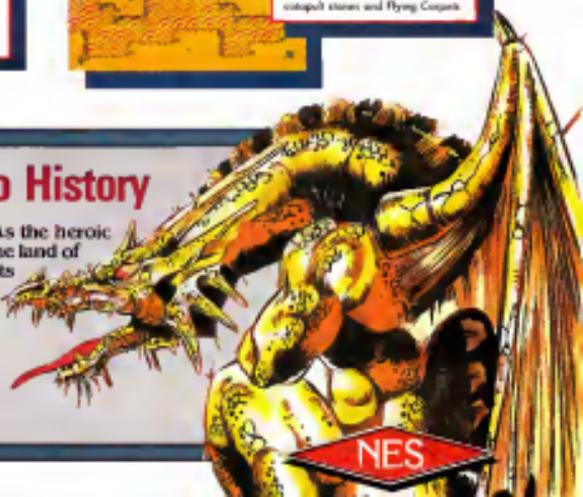


We're making items by defeating the Flying Carpets.

The burning sands are the least of your worries. The desert air is so hot with tornadoes, arrows, catapult stones and Flying Carpets.

Ride Your Dragon Into History

The quest to restore Ansalon continues. As the heroic Dragon Knight flies onward, he must face the land of volcanoes where a being named Eretts dwells in fire. Then he shall visit the Astral Plane beyond the mortal coil of Earth. Finally, there is the Abyss and the Queen of Darkness who is protected by a maze of steel chains and all the evil clans of dragons. Here he shall make his stand or fall into blackness.

**NES**

STANLEY™

The Search for Dr. Livingston...

Dr. Livingston disappeared into the Congo in 1860, leaving behind his diary and a mysterious map. His whereabouts remained unknown for ten years, until an intrepid newspaper reporter, Stanley, set out to follow his footsteps. This exotic password game from Electrobrain is part action and part RPG.



"Having deciphered my notes at the newspaper, one night I had myself going over Dr. Livingston's notes. By now no man, including myself, could hope to see Livingston alive again."

MASZA



This is the only map in existence of the jungle kingdom of Masza. At last I have deciphered its secrets. This could be my last entry...

NECESSITIES

Machete

An excellent weapon. I dropped this somewhere in the jungle.



Gyro Pack

An amazing invention. A big help when making the difficult jumps. Most always carry it in my leopards. Hold down the A button to aim it up.



Grapnel & Rope

Since I lost this, I find it difficult to climb into certain parts. Sure it isn't lost by accident or was it stolen? Perhaps those who follow.



Shield

Protects against enemies. I found the first one in Area One.



Without these items, I could never have made it this far. However, the next opponent won't be...

AREA 1

Your mission is to track down Dr. Livingston. According to his notes, he was lost while in search of the legendary lost Temple of Am-Zutuk. After the ship drops you off in Port Harken, search Area One. Be sure to find the Grapnel

and Rope, the Bridge Map, a Shield and a Fist. Plant your flag in each sector of Area One to mark the tracks of your exploration.

GRAPNEL

Dr. Livingston lost this valuable piece of equipment somewhere in Area One. You must find it or you will have no hope of finding him.



Select the Grapnel from your inventory. Step close to a wall and press Up and B. It only works in certain places. Keep your eyes peeled for sticky spots.

BRIDGE MAP

The jungle people are the custodians of objects left behind by Dr. Livingston. You must find this map before you can leave Area One.



Search to the right of Port Harken. The people of the jungle store sacred objects in small temples called Kelka. This one contains the Bridge Map.



AREA 2

The gate at the entrance to Area Three is guarded by evil Moetuks. You must find another way to get in and find the special stones that will defeat them.

The Moetuks cannot be defeated without the Gemstones.

PRINCESS MAIDEN

In the Village of Regna, the Princess Maiden will tell you where to find the key to the Kelka.



SECRET PASSAGE

There is a large map on the wall of the Kelka. It will show the location of the secret passage to Area Three. This is the only way into Area Three until you have the Gemstones. After you get the Gemstones come back through the passage and use them to defeat the Moetuks.



AREA 3

This Area requires a lot of doubling back. Talk to the Chief before and after defeating the Moetuks. This Area contains another important Temple.

CHIEF OF OBENDO

The Chief will share some valuable information. He knows the location of the Seal that opens the Kelka.



These shields will increase the amount of punishment you can take. The Stone moko excellent weapons.



SPIRIT MAGIC

You can climb over the Kelka to get to the Vessel filled with Spirit Magic. The exact location is shown on the map inside. With this magic you can walk through certain walls. Very useful!



The map inside the Kelka shows the exact location of the Spirit Magic.



AREA 4

VILLAGE OF ONETO

Talk to the man of the Village. Look to the west of Oneto for the Water Stones in a cave. You will have to defeat a ghostly tiger.



TINOK AT THE FOUNTAIN

Talk to Tinok. It will take three Water Stones to restore the water to the fountain. Find the cave west of town and defeat the tiger, then bring back the Stones. If you are successful, Tinok will give you the Shield. Only then will you have a chance in the Demon Hall.



THE DEMON HALL



Use the Shield to conquer the Demon Hall. Then go to the Kelka and find the Gate Key. Use the Key to exit through the gate to Area Five.



AREA 5

OLD LADY

Behind the Waterfall is a little old lady. If you have collected a gourd during your travels, she will give you a clue. You must talk to her before you can find the Gut.



FIGHT THE GUT

Defeat him to get the Key to the Kelka. Inside is the Gate Key, a necessary item for admittance to Area Six.



AREA 6

POWER OF THE CRANIS

You must defeat the Cranis to receive his Power. Do this before you go to the Kelka.



Watch out for an evil man who will try to steal the Power of Cranis from you.

LIGHTNING STONES

There is a cave northwest of the Kelka. The Lightning Stones are inside. If you ever find the final Temple you will need to have these to win the game.



There is plenty to do in this Area. Use your Gemstones sparingly; you will need them later.

There are two tasks to accomplish in Area Five. Fight the Gut to get the Key to the Kelka, and get the Gate Key from inside. Be sure to find the Blowgun in this Area.

Your mission in this Area is to obtain the Power of the Cranis and to find the all important Lightning Stones. At the Kelka you will find arrows and the key that will enable you to get under the Lake.



AREA 7



STANLEY

The moves get tougher and tougher in this Area! You should have your Grapple and be well versed in its use by now. Keep talking to everyone.

GIANT HEADS

You can knock out the entire Head Jump on him without using the Gyro.



KEEPER

Have a nice talk with the Giant Heads Keeper. He knows a lot of useful gossip. He'll help you find some important weapons and other items in this area.



WORM PIT

This is the most dangerous part of Misza. By now you may suspect that there are evil forces at work to impede your progress. You may be right! Use all the weapons you have collected and time your jumps carefully!



MAKE THE JUMP



Hold on to the Grapple bars. Press B while you jump for extra air time.



There are five different levels here. Try to work your way up to the upper portion. Look out for Wreid!



AREA 8



OBELISKS

You must find the four Obelisks around the Temple, then go inside and find the Key. Watch out for numerous traps.



ENTRANCES

Try the entrance in the far upper right.



LIGHTNING

Collect the two lightning stones and return to the bottom.



FIGHT ALNUK GUARDS

Duck the first shot and then jump the next two shots. Use the Golden Fur.



IRON BREAST PLATE

Find this in Area Eight. You need it before you attempt to enter the Temple or you'll be toast!



DR. LIVINGSTON



NES

CLASSIFIED INFORMATION



ROBIN HOOD PRINCE OF THIEVES

■ FROM AGENT #712 Complete Passwords

Last issue we let you know that Robin Hood: Prince of Thieves includes a password mode. Now, we can provide you with the complete list of compatible passwords. By making use of the password feature, you can warp to 17 various points in the game. On the title screen, press the A Button eight times and the B Button eight times. You'll then be asked to enter your password. Passwords are related to the names of the places or scenes in the game. The password CATACOMB, for example, takes you to the dark catacombs outside of the Arabian prison. What follows is a list of the other passwords. Enter them and see where they'll take you.

WALL	MASTER
LOCKSLEY	TAX
DUBOIS	POND
CHASE	VILLAGE
CATHEDRA	CELTS
BOAR	TOWN
WELL	TOWNHANG
CHAPEL	CASTLEIN



Press A eight times and B eight times. Then enter a password and move on to one of the key places in the game.

Robin Hood

■ FROM AGENT #825 Bonus Lives

Our agents have discovered a code which will give you full energy and six Kats in reserve at any point in the game. While you're playing, press the Start Button to pause the action. Then press and hold Down on the Control Pad and the A and B Buttons and press the Start Button to resume the game.



Pause the game. Then press and hold Down, A and B.



Resume play with full energy and extra lives.

DYNOWARZ

■ FROM AGENT #777 Dino-Change

You can take a look at the mechanical dinosaurs of Dynowarz without ever leaving the title screen. Enter the digits 7777 as your password directly into the Start Location. Then press Up and Down on the Control Pad. The dinosaur on the right side of the screen will change every time you tap the Control Pad. This maneuver won't change game play, but it might give you an idea of what kind of dinosaurs are out there.



Enter 7777 as your password and press Up and Down to change the dinosaur on the right side of the screen.



FROM AGENT #566 Stage Select and More

Here's a way to select stages and adjust other features in the Turtles' latest. On the title screen, press the Control Pad direction and the controller buttons in the following order: Up, Up, Down, Down, Left, Right, Left, Right, A, B, Start. After you choose your Turtle(s), the Teenage Mutant Ninja Option screen will appear, allowing you to adjust several game features. By placing the cursor on the Scene option and pressing Left and Right on the Control Pad, you can choose to begin in any scene of the game. The Beach scene is also known as Scene 1. Check the following table for other name/number conversions.

Scene Name	Number	Scene Name	Number
Ocean	2	Technod.	6
Battleship	2-2	Technod. 2	6-2
Bridge	3	Building	7
N.Y.	4	Roof	7-2
Platform	4-2	Spaceship	8
Sewer	5	Spaceship 2	8-2
Sewer 2	5-2	Spaceship 3	8-3



When you see the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A, B and Start.



After you choose your Turtle(s), you'll be able to select the starting scene and change other game features.



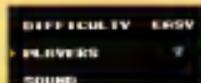
By looking at the table, you can see how scene names and numbers correspond. The Platform scene is a Scene 4-2.



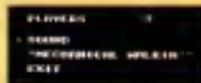
Your mission is to save the island of Manhattan from falling enemy cars so you can begin your advanced tutorial of the game.

Other features on the option screen are game difficulty, number of lives and a sound test. By adjusting the game difficulty from Normal to Easy, you can make it so that

enemies are about half as tough as usual. The Player option allows you to change the number of Turtles in reserve from 3 to 5 or 7. With the Sound option you can listen to the music of the game before you play. Choose from such hits as "Let's Go Turtles," "City of Half Shell" and "Crazy Attack," then listen to the music by pressing the A Button. Agent #566's favorite tune is "Mechanical Walkin'." After all of the options have been set to your liking, select the Exit option and start playing.



Change the difficulty and player count to make it easier to wage out Shredder.



Turn in to the coolest music selections that are played in the adventures.



FROM AGENT #424 A Good Start

When your adventure in the land of Faia usually begins, you start with a purse of 230 Gold Pieces and enough energy in your Life Meter to take four enemy hits. Our agents have found a way to start instead with a lot of energy and an almost bottomless bank account. Just enter "GaoGao" as the name of your character before you begin. When you walk into a shop, you'll have 99,999 Gold Pieces to spend. After you purchase all of the items that you need, step out into the wilderness and start fighting. Your fighter will have a full life meter!



Enter "GaoGao" as your name before you begin.



You'll start in the town with the usual opening.

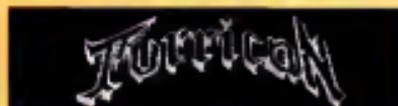


Money will be no object in the village shops.



When you start fighting, you'll be almost unbeatable.

CLASSIFIED INFORMATION



FROM AGENT #307 Cheat Mode

You can help Turricon through his villain-smashing mission with a code which will allow him to pass right through enemies and enemy fire. When the menu screen appears, press the A and B Buttons in the following order: A, B, B, A, B, A, A, B, A, A, B, A, A. The word START on the screen will change to CHEAT. Make sure that the cursor is pointing to that word, then press the Start Button. When the game begins, Turricon will be able to blaze through his mission invincibly.



Press A, B, B, A, B, A, A, B, A, A, B, A, A and A again in order to enter the cheat mode and make Turricon invincible.



FROM AGENT #023 Nine 1-Ups

At the beginning of your race through Cyberspace, you can pick up nine 1-Ups in a hurry. Go directly to the Level 1 exit and fire at the exit five times. You'll warp to a secret section where there are several flashing exits. Turn around and move down the hall in front of you, ignoring the exits for the time being. Halfway down the hall, to the left, you'll notice a floating ball in a small alcove. Touch the ball and press the B Button. You'll earn nine extra lives! Take one of the exits and move on to Level 2.



Five of the Level 1 exit five times.



You'll warp to a secret part of Level 1.



Turn around, move down the hall and near to the left.



After you touch the floating ball, press B to score nine lives.



FROM AGENT #827 Tough Team

Recruit a team full of Ace Strikers onto your side with a Super Soccer Champ code. When the title screen appears, press the directions on the Control Pad and the controller buttons in the following order: Up, X, Left, Y, Right, A, Down, B, Left, Up, Right, Down, Select, Start. Then choose your team and your selected Ace Striker. When you start the game, all of the members of your team will play with the speed and finesse of Ace Strikers.



Press Up, X, Left, Y, Right, A, Down, B, Left, Up, Right, Down, Select and Start. You'll go into the game with a talented squad of members who play like Ace Strikers.

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.

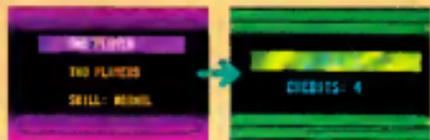
Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733





FROM AGENT #909 Bonus Chances

Increase your chances for survival in this life or death game show with a code which will allow you to extend your Lives and Credits. Press the Start Button until you reach the menu screen which asks you how many players will participate and what the skill level will be. Then press the Control Pad directions and L and R Buttons in this order: Down, L, R, Up. After the code has been entered correctly, a digitized voice will say "Bingo!" and the screen will switch to a listing of the current number of Lives and Credits. Press Up and Down on the Control Pad to highlight these items and press Left and Right to change their totals. You'll be able to select a maximum number of seven Lives and seven Credits. When you're ready to go, press the Start Button, choose the number of players and difficulty level and press the Start Button again to enter the arena.



On the player selection screen, press Down, L, R and Up.



Your current Life and Credit totals will appear.



Change the numbers by pressing the direction keys on the Control Pad.



Enter the game with lots of chances to take in fabulous prizes.



FROM AGENT #116 Nintendo Team Challenge

You can test the mettle of the Nintendo team against any other squad in the Super Soccer league by entering a quick code while setting up a two-player match. When the team select screen appears, press and hold the Start Button on Controller II, then press the Controller II B Button. This

move will put the Nintendo team on Player Two's side. Player One can then choose to challenge the team with any squad that he or she desires.



Press and hold Start on Controller II, then press the Controller II B Button.

Player Two's selection will change to the Nintendo team.

The same maneuver can be used to set up a scrimmage between two teams from the same country. Move Player Two's cursor to the desired team selection, then press and hold the Start Button on Controller II and press the Controller II B Button. When Player Two's selection is shown as the Nintendo team, move Player One's cursor so that it overlaps with the same selection. Then, press Y on Controller II. The Nintendo team will change back to the original selection, allowing both players to use squads from the same country. Press the B Button on both controllers to start playing.



Move Player Two's cursor to the desired team name and change it to the Nintendo team.

Move Player One's cursor to the same place that Player Two's cursor occupies.



Press Y on Controller II. You'll see that both players have picked the same squad.

When you start playing, you'll see that both players jerseys are different shades to distinguish between the two squads.

Spectator Sport

You can see the strengths and weaknesses of different teams by watching them play under computer control. Our agents have discovered a way to set up a match where the computer controls both teams so that you can check out the moves. Just enter the password shown in the photo and choose the teams with Controller I.



Enter this password to set up a completely computer-controlled match.



THE LEGEND OF
ZELDA
A LINK TO THE PAST

WHAT IS THIS??

BY
SHANEY JOHNSON

CHARACTER
A
FOOL
IN THE
SHAPE
OF A
TREE

ALBERTO
THE FIGHT FOOLS' BROT IS
SOMEHOW BEING CHASED
BY THE
MARTIN & BROTHER

HE GOT
THE BIRD
THE AD BROT

HE'S

I'M
FREE!

HOLD IT,
AGNIM!





LET'S LET THE
MAGNETS DO THE
WORK FOR US!

WHAT DO
YOU MEAN?

WOW!

THE MAGNETS
WILL HELP US
TO REPEL
THE AGONY

IT CAN
REPEL SO WELL
AS A FORCE!

I'M
NOT
SURE

THE
MAGNETS
WILL
HELP

WELL
BE
SEEING
YOU

KRACKA-ZAP!

OH NO!

ZAH-BOOM!

WOW!

WELL, MAYBE,
MAYBE!

IT APPEARS
YOU ARE NOT FROM
A POOL, AFTER ALL,
BUT IT MAKES NO
DIFFERENCE!

MY DEPART WILL
NOT BENTURE THE
BEST ABOUT ME,
ON THE
CONTRARY!

MY DEAR
MOM!

YOU ARE
SO CLOSE
TO ME!

YOU WILL
TALK
TO ME
SOON!

THE
DARK
WORLD



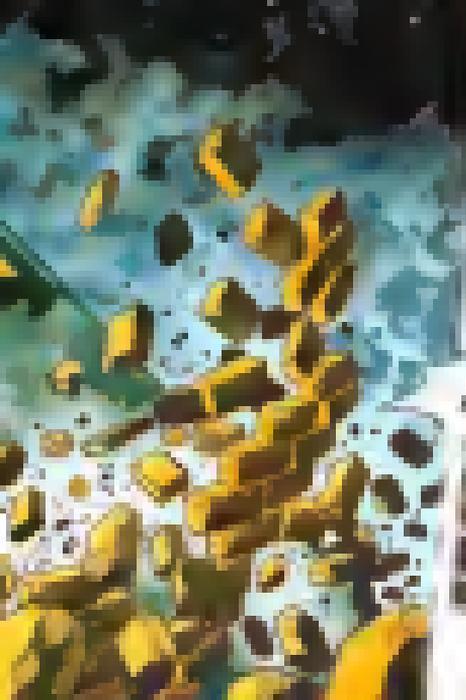
KRRRRRUMBLE

PLAAT!



WILLY WONKA

OH'S



JERRY!



I'VE LET
THE BOMBS
GO!



HOW
WILL THEY
SAVE THE



OH'S

AND

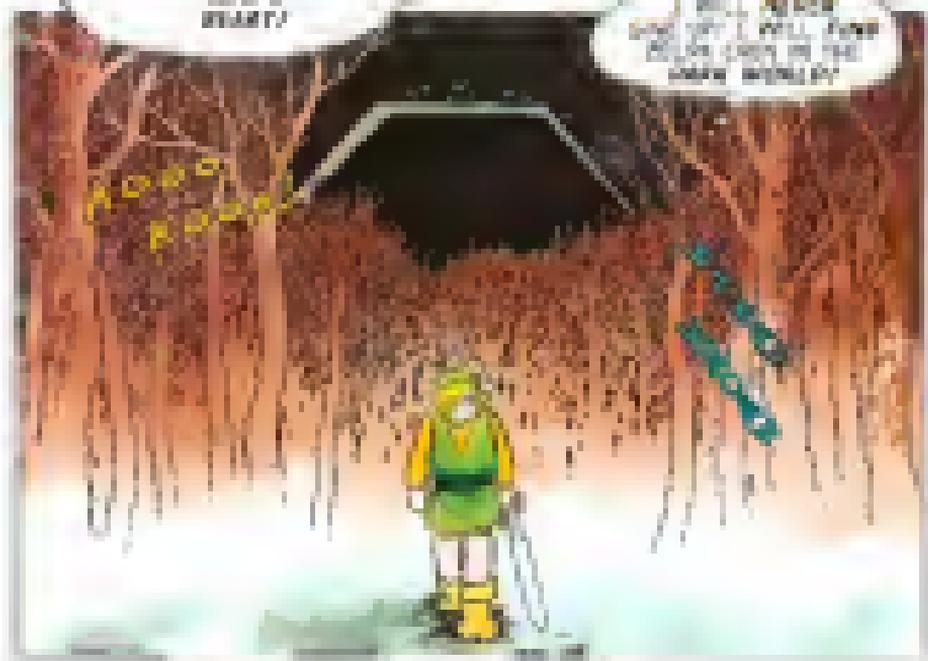
I MUST NOT
ALLOW YOU TO
TEASE ME ANY MORE!

ALL THE
MAGIC OF THE
POWERS!

I
WANT IT!

MY AGONY
EMOTION
AND TENDENCY
TO BE A
WHAFF?

WELL, I
WANT IT!
I WILL TAKE
IT FROM YOU
IF YOU
DARE!



BEFORE I START
CHOPPING I
BETTER GET SOME
MEAT.



I THINK I'LL
STOP FOR A WHILE
IN THAT VILLAGE.

THE VILLAGE
LOOKS LIKE THE
KIND OF THE
DEAD WOODS.



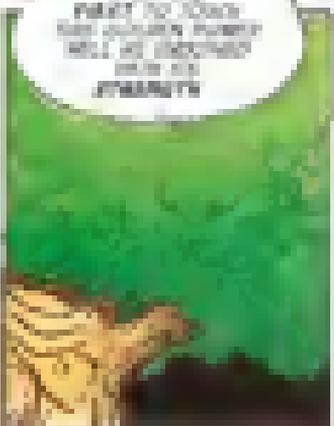
HOW DOES
THE SCENERY IN
THE VILLAGE IN
THE DEAD WOODS
LOOK?



THE
VILLAGE



WHY THE
VILLAGE IN THE
DEAD WOODS
WILL BE BURNED
DOWN BY
THE VILLAGE.





THE LORD WHO
WENT TO THE MOUNTAIN LORD
WAS THE FORTUNE
AND BORN OF GOLD
AND CROWN
THE MOUNTAIN

FORGOTTEN THE
WENT BORN OF THE
MOUNTAIN, THE
WENT BORN OF THE
MOUNTAIN, THE
WENT BORN OF THE
MOUNTAIN, THE

WENT BORN OF THE
MOUNTAIN, THE
WENT BORN OF THE
MOUNTAIN, THE
WENT BORN OF THE
MOUNTAIN, THE
WENT BORN OF THE
MOUNTAIN, THE

WENT BORN OF THE
MOUNTAIN, THE
WENT BORN OF THE
MOUNTAIN, THE
WENT BORN OF THE
MOUNTAIN, THE
WENT BORN OF THE
MOUNTAIN, THE

WENT BORN OF THE
MOUNTAIN, THE
WENT BORN OF THE
MOUNTAIN, THE
WENT BORN OF THE
MOUNTAIN, THE
WENT BORN OF THE
MOUNTAIN, THE



I WAS
BORN OF GOLD.



FORGOTTEN





RUSTLE RUSTLE

WELL, WELL



RUSTLE



ALL RIGHT, NOW DID YOU SEE A PAPER FLY THROUGH HERE WHICH WAY DID THE GUY GO?

THE GUY IN FRONT AND HERE

NO, WE MUST BE BEING DECEIVED AND WE MUST FIND PROOF

PLEASE OF WHAT IS POSSIBLE FOR YOU A SOLUTION?

PLEASE I DON'T KNOW

PLEASE HEAR IF YOU WANT TO BE WISE AND DON'T GO TO THAT IT CAN BE YOUR

BACK OFF! I'M WARNING YOU!



I TOLD YOU I DON'T KNOW YOU!



YOU BARED
FOR ME?



FIFTY
LITTLE DOD
ABOUT YOU!





METROID

RETURN OF SAMUS™



CHIRRA METROID



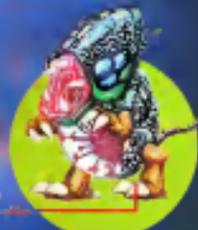
MAMMA METROID



QUEEN METROID



SAMUS ARAN



ZETA METROID

METROID MADNESS REVISITED

Samus Aran's latest alien-crushing episode is fast becoming a Game Boy classic. Since so many players have discovered the world of *Metroid II: Return of Samus*, and since we only scratched the surface in our first review of the game, we've decided to present a blow-by-blow feature with complete maps and item locations. Return with us now to the planet SR388. The Metroid menace is multiplying at a startling rate. If Samus doesn't wipe out these mutant creatures in a hurry, their numbers and strength will grow to the point of no return.

THE MAIN OBJECTIVE

DESTROY ALL METROIDS

While the original Metroids were difficult enough to slay with their quickly melting mutants on an even more treacherous planet. At the beginning of your mission, your Metroid meter will count 39 of the evil creatures. You've got a lot of mopping to do!



ANOTHER GOAL

COLLECT POWERFUL ITEMS

The planet's tunnels are packed with Power Up items. Seek them out while executing your whirlwind tour of the SR388 underground. Some items will help you find new Metroid swarming grounds and others will help you protect yourself from the alien onslaught.





PHASES 1 & 2: TOUCH DOWN

The adventure begins in a tunnel near the planet's surface. Once you blast the first Metroid, the deadly liquid blocking Phase 2 will sink deeper into the planet.

MOST IMPORTANT ITEMS & ENEMIES
ALPHA METROIDS (5)
ENERGY TANK/BOMBS
SPIDER BALL
MISSILES (4)

METROID II RETURN OF SAMUS

PHASE 1 & 2 TUNNEL MAPS



AN ALPHA METROID AWAKES

Your first encounter with the most sophisticated species of SR368 will be with a relatively primitive Alpha Metroid. Switch to Missiles before you enter the chamber. Then approach the creature cautiously. As soon as the Metroid snaps out of its sleeping state and flies at you, fire Missiles as quickly as you can. The Metroid will go down after five direct hits.



BLAST AWAY WITH BOMBS

After you collect the Bombs, you'll be able to open up several new passages and propel yourself over small barriers and into narrow tunnels. The supply of Bombs is endless and you can detonate as many as three of these powerful devices at a time.



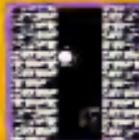
Bombs can be used to break away parts of walls, floors and ceilings.



By placing Bombs near the base of a Bomb, you can make her bounce over obstacles.

STICKY BUSINESS

The Spider Ball is at the bottom of a long, narrow chamber. After you fire on the casing to release the Ball and then touch it, you'll be able to stick to walls and ceilings. This is a must-have item in many of the planet's caverns.





PHASE 3: MORE METROIDS

The battle rages on after a second quake drains more deadly liquid, which allows you to enter this enemy infested area. A total of eight Metroids and countless other mutant creatures wait for you here. It'll pay for you to get the armor-doubling Varia as soon as possible.

MOST IMPORTANT ITEMS & ENEMIES
ALPHA METROIDS (6)
GAMMA METROIDS (2)
ENERGY TANK/MISSILES (6)
HIGH JUMP BOOTS/VARIA

PHASE 3 TUNNEL MAP



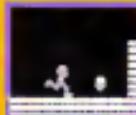
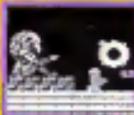
STORM WARNING

You'll encounter two Metroids in their second stage of mutation in this part of the SR388 underground. Take evasive action when these slimy creatures shoot their powerful lightning bolts and counter with 10 carefully aimed Missiles.



SPRING IS HERE

The Spring Ball is guarded by a non-mutant creature known as the Archmus. Beams are ineffective against this villain. You'll have to create Bombs and draw the Archmus into their explosive range in order to send it packing.



ARMOR ADDITION

You can double the strength of your armor by releasing the Varia. Bomb the rocks around it, then hit it with beams.



BEWARE OF BLOBS

The green is littered with evil Blob Throwers. The only way to cut down these pesky plants is to target their Blob-tossing mouths. Jump over them and fire straight down or use the Wave Beam.





PHASE 4: DEEPER INTO THE PLANET

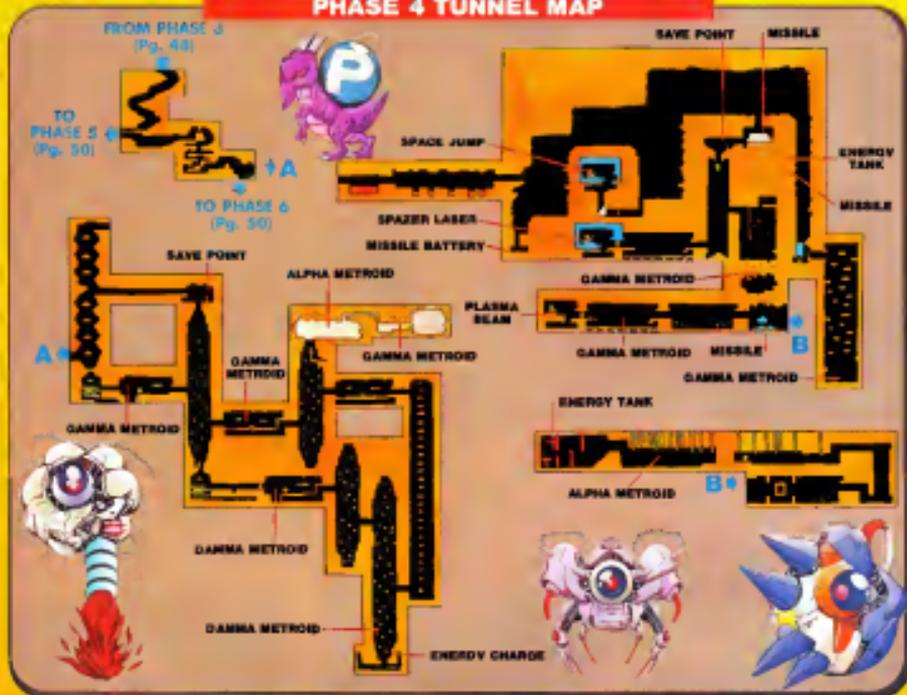
Gamma Metroids hide behind every corner of this part of the planet. Be ready for combat at any moment and make sure that you collect both Energy Tanks.

MOST IMPORTANT ITEMS & THINGS

ALPHA METROIDS (2)
GAMMA METROIDS (8)
ENERGY TANKS (2)
MISSILES (3) SPACE JUMP

METROID II RETURN OF SAMUS

PHASE 4 TUNNEL MAP



NO TURNING BACK

There are two points in this area's tunnels where you can travel in only one direction. If you move past these points and attempt to turn around, you'll encounter blocking obstacles. Make sure that you explore every tunnel thoroughly and collect all of the items that you need. If you leave with some stones unturned, you might find it difficult to return.

MAJOR DANGER

The going really gets tough in this part of the SR388 underground. Not only will you meet up with more Metroids than ever before, but you'll also experience long, vertical tunnels with poisonous plants, restraining Metroid webs and very few platforms. Make sure that you know where to get energy and use your special items to their full potential.

MIDAIR BOOST

After you collect the Space Jump, you'll have the power to go for an extra boost while you're in midair. This technique is very useful in chambers with few platforms. You'll meet with the best results if you try to zigzag while you ascend.



GAME BOY

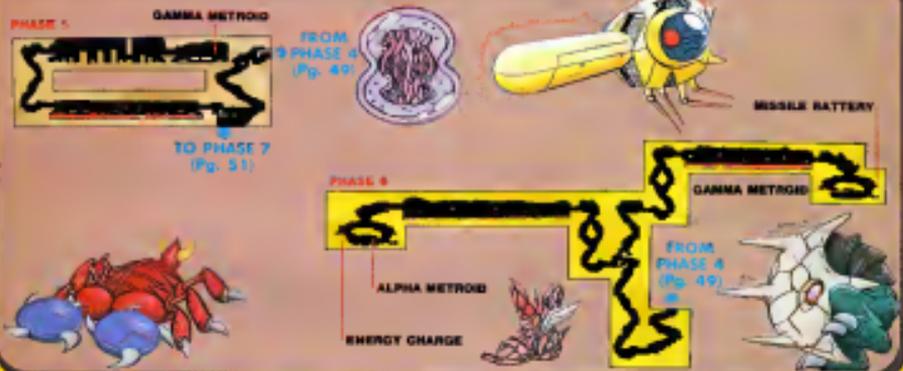


PHASES 5 & 6: CLOSE QUARTERS

The tunnels of these remote sections of the planet can be very narrow in some places. You'll have to be quick to move and ready to take a lot of damage when you meet the Metroids in these close quarters.

MOST IMPORTANT ENEMES:
GAMMA METROID (2)
ALPHA METROID (1)

PHASE 5 & 6 TUNNEL MAP



PIT STOP

Take note of the Energy Charge and Missile Battery in the tunnels of Phase 6. Once you defeat the Metroids in these areas, you can return any time for an Energy or Missile recharge. It will pay to know where you can rest so that you can get back to full strength when you're exploring future phases.



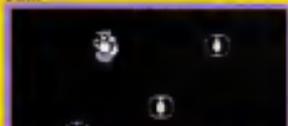
BIG ENERGY BREAK

When you blast the Octroids in this section, they'll usually leave behind Big Energy Balls. Collect these Power-Ups to fill your Energy Tanks.



FLY OVER FLITTS

The strange creatures known as Flitts appear and disappear in tunnels seeping with deadly liquids. You can try to jump from Flitt to Flitt to avoid the liquid or just Space Jump and stay far from the Flitts.



GET AROUND

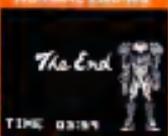
A lot of creatures on SR388 are built with corneal shielding which will guard them against your beams. The mean Moos in this area have a sturdy front plate. In order to defeat these creeps, you'll have to blast them from above or behind.



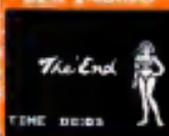
FIGHT FOR A FAST FINISH

This game has several endings, just like the original Metroid adventure. If you can go through the game from start to finish in a total playing time of three hours or less, you'll witness the best ending scene.

NORMAL ENDING



BEST ENDING





PHASE 7: GRAND CAVERN

Since the huge cavern of Phase 7 has a lot of long drops, it'll pay to perfect the Space Jump technique when you explore this area. The Spider Ball will also help.

MOST IMPORTANT ITEMS & ENEMIES
ZETA METROIDS (3)
GAMMA METROIDS (4)
ENERGY TANK/MISSILES (3)
SCREW ATTACK

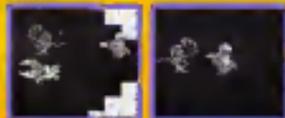
METROID II RETURN OF SAMUS

PHASE 7 TUNNEL MAP



ZAP THE ZETAS

A trio of Zeta Metroids haunt the Phase 7 corridors. These third stage Metacid mutations move quickly and swoop down on their enemies. You can only knock out their energy when you hit them with Missiles from in front or behind.



MAXIMUM POWER

By now, you've seen all of the different types of weapons. You can go back for appropriate beams whenever you need them. The three-laser Spazer beam is very useful.



BUZZSAW BLAST

You'll discover the Screw Attack near the top of the cavern. This awesome fighting technique will allow you to blaze through enemies while you jump and spin.



DARK CHAMBER

If you can get through the unholy section of this cavern, you'll be able to collect a Missile and an Energy Tank. Create Bombs as you roll and break away the blocking rocks. Also, try to use the Spider Ball to climb narrow, vertical passages.



Use Bombs to break through dark passages.



Climb the walls with the Spider Ball.



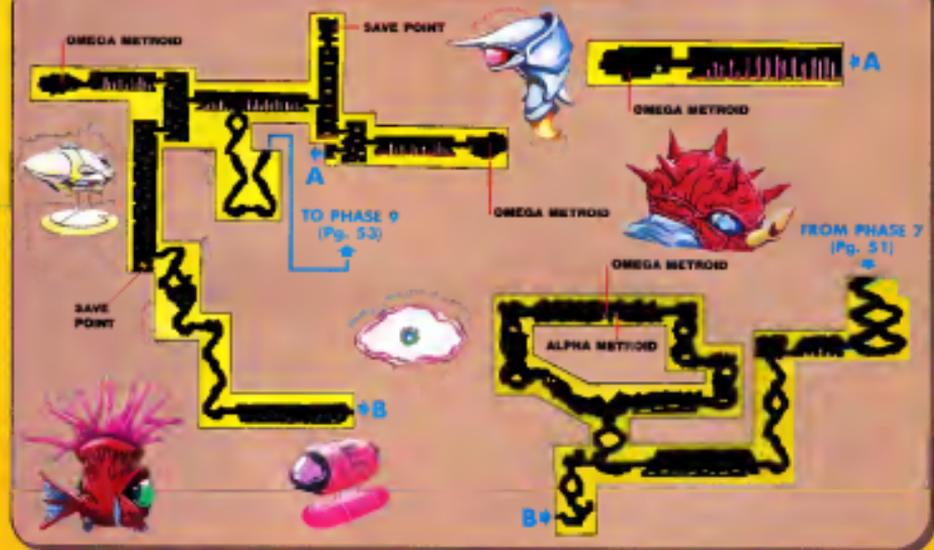


PHASE 8: TRICKY TUNNELS

The winding passages of Phase 8 have no Energy Charges or Missile Batteries and very few prospects for extra Energy Balls. You'll have to make your way through these corridors only with the energy saved in your tanks.

MOST IMPORTANT ENEMIES
ALPHA METROID (1)
OMEGA METROIDS (4)

PHASE 8 TUNNEL MAP



OMEGA EXTERMINATION

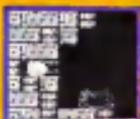
Omega Metroids are one of the most sophisticated Metroid strains. You'll have to fight four of them in this phase. These monsters attack in a similar pattern to the Zeta Metroids though they are much faster. Fire off a quick load of Missiles when they stop and hover. It'll take a lot of firepower to check these creeps off your list.

METROID LOOP

After you dispense the Alpha Metroid in this area a quake will occur, causing liquid to rise and trap you in a circular path. Go around the loop completely and you'll come across an Omega Metroid. Then defeat this creature and the liquid will sink again.

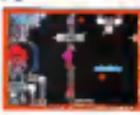
GET BACK

Since there are four Omega Metroids in this area, there's very little chance that you'll be able to clear it without making use of an Energy Charge and a Missile Battery. When you're feeding the need for supplies, go back to Phase 7 and refill.



A CROSS-SYSTEM CLASSIC

The original NES Metroid has been such a hit with fans that the programmers wanted to make an even more spectacular version for Game Boy. Could a Super NES Metroid be in the works? Maybe!





PHASE 9: THE FINAL BATTLE

As you approach the Queen Metroid, ruler of SR388, you'll encounter several newly hatched non-mutant Metroids. Be careful! They're still tough!

MOST IMPORTANT ITEMS & ENEMIES

ICE BEAM
METROIDS (8)
QUEEN METROID

METROID II RETURN OF SAMUS

PHASE 9 TUNNEL MAP



ICE BEAM



Once you've taken care of the Queen, a new Energy Metroid will help. This one will help you complete your mission.



FROM PHASE 8 (Pg. 52)

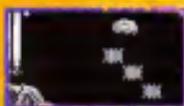
THE ORIGINALS RETURN

The Queen Metroid has hatched several new Metroids. These creatures haven't been heard from since the original adventure. Freeze them with the Ice Beam, then finish them off with five Missiles each. They'll be gone, but they won't leave behind items like the last ones did.



THE ULTIMATE MUTATION: THE QUEEN METROID

The leader of the Metroids is a fierce mutation. You'll need about 200 Missiles for your confrontation with this creature. Avoid its three-ball blast and long-necked attack, then aim for its open mouth when it tries to bite. If you're on target, the Queen will freeze for a moment, allowing you to get in a few hits before it snaps back.



Avoid the Frostballs or tear them up with the Snow Attack.

Leap out of the way when the Queen latches out at you.



You'll freeze your enemy with a well-placed Missile.



GAME BOY

STAR WARS

Star Wars is a UBI Soft Production. © UBI Soft 1992.
Star Wars is a registered trademark of Lucasfilm Ltd. Star Wars
game © 1992 Lucasfilm Entertainment Company. Developed
by NMS Software Ltd.



A LONG TIME AGO...

Now you can hold an entire galaxy of adventure in the palm of your hand! The far, far away galaxy of Star Wars is yours to enter in Star Wars for Game Boy. The game play and story are almost identical to the NES Star Wars game, which closely follows the plot of the movie. All the characters, exotic locations and laser blasting action are here!

TATOOINE: The Desert Planet

The game opens with Luke Skywalker in search of the runaway droid, R2-D2. You must guide Luke's sandspeeder over the sun scorching and sand blasted surface of Tatooine, all the while avoiding imperial laser cannons and other hazards. Although the sand-speeder has no weapons, you can press the B Button to accelerate away from danger. The letters on the map correspond to the locations described on the following page. You must explore these caves and other locations to find weapons, Ben Kenobi and valuable Power-Ups.



A. LASER CAVE

There are no enemies in this cave, but caustic slime drips from the stalactites hanging from the ceiling. Hold down the B Button and run and jump through the cave's obstacles at

high speed to avoid the deadly drops. Be sure to get the Blaster Power-Up located just before the cave's exit.



STAR WARS

B. SAND CRAWLER

The desert scavenging Jawas infest the junk-filled sand-crawler. Your goal is to recover R2-D2 from the depths of the trap-filled vehicle. Work your way up and right, shooting enemies as soon as they come into view.



C. ENTER SAND MAN

Your best bet to avoid the energy bolts the Sand Men fire from their bodies is to duck. Don't get too close to them, and fire at them as you duck. Look for a well-hidden I-Up in this cave in addition to the two Shield units inside.



D. ROCK HOUND'S LAIR

Duck and shoot the Rock Hounds from a distance when you see them advancing at you. Avoid the falling rocks by jumping and dodging swiftly. Don't miss the Millennium Falcon shield unit you will find here.



E. CRAWLER CAVERN

Sand Slugs move slowly, but can be deadly. Wait until you can get a clear shot at them, then duck and shoot as they squirm away from you. There is also a Shield unit in this cave.



F. RAIDER'S LAIR

When you are ambushed by a Tusken Raider, try to escape to high ground. When you reach a ledge, get your bearings and attack the Raider from the safety of your perch. A Shield unit awaits you in this cave's depths.

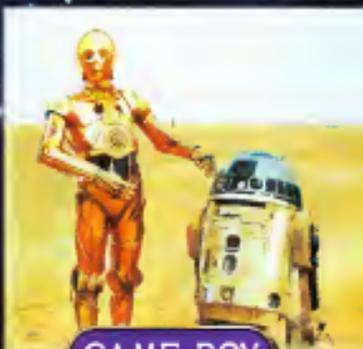


G. GENERAL KENOBI'S CAVE

You definitely need Ben Kenobi to join you in your adventures. He not only serves as spiritual advisor and mentor in the ways of the Force, he also revives fallen teammates and gives Luke the Lightsaber—a powerful weapon with a short range.



If Han Solo or Princess Leia is full in battle, Obi-Wan can revive them, but only a limited number of times.



GAME BOY

H. MOS EISLEY

Tatooine's spaceport, Mos Eisley, is a scum pit full of the most ruthless aliens in the galaxy. It is also patrolled by Imperial Stormtroopers in search of the droids, R2-D2 and C-3PO. Luke must enter this place to find a space captain to take him off of Tatooine. Han Solo is his man, but he is hidden in the depths of Mos Eisley's cantina. It's a dangerous place with tough enemies that can only be vanquished by Luke's Lightsaber or Han's powerful Blaster.



Use the Lightsaber or Han's Blaster to defeat the stronger enemies.



FIGHT YOUR WAY TO THE FALCON (1)

The Millennium Falcon is parked in Hangar 94. You must reach the ship alive to leave Tatooine. Before you head for the ship, you should collect the eight Shields hidden in the caves on the planet's surface. On your way to the Falcon, watch for bounty hunters. They are especially dangerous and can do a lot of damage. Use Han Solo's superior firepower to blow away any enemies that get in your way.



ALDERAAN NO MORE

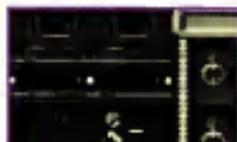
In your escape from Tatooine, you will run into a meteor shower. Although you can get fancy and dodge your way through it, it's easier to just push and hold the Right Arrow down. This way you will never get hit.



If you can avoid the meteors for a little over a minute, you will reach the Death Star.

DEATH STAR RISING

The layout of the Death Star's interior is similar to the hangar of Mos Eisley, but is patrolled by more Stormtroopers. Use Han again to blast a path through them with firepower and with quick jumping and dodging. Once you reach the computer room, you will find that Princess Leia is scheduled to be terminated. You must make your way up through a maze of elevators to rescue her. Sometimes it is possible simply to avoid enemies by jumping them, but always keep your Blaster handy.



Han Solo is the team leader of choice, unless you have to make some long jumps, in which case Luke does better.



LUKE LOCATES HAN SOLO

Han Solo will join your party and take you to Alderaan if you contact him in the cantina. You need him in order to pilot the Millennium Falcon.



Be sure to keep C3PO from saving Han Solo if he falls to the mercy of the Stormtroopers.



POWER DOWN THE BEAM

In certain areas, R2-D2 will be able to tap into the Death Star's computer network and bring up a map of the elevator maze. This can be helpful in finding your way to the tractor beam core. Once there, it takes eight shots to destroy the beam's power source. After you have destroyed the Tractor Beam, rescue Leia and escape from the Death Star!



Avoid the spring defense robots and hurry to rescue Leia!



Avoid the laser defenses, climb the ladders on the side and fire as you jump down to destroy the Death Star's tractor beam!



THE FATE OF THE GALAXY IS IN YOUR HANDS

Your mission to destroy the Death Star and defeat the evil Empire's plans is only just beginning! If you use the Force, you will prevail!



Leto, Luke, Han, and the friends have more adventures ahead of them!



NBA 2™

ALL STAR CHALLENGE

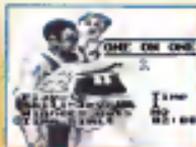
© 1992 NBA Properties © 1992 LJN, Inc.

SLAMMIN' AND JAMMIN'

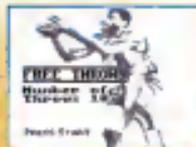
So you think you have what it takes to play B-Ball with the big boys. NBA 2 ALL STAR CHALLENGE from LJN gives you your chance. Take your best shot at the top NBA players in six One-on-One contests. Fans of the original NBA ALL STAR CHALLENGE will find two hot new contests: Slam Dunk and 3pt. Shootout. Play against the computer, or take on a friend using the Game Link option. Whichever way you play, get ready for slammn' and jammin'.

SIX ALL STAR COMPETITIONS

Challenge the best players in the NBA to six competitions of skill including Slam Dunk, One-on-One, and Accuracy Shootout.



One-on-One requires great offensive and defensive talent.



A good eye is the key when shooting from the top of the key.



Can you hit the basket from the perimeter for three points?



Master six slam dunk techniques like being the Cat.



The Accuracy Shootout means quick shooting from all over the court.



Tournament One-on-One play with four All Stars of your choice.



POWER PLAYERS

NBA 2 ALL STAR CHALLENGE

Part of the challenge is to pick the best All Star for each contest. Some players may be great at the Slam Dunk but lousy at the 3pt. Shootout. Every NBA team is represented by an All Star.

  CHARLES BARKLEY HEIGHT : 6'10" WEIGHT : 252 PPG AVG : 23.0	  LARRY BIRD HEIGHT : 6'9" WEIGHT : 220 PPG AVG : 24.0	  KARL MALONE HEIGHT : 6'10" WEIGHT : 205 PPG AVG : 20.4	  TIM DUNCAN HEIGHT : 6'7" WEIGHT : 235 PPG AVG : 18.0	  ALEX CHAPMAN HEIGHT : 6'11" WEIGHT : 195 PPG AVG : 15.4
  DERICK COLEMAN HEIGHT : 6'10" WEIGHT : 230 PPG AVG : 10.2	  RONDO OSGERTY HEIGHT : 7'1" WEIGHT : 203 PPG AVG : 23.2	  GLYNN DINKLER HEIGHT : 6'7" WEIGHT : 215 PPG AVG : 15.0	  PATRICK EWING HEIGHT : 7'0" WEIGHT : 250 PPG AVG : 23.7	  KEVIN JOHNSON HEIGHT : 6'11" WEIGHT : 190 PPG AVG : 19.2
  MICHAEL JORDAN HEIGHT : 6'6" WEIGHT : 190 PPG AVG : 28.7	  SHAWN KEMP HEIGHT : 6'10" WEIGHT : 255 PPG AVG : 17.1	  BERNARD KING HEIGHT : 6'7" WEIGHT : 205 PPG AVG : 25.0	  KARL MALONE HEIGHT : 6'9" WEIGHT : 200 PPG AVG : 27.0	  GARY NUNN HEIGHT : 6'10" WEIGHT : 230 PPG AVG : 17.5
  BERNIE MILLER HEIGHT : 6'7" WEIGHT : 195 PPG AVG : 10.7	  CHRIS MULLIN HEIGHT : 6'7" WEIGHT : 215 PPG AVG : 20.0	  DEBBIE MOTENO HEIGHT : 7'2" WEIGHT : 205 PPG AVG : 10.1	  GREEN GRANGER HEIGHT : 7'0" WEIGHT : 252 PPG AVG : 21.0	  NITON RIDDARD HEIGHT : 6'5" WEIGHT : 215 PPG AVG : 22.0
  OLVIN SORENSON HEIGHT : 6'11" WEIGHT : 190 PPG AVG : 12.0	  DAVID ROBINSON HEIGHT : 7'0" WEIGHT : 235 PPG AVG : 22.0	  RORY NEIKELY HEIGHT : 6'11" WEIGHT : 250 PPG AVG : 10.0	  SCOTT SKILES HEIGHT : 6'11" WEIGHT : 190 PPG AVG : 10.0	  IRAHN THOMAS HEIGHT : 6'11" WEIGHT : 175 PPG AVG : 22.5
  DONNIEKE WILKINS HEIGHT : 6'6" WEIGHT : 200 PPG AVG : 20.1	  JAMES WORTHY HEIGHT : 6'9" WEIGHT : 225 PPG AVG : 21.2			



GAME BOY



ONE-ON-ONE

This is the ultimate contest: offense, defense, quick breaks, body jamming, slam dunking, 3pt. shooting. You set the parameters, how long you play, or to what score. You can even play *Winners Outs*. These are three skill levels. On the top level, any of the All Stars becomes a Super Star.



WINNERS OUTS

If you make the shot, you keep the ball—that's what is meant by *Winners Outs*. This can be an easy way to win quickly, or lose quickly if your opponent is hot.



CHARGING

A Charging penalty will be called if you romp over the defender like a blind bull. Use a little finesse and go around him.



FREE THROWS

Shooting Free Throws may seem like the most basic hoop competition imaginable, but it's not as easy as it sounds. The targeting cross hairs move randomly, and you have almost no control. Wait until the cross hairs are just above the rim, then shoot.



WAITING AND WATCHING

The targeting cross hairs circle around and around the sweet spot on the backboard just above the rim. Don't wait for your hair to fall out, move on to another event.



The cross hairs move randomly.



Don't expect much control.



Patience is the trick.



3PT. SHOOTING

3pt. Shooting Around the World gives you five shots from five places outside the 3pt. line. The best shooters have the highest Points Per Game Averages, with the result that fewer of their shots bounce off the rim. Release the ball as the player reaches his highest point to sink the shot.



THREE POINT STARS

Some of the All Stars dominate this event with their pure outside shooting skills. Michael Jordan, Dominique Wilkins, Larry Bird and Bernard King are a few of the best perimeter shooters.



Wilkins really raises the heat.



He's an all-around.



Richardson can't keep up.



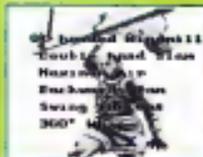
SLAM DUNK

This is the toughest skill to master. Your All Star starts at half court, dribbles to a flashing X designating your take-off point, leaps into the air, then smashes the ball through the hoop. Timing is critical on all six dunk styles. Three judges rate each dunk on a scale of one to ten.

**NBA 2
ALL STAR
CHALLENGE**

AIRBORNE

The six slam dunk styles include One-Handed Windmill, Doublehand Slam, Maximum Air, Backward Jam, Swing the Cat, and the 360 Whop. The last two are the toughest. Try to jump from the center of the X, then slam the ball when your arm reaches its highest point.



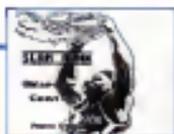
Choose your favorite dunk.



Air Jordan ready for take off.



Once airborne, he times the dunk.



ACCURACY SHOOTOUT

Quick shooting from all over the court is the idea behind this competition. The trick is to shoot quickly at the top of your jump, then move straight to the ball. You must pick up the ball after each shot, then dribble to the next shooting location.



CUSTOMIZE THE COURT

You can set the ten shooting locations before the competition begins. For a high scoring event, place the locations close to the basket. The shots are easier and the rebounds are quicker.



High scoring under the basket.



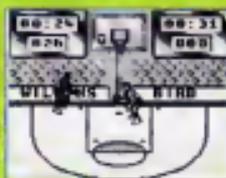
TOURNAMENT

Control four players in one-on-one competitions against four opponents to determine the best of the All Stars. The Tournament is single elimination. Choose how many points are needed to win a match, if there is a time limit, and if it is Winners Outs or not.



OUTSIDE ADVANTAGE

An All Star with a good outside shot has the advantage, because he scores three points for every two-point field goal of his opponent, plus he can shoot faster since he doesn't have to dribble up to the basket. If you let the other guy get ahead, it's tough to catch up.



GAME BOY

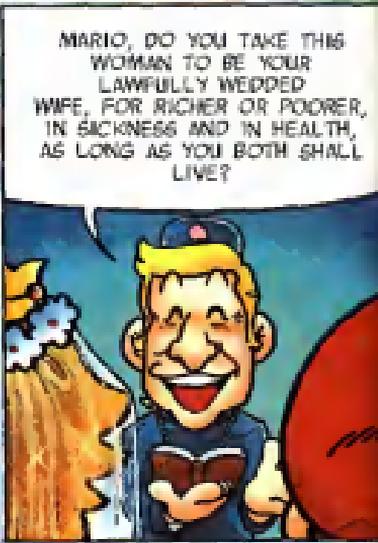
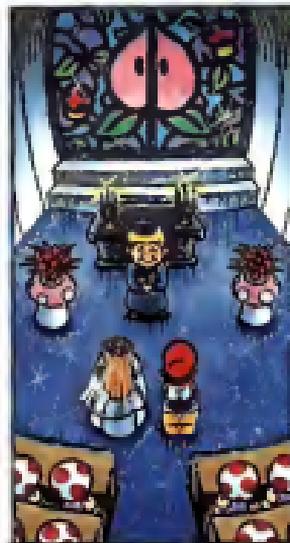
SUPER MARIO ADVENTURES

IN OUR LAST EPISODE, BOWSER LOST ONE HOSTAGE BUT GAINED ANOTHER. AS PRINCESS TOADSTOOP, FLEW THE "WOOD" AND MARIO BECAME CAPTIVE NUMBER TWO—WITH A SILET. THEN, WHEN MICHAELKAPPA DEMANDED THE PRINCESS IN RETURN FOR MARIO, LAST PAT ON HER STARK AND PLANNED TO TAKE HER PLACE. LUCKILY, FLOYD SHOWED UP WITH A NEW LINE OF COSMETICS.

CLING
CLANG



ILLUSTRATED BY
CHARLIE NOZAWA



MARIO, DO YOU TAKE THIS WOMAN TO BE YOUR LAWFULLY WEDDED WIFE, FOR RICHER OR POORER, IN SICKNESS AND IN HEALTH, AS LONG AS YOU BOTH SHALL LIVE?

YES, I DO!



PRINCESS, DO YOU TAKE THIS MAN TO BE YOUR LAWFULLY WEDDED HUSBAND?



YES, I DO!

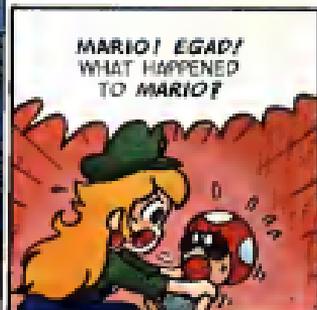


I NOW PRONOUNCE YOU MAN AND WIFE, YOU MAY KISS THE BRIDE!

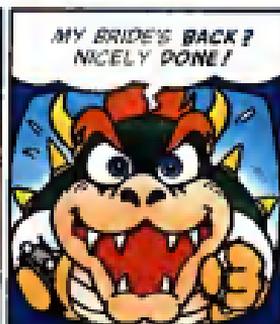
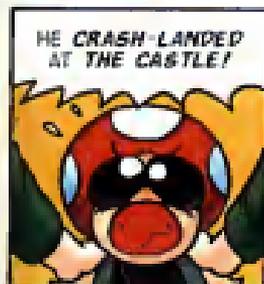


EEEEK! NOT
BOWSER!!

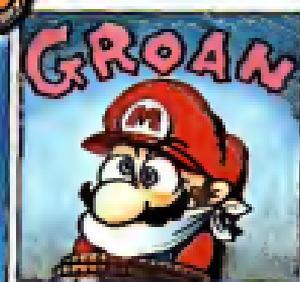
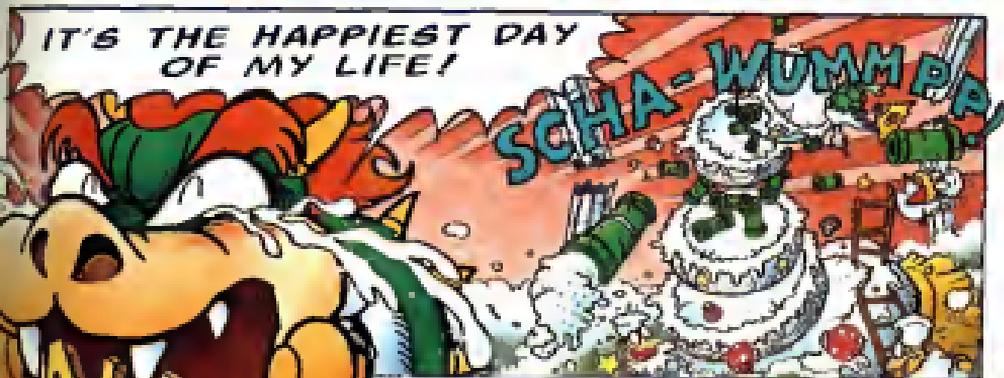




...IT LOOKED LIKE MARIO!







I DO THINK
IT FLATTERS MY
COMPLEXION.



PRINCESS!
ARE YOU
LOST?



WHAT ARE
YOU GOING TO
DO WITH HIM?



THE PIRANHAS ARE
ALWAYS HUNGRY!
HE'LL MAKE
A FINE MEAL!



GRRRR!



SPEAKING OF FOOD,
I'M HUNGRY!



PIZZA,
ANYONE?

ME, ME!
ME TOO!



I KNOW A GOOD PLACE THAT
DELIVERS. MY TREAT!



THAT'S OUR MOM!



DOUBLE
ANCHOVIES
FOR ME!

DOUBLE
CHEESE,
TOO!



I'LL
ORDER TWO
OF EVERY-
THING!

DON'T
FORGET
THE
MUSH-
ROOMS!



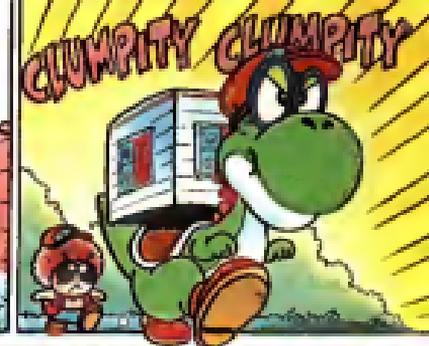
I'LL CALL
RIGHT NOW.



HELL



WE HAVE A
DELIVERY
TO MAKE!



THE PIZZA!
IT'S ALMOST
HERE!



YOU!
GO GET
IT!

HERE'S YOUR ORDER,
PIPING HOT!



YAHOO! IT'S A
PIZZA PARTY!



YUMMMM!
I CAN'T WAIT!



SPECIAL
DELIVERY!

SURPRISE!

TO BE CONTINUED...

COUNSELORS' CORNER!



FINAL FANTASY II

HOW DO I GET SPECIAL WEAPONS?



Kyle Carlson

You can win some special weapons by defeating certain combinations of enemy groups. These groups don't always leave weapons behind—maybe once in three or four tries. On the Moon, look for the following opportunities. The

Crystal Ring, which protects against Sleep, Stop and Charm spells, can be won from a group of Behemoths or Red Dragons. The Dragon Spear, used when battling dragons, can be won by defeating three Red Dragons or one Red Dragon and one Behemoth.

The Heroine Robe is strong protection for Rydia or Rosa; just defeat a group of one Warlock, one Kary, and one Red Giant. The Rune Axe can be won from two Red Giants or a group of Magicians.

Enemy	HP	EXP	Drop
Behemoth	100	100	Crystal Ring
Red Dragon	100	100	Crystal Ring
Behemoth	100	100	Crystal Ring
Red Dragon	100	100	Crystal Ring
Behemoth	100	100	Crystal Ring
Red Dragon	100	100	Crystal Ring

Special weapons like the Rune Axe can be more powerful than weapons you buy or find.

Enemy	HP	EXP	Drop
Behemoth	100	100	Crystal Ring
Red Dragon	100	100	Crystal Ring
Behemoth	100	100	Crystal Ring
Red Dragon	100	100	Crystal Ring
Behemoth	100	100	Crystal Ring
Red Dragon	100	100	Crystal Ring

Get the Crystal Ring from beating Behemoths or Red Dragons. It protects against some spells.

Enemy	HP	EXP	Drop
Red Dragon	100	100	Dragon Spear
Red Dragon	100	100	Dragon Spear
Red Dragon	100	100	Dragon Spear
Red Dragon	100	100	Dragon Spear
Red Dragon	100	100	Dragon Spear
Red Dragon	100	100	Dragon Spear

Defeat three Red Dragons or one Red Dragon and one Behemoth to win the Dragon Spear.

Enemy	HP	EXP	Drop
Warlock	100	100	Heroine Robe
Kary	100	100	Heroine Robe
Red Giant	100	100	Heroine Robe
Warlock	100	100	Heroine Robe
Kary	100	100	Heroine Robe
Red Giant	100	100	Heroine Robe

Win the Heroine Robe for Rydia or Rosa by defeating a Warlock, a Kary and a Red Giant.

Enemy	HP	EXP	Drop
Red Giant	100	100	Rune Axe
Red Giant	100	100	Rune Axe
Red Giant	100	100	Rune Axe
Red Giant	100	100	Rune Axe
Red Giant	100	100	Rune Axe
Red Giant	100	100	Rune Axe

Two Red Giants or a group of Magicians give you the Rune Axe. Use it against some spells.

Enemy	HP	EXP	Drop
Red Giant	100	100	Rune Axe
Red Giant	100	100	Rune Axe
Red Giant	100	100	Rune Axe
Red Giant	100	100	Rune Axe
Red Giant	100	100	Rune Axe
Red Giant	100	100	Rune Axe

For the Zen Guardian, beat two Red Giants and three Skeletons or two Skulls and three Red Giants.

MEGA MAN IV

WHAT IS THE BEST STAGE ORDER TO TAKE?



Kemp Lundstedt

One of the great things about Mega Man games is that you can choose any order in which to fight Dr. Cossack's stage leaders. There is an easier way, however, because each leader has a particular weak spot for one of the mega-weapons that you take from one of the other leaders. If Mega Man has already collected the right weapon, defeating the leader with the weakness to that weapon is just a matter of blasting and dodging. The following order of attack is the easiest.

1. Toad Man can be defeated with the Mega Buster, making him the first logical target for Mega Man. When you blast him, he'll jump, so run underneath him, then attack from the other side. There's nothing you can do about the Rain Flush, so go into this room with full life.

2. Once you have Toad Man's Rain Flush, use it against Bright Man. Keep jumping and attacking continuously. For safety, you want to be in the air when Bright Man uses the Flash

Stopper that freezes your motion.

3. The Flash Stopper works great against Pharaoh Man, your next target. Wait until Pharaoh Man is on the floor near Mega Man, then freeze him with the Flash. If you fire continuously, Pharaoh Man won't be able to move.

4. Ring Man is most susceptible to the Pharaoh Shot, so he's next. To dodge the Ring Boomcrang, run towards and then away from it to give you an added edge.

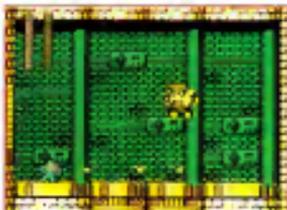
5. The Ring Boomerang will help you dust Dust Man. If Dust Man attacks and jumps, run under him and attack from the other side. Sometimes

he attacks on the ground, forcing you to jump over him.

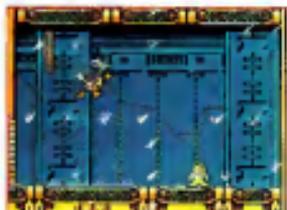
6. The Skull Barrier protects Skull Man from Mega Man's attacks, but there will be moments when you can use the Dust Crusher against him.

7. Dive Man also falls victim to skillful use of the Dust Crusher: When he's in Torpedo form, jump to avoid him, then continue your attack.

8. Dive Missiles will dull Drill Man's bit. Use them when the Drifter pops up from under the floor. While Drill Man is underground, keep moving so you can avoid him when he reemerges.



Use the Mega Buster against Toad Man. First run under him and attack from the other side.



Flash Bright Man using the Rain Flush from Toad Man. Jump and attack as quickly as you can.



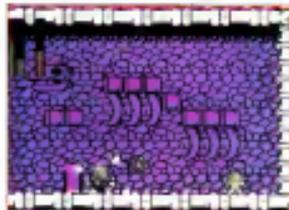
Freeze Pharaoh Man with the Flash Stopper, then continuously blast him until he's history.



Ring Man's weakness is the Pharaoh Shot. Dodge the Ring Boomcrang and keep firing.



The Ring Boomerang buns Dust Man. Run under Dust Man or jump over him.



Skull Man can't handle an attack from the Dust Crusher. Attack when his barrier is down.



The Dust Crusher also works great against Dive Man. Watch out for the fast Torpedo Attack!



The Dive Missile is your best choice for use against Drill Man. Hit him when he reappears.

ADVENTURES OF LOLO III

HOW DO I GET THROUGH ROOM 10-5?



Mark Vvich

Take the Heart above where Lolo begins, egg the Gol on the left side and push it up one space. Now get the Heart sitting by the water. Return to the Gol on the right side, egg it and push it over to the right wall, then up to the water. Cross the Egg, grab the Heart, and run back before the Egg sinks. So far so good.

Now make the first Bridge two spaces above the first Gol that you moved. When the second Gol reappears, egg it and push it across your Bridge and into the water so you can cross over to the middle area. Here, begin by taking the Heart in the top

right corner. Next, push Emerald Framer A down and left so it is above the closest Medusa. Framer C goes just to the left of the same Medusa. Take the Heart below Framer C, then push Framer C down half a space.

Place the second Bridge two spaces right of the lowest Medusa. Put Framer D at the upper right corner of Framer A, then clear the way by eggging Gol A and pushing it up once, right twice, and up once more. Push Framer D three spaces left, then egg Gol A again and push it into the water. Now move Framer D all the way down to the second Bridge. When Gol A reappears,

egg it and push it up to the first Bridge, cross over and take the Heart at the bottom. Use the right Gol to cross back to the middle. Place Framer B in line above Framer D with its top touching the water. Egg Gol A and block the Medusa in the corner with the Egg. Take the last Heart and move right two spaces so you are below Framer B.

Now move to the edge of the water to the right of Gol B. Shoot it off the screen and build your final Bridge to the spot where Gol B used to be. Finally, cross the Bridge, egg the Gol above you, and go to the Jewel Box.



Room 10-5 begins with Hearts, Gols, and Framers in these positions. The first Heart is easy to get. Just move Lolo up two spaces. After that, it gets tricky.



Egg the left Gol, move it, get the Heart by the Water, then get the second Heart by crossing over using the second Gol as an Egg. Finally place the Bridge as shown.



Use an eggged Gol to cross to the middle and take the top Heart. Block the Medusa with Framer A and C. Grab the right Heart, then put a Bridge at the bottom.



Put Framer D on the lower Bridge. Cross the first Bridge and get the lower Heart. Block the corner Medusa with Gol A. Get the last Heart. Shoot Gol B from the right.

PRINCE OF PERSIA

HOW DO I DEFEAT THE GHOSTS IN STAGE 3 AND 12?



Mike Bush

The Guard Ghost in Stage Three has no Life Line, which makes sense for a ghost. Unfortunately, you can't defeat the Ghost by conventional means using your sword. Instead, you'll have to force the Ghost over the edge by moving toward it as you fence. If you succeed in this, you'll have to force the Ghost over a second ledge below.

The Ghost that haunts you in the later stages of the game is really a reflection of yourself that was split off from you in Stage Four. (See the answer below to find out how the Mirror Ghost is created.) When you meet it

near the end of the game, it mirrors every move you make. If you attack with your sword, it will also attack. The answer to the riddle is simple. Put

away your sword and the Ghost will likewise put its sword away, allowing you passage to the end of the game.



Keep forcing the Guard Ghost backwards until it falls off the ledge, then do it again below.



The Mirror Ghost matches every move you make. Get past it by putting your sword away.

? HOW DO I GET PAST THE MIRROR IN STAGE 4? ?

The puzzle of the Mirror stumps most players the first time they encounter it. If you try to walk through it, you'll get nowhere. It seems

solid. What you need is a leap of faith. Go back to the right, letting the screen scroll one frame over. Now start to run toward the Mirror. Jump as shown

below and you'll pass through. Notice that the Mirror Ghost splits off when you leap through the Mirror. You'll have to deal with it later.



The Mirror is impenetrable to those who walk up to it and try to pass through to the far side.



Begin running from right of the screen shown and jump as you pass through the Mirror.



When you pass through the Mirror, the Mirror Ghost splits off. You'll encounter it later.

QUESTIONS? CALL THE POWER PROS AT NINTENDO



WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:
(906) 885-7529
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.

ARCADE • GAME • UPDATE

A ROUNDUP OF 1992 COIN-OP STANDOUTS

The home video game market has exploded over the past five years, so in order to compete with that, arcade game developers are forced to push the technological limits of electronic gaming. Nintendo Power usually doesn't cover arcade games, but games for each of the Nintendo systems are often adapted or taken straight from popular arcade games. Street Fighter II is a perfect example. Let's take a four page look at a group of the newest standouts in the coin-op industry.

STREET FIGHTER II CHAMPION EDITION

What makes Street Fighter II so popular? Is it the graphics? The sound? The variety of moves and characters to choose from? Who cares—the hottest arcade game of 1991 is back. Did I hear you say "So what?" Well, Street Fighter II has been upgraded. Now you can play as the "bosses," Balrog, Vega, Sagat or M. Bison. One of the coolest new additions to this game is that both players can choose the same fighter. Granted, any one of the fighters has the ability to defeat any of the others, but now players can finally find out who the best Street Fighter

II player is by going head to head with the same character!



Check it out! Same Player vs. Same Player is a real option. Only the Champion Edition has it.



The two boxes here! We're giving you a chance to see what it looks like because you won't be able to see it through the crowd at the local arcade.

X-MEN

Why are these six people crowded around that cabinet? They can't ALL be playing, can they? Yup. They can't in the true spirit of one-upmanship, Konami introduces X-MEN. It's a six-player simultaneous action game based on the popular Marvel Comic series of the same name. The comic book heroes are destined to be arcade marvels as well. Each player controls a different member of the X-MEN team. Each character has its own special moves, attacks and mutant powers. Choose from Cyclops and his optic force beam; Colossus, who changes his flesh to steel; Wolverine, whose unbreakable skeleton and retractable claws make him a force to reckon with; Storm, an African princess who can control the weather; Night-

crawler and his teleportation skills; and finally, Dazzler, an actress who converts sounds into sonic light blasts. Each player has control over an 8-way joystick and buttons for attacking, jumping and using a mutant power. X-MEN's cabinet is massive, and it houses a dual screen display to create a playfield that is twice as wide as those of other video games. X-MEN has fantastic stereo sound processing, which goes to further the game play experience. The X-MEN's mission is to find Professor X, who has been captured by the Evil Mutants. Searching the city, they use their natural fighting abilities to destroy Magneto's soldiers. Once the Professor is safe, the X-MEN must track down Magneto for the final confrontation.



As many as six people can crowd around the X-MEN cabinet to get in on the action, and the display should still be large enough for all to see. As you can see, Konami has designed an extra wide playfield.

ARCADE • GAME • UPDATE

A ROUND OF 1992
COIN-OP STANDOUTS



The X-MEN cabinet is wide and rather stout. It has to be in order to accommodate standing room and control for six people playing at the same time!

It's quite a sight watching six players compete at the same time—a truly exciting event! However, one player competing alone can have just as much fun. To use a different X-MEN character, a player must switch locations on the cabinet. Each joystick and set of buttons is dedicated to one specific character.

TMNT: TURTLES IN TIME

The newest Turtle adventure begins when Krang and Shredder steal the Statue of Liberty. The Turtles vow to get it back—no matter how high the cost. They search the streets of the Big Apple, confronting Shredder's Foot Clan and his other accomplices. Then it's off to the sewers for some toxic surfing. When Shredder realizes the Turtles won't quit, he sends them through a time warp to various places in the past and future.



The Turtles are riding high in the distant future. As with the first TMNT arcade game, four players can join in and kick some simultaneous shell.

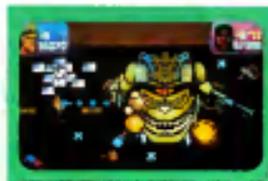


You'll be able to leave Turtles in Time for your Super NES, too! It'll be virtually the same game.

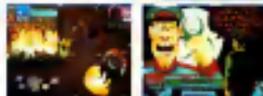
After the Turtles get zapped into the time warp, they travel to Prehistoric Turtlesaurus, visit an ancient pirate ship and ride the range in the wild, wild west. After rustling up the bad guys they'll be warped to the year 2020 and then on to Starbase 2100. Finally, the Turtles end up in the Technodrome to battle Shredder. By the way, with the advances that the Super NES offers, Konami will have no problem duplicating this game for your Super NES.

TOTAL CARNAGE

Following-up the arcade hit Smash TV, Total Carnage takes the meaning of graphic violence to new levels! No joke. Total Carnage is one of the most aptly-named games we've ever seen! The story is set in the aftermath of a war. Reporters sent to the Kookistan Desert to cover the war begin to disappear. The "Doomsday Squad," consisting of Major Mayhem and Captain Carnage, are called in to get to the root of the problem.



The first boss you'll battle is one of General Akhboob's deadliest creations. It resembles a combination of Superbot and Akahed from Smash TV.



The action can be fierce and is definitely very gory at times, but Akhboob has to be defeated.

Total Carnage consists of three large stages. After fighting your way through the desert, you'll be given a short break to total up your score, then you'll be ready to tackle the road which leads to the Kookistan airport. After you disable the airport, the only thing left to do is take out General Akhboob himself. The "Baby Milk Factory," also known as Akhboob's Chemical and Nuclear Development Co., is your last target. This game is not for wings.

SUPER HIGH IMPACT

The newest sports game from Midway boasts over 2000 frames of computer animated graphics that it can insert onto the screen during breaks in the action of Super High Impact Football. Players can choose from eighteen different big league teams as well as three different skill levels: Exhibition, Pro or Ultimate. The wide selection of offensive and defensive plays also lends to the overall realistic effect.



The Super High Impact graphics are great. You get a real feel for the intensity of a football game. The field appears to have depth and texture.



A gigantic supply of digitized graphics makes for interesting, exciting and entertaining play.

One of the most interesting recent additions to coin-operated arcade machines is trading card dispensers. Super High Impact dispenses pro football trading cards as a reward for excellent play. The game also gives players their own unique access codes for continuing game play. On-site video football leagues can easily be formed, and special football tournaments can be staged by using the access code feature.

DRIVER'S EYES

Imagine the thrill of driving a Formula 1 racer through the streets of your hometown. Sounds like fun, huh? That's exactly the feeling you'll get when you strap yourself into the cockpit of Driver's Eyes, one of Namco's newest simulation games. Using 3-D software and three 25 inch monitors that make up a 'widescreen,' this driving game has a super realistic feel. The driver has a 110 degree view of the video track.



The adjustable seat is attached to a "Bodysenic" system. Players can physically experience the images and sounds on the screen through vibrations in the seat. The wheel and pedals are laid out the same as those in real F-1 cars.

Over the past few years, arcade games that have you climb aboard and sit down have become more and more popular. The reason for the popularity is the realism you feel when you are off your feet and actually "inside" the game. Now, these types of games are providing players with more feedback. Instead of only reacting to the action you are viewing on the screen, the motion of the seats and hand controls can cause you to react, too.

COCA-COLA SUZUKA 8 HOURS

Namco has created a monster of a game with Coca-Cola Suzuka 8 Hours. The game units are linkable, and up to eight motorcycle maniacs can compete simultaneously in one game! All players have their own "bikes" to ride and their own monitors in which they will view their current positions on the track and also their positions in relation to the other players. A central display monitor/scoreboard is set up to let bystanders view the racer who is in first place. The "camera" angle on this monitor changes during the course of the race. It provides a view which is somewhat like television coverage.



GRAND PRIX STAR

Realism is the key element that any sit-down arcade game must possess. With Grand Prix Star, Jaleco delivers realism through great graphics and a vibrating steering wheel. Each unit provides an opportunity for a two-player challenge. However, two units can be linked together to allow four players to test their racing skills. Namco's Driver's Eyes scores higher marks for realism, but Grand Prix Star is worth checking out



B.O.T.S.S.

Jaleco, along with developers at Microprose, have come up with a fighting game which closely resembles the action you'd experience if you were to visit a BattleTech Center, like the one in Chicago. B.O.T.S.S. stands for Battle of the Solar System. Polygon technology is used to create the characters and landforms in this game. The characters look fantastic. Players control their "bots" with two separate controls placed on either side of their seat.



ARCADE • GAME • UPDATE

A ROUND OF 1992
COIN-OP STANDOUTS



NINTENDO SUPER SYSTEM

Several games can be installed on a Nintendo Super System. The games on the Super System are developed for use on the Super NES. This allows players a chance to "test drive" a wide variety of Super NES games before purchasing them.

STREET FIGHTING GAMES

So on the lookout for several games that borrow from the popular street fighting theme. Undercover Copz, Legionaire (pictured below), Street Dragon, 8-Bit Boys, 64th Street, and more will debut this year.



ROBO- PITCH

You'll be hard-pressed to find Robo-Pitch in a video arcade, but it's on cast, we had to show it to you. It belongs in the batting cage. Every organized baseball team should have one! Robo-Pitch looks and acts like a real pitcher. It's better than a regular pitching machine because the batter has control over the speed and height of the pitches.



ARCANA™



PLAYING THE LAST CARD

The six kingdoms of Elemen are on the brink of destruction and only one hero—the Card Master—can save the day. The story may sound familiar, but *Arcana* from Hal America has as many twists and turns of plot as *Final Fantasy II*. Rooks, the youthful hero who uses cards to cast magic spells, must discover who was behind the overthrow of King Wagnall and the disappearance of his daughters. The cast of villains includes Galvaron, the treacherous magician, Ariel, the knight turned rouge, and the Empress Rimsale of the Reign of Evil. The truth will be revealed only when the final card has been played.

ROLE PLAYING PLUS

Arcana

The RPG elements of Arcana include traditional first person, 3D views and menu-based battles with good animation. Inside the vast mazes, your party will have to fight countless enemies. An auto-mapping feature helps, but shows only the area surrounding your position. (See the back of this issue's poster for full dungeon maps.) Once a maze has been cleared, the story scene takes over: characters come and go about their own business, the plot is revealed and you may even have to fight as the middle of the story scene. The party members include both fighters and magic users. You also have the help of four elemental spirits. With a wide variety of characters, evolving story and battery backed-up memory, Arcana has been dealt a winning hand.

BANK ON ROOKS

Health	4,040
Mana	1,000
Strength	275
Agility	225
Intelligence	175
Stamina	175
MP	200-0.50
AP	25-0.25
EXP	1.17.00

Build up Rooks by giving him Honey Jars and the best weapons available since he is the only character who stays with you.

AROUND THE BEND

Not only are the characters and enemies animated within their card frames, the 3D view also animates the act of moving around corners. Each time you turn a right angle in a maze, the screen pans through two shots for greater realism.



CARD SHARKS

Dozens of enemies dwell in the mazes. Each creature has an attribute of Earth, Wind, Water or Fire, which determines its strengths and weaknesses.



THE PLAYERS

Every character in Arcana except Rooks has a mind of his or her own. They join you when it suits their needs, and leave the party for their own reasons. They may change allegiance, lie, cheat or steal. They have unique fighting skills, as well. Each character uses different levels of magic and specialized weapons.

ROOKS

Rooks is the only living Card Player. He uses magic and is a glib weapons plus magic combi.



ARIEL

The son of a hero of Leoford, Ariel has turned traitor to his father and the King.



TEEFA

Teefa is a royal princess, but she seems to have no loyalty to the throne.



AXS

The only remaining Knight of Leoford, he is brave, courageous, and true to his word.



SALAH

The King's second daughter is the wife of Aks. She uses magic and proves a worthy ally.



DARWIN

Darwin is an adventurer who turns up on the heels of things. He fights for himself.



SYLPH

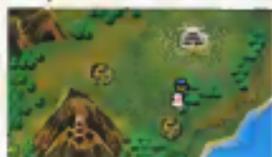
Sylph is the Spirit of Wind with great magic power.



SUPER NES

CHAPTER 1: THE JOURNEY BEGINS

The King is dead. Galnoth sits on the throne and darkness covers the land. In the village of Galia, Rooks prepares to challenge the usurper. He'll have the help of Sylph, the Spirit of the Wind, and Princess Teefa in the first stage of his quest. His mission is to enter the Temple of Balnia and find a way to keep its evil from spreading over the land. Once inside the ancient Temple, Rooks finds enemies everywhere. The party battles its way through the maze, increasing levels and winning gold. Luckily, they have brought extra medicine so they can recover from injuries.



TOWN OF GALIA

WEAPON SHOP

HEALER

INN

EXIT

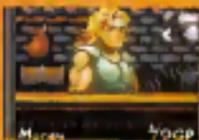
ALCHEMIST SHOP



ARIEL AND TEEFA

Ariel appears as Rooks sets out. He seems friendly, although there is something strange about his manner. Posing as Ariel's apprentice is Teefa. They speak of chaos coming from the Temple of Balnia and Rooks decides that he must go at once, for only a Card Master can seal the Temple door.

SMART SHOPPING



Rooks has 500 Gold Pieces to spend at the shop in Galia. Be sure to buy a Return Ring for 100GP so you can escape from the dungeon if you get into trouble. Then buy two Daggers at 100GP each for Rooks and Teefa. Spend your remaining gold on Herbs and Medicine.

BE HEALED!

The woman at the tent can restore life to departed comrades, or sell Magic Cards.



A ROOM AT THE INN



Restore lost HP and MP by staying overnight at the Inn. The Inn in Galia is cheap, but other Inns may charge a fortune. You can also Save your progress on one of three files. Always Save after buying new items in a town.

LISTEN UP

Listen to the Alchemist for useful information, but don't waste money on his wares.



TEMPLE OF BALTIA

The Temple is full of evil creatures as Ariel guessed. It may take several trips to explore all the secret passages, but explore them you must if Rooks is to find hidden treasures. Always face your enemies and fight bravely. The Retreat option doesn't work, until your Agility increases. Also, try to destroy mage users first as their spells may damage all of your party members.



STONE GUARDIAN

Arcana

The Hounds and Goblins are nothing compared to the two Guardians. The first you will meet is in the upper part of the First Floor. The Stone Guardian inflicts 30 to 60 damage points.

1
F

TO 2F

TEMPLE
OF
BALNIA

2F

START

START



IRON GUARDIAN

The Iron Guardian guards the final area of the Second Floor. Fill up your HP before fighting him, then use Sylph's Lightning spell and Teefa's Attribute 1 magic.



THE STING

Proceed to the Inner Temple Door where Rooks feels a sting although there is no attack. That sting will come back to haunt Rooks in the near future for it is a sign of treachery—a stab in the back.

CRYSTAL SWORD

In the Inner Sanctum, you'll find Axl and the Sorcerer guarding the Crystal Sword. Suddenly Teefa asserts herself, paralyzes the two men and steals the Sword, which is a powerful healitem. What is she up to?



ROOKS AND ARIEL

When Ariel reappears, offering to work with Rooks to fight against Rinsala, you'll have a choice to make, but you'll end up opposing Ariel no matter how you choose.



SUPER NES

THE FOREST AND THE VALLEY

The Forest of Doubt and the Crimson Valley make up the second great maze. Collect gold and Honey Jars, meet Darwin and Efirre, the fire spirit.



CHAPTER 2: REINOLL THE ELDER



DARWIN

Darwin the adventurer joins your party in the Crimson Valley. Use him to defeat enemies and help build levels. You won't have his help for long.



REINOLL THE ELDER AND ZEREL

Eventually you'll reach Reinoll the Elder, who reveals the importance of the Crystal Sword, the Spirit Sword and the Enchanted Jewel. You'll also be told about the four elemental spirits. Then you must fight Zerel, Aneel's first apprentice.



CHAPTER 3: RESCUE

RESCUE SALAH



Behind the final door you'll find Salah suspended in a top of Aneel's devious Apes. He encourages you to save him. He's not looking anyone.

MINES OF ICE

A letter from Axs states that he is heading to the Ice Mines to retrieve the Enchanted Jewel. Rooks follows close behind and finds Axs inside. The many levels of the Mines make up the biggest, most confusing maze in the game.

AXS JOINS UP



Axs needs your help, and you need his strong arm. Make sure you buy the Battle Hammer for him to swing in combat. Together, Rooks and Axs make a strong team.

MARID

Marid brings Water Magic to the party. Her spells are most effective when used against enemies of the Wind and Fire attributes. Look at the attributes of spells that enemies cast, then use the appropriate Spirit Comb against them.

CHAPTER 4: CONFRONTATION

STAVEY TOWER

Rooks and Axs plan to assault the 12 levels of Stavey Tower, hoping to find Rimsala there. Early on they find an underworld spirit named Darana, then they add the fourth Spirit Card, Disc, the Earth Spirit.



On the upper levels of the tower, you'll find a change in the decor.

CHAPTER 5: SALVATION

THE CASTLE

Dragons and Knights haunt the hallways of Bmtel Castle. Look for the powerful Spirit Staff for Terfa and Karul, the keeper of the Crystal Sword. By now you should have enough Agility to escape from enemies at times.

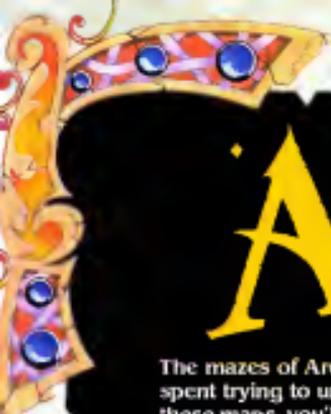


The levels and tiers of the castle will keep your head spinning.

You'll meet a Cyclops at every turn, and then you'll fight Goblins for the Enchanted Jewel and the Spirit Sword.



Is Rimsala the Evil Empress inside this final stronghold? Every step up the 12 levels is a challenge.



ARCANA

The mazes of Arcana make up the bulk of the game. Most of your time will be spent trying to uncover their secrets. Although the mazes are revealed here in these maps, you'll still have to find where the treasures lie hidden and where the enemies await your coming. Remember always to carry a Return Ring when you enter a maze.



DRAVEN PASS

ENTER



EXIT

You'll find plenty of treasure amidst the rubble and rocks of the Pass. You'll also find the way to win the adventures.

FOREST OF DOUBT

Look for Honey in the Treasure Chests to help build up Rook's agility, strength, intelligence and other attributes.

PART 1

EXIT



START

START

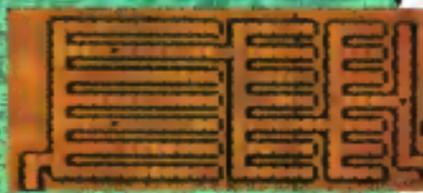
PART 2

EXIT

CRIMSON VALLEY

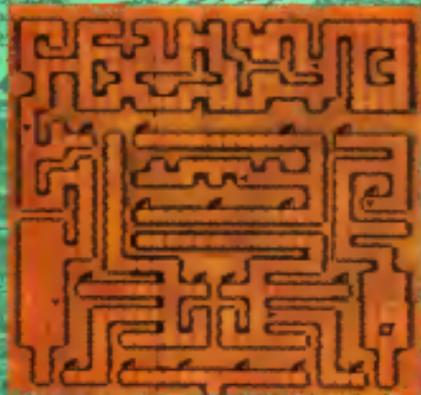
Collect a King's ransom in Gold Pieces from the gubbin of the Crimson Valley. Use the Gold for purchasing stronger weapons.

START



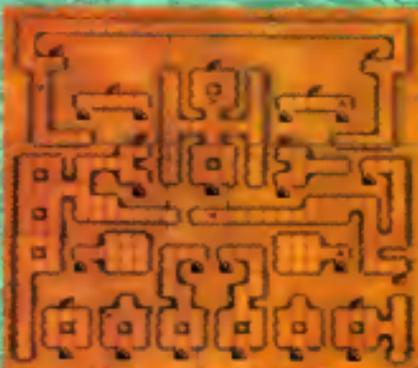
ICE MINE

The Ice Mine is the top floor of the three Ice Mine levels. You'll have to use ice grating stairways to wind your way through to the final enemy, the scary, ice-led Hydra.



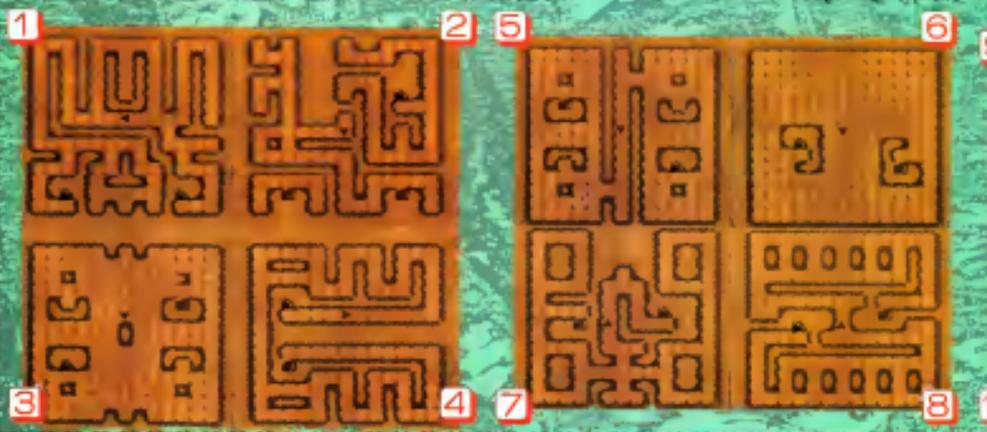
ICICLE DUNGEON

This is the level on which you'll find the Water Spirit and the Hydra, but getting to the final area requires many ups and downs. The challenge is to learn when each stairway leads.



STAVEY TOWER

The 12 floors of Stavey Tower are simpler than the others, but the enemies are much tougher. Take plenty of



STAVEY TOWER 2

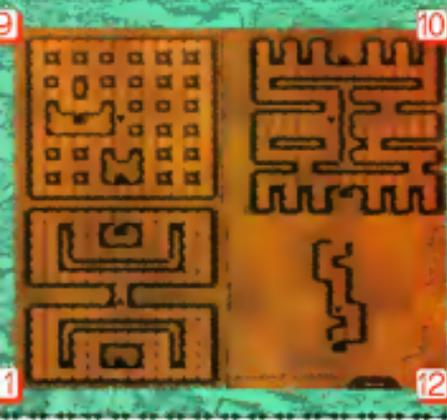


POLAR DUNGEON

Here you'll find many disconnected passages leading back up to the Ice Dungeon. You can disregard the areas with only one stairway.



Ice Mines, but
Tents along.



CYCLOPS



700

2

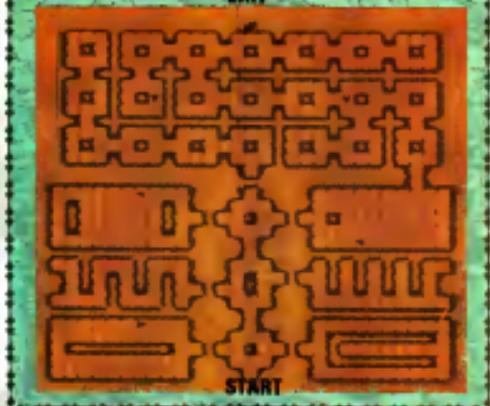


All monsters have 1000
2000 Experience Points
10000
60000

In the hall of many chests on the left side of the Polar Dungeon is a place where two Cyclops attack. Keep entering to encounter them in order to earn lots of Experience Points quickly.

BINTEL CASTLE

EXIT



TUNNEL

EXIT



ULTRA BOTS

SANCTION EARTH

COMING SOON TO YOUR SUPER NES FROM
DATA EAST AND NOVA LOGIC







NINTENDO
POWER

©1992 NovaLogic, Inc.

SUPER DRIVING GAMES

TOP GEAR

© 1992 KEMCO

F1 ROC

© 1992 SETA USA, Inc.

Two supercharged Super NES racing games explode onto the pages of Nintendo Power this month! Both feature "behind the car" perspectives similar to F-Zero. Top Gear from Kemco is a two-player split-screen game and F1 ROC from Seta is an exciting one-player game.



TOP GEAR
Page 84



F1 ROC
Page 88

SUPER NES

TOP GEAR™



The two-player simultaneous action of Top Gear is its strong point. Player 1 is always on the top half of the screen. Player 2 or a computer racer will always be on the bottom. With a great variety of track configurations, Top Gear proves to be an ever-changing and exciting racing game. The graphics could have been better, but that fact doesn't detract from the playability and enjoyment of the game.



START YOUR ENGINES!

With three difficulty levels, eight countries to compete in and four courses per country, Top Gear provides a video racer with 96 different challenges. A password will be awarded to a player for completing the four stages in each country. However, you must finish in the top 5 of each stage to be allowed to continue on to the next race. This can be a challenging feat to pull off, especially when you compete in the Championship difficulty level. Be sure to write down the track password you receive.



Your reward for completing each track is life pieces or better, in a password which will allow you to collect the Top Gear Great Wheel's down for future reference!



THE MACHINES

Choose the car which best represents your racing style. If you feel very comfortable with your cornering skills, choose the red car because it's the fastest, but it has low tire grip. The only way to change your car during the game is to reset the game, choose another car and then enter the last password you received. Try the white car first. It's the best handling car and it accelerates quickly.



Choose Manual or Automatic transmission. Using Manual is difficult, but it allows you to control the car better.



TYPE A / MAX SPEED 147 mph

This car is a blazing hot red machine that's a bit hard to handle. It has the fastest top end speed, but it's the slowest from 0 to 60 mph. It has low tire grip and high fuel consumption.

TYPE B / MAX SPEED 137 mph



A very cool looking ride. This machine's momentum is in the middle of the bunch in maximum speed, 0 to 60 performance and consumption of fuel. Unfortunately, it has low tire grip.



TYPE C / MAX SPEED 131 mph

This white machine is probably the best choice overall. It's very quick from 0 to 60 mph, but it has the slowest top speed. It has high tire grip and low fuel consumption.

TYPE D / MAX SPEED 137 mph



A good choice for all-around performance, this blue beauty is quick, handles well and doesn't guzzle too much gas. Racing fuel is really expensive, you know!

HIT THE PITS

Depending on which car you're driving, you may or may not need to make a pit stop during a race. It depends on how many laps the race is and how hard you are driving your car. The white car will be able to go the longest distance without pitting, but the red car will have to pit before everyone else. In races with three laps, no one will need to pit, but with any additional laps, you'll have to make the decision to pit or not to pit depending on your car selection.



Slow down when you see the Pit entrance and move over to the side of the track to enter. Hit the brakes when you pull up to the pump.



A BURST OF NITROUS OXIDE

Each car is equipped with a nitrous oxide system. Using it boosts the power of your car and thereby increases the maximum speed it can attain. You will only be able to use nitrous oxide three times per race, so plan ahead and wait for the most opportune times and places to use it. Don't use nitrous if you're behind a pack of cars because you will slam into the back of them and defeat the purpose of using it.

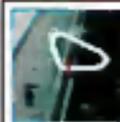


If you tentatively miss a turn and veer off of the course, you can use nitrous oxide to make up for lost time while getting back on the track. Always know how much nitrous oxide you have remaining.

RACING ALL OVER THE WORLD!

USA

Start things off in the good ol' USA. The tracks are fairly wide open and are easy to negotiate under most driving conditions. Practice passing other cars on the straight stretches and also practice choosing your lines for various corners.

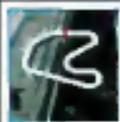


LAS VEGAS

3 laps

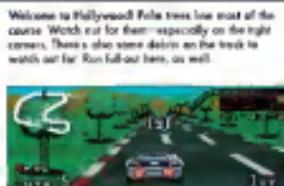


This is the first track you'll encounter in the USA circuit. It's also the easiest. Work your way through the other cars and stay tight on the corners. Run full out for the entire three laps.



LOS ANGELES

3 laps



Welcome to Hollywood! Take your line most of the course. Watch out for them—especially on the tight corners. There's also some debris on the track to watch out for. Run full out here, as well.

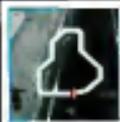


NEW YORK

3 laps

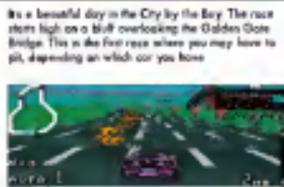


The lights of New York City are in sight to behold. That's exactly what you'll find when you arrive in the Big Apple for the third USA circuit event. It's a different experience to race at night.



SAN FRANCISCO

6 laps



It's a beautiful day in the City by the Bay. The race starts high on a bluff overlooking the Golden Gate Bridge. This is the first race where you may have to pit, depending on which car you have.

SOUTH AMERICA

The roads in South America aren't built very well and they aren't kept up well, either. This fact will become apparent to you when racing through sand and other slick roadway conditions. Watch out for obstacles on the courses.

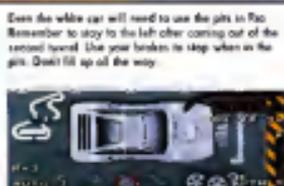


Your car will slow down a lot when driving on The South American sand. The tires will not grip as well, either.



RIO

6 laps

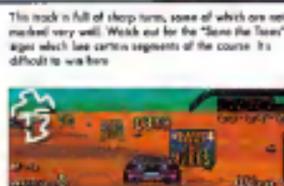


Even the white car will need to use the pits in Rio. Remember to stay to the left after coming out of the second bend. Use your brakes to stop when in the pits. Don't fill up all the way.



RAIN FOREST

3 laps



This track is full of steep turns, some of which are not marked very well. Watch out for the "Bane the Trees" sign which has certain segments of the course. It's difficult to watch.

THE UPS AND DOWNS OF RACING

The Top Gear tracks are all different from each other. Some are flat with few turns, but some seem like you're riding a roller coaster with a lot of ups, downs and hair-pin corners. View your position in the upper left corner of the screen to anticipate the turns.



AN UNINTENTIONAL BOOST

If you get bumped by a car coming up behind you, your car will get a boost in speed. Use this tactic at the start if possible. On the other hand, if your car runs into the back of another car, it will give them a boost in speed and it will slow you down.



Use the tricky "boost" tactic at the start if you begin the race in 10th through 19th place.

JAPAN

The courses in Japan are laid out very well and there's no road debris. Only one of the stages is a three-lap race, so be prepared to pit at least once during the other three races.



TOKYO
7 laps

The Tokyo event is run on a track which features an abundance of steep turns and narrow sections of roadway. Be careful not to go into the pits when you don't need to. It'll drop you back.



HIROSHIMA
5 laps

They don't call Japan "the land of the rising sun" for nothing. The race in Hiroshima starts at dawn and continues into the early morning. The sun will be up just as you finish the last lap.



GERMANY

Long straight stretches are standard fare on the German courses. Save your riteous oxide for use in the final laps of

each race to improve your position. The Cologne course has a lot of difficult off-camber sweeping corners.



MUNICH
7 laps

Seven laps on the tree-lined course will test your ability to corner accurately. Choose your lines in advance to set yourself up. Some of the corners are difficult and very tight.



BLACK FOREST
6 laps

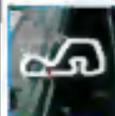
The race starts out in the wee hours and continues on into the early morning. Watch the sun rise over the trees. Keep in the center of the track on the first lap to avoid obstacles on the side.



SCANDINAVIA

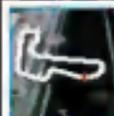
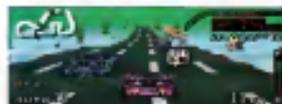
It's cold in the northern regions of Europe. It must have snowed recently because the courses here are lined with snow and ice. Be extra careful not to veer off of the course and into

the snow. It will take more time than normal to get back onto the track and regain your speed.



HELSINKI
3 laps

Take it slow through the tight S turns, then blast down the long straight stretches. Proper use of your three blocks of nitro oxide will propel you at top speed down the long back stretch.



OSLO
3 laps

It's a hot winter in Oslo. A stream has overflowed its banks and is running over the track. The overflow has washed up some debris. Stay to the left side when passing through the water.



MANY MORE TOUR STOPS

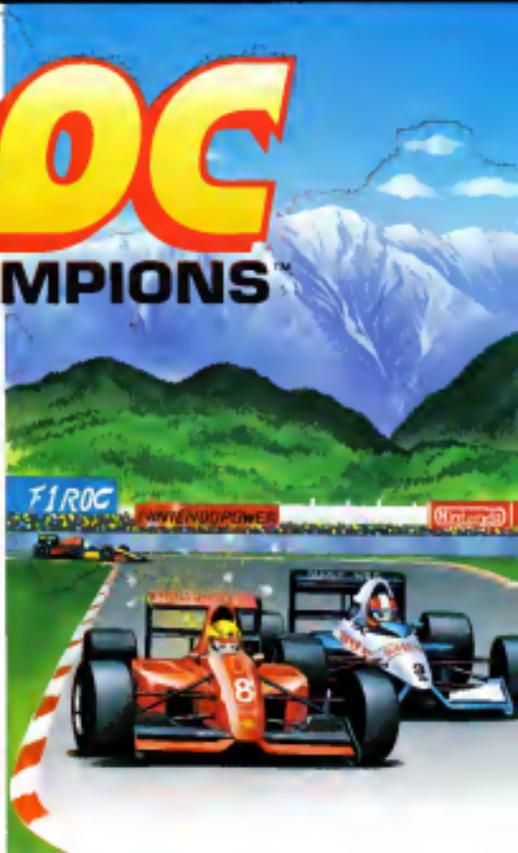
France, Italy and the United Kingdom are the remaining Top Gear tour locations. Historically, these three countries have been the premier locations for road races in Europe. Most courses in these countries are more difficult than the tracks

we have showcased. To finish them, you'll have to exhibit the intense racing fanaticism of a true driver.

F1 ROC

RACE OF CHAMPIONS™

Experience the sights, sounds and speed of real Formula One racing with Sega's F1 ROC. This Super NES racer brings the out-of-this-world driving experience of F-Zero down to Earth with realistic tracks and present day racing machines. Strap yourself in and get ready for a wild ride!



SPAN THE GLOBE IN THE F1 ROC CIRCUIT

The F1 ROC world tour begins in Italy and ends in Japan with a total of 16 international courses. Every event starts with a two-lap qualifying heat to determine starting positions. Then, the race is on, a three-lap free-for-all with a field of eight Formula One racers. The winner receives a purse of \$7,000 to spend on car improvements and earns 10 Grand Prix circuit points. The other drivers take in progressively smaller purses and earn fewer points, depending on how they fared against their opponents. Once the season is over, a circuit champ is crowned, based on the number of circuit points earned. Since the Game Pak is built with a battery backup, up to four players can take



turns challenging the computer-controlled racers and save their circuit positions. Both the best lap and complete race times for player-controlled cars are saved for every track so that you can improve upon the records of those that have raced before you.



DRIVERS WORLD LEADERSHIP
Player names

Rank	Driver	Points
1	AL SETA	30
2	T. PHILLIPS	19
3	M.J. NYSEN	17
4	J. SPORN	15

CASH WINNINGS ARE KEY

With the money that you earn from racing, you can buy improvements which will add to the performance of your car. The types of improvements that you purchase should depend on the design of the next track in the circuit. Some improvements will help you speed through tracks with a lot of straightaways while others will help you get around sharp corners without losing a lot of time. You'll also spend money on repair damages and on the \$1,000 entry fee for every race. If you can't cover the fee, your sponsor will pick up the slack.



At the end of every race, cash is taken away from your account to pay for any needed repairs.



If you're familiar with the race course on the circuit, you'll know what improvements are needed for maximum performance. It pays to formulate a course strategy before you hit the track.

BUILD A BETTER RACER

Once you buy parts, you'll always have them, with the exception of Tires and Nitro Fuel. When you come across new driving challenges, you'll find that it's a good idea to take a look at the items that you have in stock and decide which ones will help the most. The table on the right suggests various parts needed for racing on two types of tracks.

GET A GRIP

You'll change the amount of grip that your car has on the road when you buy new Wings and Deformers. Small Deformers and Wings that have a low Down Force (DF) lessen the grip and will help you on high speed courses. The Large Deformers and High DF Wings when you want a lot of grip on windy courses.



TRY NEW TRENDS

You should buy new Tires for every new High Grip Tires work well in fast courses while Special Tires are better on tracks with a lot of corners. If the weather report calls for precipitation, then Rain Slicks are a must. Without them, you'll slide off over the track.



WORK ON BALANCE

When you add new parts onto your car, you'll be able to see how much the Down Pressure is affecting the car's grip on the road. Make sure that the grip is evenly distributed throughout the car so that you'll have maximum control in high speeds.



THE RIGHT PARTS FOR THE RIGHT TRACKS

HIGH SPEED COURSES

EXAMPLES: ITALY, GERMANY, MEXICO, FRANCE

ENGINE	RENART V10	\$10,000
TIRES	HIGH GRIP	\$200
REAR WING	LOW DF	\$1,000
FRONT WING	LOW DF	\$1,000
DEFUSER	SMALL	\$1,000
SUSPENSION	HARD	\$500
BRAKES	CARBON	\$1,500
TRANSMISSION	6 SPEED	\$3,500
CHASSIS	TYPE 1	-

TECHNICAL COURSES

EXAMPLES: SAN MARINO, BELGIUM, U.S.A., MONACO

ENGINE	HUMDA V10	\$7,000
TIRES	SPECIAL	\$350
REAR WING	HIGH DF	\$7,000
FRONT WING	HIGH DF	\$4,000
DEFUSER	LARGE	\$1,000
SUSPENSION	HARD	\$500
BRAKES	CARBON	\$1,500
TRANSMISSION	6 SPEED	\$3,500
CHASSIS	TYPE 1	-

BLAST OFF WITH NITRO FUEL

Nitro Fuel is available in two, three and four liter quantities. You should stock up before every race. A single Nitro blast in a close contest could give you the boost that you need to fly by the competition. You can also use it at the beginning of the race to help get you off to an insurmountable lead.



SUPER NES

DRIVERS, START YOUR ENGINES!

After you've spent some time in the Training Mode getting used to the tracks and the car improvements, you'll be ready to join the F1 ROC circuit. Use the first lap of every qualifying heat to test the track, then pour on the speed in Lap Number Two. The fastest lap will determine your starting position. Here's a look at five of the most notable tracks in the circuit, with a few pointers on how you can stay in front of the competition.



ITALY

The first course in the circuit is a fast track with very few difficult turns. If you center your car as you approach the S Curves near the beginning, you can fly straight through them.

▶ START



TAKE IT EASY

The last curve on the course is the sharpest. Before you hit it, let go of the accelerator for a fraction of a second or shift down one gear. You'll slow down just enough to stay on the track as you round the corner and head for the Finish Line.



GERMANY

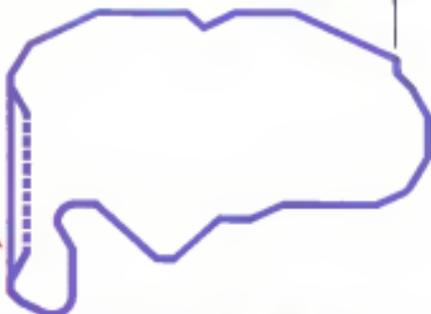
The German track may look similar to a standard oval from above, but it features very few long straightaways and a good number of sharp corners. Keep your eyes on the track!

DOUBLE CURVE DANGER

At the far end of the track, you'll encounter a sharp right turn, followed quickly by a sharp left. Drive carefully and save your Nitro for straight stretches.



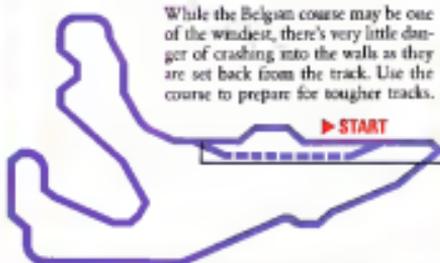
START ▲



BELGIUM

While the Belgian course may be one of the windiest, there's very little danger of crashing into the walls as they are set back from the track. Use the course to prepare for tougher tracks.

▶ START



TOUGH FINISH

The set of four nearly 90 degree curves at the end of the course may seem as a surprise, since the stretches which parallel the pit area in most courses are straight. If your car is damaged and you're set in a close contest, it may be a good idea to use the Pit Stop. You can repair your car and avoid the curves at the same time.



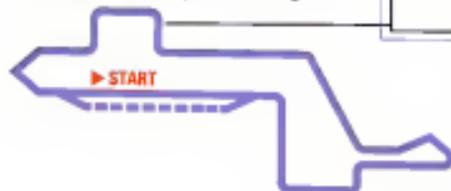
ON THE RUN REPAIRS

Season always could cost thousands of dollars to repair after the race is over. If you're seconds ahead of the competition or so far back that there's no chance that you'll catch up, you might consider docking into the Pit Zone for free repairs on the run.



U.S.A.

There's very little room for mistakes in the U.S.A. course. Make sure that you have good brakes and car improvements which allow for maximum maneuverability before you start racing.



TRICKY TURNS

There are ten tight turns on this course which are 90 degrees or sharper. Hit the brakes as soon as you see the turn indicators and carefully round the corners. If you don't slow down, you'll hit the wall and probably lose your chance for victory.



NOTHING BUT CURVES

The top leg of the Monaco course also will expose through several extremely sharp corners. The best that you can do in the part of the course is just slow down and survive. You'll have to wait for a slighter advance to pass by your opponents.



MONACO

In this country, which is known for its casinos, it's a real gamble to race at full speed. The corners are too sharp and the walls are too close for top velocities. Choose car parts which will improve your grip and be ready to slow down at all times.



THE RACE FOR FIRST PLACE CONTINUES

After you've completed all 16 courses in the circuit, you'll be able to take a look at how many circuit points you earned in each race and see how you stack up against your opponents. Then, you can go right into the next season on the same course with the same beat-up car. Since your car will be much improved from its condition at the beginning of the first season and your driving skills will be several notches higher, there's no doubt that your first season records will fall quickly on your second time around.



NAME	POS.	TIME
KITTY	1ST	0:07:00
KITTY	2ND	0:13:00
YUKI	3RD	0:20:00
YUKI	4TH	0:30:00
YUKI	5TH	0:40:00
YUKI	6TH	0:50:00
YUKI	7TH	1:00:00
YUKI	8TH	1:10:00
YUKI	9TH	1:20:00

Compare your latest records with past season's and other players' times.

KRUSTY'S SUPER FUN HOUSE™



Rats, rats and more rats! Krusty's Fun House has been overrun by pint-sized rodents. It's your job to help everyone's favorite clown rid his domain of the rabid rats. Acclaim has made sure that Krusty's trusty pace-maker gets a workout in this puzzling game. Outsmarting the rats isn't the problem—manipulating the various objects in each maze to get the rats into the trap is!



THE FUN HOUSE

2

The puzzles begin to get more difficult toward the end of this section. Fortunately, Homer is on hand to help out with the trap. The race truly enjoys his work!

3

The rooms in this section are fairly large. Krusty will have to exhibit grace under pressure which only a clown of his lofty stature can offer.

1

Krusty begins his rat attack just a few paces down the hall. Bart, Krusty's biggest fan, lends a big helping hand with the trap. Getting a handle on trapping techniques is the key to this level. The puzzles here are very easy.

4

Cold-blooded mazes dominate the rooms in Section Four. Take careful aim of the Giant Greasy Bird!

5

Krusty has to deal with the most difficult rooms yet and he's also harassed by lots of enemies.

SECTION 1

KRUSTY'S SUPER
FUN HOUSE

There are a total of eight rooms in this section of the Fun House. The room to the far right is initially blocked off by a wall. Krusty must find a Magic Bonus Block to get rid of the

wall. The Block is in one of the rooms on the lower level. Small stars will shoot from a Magic Bonus Block when Krusty kicks it.



FLAT RATS!

Bart and his giant Boxing Glove of Doom will be stationed at the rat traps in each room of Section 1. He takes great pleasure in helping his hero, Krusty, rid the Fun House of the fur ball infestation. Bart won't let him down.



When Bart activates the rat trap control panel, the Boxing Glove of Doom will flatten the rat. POW!



NEW GAMES

A SECRET HALLWAY

To get to the room shown at the far right side of the map of Section 1, Krusty must find a Magic Bonus Block in one of the other rooms. By kicking the Block, the wall which blocked the hallway will disappear. Krusty will know he's found a Magic Bonus Block because small stars will shoot out from it after it's been kicked. Krusty can now saunter down the open secret hallway to the far room.



KRUSTY DOLLS

There are quite a few 1-Up Krusty Dolls to be found in Section 1. Search every nook and cranny for Bonus Blocks. Kick 'em all!



SUPER NES

SECTION 2

Most of the rooms in Section 2 are dominated by a strange and unusual network of pipes. They provide a tricky terrain for Krusty to negotiate. There aren't many enemies in this

section of the Fun House, but Krusty will have his down hands full dodging the lasers which blast from the vertically moving Easer Guns.



HOMER AT THE HELM

Bart's All-American father, Homer, gets a charge out of helping Krusty rid his Fun House of the rats. He grins with delight as 20,000 volts of laser power streams into an unsuspecting rat. Here's something to think about: isn't it a bit strange that Homer and Krusty so closely resemble each other? Could there be a connection?



Every rat that enters this rat trap is instantly transformed into a crispy critter.



THE SECRET OF THE UPPER DOORS



Krusty can't get into the upper doors in this area until a ledge is created for him to stand on.



A single Bonus Block! Kicking this Block will create a ledge beneath the three upper doors.



Now that Krusty has something solid beneath his down feet, he can enter each of the three rooms.

PIPE MAZE

Krusty's not much of a plumber, but with some persistence, he should be able to find his way through the maze of tubing.



LASER ZONE

Krusty should stay low while moving very cautiously to avoid being hit by the ominous Laser Guns. They move up and down on their tracks.



SPACE MUTANTS?!?

How did these laser-toting characters get into the Fun House? Oh well, never mind! Just chuck a couple of Custard Pies at them and they'll disappear.



SECTION 3

KRUSTY'S SUPER FUN HOUSE

After completing Section 2 and opening the second hallway door, Krusty can stroll down the hall a bit further. There, he will encounter the door that leads to Section 3. This section

of the Fun House is at the highest altitude and Krusty will find that he needs the help of Springs to complete many of the rooms.



FILL'ER UP, MEL!

Sideshow Mel, Krusty's sidekick, mans the traps in Level 3. It's easy to pop a little rodent when you stick an air hose in its ear and apply a bit of pressure.



SPRING-LOADED!

Some Springs can be picked up and moved like Blocks. Krusty will need the help of several Springs to get where he needs to go, but he can't pick up a Spring while he's jumping on it.



Up, up and away! Super jumps are no problem with the help of a Spring.



If Krusty sees a group of Springs, he'll know where he needs to go — up!

Bong! Krusty can catch some serious air by hopping a few times on the Springs. Practice the timing of Krusty's jumps and keep searching for hidden platforms in the open areas above.

KICKABLE BLOCKS

Kick the striped Blocks into a formation which provides a maze solution.



SUPER FUN HOUSE SECRETS

It may appear impossible to get to certain areas in some Fun House rooms. Try jumping up in the direction you want Krusty to go. Sometimes there are small hidden red platforms which will appear beneath Krusty's feet as he lands on them. There may be a whole stairway of invisible platforms!



MATT BRADGOLD

SECTION 4

Krusty goes to the depths of his Fun House in Section 4. The puzzles in this section require some serious thought to complete. Remember, if you need to exit a room to try it again,

just push the Select Button. This is the only way to get out of a room before it's completed, however you'll sacrifice one of Krusty's lives. Don't give up. Krusty needs your help!



PICKLED RATS

A rat will fall into a Glass Jar and get stuck. The Jar then serves as a step for other rats. Krusty can pick up a Jar with a rat in it and take it to the trap. Make sure the rat will walk into the trap when Krusty kicks and breaks the jar.



HEY! I GOTTA GET IN THERE!

The doors which are framed in blue are initially blocked off by solid stone walls. By getting rid of the rats in the other accessible rooms, Krusty will cause the walls to change their position. Krusty can then get through the blue-framed doors.



Not so fast, Krusty! You have to go back and clear out the rats in the other rooms first!

HE'S GOTTA BE HUNGRY!

Corporal Punishment's method of eliminating each troop of rats is eating them. It sounds pretty disgusting, but the Corporal is a hungry guy. He must think he's back in Army Survival Training. Krusty doesn't really give a hoot about how the rats are disposed of, just as long as they're out of his Fun House!



SECTION 5

KRUSTY'S SUPER
FUN HOUSE



Just before Krusty enters the main door to Section 5, he'll be able to take a look outside of his Fun House. Many of the "rooms" in Section 5 are outside. The greenery of the out-

doors is very enticing. It's good for Krusty to get out and get some fresh air. There are some very difficult puzzles to solve in this section.



CHEESE-EATER GRATER

Bart is back as the trigger man for all of the rooms in Level Five. This time he's standing by at the Automatic Rat Shredder.



MORE INVISIBLE PLATFORMS

The rooms in Level Five aren't rooms at all—Krusty is outside. Jump to find invisible platforms which lead to Bonus Blocks. Expect the unexpected!



More Fun In The Fun House

Once Krusty completed each of the sections of the Fun House, he'll have saved Springfield's number one tourist attraction from the ghastly rat infestation. Remember the door with the big gold lock on it which appeared behind Krusty when you started the game? This is the door which Krusty will have to exit through to finish the game. There aren't any rats to exterminate in the Arcade Rooms, but there are multiple enemies. Find the Bonus Block in each Arcade Room and collect as many prizes as possible before exiting.



Krusty will see a gold lock hanging on the Arcade Room door. He'll need to return here when all of the rooms in the section have been completed.



More rats are afoot! Krusty is in each Arcade Room. There are no rats to trap, just collect all of the prizes and exit the room. Watch out for the enemies!



The jackpot is the Arcade Room's reward for the other rooms in the Section. With that in mind, Krusty should use all of the techniques he knows.



It's a good thing there are no rats in the Arcade Rooms. Krusty has enough to deal with considering the radical enemies he has to go through.

SUPER NES

SAVE YOUR

PLAYERS
POLL



GRAND PRIZE:
The real arcade game!

**CAPCOM'S NEW
STREET FIGHTER II
CHAMPION EDITION**

No more standing in line at the
arcade—play today's hottest
game at home!

QUARTERS

SECOND PRIZE: STREET FIGHTER II for the SUPER NES

Win Capcom's arcade smash—for your Super NES!



10 WINNERS!

THIRD PRIZE: NINTENDO POWER JERSEYS



No wimpy shirts here—Power jerseys are heavy-duty, 100% cotton.

Official Contest Rules (No purchase necessary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3" x 5" piece of paper. Mail your entry to this address:

NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be post-marked no later than July 1, 1992. We are not responsible for lost, stolen or misdirected mail.

On or about July 15, 1992, winners will be randomly drawn from among all eligible entries. 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. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,350,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after July 30, 1992, send your request to the address provided above.

GRAND PRIZE: Winner will receive the actual arcade game, Street Fighter II Champion Edition. Estimated value of the grand prize is \$3500. Some restrictions apply.

This contest is not open to employees of Nintendo of America Inc., its 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.

NESTER'S ADVENTURES



ROBONESTER PATROLS THE STREETS WHERE NO ORDINARY POLICE OFFICER DARES TO GO, APPREHENDING CRIMINALS AND BRINGING THEM TO JUSTICE.

ROBONESTER'S HARDENED EXOSKELETON CAN WITHSTAND GUNFIRE, CRUSHING WEIGHTS, AND THE STENCH OF MORAL DECAY.



DEFACING PUBLIC PROPERTY IS A CRIME, SOUM DOG.



HALT! CRIMINAL FILTH! I PLACE YOU UNDER ARREST.

BUT HE HAS SOME PROBLEMS WITH RUST.



ROBONESTER'S HARDENED EXOSKELETON CAN WITHSTAND GUNFIRE, CRUSHING WEIGHTS, AND THE STENCH OF MORAL DECAY.

ROBONESTER'S HARDENED EXOSKELETON CAN WITHSTAND GUNFIRE, CRUSHING WEIGHTS, AND THE STENCH OF MORAL DECAY.	EFFICIENCY
LEGS 13%...JUST DAMAGE TO SERVO-JOINTS	
BODY 50%...JUST DAMAGE TO BELLY-BUTTON	
ARMS 25%...JUST DAMAGE TO ELBOW-LINKAGE	
NESTROTRONIC BRAIN 2%...JUST DAMAGE TO ALL CIRCUITS	
NOIZING MESSAGE: PROCEED TO POWER-UP CAPSULE IN NEXT BLOCK	

CONSERVE NATURAL RESOURCES. PROTECT THE INNOCENT. YOU HAVE THE RIGHT TO AN ATTORNEY AND A TOWEL BY JURY.

ROBONESTER KNOWS THAT WHENEVER HE PASSES A POWER-UP, HE CAN'T GO BACK FOR IT. HE PROCEEDS SLOWLY, LOOKING FOR A ROUTE UP TO THE LEDGES.

NO MATTER THE COST, ROBONESTER WILL NEVER GIVE UP THE FIGHT TO PROTECT DECENT AMERICANS.



WASTE MAKES WASTE. RECYCLE ALUMINUM PRODUCTS. DON'T LEAVE HOME WITHOUT BRILLO PADS.



RUSTED BRAINS AGAIN. NEEDS ADJUSTMENT.

YOU HAVE THE RIGHT TO REMAIN STUPID. ANYTHING CAN BE USED AGAINST YOU IN A QUART OF OIL.



POWER PLAYERS

ACTRAISER

Christopher Kings	Wausau, OH	Finished
Jeff Wilcox	Mason, GA	Finished
Kevrin Young	Melvin, OH	Finished
Bob Kershner	Amesbury, MA	Finished
Dave Sallavacchi	Philadelphia, PA	Finished
Jonathan Matus	Wesleyville, OH	Finished
Karl Mennousakis	Oakdale, FL	Finished
Anthony Morano	Roseton, NY	Finished

BATMAN: RETURN OF THE JOKER

Justin Sweeney	Overlake Park, KS	Finished
Phillip West	Carrollton, TX	Finished
Jason & Dale Ableson	Belvoir, IA	Finished
Jason Preston		
& Richard Walker	Huber Heights, OH	Finished
Tim Miller	Wheat Creek, MI	Finished
Mason Jeffrey	Jackson, CA	Finished
Matthew Pevinsky	Sellersville, NY	Finished

CASTLEVANIA II: BELMONT'S REVENGE

Steve Pazzo	Pottstown, PA	Finished
Alisa Borlor	Yonkers, NY	Finished
Michael Skiffner	Pottstown, PA	Finished

CASTLEVANIA IV

Shawn Giblin	Austin, TX	Finished
Michael Branan	Midwest City, OK	Finished
Steve Wall	Roukopia, OK	Finished
Alan de Handewey	Chattanooga, TN	Finished
Phillip Steyer	Greenville, SC	Finished
Christopher Gull	Chattanooga, TN	Finished
Keith Schulte	Highland Park, NJ	Finished

DR. MARIO

Jesse Lucchetti	Kapuskasing, ON	165,200
Ginger Biko	Denver, CO	119,400

DRAKKHEN

Dorcen Whitlock	Waco, TX	Finished
Ira S.		
John Tavernier	Haverhill, MA	Finished
Charles Myers	Trumboursville, PA	Finished
Justin Phelan	Menomong, CA	Finished
Peter Leub	Franklinville, NY	Finished

FINAL FANTASY II

Dylan Stevy	Granada Hills, CA	Finished
James O'Rourke	Derry, NH	Finished
Patricia Baleski	Phillipsburg, NJ	Finished
Cole Kleinrock	Oakdale, WI	Finished
Katherine Sanders	Houston, TX	Finished
David Patrick	Tulsa, OK	Finished
Glenn Scott-Kate	Norwichton, CA	Finished
Robert Mandross	Pompanon, CA	Finished
Keith Keller	Salida, NY	Finished

FINAL FIGHT

Brian Kuhlman	Seaside, WA	Finished
Tony Bealy	Arroyo, CO	Finished
Jesse Luis DeVries	Summing, GU	Finished
Eric Pace	San Antonio, TX	Finished
Yveson Jernan	Lisiate Park, NJ	Finished

HOME ALONE

David Manoussian	Seeger, CA	Finished
Kevin West	Ellen Prairie, MN	Finished

THE LITTLE MERMAID

Adrian Greif	Powderton, CA	Finished
Walt & Zeph Martin	Wright, TN	Finished
Jeremy Schuchel, Jr.	Powderton, MD	Finished
Chris Tassler	Lakewood, IL	Finished
Scott Mertz	Midway, AR	Finished
Scott Jung	Seabright, MI	Finished
Wynn Peng	Los Angeles, CA	Finished
Elizabeth Beardsfield	Houston, TX	Finished

MEGA MAN IN DR. WILY'S REVENGE

Jennifer Kealy	Los Angeles, CA	Finished
Patrick Corcor	High Point, NC	Finished
Andy Milroy	Jackson, MI	Finished

METROID II: RETURN OF SAMUS

Christopher Sweet	Newport, DE	Finished
Swante Jovan	New Rochelle, NJ	Finished
John Hartlieb	Midford, OH	Finished
John Nimmo	Buffalo, NY	Finished
Ryan Betting	Turkey, CA	Finished
John Coyle	Hidalgo, TX	Finished
Tyler Lorenz	Mesa, AZ	Finished
Chris Crowley	Philadelphia, PA	Finished

MONOPOLY

Daryl Chantabian	Lovell, MI	Finished
Edward Uherd	Detroit, MI	Finished
Covey Steward	Midtown, IL	Finished
Oris Hughes	Pebble Beach, CA	Finished
Jeff Thomas	Sevenson, ME	Finished
Michael Postkase	Radaster, NY	Finished
Stephen Steven	Kansas	Finished

ROBIN HOOD: PRINCE OF THIEVES

Wesley Floyd II	Wellesford, VA	Finished
Andy Solovick	Stark Bridge, GA	Finished
Jeremy Kruger	Glenwood, MN	Finished
Bob Dunning	Kentwood, MI	Finished
Scott Holloway	Oklahoma City, OK	Finished

SUPER MARIO LAND

Debbie Walker	Brooklyn, NY	Finished
Jeremy Klingel	Portland, IN	Finished
Jim & Jennifer Watt	Shoreham, NY	Finished
Jack IE	Georgetown, CA	Finished

SUPER MARIO WORLD

Tami Corman	Roanoke, NC	Finished
Dave Swisher	Shah, IL	Finished
Sandy Medvor	Porter, MI	Finished
Dan Bease	Mount Albert, ON	Finished
Steve Ables	Spring, TX	Finished
Matt Protscher	Wakarusa, IN	Finished
Darryl Lerner	Victoria, BC	Finished
Arniea Burns, Jr.	Vancouver, BC	Finished

TINY TOON ADVENTURES

David Nelson	Buffalo, NY	Finished
Chris Storchow	West Chicago, IL	Finished
John Magone	Spokane, WA	Finished

TMNT: FALL OF THE FOOT CLAN

Clark Miller	Indianola, IL	Finished
Michael Proffler	Richmond, VA	Finished
Steven Swain	Wilmington, PA	Finished
Scott McCook	Phoenix, AZ	Finished
Steve Stronold	Woodstock, NC	Finished

U.N. SQUADRON

Mark Driver	Wichmond, BC	Finished
Willie Takahashi	High Hill, MD	Finished
Bob Koughan	Aurora, MA	Finished
John AJ	Detroit, MI	Finished

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

Nintendo Power Players

P.O. Box 97033
Redmond, WA 98073-9733

NOW

JUNE 1992



PLAYING

TWO GUYS' OPINIONS ON THE LATEST RELEASES

ROB It's time to take a look at the games that are now playing, or are soon to be playing, at a store near you. Let's start by taking a swing at **Baseball Stars II**.

GEORGE The first thing that you'll probably notice about this NES sequel is that it's almost a complete rehash of the original game. It's so similar to the original that there really doesn't seem to be a reason to have it if you already have *Baseball Stars*.

ROB Since *Baseball Stars II* is a lot like the original game, that means that it is a very good baseball game. Players who don't have the original really can't go wrong with this one. One of the things that I like about it is the character animation. The movement of the players is very realistic. I especially like the way that the fielders turn to toss the ball. The different batting stances are also cool.

GEORGE What I like about the game is the fact that you develop your team by earning money after victories in league play and using your winnings to recruit star players. It really gives you incentive to play through the season and see how well you can do. The amount of money that you can depend on the prestige points of your players. If they're famous, more fans will flock to see them and you'll take an bigger cash prizes if you manage to win. This is the same way that winnings are calculated in the original.



Baseball Stars II would be a great baseball game for players who don't own the original.

ROB You can also win big in *Casino Kid 2*. The original *Casino Kid* took place in stateside casinos. In this game, the *Casino Kid* broadens his range and attempts to break the bank in locations all over the world.

GEORGE The games are Poker, Blackjack and Roulette. Each of the international opponents challenges you to a round of his or her game. If you succeed in winning all of your opponent's cash, you can move on to the next opponent with a larger bank account.

ROB If you win in all of the locations, you go up against a mysterious casino boss at the end of the game. This loose story has some similarities to the concept behind *High Stakes*, recently released for Game Boy. I think that both *Casino Kid 2* and *High Stakes* succeed in making what could be a standard casino game more interesting by introducing a story and a cast of opponent characters.

GEORGE I like that too. It's a nice way to present what is basically a collection of casino-type games. Each of the opponents is rated with one, two or three medals. If the opponent has only one medal, he or she has a small account and will be easy to beat. An opponent with two or three medals will have more money to begin with and will be more difficult to defeat. You should take on the easy opponents first so that you can build up your account.



The *Casino Kid* travels around the world to win money from international gamblers.

GEORGE

Defenders of Dynatron City is our next game. Besides starring in their own NES game, the Defenders are featured in a recent cartoon special and a comic book. Since the characters are pretty wild, it seems like it would be a lot of fun to control them through this adventure. The problem is that there is a general lack of control. Shots are slow to fire and, unless you are perfectly lined up with your enemies, they elude your attack.

ROB

I think that this game is pretty fun. The graphics have a lot of detail and I like the idea that you have these mutant characters that you can control. I especially like the monkey who tosses exploding bananas. My complaint with it would be that sometimes it's difficult to pick out your character from the background in the interior scenes.



The Defenders of Dynatron City pried a robot robotropolis in a 1986 NES debut.

GEORGE

Power Punch II is next. Like *Punch-Out*, this is a one-player boxing game with a behind-the-boxer perspective. The difference is that this boxing circuit takes place in interplanetary settings. You control a human boxing champion who is apparently looking for bigger challenges, so he's set off to beat up an assortment of aliens.

ROB

This is a very challenging game. You see statistics after each of three rounds that tell you how many punches you've landed and how many times you've sent your opponent to the mat. In my first match, I clearly lost the battle of the stats and the match. The blue alien knocked me down more times and landed more punches. In my second try, though, I knocked him down three times, he knocked me down once and I landed more punches, but he still got the decision. That seems unfair.

GEORGE

You may have to score a KO in order to win, considering that this creature does have the home spaceship advantage! I didn't advance past this guy in my two or three attempts either. It's probably much easier once you've played for a while. The game isn't incredibly polished. The graphics are only OK and the play control is not very responsive, especially in the training mode.

ROB

I'd like to see it made easier for players who are just starting out. It'd be nice to have at least one easy victory before the bigger challenges.

GEORGE

I think that the concept is pretty interesting. We haven't seen a boxing game that takes place on different planets before. Looking at the first fight, though, it doesn't seem like it's much different from something that might occur on Earth. I'd like to see stranger aliens.



Power Punch II follows boxer Mark Tyler through an interplanetary boxing match.

GEORGE

There are quite a few sports games in this issue's list of releases. The next one is **Roundball 2 on 2 Challenge**. It's a basketball game with several features.

ROB

Right. It's a one- or two-player game with one-on-one competition or two-on-two. And in the two-on-two game, two players can play on the same squad or against each other.

GEORGE

There's also a tournament mode where you can try to top all of the computer-controlled players. This game has clear graphics and good play control. When you shoot near the basket, your character makes one of several types of dunk shots. They're all spectacular.

ROB

This game really favors the offensive players. In most cases, you can just run right up to the basket and get a clear shot. The key to winning is getting rebounds and steals.

GEORGE

I think that all of the action near the hoop makes it a more exciting game. Even though you and I can't make many spectacular basketball moves in real life, at least we can do well on the video court.



Roundball 2 on 2 Challenge presents a half-court battle with players of various skill levels.

ROB

NBA All-Star Challenge 2 is another recent basketball game. This one is designed for Game Boy. It's an updated version of a game that was released about a year ago.

GEORGE

This game features a star from every NBA team. Ten of the players are different from the players featured in the original game. There are also two new events that weren't in the original. They are the three-point shootout and the slam dunk competition. In the slam dunk competition, you can choose from six listed moves. While you're training, there's an X on the court that marks the place where you should jump. But, in the actual competition, you're on your own. The moves are really cool.

ROB With the addition of those events, the game is kind of like an All-Star Weekend in a Game Pak, without the old timers' game...

GEORGE ...or the actual all-star game itself. Instead, you can play one-on-one using two stars of your choice.

ROB While you do see these different basketball stars playing, I don't think the characters really look like the actual players.

GEORGE No. But they do play like the real players. If you control Michael Jordan, who has an average of 29.7 points per game, and you play against Alvin Robinson, who averages 12.9 points per game, you have a definite advantage.



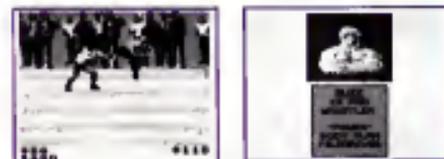
NBA All-Star Challenge 2 updates its popular predecessor with some new stars and two new events.

ROB Following its Super NES conversion, the arcade hit *Pit Fighter* is now on its way to Game Boy.

GEORGE The first thing that you notice about any version of *Pit Fighter* is the graphics. They are digitized photos of actual people making fighting moves. Some people might like the sense of realism that this affords while others might just think that the graphics are a novelty. I think they're well executed in the Game Boy version.

ROB I don't think that it's very easy to tell what the characters are doing, but the play control in this version is an improvement over the play control in the Super NES game. It's very responsive and easy to figure out.

GEORGE One thing that we should mention is that this is a one-player game. The arcade and Super NES versions of the game are both designed for two players to play at the same time, but the Game Boy version is strictly a solo event.



Pit Fighter comes to Game Boy with, according to our reviewers, some improvements over the Super NES version.

GEORGE The next game on our list is *Triple A*. It's a space shooter with an overhead view in the tradition of *SolarStriker*. There doesn't appear to be anything new or different in this game compared to others of its kind.

ROB I like the different ship designs and the way that the ship looks kind of ghostly white against the starfield background. Some of the other graphics are also pretty interesting.



Triple A allows you to see through spaces and shoot down enemy ships.

GEORGE Let's move on to Super NES releases. There's a game called *Space Football*, but it really doesn't have anything to do with the game of football.

ROB The name implies that it's something like *Cyberball*. Instead, it's a first-person perspective game that takes place on an obstacle-packed field. You control a futuristic vehicle and the computer controls another vehicle. The object is to pick up this mushroom-shaped "ball" and take it in to the goal at one end of the field.

GEORGE You can set up the game to have a full screen view of the action from your vehicle or a split-screen view of the action from both vehicles. Either way, the game is designed for just one player. The other vehicle is always controlled by the computer.

ROB I think that it's really quite difficult to tell what's going on in this first-person perspective. You get the ball, but then you don't know where the goal is. And, by the time you've found it, the other vehicle has knocked the ball out of your grasp.

GEORGE While it does make good use of the abilities of the Super NES, this title seems to be more of an experiment in technology than a game.



Space Football puts you in the driver's seat of a futuristic vehicle but, as our reviewers warn, it is not related to ground day football.

The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

GEORGE

There are two excellent driving games for the Super NES reviewed in this issue. I prefer *F1 ROC*, because of its use of the special effects made possible by the Super NES. I also like the fact that you can buy a lot of cool items for your car.

ROB

Top Gear is my favorite of the two because two players can race at the same time. I think that the competition between two players really adds a lot of excitement to the game. There are a lot of different types of tracks and conditions which also make the game fun.



F1 ROC features realistic graphics and sound, and a wide variety of car parts.



Top Gear is a two-player simultaneous game with a variety of tracks.

YOUR GUIDE TO THE LATEST RELEASES

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BASEBALL STARS II	ROMSTAR	2P-S/BATT	3.0	3.4	3.6	3.5	BASEBALL
CASINO KID 2	SOFEL	1P/PASS	2.8	3.3	3.0	3.3	GAME OF CHANCE
DEFENDERS OF DYNATRON CITY	JVC	1P	2.7	2.5	2.9	3.2	COMIC ADVENTURE
DRAGONSTRIKE	FCI/PONY	2P-A/PASS	3.1	3.1	3.2	3.1	DRAGON BATTLE
LEMMINGS	SUNSOFT	1P/PASS	3.8	3.6	4.1	4.1	PUZZLE ACTION
POWER PUNCH II	AM. SOFTWARES	1P/PASS	2.8	3.1	3.1	3.1	BOXING
ROUNDBALL: 2 ON 2 CHALLENGE	MINDSCAPE	2P-S/PASS	2.9	3.1	3.2	2.9	BASKETBALL
STANLEY: THE SEARCH FOR DR. LIVINGSTON	ELECTROBRAIN	1P	2.9	3.0	3.3	3.3	COMIC ADVENTURE

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
METROID II: RETURN OF SAMUS	NINTENDO	1P/BATT	4.1	4.1	4.3	4.3	SCI-FI ADVENTURE
NBA ALL-STAR CHALLENGE 2	LJN	2P-S	3.7	3.0	3.3	3.8	BASKETBALL
PIT FIGHTER	THQ	1P	3.0	2.7	2.7	2.8	FIGHTING
STAR WARS	CAPCOM	1P	3.6	3.2	3.2	3.4	SCI-FI ADVENTURE
TRIPLE A	IGS	1P	3.2	3.1	2.9	2.9	SCI-FI ACTION

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
ARCANA	HAL AMERICA	1P/BATT	3.7	3.3	3.6	3.6	ROLE PLAYING
F1 ROC	SETA	1P/BATT	3.3	3.6	3.5	3.5	RACING
KRUSTY'S SUPER FUN HOUSE	ACCLAIM	1P/PASS	3.7	3.5	3.3	3.7	PUZZLE ACTION
SPACE FOOTBALL (ONE ON ONE)	TRIFFIX	1P	3.4	2.4	2.6	2.9	FUTURISTIC SPORTS
SPANKY'S QUEST	NATSUME	1P/PASS	3.3	3.1	2.9	2.8	PUZZLE ACTION
TOP GEAR	KEMCO	2P-S/PASS	3.5	3.7	3.7	3.7	RACING

CHART KEY

You can get the most out of our game chart 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

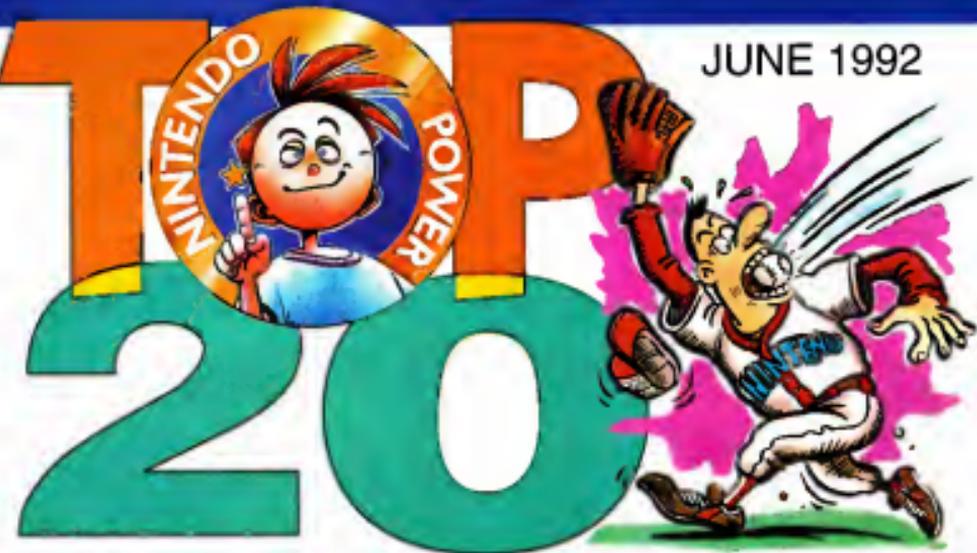
Games are made to be played with as many as four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYERS SIMULTANEOUS
2P-A = TWO PLAYERS ALTERNATING
BATT = BATTERY
PASS = PASSWORD

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



The gargantuan, swirling mass of numbers has been tamed once again! The votes cast by the Players, Pros and Dealers have been tabulated and they have collectively deemed the following games as the Top 20 for this month.

NES

1 8,619
POINTS
32 MONTHS

SUPER MARIO BROS. 3



The gap narrows in the race for glory in the NES category. Once again, the plumbers prevail and hold on to the title.

2 6,423
POINTS
4 MONTHS

TECMO SUPER BOWL



A whopping success at the Dealer level helps the sequel to Tecmo Bowl rocket to the number 2 position this month.

3 6,155
POINTS
10 MONTHS

BATTLETOADS



It seems like the Battletoads should be more of a threat to the Mario Bros., because their first game is such a treat.

4 5,751
POINTS

MEGA MAN IV

Mega Man is placing several of his games on the Top 20, but this one is attaining the highest status level.

5 4,413
POINTS

THE LEGEND OF ZELDA

Although no longer available in stores, Link's first adventure still strongly appeals to the Players and Pros.

- 6** 4,382 POINTS **FINAL FANTASY**
- 7** 3,925 POINTS **TMNT II: THE MUTATION PROJECT**
- 8** 3,695 POINTS **DR. MARIO**
- 9** 3,186 POINTS **TETRIS**
- 10** 2,846 POINTS **METROID**
- 11** 2,690 POINTS **TMNT II: THE ARCADE GAME**
- 12** 2,607 POINTS **SUPER MARIO BROS. 2**
- 13** 2,194 POINTS **CRYSTALIS**
- 14** 2,044 POINTS **TINY TOON ADVENTURES**
- 15** 2,035 POINTS **MEGA MAN II**
- 16** 1,943 POINTS **CASTLEVANIA III: ORACULA'S CURSE**
- 17** 1,927 POINTS **MEGA MAN III**
- 18** 1,892 POINTS **ZELDA II: THE ADVENTURE OF LINK**
- 19** 1,773 POINTS **THE SIMPSONS: BART VS. THE WORLD**
- 20** 1,509 POINTS **MONOPOLY**

SUPER NES

1
10,183
POINTS

6 MONTHS

SUPER MARIO WORLD



The top 3 games are a repeat from the past couple of months. However, don't be surprised if the order shuffles soon, Mario.

2
8,112
POINTS

6 MONTHS

F-ZERO



Is this what the future of racing holds for us? Who knows. One thing's for sure—it's definitely exciting!

3
8,087
POINTS

6 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST



Comfortably residing at number 3, A Link To The Past continues to blow other games away in the Post Picks category.

4
6,572
POINTS

CASTLEVANIA IV

Mr. Belmont whips his way back into the Super NES top 5. Can he keep a grip on it?

5
6,379
POINTS

FINAL FANTASY II

The Nester Award, which this game received for Most Innovative, is definitely well-deserved.

6
3,253
POINTS

FINAL FIGHT

7
4,786
POINTS

SIMCITY

8
4,236
POINTS

ACTRAISER

9
4,167
POINTS

CONTRA III

10
3,755
POINTS

SUPER GHOULS 'N GHOSTS

11
3,167
POINTS

JOHN MADDEN'S FOOTBALL

12
3,165
POINTS

PILOTWINGS

13
2,857
POINTS

WWF SUPER WRESTLEMANIA

14
2,264
POINTS

U.N. SQUADRON

15
2,143
POINTS

SUPER SMASH T.V.

16
1,912
POINTS

HOME ALONE

17
1,909
POINTS

SUPER OFF-ROAD

18
1,624
POINTS

LEMMINGS

19
1,449
POINTS

TRUE GOLF CLASSICS: WAILAE C.C.

20
1,378
POINTS

JOE & MAC: CAVEMAN KIDUS

GAME BOY

1
10,052
POINTS

6 MONTHS

METROID II: RETURN OF SAMUS



Strong voting in each category vaults Samus into the number 1 slot again. A very impressive showing, indeed!

2
8,189
POINTS

21 MONTHS

SUPER MARIO LAND



Safely tucked away at number 2, Mario's Game Boy adventure slips a bit in the Post voting statistics.

3
4,352
POINTS

7 MONTHS

BATTLETOADS



The 'Toads will have to jump twice as high if they hope to catch up with Mario.

4
4,258
POINTS

DR. MARIO

Moderately strong in each category, the good Dr. is in very stable contention at number 4.

5
3,713
POINTS

MEGA MAN IN DR. BELT'S REVENGE

Mega Man's first Game Boy adventure may be losing some ground to his second adventure. We'll wait and see.

6
3,692
POINTS

TMNT II: BACK FROM THE SEWERS

7
3,651
POINTS

FINAL FANTASY ADVENTURE

8
3,358
POINTS

THE SIMPSONS: ESCAPE FROM CAMP READY!

9
2,741
POINTS

FINAL FANTASY LEGEND II

10
2,511
POINTS

CASTLEVANIA II: BELMONT'S REVENGE

11
2,407
POINTS

FACEBALL 2000

12
2,305
POINTS

TERMINATOR 2: JUDGMENT DAY

13
2,230
POINTS

FINAL FANTASY LEGEND

14
2,119
POINTS

MEGA MAN II

15
2,204
POINTS

OPERATION C

16
1,998
POINTS

TMNT: FALL OF THE FOOT CLAN

17
1,981
POINTS

F-1 RACE

18
1,926
POINTS

SUPER R.C. PRO-AM

19
1,779
POINTS

KID ICARUS

20
1,675
POINTS

HOME ALONE

PLAYER'S PICKS

WHAT ARE YOUR FAVORITE NES GAMES?

PLAYER'S PICKS

Todd Harris
Tucson, AZ



Mega Man
Ninja Gaiden 2
Baseball Stars
Final Fantasy
Mega Man III

PLAYER'S PICKS

Jesse Tuohy
Newman Lake, WA



Super Mario Bros. 3
TMNT I: The Arcade Game
TMNT II: The Manhattan Project
The Legend of Zelda
Captain Skyhawk

PLAYER'S PICKS

Jeff Janson
St. Louis, MO



Mega Man IV
Tecmo Super Bowl
Robin Hood: Prince of Thieves
Mega Man III
Super Mario Bros. 3

PLAYER'S PICKS

Brice Nelson
Colonia, NJ



Battletoads
StarTropics
Shatterhand
Ninja Gaiden 3
Star Wars

PLAYER'S PICKS

A.J. Kyle
Killeen, TX



Paperboy
Super Mario Bros. 2
Super Mario Bros. 3
Donkey Kong
Terminator 2: Judgment Day

PLAYER'S PICKS

Marsha Byers
Swanton, VT



The Legend of Zelda
Castlevania I: Simon's Quest
Castlevania II: Dracula's Curse
Final Fantasy
Ultima: Quest of the Avatar

PLAYER'S PICKS

PLAYER'S PICKS

PLAYER'S PICKS

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 Game Boy Action/Adventure games. Cast a vote for your favorites in the Player's Poll this month.

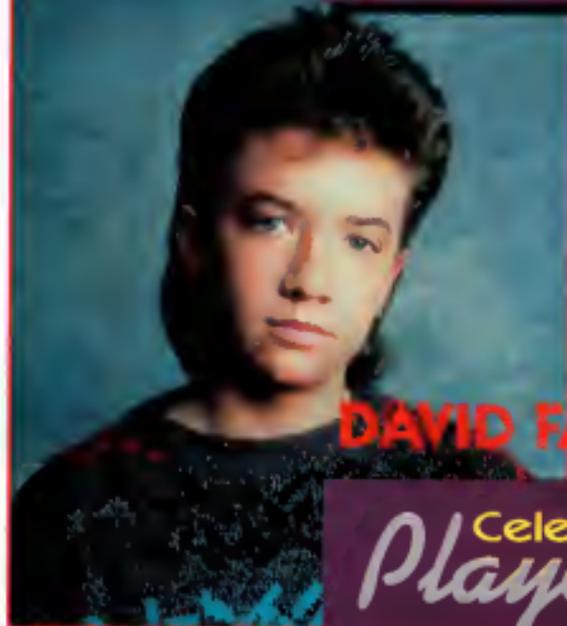
Game Boy Action/Adventure Games: Player's Picks for June 1992

1. Metroid II: Return of Samus
2. Super Mario Land

3. Mega Man in Dr. Wily's Revenge

4. Battletoads

5. Mega Man II



DAVID FAUSTINO

Celebrity Player Profile

Pretending Bud Bundy, the obnoxious teenage son on "Married... With Children" is David Faustino's idea of a good time. As he says, "My character gets to say and do what most American teenagers would get killed for saying and doing."

When Nintendo Power interviewed David recently, we discovered that he's much more than a serious actor—he landed his first role when he was only three months old—he's an adventurous 18-year-old with lots of interests, and he also happens to be a Nintendo video game player extraordinaire. We decided to give the game expert a sneak preview of *Contra III*, a hot new title for the Super NES.

Nintendo Powers: How do you like being on "Married... With Children"?

David Faustino: I love it. I've been playing Bud for the last six years. It's a blast—it's like my home. I hate to brag, but I'd watch it even if I weren't on it. I guess I'm a fan of my own show. It's funny, and everybody's really cool.

NP: Are you anything like Bud?

DF: I'm nothing like him. Bud Bundy is basically a con artist who doesn't get many girls. I'm not a nerd.

NP: What do you do for fun?

DF: I love to play Nintendo games. Every night before we go out, my friends and I play on my friend's huge T.V. Once we get started, we don't want to stop. Before you know it someone says, "Looks like it's going to be a Nintendo night." I also like basketball and snow skiing, and I'm very into martial arts. I have a blue belt in Tae Kwon Do.

NP: How did you like *Contra III*?

DF: I loved it! It's a very cool game—the graphics are great. And it's difficult, which is good. I haven't gotten past the fourth level. I play with my little brother, Michael, who is Mr. Nintendo himself. My friends call him "Mario," and he really kicks butt.

NP: What's your favorite Nintendo game?

DF: For Game Boy, my favorite is still Tetris. I'll never get bored with it because I'm not very good at it! Game Boy is really popular on the set. One of our producers gave everyone in the cast a Game Boy when we went on tour recently. You should have seen all of us on the plane with our Game Boys—it was really funny.

NP: Why do you think Nintendo games are so popular?

DF: They're modern high tech fun, the kind of thing that your grandmother can't believe. Playing Nintendo games is really cool—it keeps kids out of trouble. And it's amazing how good the graphics are getting.

NP: What are your plans for the future?

DF: I love acting, but the reality is that there are thousands of actors in Hollywood, and only about two percent are working actors. I feel really lucky now, but I can't predict the future so I have other goals in mind. I'm working on two short films, producing one and directing the other. I have a nightclub, BALYSTIX, that's a dance club in Hollywood for all ages, and I have a rap group called "Li'D."

NP: A rap group? That's cool.

DF: Yeah, my first album is coming out

soon, and one of the songs is called "I Told Ya." It's about me finally wanting the group and being on the show. It stars like this:

*Li'D standing tall at five-foot three
Yeah, but I'm as tough as can be
I'm the hot hot D - A - V - E
No matter what I be-E*



David Faustino with the gang from "Married... With Children."



A LOOK INTO THE GAMES OF THE FUTURE

PAK WATCH

UNDER
CONSTRUCTION

Super Faceball

BPS

The programmers of Super Faceball 2000 from Bulletproof Software and the Canadian programming company, Xanth, have been staying up late to get Pak Watch a finished version of their Super NES sequel to Faceball 2000 for Game Boy. Now we're the ones losing sleep. The idea of Faceball, in its purest form, is that you and an opponent become smiling shapes called Smiloids who enter a maze and proceed to track each other down. When you see your opponents, you tag them with a ball. Okay, so it's a simple idea. So was the wheel, but it was a beginning. Once you enter the maze (or arena) you have a 3-D, first-person perspective. The 360 degree scrolling is so smooth that you truly get drawn into the setting. You have lots of options, too, from two-player arena matches to single-player games in which you must clear many

evil Smiloids. Your Pak Watch die-hards concentrated on playing the two-player arena game and discovered that our opponents, if not actually evil, were certainly bent on wiping the silly smiles off our faces. The strategies of sneaking up on opponents or ambushing them changed with each arena and each match. That's where the fun came in-- making new strategies and catching our oppo-

nents off guard. We even learned to cheat by watching our opponents' view on the split screen. Of course, we usually glanced over just in time to see ourselves getting nailed! Have a nice day. Right. In addition to all the fun, fear your eyes on the great backgrounds. Just remember that the action takes place down in the maze and not up in the stands or the stars.





NCAA Basketball HAL AMERICA

Programmers at Sculptured Software have been working overtime to put the final touches on NCAA Basketball for Hal America, and the results look impressive. What sets this B-ball game for the Super NES apart from the crowd—besides the fact that the game doesn't have a crowd in the stands—is that it uses Mode 7 graphics to carry you into the action on the court. The viewpoint re-

volves to a position above and behind the ball handler, so your view is basically what you would see on the court. Rumor has it that the Sculptured crew discovered this unique approach at a local gym where they could look down on a basketball court from a second floor running track. Pretty clever. At first, the quickly shifting perspective had us reeling in confusion. But the brain is a wonderful

thing and adapts rapidly to new stimuli, especially when the NCAA championship is at stake. That takes us to the second great part of this cart. You can play as almost every major team in Division I basketball except for teams in the PAC 10 and Big 10. You can take that team all the way through the conference season and, if you're good enough, to the NCAA tournament and the Final Four.



Out Of This World INTERPLAY

Out of This World is the well-named Super NES game coming out soon from Interplay. Not only does this action/adventure use some of this world new programming techniques, but the game itself is pretty far out, too. The most striking part of the game, to this Pak Watcher, is the cinematic techniques used. Zooms, extreme close-ups, wide-view pans and cutaway shots are all employed for great dramatic effects. The graphics themselves are created using polygon programming, which means that various shapes are used to make objects and



backgrounds. The game itself also has some interesting features. The story, in a nutshell, is that scientist Lester Knight

Chaykin is trying to survive in an alternate dimension. In each action stage, you'll have to survive attacks while figuring out the secret key of how to get past seemingly insurmountable obstacles. The action and control are slow, so at times you may think you are being defeated by extra-dimensional haddies unfairly. Chances are, though, that you need to try some other plan of action. The animation is reminiscent of Prince of Persia—you can jump, lunge or walk, and operate other objects. We expect to see a lot of imitations of this type of cinematic game, emphasizing graphics and stories.



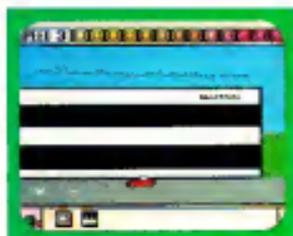


Mario Paint

NINTENDO

Nintendo will soon release a unique product that isn't even a game. **Mario Paint**, for the Super NES, is a paint program that allows budding artists to draw pictures and animate them. You can use the existing palette and painting tools to create your masterpiece, or use the Stamp Mode to create small, intricate images that can be placed on the screen. The picture shown here of Nintendo HQ and a Pak Watcher's car actually consists of free-hand drawings and Stamp images.

First there was the pigskin, then Monday Night Football, and now (or very soon) there will be Super Play Action Football (SPAF)—a Super NES game from Nintendo. Football freaks beware: you won't have to wait until Saturday or Sunday for hard-hitting gridiron action. With SPAF, every day can be a bowl day! The thing that most impresses this Pak Watcher about the game is the sheer size of it. You can play any NFL team, any major college team, or a high school team. You can play a game or a season. You can watch rankings change. You can check stats. You can go crazy trying to pick a play from all the options available in the Pro level. If



there's a problem with this Pak, it's also the sheer size of it. You can't learn to play it in a few minutes, but a little patience goes a long way. It just takes guts and determination. Other future offerings from Nintendo include Spe-



cial Tee-Shot, a hybrid golf/billiards game, Wave Race, which pits up to four jet ski racers against each other on several water raceways, and Kirby's Dreamland, wherein a little fellow named Kirby has many side-scrolling adventures inside a Game Boy.



Jeep Jamboree

VIRGIN

Virgin Games has been working on a ton of new games for all three systems. In Jeep Jamboree, for Game Boy, the idea is to race the toughest vehicles in history over some of the roughest tracks on Earth. You can race against the computer or another player in bone-rattling, first-person perspective. The Sport

character, in Sport II for the Super NES, takes on a cool personality of its own as it makes its way through a graphically beautiful and quirky universe. For the NES, Prince of Persia is the most exciting game in the works. This NES version of the Game Boy "Prince" shares the same super animation and clever puzzles. For the

Super NES, Super Slam Dunk is in the works—an easy to control hoop car that's great for fans of the fast break. Virgin is also busy with Caesar's Palace, Golf Power, and a Paint program—all for the NES—plus M.C. Kids for Game Boy. Fables & Fiends for the Super NES rounds out Virgin's upcoming game list.



JAPAN WATCH

For many years, video gamers have looked to Japan for news of the latest developments in games and new game technology. Things may be starting to change now that the U.S. market has grown so large. This Pak Watcher recently reviewed Game Pak stats for Tokyo area retailers and discovered that many of the top games there are also the top games here in the U.S. The figures, taken from early spring, show that Yoshi, Mega Man 4, Tiny Toon Adventures and Super Mario Bros. 3 were the hottest games for the Famicom (NES). On the Super Famicom front, Romancing Saga, Legend of the Mystical Ninja, Hyperzone, The Legend of Zelda: A Link To The Past, Super Mario World and Dragon Ball (a unique, card matching game from Bandai) were the sales leaders. Top Game Boy titles included Yoash, Tiny Toons, Saga III, Super MarioLand and Metroid II. Of all those best selling games, only four weren't available on this side of the Pacific during the time of the survey. Of those four, one, Zelda: A Link to the Past, is now out in the U.S. and both Saga III and Romancing Saga are scheduled for release in the future. In other words, it looks like the Game Pak is closing quickly.



GOSSIP GALORE

As usual, the Pak Watch desk has been flooded with pies and Paks for games that are still in development. So, you might ask, if it's already in development, what is it doing in Gossip Galore? The truth is that some games we hear about are never released; in fact, some games that we play are never released. Gossip Galore is just a good way to keep you up-to-date with what might happen.

One product that sounds great is Capcom's Competition Joystick for the NES and Super NES. With Turbo and an 8-way stick, the controller should make a big difference for action game fans. Rival Turf from Jaleco should get street-fighting fans excited, while simulation fans will be interested to hear that Jaleco has long-term plans to bring Utopia—a mix of SimCity and Populous on an interstellar scale—to the Super NES. Much closer to reaching your Super NES is Super Double Dragon from Tradewest. Is Manton still in big trouble? Stay tuned. Your darling Pak Watcher is also tuning in Acclaim for a peek at Spideeman II for Game Boy. Tom & Jerry aren't exactly super heroes, but Hi-Tech Expressions has high hopes for a Super NES game of cat and mouse. Interplay is working on a Super NES game called Clay Mates that has not only a cat and mouse, but a fish, gopher, and bird, too.



FUTURE GAMES FOR THE

NES

Bio Force Ape
Capcom's Gold Medal
Challenge '92
Contra Force
Ferrari Grand Prix
Challenge
Gargoyle's Quest
Krusty's Fun House
Might & Magic
Rocky

SUPER NES

Bart's Nightmare
The Duel: Test Drive II
Magic Sword
Out of this World
The Rocketeer
Street Fighter II
Super Battletank
Super Faceball
Super Play Action
Football
TMNT IV: Turtles In Time
True Golf Classics:
Pebble Beach
Ultrabots:
Sanction Earth
Wings 2

GAME BOY

Ariel (The Little Mermaid)
Jeep Jamboree
Kirby's Dreamland
Lunar Chase
M.C. Kids
Track & Field
Wave Race

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 38

STREET FIGHTER II

The number one arcade hit arrives for the Super NES! Look for an extensive review on Ken, Ryu, Chun Li, Blanka, Dhalsim and more of the world's best fighters.



CAPCOM'S

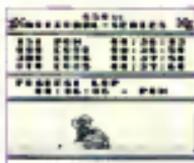
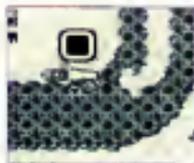
GOLD MEDAL CHALLENGE

Our review of Capcom's Gold Medal Challenge will let you in on how to go for the gold in a collection of athletic events, just in time for the Summer Olympics!



WAVE RACE

Jump aboard your Personal Water Craft and watch the spray fly as you leave your opponents swamped. Nintendo's newest 6-player simultaneous Game Boy game makes a splash next month.



NCAA BASKETBALL

From the season opener to the Final Four, take a look at college basketball from the inside out with Hal America's unique perspective on the fastest game in town.



BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

- **Volume 24 (July '91)** Robin Hood, Rocker's Kato, The Little Mermaid.
- **Volume 27 (Aug. '91)** Ninja Golden 3, Dragon Warrior EA, E. Darksun.
- **Volume 28 (Sept. '91)** Super Mario World, Star Wars, Smash TV, Kick Starters.
- **Volume 29 (Oct. '91)** Star Trek, F-Zero, Metroid, Superherkard, Roger Clemens MVP Baseball.
- **Volume 30 (Nov. '91)** Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego, Flintstones, Ultimate Air Combat.
- **Volume 31 (Dec. '91)** Tiny Toon Adventures, Soccer: Return of the Joker, ActRaiser, Metroid II: Return of Sarama (Game Boy).
- **Volume 32 (Jan. '92)** Mega Man X, Howler in My Pocket, Tactics Super Book.
- **Volume 33 (Feb. '92)** THMT III: The Manhattan Project, The Simpsons: Bart in the World, Rampart, GI Joe: The Atlantis Factor.
- **Volume 34 (Mar. '92)** The Empire Strikes Back, Terminator 2, Nightshade, McKibb, Lemmings, Zeltie A Link To The Past.
- **Volume 35 (Apr. '92)** Captain America & The Avengers, T&G 3: Thrilla's Surfari, Yoshi.
- **Volume 36 (May '92)** Darkwing Duck, Wacky Races, RainCap 3, Work Bay, Super Adventure Island, Contra II, Kardan, Super Soccer.

To order use the Back Issues/Tip Book Order Form in this magazine or call our Customer Service number in purchase by credit card.

SPECIAL OFFERS

Issues from our first two years are available only in special collector's sets. You won't find these extremely helpful issues at newsstands!

- Super Mario Bros. 3
- Ninja Gaiden
- Super Mario Bros. 2
- Zelda II: The Adventure of Link
- THMT



Volumes 1 through 6 featuring classic games are included in the First Year Set.



- Mega Man II
- Dragon Warrior
- Super Mario Bros. 3
- Tetris
- Final Fantasy

Five of the most popular NES games of all time are included in Volumes 7 through 12.

3RD YEAR SET NOW AVAILABLE!

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 if you love these games and want to know every single detail about them—these Strategy Guides are definitely the way to go!

STRATEGY GUIDES:

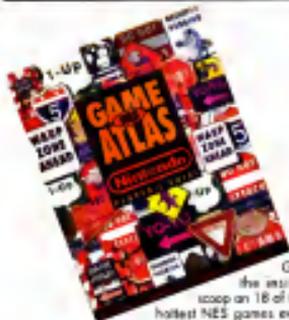
- Super Mario Bros. 3
- Ninja Gaiden II
- Final Fantasy
- 4-Player Extra



TIP BOOKS:

- The Legend of Zelda: Tips and Tactics
- How to Win at Super Mario Bros.

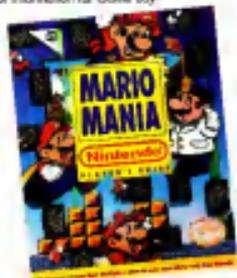
Use the Back Issues/Tip Book Order Form in this magazine to order your books today.



Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!



Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.



The place to find the inside story on Mario, plus a whopping 140 page review of Super Mario World for the Super NES.

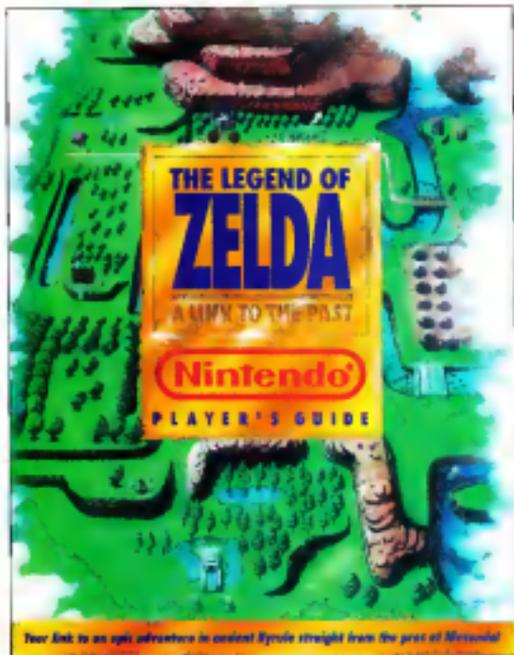


This super guide gives you information on 35 Super NES titles and detailed reviews of 19 spectacular games!

ZELDA PLAYER'S GUIDE

THE COMPLETE SCOOP ON A LINK TO THE PAST

Have you finished the game yet? Maybe you have, but do you know everything about it? Our new Player's Guide gives you all of the important information about A Link To The Past. You'll get much more than just straight game play information. It goes as far as educating the reader about the history of the Hyrulian culture. This is a must-have book for all Zelda fans!



Your link to an epic adventure to reclaim Hyrule straight from the past of Nintendo!



THIS 168-PAGE GUIDE IS AVAILABLE NOW!



Official
Nintendo
Seal of Quality

TRIPLE PLAY

★ Nintendo gives you the power to choose. Classic power. Portable power. Super power. Any way you play, you'll win with Nintendo—three times over.



*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

