VICE: PROJECT DOOM
Cosmic Plot

Don't Miss!
The Rocketeer
Game Boy
Gauntlet II

Bonus!
Battletoads Comic

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MON.-SAT. 4 A.M. TO 12 MIDNIGHT
PACIFIC STANDARD TIME (PST). SUNDAY 8 A.M. TO 5 P.M.
• It's another power-packed issue, with spreads on the latest and greatest as well as contest results and other points of interest. For starters, check out the Nester Award results. The ballots are in and this year's winners have been named. They're listed in this issue, beginning on page 30. Thanks for your votes! How did your favorites rate?

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

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

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

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

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

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

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

THE ROCKETEER 22

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

LONE RANGER 46

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

THE ADVENTURES OF LOLO 3 68

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

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GAME BOY

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Rich, 3-D graphics add to the depth and mystery of this new role-playing epic from Asmik.

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True to the arcade and NES versions, Game Boy's Gauntlet II serves up hot 2-player action with 100 levels of puzzling fun.

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Introducing the rockin'est reptiles ever: Zitz, Pimple and Wart!

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EVEN RUSH HAS FANS

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

Derek McGoldrick
St. Simon's Island, GA

MEGA MAN III POEM

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

Lee Alken
El Campo, TX

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

ARTISTS ARE DRAWN TO MEGA MAN III

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

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

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

Peter Ocasio of the Bronx, NY, got Mega Man III for Christmas, and he's already made some drawings of the boss robots. This one shows Mega Man in a dizzying battle with spin-crazy Top Man. Hold on to your lunch, Mega-duddo!

Lee Alken
El Campo, TX

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

Check out this Mega-Art from Samir Torres of Puerto Rico!
Josh Foreman is 15 years old, and lives in North Pole, Alaska where Christmas decorations are up all year, and a 20-foot Santa Claus stands in front of the Santa Claus House. Sometimes the temperature drops to minus 50 degrees Fahrenheit. Josh says that's when having Nintendo games to play is a great thing. Josh made these models mainly out of Cernit®, which is a clay imported from Germany that hardens in the oven. He's made a business of selling custom jewelry and figurines. From the photos, you can see that he's been busy! Josh homeschools with his brothers and sister, which means his Mom is also his teacher. When moose walk through the yard, his Mom stops school and lets them watch. He is studying Japanese now so that he can someday talk with the Japanese staff at Nintendo Co. Ltd.

Remember the Final Fantasy Treasure Hunt that was the Player's Poll Grand Prize last year? We had a great time coming up with that idea. This month, we're going to let our readers choose the Grand Prize for an upcoming Player's Poll Contest. The prizes should be related in some way to one of the latest games, so don't send prize suggestions like a new Porsche or 10 million dollars, and especially nothing like a frozen pizza. We'll print the top entries in an upcoming Mailbox, and we'll use the best one in that issue's Player's Poll Contest! We still want to see pictures of you and Nintendo Power from around the world. If you're planning a trip this summer, take your camera and your magazine with you!

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NINTENDO POWER
Player's Pulse
P.O. Box 97033
Redmond, WA
98073-9733
The situation was a lot less complicated before I found myself in the middle of a run. Even where I stand, those horrors are nothing but visions. And I am visible. The name's Quick. I work for a Vice Office. My brush with the alien ended with a routine call on a runaway madman. Little did I know, the same job that led me to the Alien led me to the MIA's implementation. NINTENDO Power makes Get Aliens need Get to believe me. How do I keep the truth for long. First they see total confusion. Then they see madness. Then why you can't tell Get to humanity. But NINTENDO Power makes a smart money should post that. They had to be stopped.

"Look at this prosperous, nice world! All of it, an open market to my command!"

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

Your health depends on how well you avoid enemy contact and how many life-replenishing items you can collect. Be on the lookout for Bottles and Meat-Bones. You may never get through the incredible challenges of advanced stages without them. Most enemies that you defeat will leave something behind. Bullets and Grenades are among the most valuable of these items. Save them for situations that require a long distance approach. If you run out of ammo, you can always fall back on your trusty Whip. And, when you’re in the Car, your machine gun magazine will never be empty.

Stage 1

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

Take It To The Streets

Shift into gear and take off on a high speed chase through the city. Boxes, cones and barriers fly up when you hit them, though they won’t cause any damage to your car. Press the A button to shift gears. High gears make the car easier to maneuver. Break the barriers at high speed. They’ll fly out of your way.

Pick Up Power-Ups

Crates, cars and rocks can hurt your car if you run into them. Blast them with Bullets and collect the Power-Up items as they fall.
Vice File
There was only one person in the city who had access to Gel in its most pure and dangerous form. He called himself the Rat Man. My informant, Christy, told me that I could find him at an abandoned construction site in a dark corner of the city. I was on the case.

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

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

Stage 2: Rat Man
You can do a lot of damage to this mangy mutant by pelting him with Granadas. Stay at a safe distance and get ready to maneuver when he tosses girders. Jump when they come in low and duck when they're flying high.
Some people say that Kim Ron practices black magic. He is definitely a suspicious character. Study his jumps and watch where he lands. Then kneel close by and hit him. When he charges, jump to a platform and avoid his Bo and flame bursts.
Stage 4

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

Stage 5

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

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

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

Showdown At The Port

The scene changes to first-person perspective at the Port. You're now face-to-face with a horde of villains all poised to attack. Beat them all with a barrage of fire.

Enemies Galore

There are four kinds of creeps that you'll meet head on. As you defeat each enemy, they give tips:

- Some throw Grenades, some hide behind Crates, some run across the dock and others jump right in front of you. Stay on guard.
- Don't Forget The Ammo

- You'll need to use the power unless you pick up Ammo along the way.

Let 'Em Come To You

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

Stage 5: Boss M-5 Scorpion

The amazing M-5 is a super-durable armored vehicle. Its only weak spot is the sensor at the tip of the forward stem. Jump onto the Plasma Cannon while it fires three blasts. Then whip the weak spot as you avoid a shower of Missiles. You can do it!
After I blasted the Vardkin, I learned that the Aliens were experimenting on humans on my own turf. This dangerous game was called "Project Doom." I ran into another welcoming committee on the train back home. I decided to get some fresh air and fight these thugs on the roof.

VICE FILE

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

Bombs Away

The best way to take on the stretch of the secret lab is to use a Grenade on everything in sight. You'll blaze a nice trail to the end.
Beware Of The Fans
Remember that there are fans above and below you as you're on the conveyors. Jump with caution.

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

STAGE 2: BOSS PCU-100 VARDKIN
Homing Missiles from the Vardkin buzz in quickly. Whip them and then go for the Vardkin itself. You should be able to get a few hits in on every try by:

STAGE 3: BOSS PCU-110 ROGUE
The Rogue is a more advanced machine than the Vardkin. Stay on the lower level and run from one side to the next. Duck when the Rogue attacks with arcing shots. Then hit it with Grenades or Bullets.
Stage 8

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

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

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

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

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

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

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

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

Follow the line on the map for the shortest and safest route through this section of the power plant.
Defeat Them All
It pays to be thorough. Get the Sparks on the platform first. Then jump back and forth to get the Iron Brute to show. Blast him with a Grenade before he has a chance to fire.

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

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

STAGE 8 • PROTON
Stay clear of the Proton! One touch will hit you with an electric shock of unbelievable power. You should also beware of the Proton’s biological blast. Stand safely on the very edge of the left or rightmost platform and hit the Proton with Grenades. Then, when the Proton sends out a shower of mutant mass, seek shelter on the ground level. Move left and right to avoid the fallout and jump back up to the upper area when the coast is clear.

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

VOLUME 24
**VICE FILE**

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

---

**Scale The Stairs**

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

---

**Steer Clear**

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

---

**Triple Threat**

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

---

**Stage 9**

**BOSS: GU-MATONN COMBAT SUIT**

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

The Gu-Matton Combat Suit was coming after me. There was nothing that I could do to avoid it. Little did I know, though, that Christy was inside the Suit. When the Suit was destroyed, Christy went down with it. What a devastating blow! And now there was a replica of myself staring at me through a glass cylinder. This was weird! I had to fight on and find out what was going on!
"GET OUT OF JAIL... FREE?"

YOU THINK THIS IS FUNNY, SMART GUY?

OH NO, OF COURSE NOT! SHORT, SNICKER!

LADIES AND GENTLEMEN, THE READING RAILROAD IS ON THE AUCTION BLOCK, DO I HAVE AN OPENING BID?

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

I BID $200!

$300!

$1000 AND MY AUTOGRAPH!

SOLD TO MR. MONEYBAGS OVER THERE.

HMM, THERE'S SOMETHING STRANGE ABOUT THIS...

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

HE'S SO JEALOUS HE'S TURNING GREEN, MY FAVORITE COLOR!

DO I HEAR A BID FOR ILLINOIS AVENUE?

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

It all starts when Cliff Secord, ace racer for the Bigelow Air Circus, finds a package in the cockpit of an unused plane. Cliff and his pal Ambrose "Peevy" Peabody know that this package is something special indeed: a streamlined, double-cylinder rocketpack! Peevy crafts a helmet and Cliff is readying for a test flight when a mob of thugs breaks into the hangar. Peevy makes a run for it and Cliff takes to the air as the Rocketeer!
Chapter 1

1-1 Gunmen have broken into the Bigelow Air Circus Hangar. Get out of there quick and meet Peavy back at his house. There’ll be time to ask questions later.

WIN VALUABLE PRIZES

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

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

FILL’ER UP AND FLY

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

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

UP AND DOWN

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

UP ON THE ROOF

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

LEAP AND LUNGE

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

Check Out Page 23 For Tips On Beating The Gyroscope!
Chapter 2

2-1 RATTLE THE ROBOTANKS
They may look like toys, but the enemy Robotanks pack a powerful punch. Hop over their fire, then when you get close kneel and punch.

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

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

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

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

RUN FOR YOU LIFE!
The Bullets and Grenades fly freely in this stretch. Since there aren't a lot of safe spots, the only way to successfully get through this barrage is to run and never look back!
Chapter 3

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

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

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

FUEL STOP
Brawlers step out of this door every three seconds. Hit them and collect the Rocket Fuel that they leave behind. Then, when you've got a full tank, take to the skies!

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

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

Check Out Page 29 For Tips On Beating Lothar!
Chapter 4

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

GO SLOW
Brawlers, Shooters and RoboTanks wait outside. Move one step at a time and take them as they come.

4-2

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

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

4-3

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

Collect the purple Fuel Tank and break out through the club’s ceiling.
**Chapter 5**

**5-1** FBI Agents have taken you to the secret hangar of industrialist Howard Hughes, who invented the rocketpack.

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

**5-2**

**PURPLE HEART**
This reward for valor will refill all of your energy.

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

**5-3** The creeps have made a run for it high above the Hollywood Hills to the Griffith Park Observatory.

**BEWARE OF BROKEN BRANCHES**
Watch the trees and steer clear of shaking branches. They can cause a lot of damage if they break off and land on you.
**Chapter 6**

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

**6-2** If you hit the gears, you'll be sent back several steps, possibly within range of the Shocker or RoboTank.

**6-3** Sinclair and Jenny are just a heartbeat away. Continue your climb down to the gondola and get ready for the fight.

---

**PUNCH FOR PRIZES**

Brawlers run out of the open hatches. Give them a bescrolled sandwich and they'll give you Hearts and Bullet Packs in return. What a deal!

**BREAK THE DISH**

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

**HOP TO IT**

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

**GET DOWN!**

Land to the right of the crate and kneel down as soon as you hit the ground.

**PURPLE HEART**

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

---

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

**SINCLAIR**

---

**SINCLAIR**
Face Fearsome Enemy Enforcements

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

**CHAPTER 1**
The Gyrocopter flies high above Chaplin Airfield. Stay on the left side of the screen, jump over the bullets and punch out the Brawlers for prizes. Then fly up and hit the pilot!

**CHAPTER 3**
Lothar is waiting for you on a rooftop near the South Seas Club. He'll kick the weapons out of your hands so it'll be down to fistfights. Jump straight up and punch when he drops near.

**CHAPTER 5**
The Griffith Park Observatory Dome has been equipped with three turrets. Avoid the shots and hit the lowest turret with a Grenade. Then punch the Brawlers to power-up and take to the air to blast the next two.

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

The high-flying adventures of the Rocketeer are soon bound for the silver screen. Watch for him this summer at a theatre near you!
The winner is...Mega Man III!
Capcom did itself proud with the third game in the Mega Man series. The visual smorgasbord is made up of a riotous mob of whacky robots and backgrounds that look as if they were designed by Dr. Wily himself. Sound-wise it has a good beat and lots of effects.
2nd Place: Super Mario Bros. 3
3rd Place: Castlevania III

And the winner is...Super Mario 3!
What can be said that hasn't been said already about this game? Mario's mission to rid the mushroom worlds of Koopa and his Koopalings is a classic. There are heroes, villains, narrow escapes and it turns out that Mario is half racoon! Hey, the weirder the better.
2nd Place: Mega Man III
3rd Place: Dragon Warrior II

Mega Man III has it all, action, excitement and a robotic dog. The epic adventure, Dragon Warrior II, leads heroes on a quest from the high seas to the tunnels of Rhene.
The votes are in and the Nesters are polished and ready for the video game event of the season. And now, the envelopes please...!

For Best Challenge

The winner is...Castlevania III!

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

2nd Place: Crystalis
3rd Place: Battle of Olympus

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

For Best Play Control

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

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

2nd Place: Mega Man III
3rd Place: Super C

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

The winner is... *Mega Man*!

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

2nd Place: *Mario*

3rd Place: *Donatello*

Everyone knows the story of these two heroes. Humans and reptiles alike rest easy at night knowing that Mario and Don, along with his bros, are stomping the forces of rottenness.

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**For Best Bad Guy**

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

2nd Place: *Dr. Wily*

3rd Place: *Koopalings*

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

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**Overall Best**

**Super Mario Bros. 3**

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

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

2nd Place: *TMNT II: The Arcade Game*

3rd Place: *Mega Man 3*

It was the toughest competition ever. With four heroes between them, *Mega Man 3* and *TMNT II*, the Arcade Game gave *SMB3* a run for the money.
For Most Innovative

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

2nd Place: Miracle Keyboard Teaching Sys.
3rd Place: Maniac Mansion

Whoever said piano lessons were a bore never played with the Miracle Keyboard System. Maniac Mansion introduced NES players to a point and click adventure into total weirdness.

For Best Simultaneous Multi-Player Game

The winner is...TMNT 2!
With Bro in tow you'll kick and slash your way to glory. Team fighting strategies are essential to defeat the hordes of Foot Clan Soldiers and Shredder's captains. This game was meant for two turtles.

2nd Place: NES Play Action Football
3rd Place: Dr. Mario

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

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

TMNT: Fall Of The Foot Clan

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

2nd Place: Super Mario Land
3rd Place: Final Fantasy Legend

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

SOMEWHERE IN VID SPACE...

KISS MY FIST!

EAT TOAD, JOE, JOE!

WE'VE GOT THIS RATPACK FROGIN TOADS!

WAYDIGO! ANOTHER PLANET THAT WON'T FALL FRELY TO THE DARK QUEEN'S MINIONS, THANKS TO ZITZ, FIMPLE, AND RASH--THE BATTLETOADS!

AND, THANKS TO MY MUSCLES!

MAD, BAD AND CRAZY TOADS!

YEAH!

ALL RIGHT!
LISTEN TO THAT CROWD! THEY MUST'VE REALLY ENJOYED SEEING ME KICK RAT'S TAIL...

SURE, DAVE. SPEAKING OF RATS, I SMELL A COUPLE COMING...

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

OF COURSE, THANKS, MR. VAKUSE. THAT'S THE NICEST THING YOU CAN SAY?

WHY, MR. ZIEGLER--DO I DETECT HOSTILITY? IN FACT, I'VE JUST BEEN CONFERING WITH SLAS AND THE OTHER DESIGNERS, AND WE'VE LIKE TO "TWEAK" THE DIFFICULTY LEVEL OF THE GENERATOR TO CREATE MORE THRILL-POWER, OF COURSE.

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

BRING IT ON, DUDE!

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

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

THOUGH I'D LIKE TO KILL THEM, AND, MAYBE, I CAN...
LATER, AT SILAS'S PAD...

ALMOST GOT IT...

THAT WAS SOME ENTRANCE, QUEENIE! WHERE'D YOU LEARN THAT TRICK?

SILENCE HUMAN--AND BOW! YOU STAND IN THE PRESENCE OF THE DARK QUEEN!

GIVE ME A BREAK, BEAUTIFUL. I MADE YOU AND I CAN GET RID OF THOSE PESKY BATTLETOADS. THEY'RE FAR TOO POPULAR.

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

BUT YOU AND YOUR FRIENDS AT SCI-ONE DID CREATE THOSE BATTLETOADS NOW, I REQUIRE YOU TO UN-MAKE THEM... AND I KNOW EXACTLY HOW TO DO IT...
MEANWHILE, IN THE ROAD PAD...

I can't put a finger on it, but I don't trust Vakuse. No one knows where he came from or anything!

I'd like to sock him in the jaw, then he'd understand real thrill power.

Hey, guys! Why don't we visit Vakuse's office tonight? Maybe we'll find something that will tell us the truth about him...

LATER THAT NIGHT, WHILE ALL OF PSICONE SLEEPS...

Hey! The door's open! Be careful guys...

Someone beat us to it! And, looks like they knew what to search for...

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I DON'T SEE ANYTHING HERE.

THAT'S BECAUSE THE GOOD STUFF WAS TAKEN... THIS FILE CONTAINED THE TOP SECRET SCHEMATIC OF THE GENETIC CHIPS FOR THE BATTLE TOAD'S GAMES GENERATOR.

SEE, WHAT'RE WE GONNA DO?

I'VE GOT A BAD FEELING, GUYS. LET'S CHECK OUT THE GAMES GENERATOR!

I DON'T REMEMBER LEAVING THE GAME UP AND RUNNING, DO YOU GUYS?

NO! AND I DON'T SEE ANYONE.

HEY, SOMEONE'S BEEN SITTING IN MY CHAIR.

SOMEONE MAY HAVE TAMPERED WITH IT, SO BE READY FOR ANYTHING.

MAX, MORG-Baby, aren't I always?

CHECK, MORG.

I FEEL LIKE A BUNCH OF MOLECULAR BUILDING BLOCKS!

OH, MY FROG! WHAT'S HAPPENING?

THAT DIDN'T FEEL QUITE RIGHT...

WHAT'S GOING ON HERE, MORGAN? OR SHOULD I SAY ZITZ?

I'LL SHOW YOU WHAT'S GOING ON, POND PATROL!
Welcome to my world, amphibious freaks. Hope you like it, because you won't be leaving. I have finished playing games.

Hi guys.

Don't move! I've introduced a virus into your game generator, turning you into toads... permanently. There will be no game over.

What the??

I always thought you were a rat, Silas... and now I know why! Why did you turn? You helped create the battle-toads game generator!

I never told anyone, but... I wanted to be a battletape! You can't say I wasn't useful! Not all the fun while I toiled behind the scenes...

Silence! I created the virus program! I bent Silas's hatred to my will! And now, I shall destroy you!

My world was simpler before you interfered, battletapes. There were no challenges to my power. Silas! Thanks to him and his designs, my world... but actually, they created a gateway between us.

If you think we're gonna lay down and croak, you've got another thing coming.

Let's eat toads!

Annihilate them! (Mad, Bad and Crazy, Toads!)
The Battletoads fight valiantly, but this may be curtains...

POW

OOOF

BONK

KRUNCH

What's this? More trouble for the toads?

Looks like our last stand, toads...

At least we'll go down fighting!

Are you sure we can't pause the game and take a time out?

Hey, toads! Need a lift?

WAM

What the-?

See ya later, suckers!

Bop

WAP

POW
You really hailed our frog-legs out of the fire!

Yeah, the heat was really on.

You're lucky that I, Professor T. Bird, was passing nearby and could lend you a feather...

But why did you rescue us?

Well, I can't stand to see the dark queen win at anything... though I once was in love with her. But I chalk that up to the whims of a besotted young heart...

What's the matter? Haven't you ever seen the control room of a space ship before?

Yes, I mean no. I mean isn't this whole thing just a video game? You and the dark queen aren't real—are you?

She's as real as that warpship on our tail! You toads are hotshots—man those lasers! Time to, uh... retreat?

To cut a long story short... despite tremendous odds, the toads will jump into hyperspace and escape the dark queen's clutches (for now).

Toads, we make an excellent team! With my brain in your brain, we'll beat the dark queen in no time! What do you say, partners?

Until we figure out what's happened to us, I guess we have no choice... yep, I think we're a team, professor.

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

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

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

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

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

Moon Mirror
Jumping Shoes
1-Ups

Coins
Invincible

Weapon Strength
Your Energy
Zap's Energy

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

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

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

Double Strength Code

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

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

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

Ten Turtles

↑ → → ↓ ↓ ↓ ↓ ↓ ↓ B A START

Stage Select

↓ ↓ ↓ ↓ ↓ → → → → → → B A START

Ten Turtles & Stage Select

B A B A ↑ ↓ B A ← → B A START
**CLASSIFIED INFORMATION**

**From Agent #909**

**Invincible!**

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

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

**From Agent #912**

**Stunned Edna**

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

Switch to the first kid and you'll see that Edna is stunned. Explore Edna's room for as long as you want without being captured.

**From Agent #451**

**Invincible Plus!**

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

CKWJT4 — Full Weapons
SJM333 — Unlimited Continues

Have two kids fire up outside of Nurse Edna's and Weird Ed's room.

Before Nurse Edna acts, have another kid enter Weird Ed's room.
The second kid will be sent to the Dungeon by Weird Ed.

Nurse Edna's and Weird Ed's W

**NINTENDO POWER**
From Agent #536

Goofy Gadget

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

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

From Agent #348

Clyde Code

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

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
“Hi-ho Silver And Away!”

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

GAME PAK DATA BOX
THE LONE RANGER
MFG—Konami
MEMORY 2M X 1M

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

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

"Listen up, masked stranger."

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

Only one fellow is at home in Tombstone, and he won't give you the time of day until you've talked to the shoplady up in Tucson who's seen the horse.

"Bite the bullet, pilgrim."

Even in these halldays you'll find a few civilized comforts. The town doctor is willing to patch you up for a reasonable fee of $50. Then once you're back on your feet, trot on over to the Sun Shiek and stock up on ammos. Your six shooter fires regular shells or powerful silver bullets.

"Watch your back in towns."

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

"Out of the road, pardner."

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

Outlaw Cliffs

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

Cliff Fighting

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

"It takes two to tangle, masked man."

The final outlaw is a mean guy who can take a flogging. If your Life Points are full, use Silver Bullets and fire as fast as you can. If you don't, avoid his shot by jumping.
That treasure is so close I can smell it.

Say, amigo, seen any treasure hereabouts?

REGION 2

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

Craggy Mtn.

Do Craggy Mtn, you’ll defeat a desperado who leaves a Bone Heart. Later, fighting the bandit’s brothers, he’ll dead and his knife will miss you.

I thought cave-banditos were extinct.

West Cave

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

East Cave

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

That treasure is so close I can smell it.

Inside the West Cave gather Hearts, Bullets and Dollars by defeating banditos. The bravest bandito of all is to be found inside.

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

REGION 2

Hey, masked gringo, you want some advice?

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

Keep in Cleerwater you’ll be a hero for having recovered the necklace treasure. Don’t expect a reward, though, and make sure that you write down Teato’s Password.
The good citizens of El Paso and Albuquerque have been living in dire fear of three dastardly outlaws since their Sheriff was wounded. Looks like the Prez is going to have to hang tough while the Lone Ranger restores law and order. Talk to the Banker for an important clue, then hit the trail. The fights take place all over the map, on horseback, trains and even in crumbling Ghost towns.

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

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

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

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

"Let them ladies alone, snakebelly!"

This outlaw is no gentleman. He's using innocent ladies as a shield. Shoot him out of the last car down the narrow hall. The outlaw can't follow all the way and his bullets have less range than yours.
No sooner do you polish off the scoundrel in the train than you’re locked up in jail. Seems an imposter has been running around this region causing a ruckus. Don’t get riled, now. Just head north toward Amarillo, then up to Brownsville. You have to fight from the saddle, battle at night end put up with insults the entire while. Butch Caven-dish may still be at large, but your reputation is on the line.

“Tonto, let me out!”

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

“I’m not a robber; I’m a ranger.”

Because of the popularity of the imposter who has been masquerading as the Lone Ranger, the real L. B. is out of luck when it comes to getting into, online and medical treatment. You should head back to Laredo for all your essentials.

“Looks like a battle in the saddle.”

Three times in quick succession you’ll enter running battles with mounted bandits. The action switches between side scrolling and 3-D scurrying.

In the Battle of the Saddle, the only way to get Kemo is by doing some sharp trickery in the head-on views or when the yellow-bellies are running away.

“Amateur hour in Amarillo?”

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

“So, how’s the nightlife in Brownsville?”

You’ll get all the action you can stomach when you ride into Brownsville on the trail of the Imposter. Butlava prow the moonlit streets like nervous cats and everything in town costs twice as much as usual. Head east to the Imposter’s hideout once you’ve filled up your health.

“Say, there’s a guy hiding out in town who has a mask just like yours.”

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

**The Imposter’s Hideout**

The hideout has crazy levels and many dangers. Keep an eye open for attacks from above.
North of Brownsville is Indian country, a land of steep cliffs and friendly tribes. At least the tribes used to be friendly. Now for some reason the braves have got it into their heads that the Lone Ranger is a masked menace. Butch Cavan- dish certainly agrees, wherever he is. To regain the Indians’ trust, see their Chief. He’ll give you a quest to test your loyalty.

**Anyone for a pow wow?**

**Eagle Cliffs**

*The Egg*

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

**You’re okay by me, but what’s with the mask?**

When you bring the Chief the Rainbow Egg he’ll realize that you’re not a scallywag and he’ll trust you. But like most of the people you help, the Chief won’t give you anything other than a pat on the back. Thanks a lot.
REGION 6

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

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

REGION 7

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

REGION 8

In the final stage you'll fight your way up a cliff and shoot it out while riding a railcar, sort of like Indiana Jones. The 3-D area here is tougher than anything you've seen so far. In another scene you'll be on a train trek with a locomotive breathing down your neck! And then there are the big questions. Has Butch met his match? Will the President wonder what took the Lone Ranger so long? If you want to know, you'll just have to play the game.
Coming Soon To Your NES
This issue's GIANT Game Boy feature includes reviews of six of the hottest Game Boy releases. Check out the dungeon-exploring adventures of Mysterium and Gauntlet II, the sci-fi action of Battle Unit Zeoth, the super soccer thrills of Nintendo World Cup and the puzzling fun of Spot and The Chessmaster. There's also a page of Classified Information and news on future Paks. Read on!
A Trial by Fire (and Water, Acid and Mercury)

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

Weapon

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

You can create some weapons with a single transformation. Iron dropped into Mercury will make a Ray Sword. Others are more complex. Sulfur in water makes a Black Rose. Throw the Rose into Fire to make a Yellow Staff.

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

Battle

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

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

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

Inventory Screen

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

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

NINTENDO POWER
LEVEL ONE: IRON

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

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

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

LEVEL TWO: TIN

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

Some metals produce healing herbs when boiled in the different pools. Use these to restore your health. Although mercury might taste good in food, in Mysterium it will teleport you randomly.

The shiny Arrows are a medium strength weapon that can be created with two transformations. First create a Blue Key with Tin and Mercury, then drop the Blue Key in Acid.
LEVEL THREE: COPPER

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

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

LEVEL FOUR: SULFUR

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

You can carry only 18 items at a time. After writing down clues of the Scrolls and Crystals, drop them to make room. Like a trail of bread crumbs, discarded Scrolls and Crystals will mark where you’ve been.

Not every item you create in Mystrium will be useful. You will undoubtedly create more than a few monsters through your experiments. Other items, such as Vinegar, are poison and will take away health if you eat them.
**Take Notes On Your Experiments**

Below you will find the alchemical results table for the first three Levels. As you explore the next seven Levels, keep detailed notes, as bad mixtures will compound your problems. As you try more things, you may notice trends in the transformations. For example, a key dropped in water will almost always result in another key.

---

### IRON

<table>
<thead>
<tr>
<th>Water</th>
<th>Chelidon</th>
<th>Fire</th>
<th>Glass Key</th>
</tr>
</thead>
</table>

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

### TIN

<table>
<thead>
<tr>
<th>Water</th>
<th>Honey</th>
<th>Fire</th>
<th>Small Arrows</th>
</tr>
</thead>
</table>

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

### COPPER

<table>
<thead>
<tr>
<th>Water</th>
<th>Red Egg</th>
<th>Fire</th>
<th>Shield</th>
</tr>
</thead>
</table>

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

---

### Alchemical Results

<table>
<thead>
<tr>
<th>Water</th>
<th>Fire</th>
<th>Mercury</th>
<th>Acid</th>
</tr>
</thead>
</table>

#### Red Rose

- Shield
- Monster
- Glass Key

#### Stone Key

- Monster
- Alchemical Flask
- Mirror

#### Torch

- Stone Key
- Staff
- Monster

#### White Lily

- Pendant
- Monster
- Blue Key

#### Balsam

- White Key
- Staff
- Monster

#### White Key

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

### Who Shall You Choose?

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

<table>
<thead>
<tr>
<th>Character</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Elf</strong></td>
<td>Questor the Elf is light on his feet and as quick as a squirrel. With his bow and arrow his strength is limited, but his magic skills are fairly advanced.</td>
</tr>
<tr>
<td><strong>Warrior</strong></td>
<td>Thor has the strength of many men, but his great size means he is slow on the hoof and it can be difficult to maneuver him in narrow passages.</td>
</tr>
<tr>
<td><strong>Valkyrie</strong></td>
<td>Thyra is the most balanced character. She is fairly good at fighting and her magic powers are about average. She has fair speed, as well.</td>
</tr>
<tr>
<td><strong>Wizard</strong></td>
<td>Merlin's strong suit, you guessed it, is in the use of Magic Potions. His fighting strength and speed are surprisingly good, but his stamina is low.</td>
</tr>
</tbody>
</table>
Treasure, Traps and Terror in The Dungeons

Treasure
Take the Treasure Boxes you find while running through the dungeons. Treasure raises your score.

Magic
Magic potions react or destroy enemies, depending on the magic strength of the user.

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

Death
Stay away from this area character. He grabs you and drains much of your Life Points before vanshing.

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

MAZES

Strategies For Two

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

Matchmaking
Characters should compliment each other’s abilities. For instance, the Wizard and his magic work well with the Archer. Or the Thief and Valkyrie.

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

Random Travel
Keeping your characters close to each other is important for scrolling the screen. If each is in an opposite corner, you can’t scroll.

Dungeon Dangers
Dead and Undead armies attack at every chance.

ACID Puddle
DRAGON
GHOST
GRUNT
LOBBER
Sorcerer

Synth Voice
The synthesized voice tells you what type of amulet you pick up. It’s useful due to the often tiny graphics.
Now it is time to begin your run through the Gauntlet where so many worthy adventurers have met their grisly demise. The first five levels stay the same each time you play, except for the locations of exits. Not so with the upper levels. Everything seems to change from one play to the next. The trick is to learn how to survive in any dungeon.

**Keys**

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

**Exit to Level 6**

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

**Traps**

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

**Keys**

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

**Food**

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

**Exit to Level 2**

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

**Level 1**

On Level 2 watch out for the flashing Stun Panels. Step on one and you'll lose about 30 Life Points. Lobbies attack from a distance, so be prepared. Cut short your journey by opening the door shown here on the right side of the fourth corridor. Several servings of Food are also available.

**Level 2**

The Hit Monster attacks immediately in Level 3. When playing alone it doesn't matter, because the enemies will come after you anyway. But when playing with a partner, make sure the faster character is touched by it to draw foes away.

**Level 3**

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

**Level 4**

At the beginning of Level 6 you should take the Food and Cider, although make sure you don't take the Poisoned Cider. Also, trash the old bones on ghosts stop appearing. Near the exit passage you'll meet several Deaths. Nearby, find and use the Potion to sneak past the Deaths.
Survive the Gauntlet

Each time you journey into the lower mazes you'll encounter new challenges, for the rooms appear randomly. The most important strategy for survival is to keep moving. Don't stand around admiring the view. Maintaining your Life Points is also vital. Take Food and Cider whenever you find them and avoid Deaths and It Monsters. Always keep some Potions on hand. When foes surround you, the Potion is your ticket out of there. Keep your eyes peeled, too. Look for Traps and Crumbling Walls everywhere. If you do all this, you may just survive the Gauntlet.
Oh no! An evil alien force has invaded Earth in the first phase of its sinister plan for planetary conquest. Earth's leaders have come up with a single plan—to send in their latest scientific triumph: Battle Unit Zeoth. This unbelievably versatile, flying super robot is the only glimmer of hope in thwarting the aliens' heinous plans. You must guide him toward the alien city, successfully penetrate its defenses and find the evil Alien leader who holds Earth's fate in his twisted claws. Ready? You are Earth's final hope!

**POWER-UPS**

- **LIFE-UP**: Add one section back to your life meter.
- **POWER-UP**: Makes your current weapon stronger.

**WEAPONS**

- **REGULAR SHOT**: This is the gun you start with. Weak at first, it can power it up to a strong and wide shot pattern.
- **BUBBLE**: Useful powers up to a mighty "shield" of shots.
- **LASER**: Laser provides powerful beams of destruction.

**STAGE 1**

- **STRATEGY: LASER TANK!**

  Try hovering just above his fearful laser beam as he fires the skies with conventional gunfire. Then, as he moves forward, swoop in behind him and blast away at his helpless heck!
**STAGE 2**

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

**STAGE 3**

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

**STAGE 4**

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

**STAGE 5**

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

**STRATEGY: ALIEN GUNSHIP!**

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

**STRATEGY: ALIEN LEADER!**

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

**STRATEGY: LASER TOWER!**

Shoot quickly at this formidable foe, but avoid his devastating beam—hover in the middle of him, and jet up when he fires at you. Destroy all the falling debris to vanquish him!

**STRATEGY: HOVERSHIP!**

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

**VICTORY!!**

The Earth is saved!!
The Game Plan

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

Fancy Footwork

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

The Game Plan

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

The Best Kicks in Town

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

Super Shots

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

Unbeatable Power

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

FRANCE
The French team has been turning up on television during training. The result is that they are as slow as deagl. But their Super Shots are fast and straight.

SPAIN
Sunny Spain has fielded an exceptionally speedy team with a weirdly short Super Shot. They don't have quite the stamina of some of the other teams, so pass the ball often.

CAMEROON
Cameroon provides one of the greatest challenges because it is remarkably fast and has a defense as strong as a rock. The Stop-and-Shoot Super Shot is well.

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

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

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

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

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

ARGENTINA
The Argentinians are as fast as storks, and they have an excellent Power Kick. The Super Shot Blue is a wave pattern over the goalie's head, but it's a gimme.

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

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

ITALY
The Italians are a class act, fast as lizards and loaded with talent. Their dribble Super Shot is a sight to see...if you don't blink. They're one of the best teams.

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

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

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

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

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

World Cup is here and the world is watching.
Cover the board with Spots of your own shade.

**THE MOVES**

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

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

- **SIDE SKIP**
  You can really get the jump on your opponent using the Side-Skip. Your Spot leaps straight one square then at a 45° angle into the next square beyond.

**Spot Paradise**

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

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

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

**Safety In Numbers**

In the beginning you have two Spots against seven; never closing them, the more Spots you have, the more difficult it will be for the opponent to capture all of them.

**Spreading Out**

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

**Middle Management**

If you can help it, don't jump into a square that is surrounded by your own Spots! If an enemy Spot lands in the middle, you'll lose eight Spots.

**Cornered**

Don't put all your Spots in one basket. Start with one in each corner. Here, Grey still has a chance even though his Spot in the upper right hand corner was lost.
The War Room

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

Teacher's Pet

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

Playing Blind

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

Saving Games

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

Don't Touch

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

It's A Draw

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

The War Room

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

Now you can play the world's most fascinating game anywhere in the world!
Now that we have been reporting on games for the Compact Video Game System for a year and a half, we thought that it would be appropriate to bring back some of our favorite tips. We call them Game Boy Classified Classics.

**TEENAGE MUTANT NINJA TURTLES FALL OF THE FOOT CLAN**

**From Agent #920**

**Power-Up**

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

**Bonus Game Select**

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

**DEAD HEAT SCRAMBLE**

**From Agent #712**

**Stage Select**

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

**NEMESIS**

**From Agent #067**

**Two Way Power-Up**

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

**DEADALIAN OPUS**

**From Agent #339**

**Stage Select**

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

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<th>POWER METER</th>
<th>GAME TYPE</th>
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<td>G 2.5 2.5 2.5 2.5</td>
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</table>

### Game Boy Chart Key:

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

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

## COMING SOON

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

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

## GAMEBOY TOP 10

### 1. Super Mario Land

There's just no stopping Mario as reigns of the top slot on the Game Boy Top 10.

### 2. TMNT

The furball foursome continues to knock on the door to Number One. Will they ever reach the top again? Only time will tell.

### 3. Dr. Mario

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

### 4. Final Fantasy Legend
### 5. Tetris
### 6. Gargoyle's Quest
### 7. Castlevania
### 8. Batman
### 9. Play Action Football
### 10. Radar Mission

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

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

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

Level 1: Your adventure is just beginning as you enter a volcanic peak.

Level 2: Blow the first peek sky high, then enter the second.

Level 3: Begin in the tower, then ride a rainbow to the twin tower over the great chasm. Complete the rooms there to topple both towers.

Level 4: It's a plumbum time! Begin exploring the first cave level here.

Level 5: Continue your underground hunt for treasure chests.

Level 6: The next cave, Level 8, is even more challenging.

Level 7: The strategies you learn here will come in handy later.

ROCK 'N ROLL CASTLE?
This castle usually rocks, but now its people aren't rallying. Can Lolo and Lala bring the music back to town?

FIND THE WISDOM OF THE AGES
Wisnold Grandpa awaits in the two big trees, ready to teach Lolo and Lala techniques that will help them solve the trickiest puzzles.

ROW, ROW, ROW YOUR BOAT
The lake may look placid, but below the surface it's anything but calm. You must row to the distant castle. Are you ready to take the plunge?
WITH GRANDPA'S HELP, ANYONE CAN PLAY LOLO'S LATEST ADVENTURE

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

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

First, try to solve the puzzle on your own. Grandpa admires persistence! Try again or give up? If you throw in the towel, Grandpa will show you the solution.

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

SOME OLD, SOME NEW:

ITEMS & CHARACTERS

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

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

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

Solid bridges over lava beds and narrow bodies of water.

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

SOSH!

UNDERSEA PYRAMIDS

The new underwater scenes take Lolo and Lala to a new level of play. They'll have a whole of a time with the new enemies they've faced! Take a deep breath and enter one of the four pyramids on the ocean floor to begin Level 12 and the first of the Water Rooms

ENTER THE HOVERING CASTLE

Head for center stage and enter the Lake Castle as it descends. In this, unlucky Level 13, your wits will be put to the test. Have you learned your lessons well?

THE FINAL CASTLE

In the stygian depths lies the forbidding fortress of your most formidable foe. Steel yourself—this final castle demands daunting endurance and a steady hand.
Levels 1 and 2 acquaint you with basic moves and characters. If you have problems solving any of these rooms, consult with Grandpa. Our detailed coverage begins with Level 3, where the more complex puzzles begin.

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

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

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

Q & A: WINNING STRATEGIES

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

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

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

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

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

Precise movement is the key. Stand half a space over Don Medusa to touch Leeper and stop him in the perfect spot. If you look over too far, though, the Don will get you.

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

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

If you try to touch Leeper from the side, he'll stop in the wrong space. Creep down, just above Don Medusa, and inch over ever so slightly. Leeper will touch you and become a sleep blocker!
In Level 5-5, Alma is your friend and foe. Stand on the Flower Beds to avoid damage and use her to block the Medusas.

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

Next, maneuver the other EF to block the Medusa from the side. Grab both EFs to get Magic Shots and a Bridge.

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

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

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

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

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

### SAY BYE-BYE TO THE BIG BOSSES

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

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

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

**Leeper**
Leeper follows a single pattern. When he moves out, move in; when he heads for the center, move to the bottom of the screen. Fire at him while he sleeps.
Room 4 in Level 8 calls for crafty maneuvers. To begin, push the nearest EF over to rest one space from the lower Medusa.

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

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

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

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

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

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

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

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

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

Gather HFs from the lower room, then fire at Gel from outside the Arrow. Now run to the upper room's entrance.

Push the EF in, gather the HFs, and continue through the Arrow before Gel reappears. Now head for the Jewel Box.

Q&A: MORE ROOMS, MORE STRATEGIES

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

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

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

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

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

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

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

Use Grandpa's trick when you think you're short on EFs or other enemies. If you're stuck in a room, try moving a Gel or Snakey and covering its space with an EF. You never know where they'll go!
The Mobies in Level 11-2 are your friends. Position them so they serve as blocks, where you can escape their suction.

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

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

Before the upper right Moby reappears, scoop the upper left Moby over and down to trap Don Medusa.

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

Begin Level 13, Room 9 by picking up all HFs except the one directly in Medusa's line of fire. You'll get six Magic Shots.

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

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

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

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

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

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

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

Don Medusa makes a square then a diamond. He fires at the midpoint of each wall, so limit yourself to a quadrant and fire when he crosses your path.
Begin Level 14, Room 5 by taking the HF just above you. Next, push the upper Snakey over the arrow into the water.

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

Before Snakey reappears, shove the HF up below Gol. Shoot Gol, drop him into the drink, and push the HF up.

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

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

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

Arrange the EFs as shown and take the HF. Next, slide Snakey over to snatch the other HF, then top him into the water.

Situate Snakey and Alma on the photo shown and take the HFs. Cross back with Alma. When she reappears, cross again with Snakey.

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

As you cross, shoot Gol and slide him up inside the HF. Maneuver the upper EF over and down to trap Don Medusa.

After posting the other EF beside Don Medusa and the Gol beside Medusa, use the Skull to cross to the center island.

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

Q & A: More Winning Tips To Try

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

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

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

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

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

Turn off Moby’s power by zapping him once. Now you’ll be able to navigate freely in his path until in turn again.

Points To Ponder

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

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

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

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

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

-Each room has at least one solution, and some have several. Noon is impossible!
As the fireballs rain down, fire and destroy the ones aimed at you. Hold your position and fire repeatedly as the King crosses your path.

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

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

Your Final Foe: The Evil King

Lolo and Lala return to the village and find smiles instead of stony statues. Tranquility returns to Eggerland as, once again, brains triumph over brawn.
Here they are, top scores from our top players! If you'd like to see your achievements next to other NES and Game Boy masters, send them in! You could be the next NES Achiever.

**AIRWOLF**
- Jim Poleshuk ▲
- Warren, MA ▲
- 4,618,810

**BUGS BUNNY'S BIRTHDAY BLOWOUT**
- J. T. McKernan ▲
- Laguna Niguel, CA ▲
- Finished
- Richard Rankin ▲
- Garden City, MI ▲
- Finished
- Michael Hinton ▲
- Poca, WV ▲
- Finished
- Jon Carlo Bruttomesso ▲
- Agoura, CA ▲
- Finished
- Bert Hutcherson & Jason Cole ▲
- Columbus, TN ▲
- Finished

**CAPTAIN SKYHAWK**
- Charles Constantine ▲
- Centerville, MA ▲
- Finished

**CASTLEVANIA III: DRACULA'S CURSE**
- John Steele ▲
- Sandy, UT ▲
- Finished
- Danny Bergdorf & Jason Clayton ▲
- Saint Marys, OH ▲
- Finished
- Brian Krastis ▲
- Dover, DE ▲
- Finished
- Justin Witty ▲
- Oviedo, FL ▲
- Finished
- Butch Herman ▲
- Salamanca, NY ▲
- Finished
- Jerry Dyer ▲
- Eegville, PA ▲
- Finished
- Shane & Christopher Neubauer ▲
- Rio Rancho, NM ▲
- Finished
- Tommy Miller ▲
- Rural Retreat, VA ▲
- Finished

**CRYSTALIS**
- Cliff Mastran ▲
- Clearwater, FL ▲
- Finished
- Daniel Hanning ▲
- Long Beach, CA ▲
- Finished
- David Desormeaux ▲
- Abbeville, LA ▲
- Finished
- Richard Hawk Jr ▲
- Belle Vernon, PA ▲
- Finished
- Travis Phillips ▲
- Addison, IL ▲
- Finished
- Dennis Wilson ▲
- Greeley, CO ▲
- Finished
- Steve Rosh ▲
- Lithfield, MN ▲
- Finished
- Tiffany Beals ▲
- Boca Raton, FL ▲
- Finished
- Tom Leninger ▲
- Bentonville, AR ▲
- Finished
- Deborah Thompson ▲
- Tucson, AZ ▲
- Finished
- Ron Stevens ▲
- Elk Grove Village, IL ▲
- Finished
- Tim Sheehan ▲
- Manchester, CT ▲
- Finished
- Anthony Machale ▲
- Seattle, WA ▲
- Finished
- John Tsouramakas ▲
- Boston, MA ▲
- Finished
- Richard Harvey ▲
- Myrtle Creek, OR ▲
- Finished

**DESTINY OF AN EMPEROR**
- Brad Costa ▲
- Lebanon, NJ ▲
- Finished
- William Dobkins ▲
- Waterbury, CT ▲
- Finished

**DR. MARIO**
- Douglas McGinnis ▲
- Arcadia, CA ▲
- 168,100
- Carol Pomeroy ▲
- Porter, IN ▲
- 146,600
- Donna Warren ▲
- Pontotoc, MS ▲
- 99,200
- Kyle Stedman ▲
- La Mesa, CA ▲
- 55,000
- Jason Gardner ▲
- Tucson, AZ ▲
- 53,400
- David Bernat ▲
- Levittown, PA ▲
- 52,700
- Phillip Hamilton ▲
- West Deo Mones, IA ▲
- 36,400

**DRAGON WARRIOR II**
- Jason Brida ▲
- Forked River, NJ ▲
- Finished
- Robert Rolism ▲
- Moreno Valley, CA ▲
- Finished
- Richard Griner ▲
- National City, CA ▲
- Finished
- Michelle Wades ▲
- Plantview, NY ▲
- Finished
- Jey Madlany ▲
- Pensacola, FL ▲
- Finished
- Michael Pasfair ▲
- Mississipp Park, NY ▲
- Finished
- Jonathan Wilco ▲
- Freo, CA ▲
- Finished
- Petrick Gabellia ▲
- Duncansville, PA ▲
- Finished

**DUNGEON MAGIC**
- Jose Rodriguez ▲
- Jamaica, NY ▲
- Finished

**GREMLINS II: THE NEW BATCH**
- Joey Van Pelt ▲
- Richmond, VA ▲
- Finished
- Don Jerald Hidalgo ▲
- Daly City, CA ▲
- Finished
- Pete Romaskiewicz ▲
- Matawan, NJ ▲
- Finished
- Chris Surico ▲
- Plainview, NY ▲
- Finished

**LITTLE NEMO: THE DREAM MASTER**
- Jerry Hlinsky ▲
- Burnham, IL ▲
- Finished
- Jason Bathe ▲
- Bloomington, MN ▲
- Finished
- Brian Von Hassel ▲
- Sharon Springs, NY ▲
- Finished
- Brian O'Neil ▲
- Clinton, MO ▲
- Finished
- Dave Mannia ▲
- La Porte, IN ▲
- Finished
- John Castiglia ▲
- Flanders, NJ ▲
- Finished

**GOLGO 13: THE MAFAT CONSPIRACY**
- Luigi Spezzacatena ▲
- Union City, NJ ▲
- Finished

76 NINTENDO POWER
<table>
<thead>
<tr>
<th>Name</th>
<th>Location</th>
<th>Score</th>
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<tbody>
<tr>
<td><strong>MANIAC MANSION</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Matt Herd</td>
<td>Mountain Ranch, CA</td>
<td>Finished</td>
</tr>
<tr>
<td>Michael Savage</td>
<td>Graham, OR</td>
<td>Finished</td>
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<td>Julian &amp; Randy Bethan</td>
<td>Garden Grove, CA</td>
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<td>Damian Chaueria</td>
<td>Mensfield, TX</td>
<td>Finished</td>
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<tr>
<td>Nate &amp; Carl Eppler</td>
<td>Franklin, TN</td>
<td>Finished</td>
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<tr>
<td>Pat Bredenberg</td>
<td>Westminster, CO</td>
<td>Finished</td>
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<tr>
<td>Jeremy Brown</td>
<td>Brooklyn, OH</td>
<td>Finished</td>
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<tr>
<td>Tyler Brazier</td>
<td>Quincy, PA</td>
<td>Finished</td>
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| **MEGA MAN III** |                         |             |
| Sheng Wen       | Lawrence, KS              | Finished    |
| Gregory Milken  | Encino, CA                | Finished    |
| Adam Cuellette  | East Longmeadow, MA       | Finished    |
| David Aferman   | Detroit, MI               | Finished    |
| J'Dan Miller    | Winters, TX               | Finished    |
| Oran Laskin     | Voorhees, NJ              | Finished    |
| Tony Werner     | Voorhees, NJ              | Finished    |
| Tony DePhilips  | Dupont, PA                | Finished    |
| Ray Shum        | Indineopolis, IN          | Finished    |
| Bobby Dhimmor   | Cushing, OK               | Finished    |
| Dan Gannatimo   | Fort Wayne, IN            | Finished    |
| Simon & David Levesque | Bedford, NH  | Finished    |
| Mike Swier      | Ripon, CA                 | Finished    |

| **NARC** |                           |             |
| Josh Friese    | Brookfield, WI            | 2,021,150   |
| Alfonso D侠    | Bloomington, IL           | 1,369,700   |
| Igor Buzhaker  | Brooklyn, NY              | 1,286,500   |

| **PINBOT** |                        |             |
| Dale Lee      | Bassett, VA              | 33,349,660  |
| Jim Liebling  | Huntington Beach, CA     | 30,114,620  |
| Sandra Winkle | Tecumseh, MI             | 28,859,470  |
| Michael Wagon | Inglewood, CA            | 25,454,070  |
| Jason & Troy Shagam | Saint Louis Park, MN  | 19,818,160  |
| Juan Carlos Vega | Hialeah, FL           | 17,924,480  |
| Shawn Endler  | Bethel Park, PA          | 16,760,970  |
| John McCutchen | Natchez Heights, PA     | 12,295,480  |
| Joshua Williams | Jacksonville, NC       | 10,839,850  |

| **REVENGE OF THE GATOR-GAME BOY** |              |             |
| Bryn Petrey    | Fairfax Station, VA      | 1,261,710   |

| **SHADOW OF THE NINJA** |                    |             |
| Richard Modjeski | Fremont, CA          | Finished    |

| **STARSHIP HECTOR** |                        |             |
| Richard Carver    | Hoopston, IL          | 2,283,500   |

| **STEALTH ATF** |                                |             |
| David & Fred Christen | Harahan, LA     | 2,103,800   |

| **SUPER MARIO LAND-GAME BOY** |                      |             |
| Matt Niemann | Morgan Hill, CA       | 999,999     |
| Erik Coleizzi | Silver Spring, MD     | 999,999     |
| Craig Aker   | Moores, OK            | 999,999     |
| Marcos Emanuel | Riverdale, GA       | 950,000     |
| Joshua Stevens | Chula Vista, CA     | 219,130     |
| Zachary Silton | Charleston, SC       | 197,900     |

| **SWORDS & SERPENTS** |                      |             |
| Robert Reich      | Taylor, MI           | Finished    |
| Jimmy Hendricks  | Morehead, NV         | Finished    |

| **TETRIS** |                      |             |
| Gary Gold       | Coral Springs, FL     | 855,781     |
| James Henry     | Altamont, UT          | 781,705     |
| Peter Gonzalez  | Soldotna, AK          | 639,559     |
| Gregg Gates     | Plattsburgh, NY       | 539,991     |
| Madonna Pepe    | McGHenry, IL          | 534,000     |
| Keppen Fitzhugh | Elgin, IL            | 526,242     |
| Charlie Beals   |hexena, MT            | 520,533     |
| Joe Coleanccl  | Winter Park, FL       | 510,408     |
| Shhni Katsukawa | Costa Mesa, CA        | 458,049     |
| Patrick S町tjango | La Grange Park, IL  | 445,149     |
| Brad Friess     | Cadllec, MI           | 433,834     |
| Michael Elzear | Kingsport, TN        | 329,177     |
| Donald Brotherson | Salisbury, NC    | 310,315     |
| Wally Kowalski  | Luling, LA            | 301,327     |
| Ben Weiss       | Los Angeles, CA       | 300,997     |

| **TMNT II: THE ARCADE GAME** |                     |             |
| Peter Bandonis  | Reading, PA          | Finished    |
| Kit Ellis       | San Mateo, CA        | Finished    |
| Charlie Simmons | Bath, ME             | Finished    |
| Bruce King      | Bath, ME             | Finished    |
| Maciek Walpora  | Seattle, WA          | Finished    |
| Jarak Predki    | Seattle, WA          | Finished    |
| David Stevens   | Fairfield, TX        | Finished    |
| Reid Sheppard   | West Middlesex, PA   | Finished    |
| Michael Comman  | West Middlesex, PA   | Finished    |

| **TMNT: FALL OF THE FOOT CLAN-GAME BOY** |               |             |
| Kevin Chепman  | Whitestone, VA       | Finished    |
| Jim Viggoard   | Oxford, MA           | Finished    |
| Aaron Downing  | Clarion, IA          | Finished    |

| **WALL STREET KID** |                     |             |
| Stephanie Platt | Vanntor City, NJ    | Finished    |

| **WIZARDRY** |                          |             |
| Jimbo Lathers | Imperial Beach, CA      | Finished    |
| Daniel Chemier | St. Felix-De-Valas, PG | Finished    |

**SEND YOUR RED HOT SCORES!**

When your scores really sizzle, be sure to record them on film and send them to NES Achievers. If yours is one of the highest we receive, or if you're one of the first to finish a game, your name might be listed in a future issue. When you take a picture of your television or Game Boy screen, hold your camera steady and use only natural light. For best results, use a 35 mm camera without a flash. Send us your hottest shot!
A trio of ever-popular characters hold the top three spots and familiar titles round out the Top 10. StarTropics makes a big jump, though, and threatens to crack into the leaders' ranks.

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

- Titles new to the Top 30. They're the ones to watch!
- Games that are moving big. They've jumped several places in the poll.
- Favorites with long-lasting appeal that place month after month.
- Number of months the game has rated in the Top 30.

**Super Mario Bros. 3**
- 10,918 points
- 15 months
- Raccoon Mario and his cohorts command the lead in their 15th month in the ratings.

**TMNT II: The Arcade Game**
- 9,589 points
- 4 months
- Players turn thumbs up for the Turtles as they wax the competition and take over second.

** Mega Man III**
- 8,846 points
- 4 months
- Mega Man III packs a mega-powerful punch! The Wily-wasting mini-hero holds onto third.
<table>
<thead>
<tr>
<th>Rank</th>
<th>Title</th>
<th>Points</th>
<th>Months</th>
<th>Description</th>
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<tr>
<td>4</td>
<td>Final Fantasy</td>
<td>5,073</td>
<td>9</td>
<td>The engaging RPG continues to fascinate players who ponder the magic of the crystal orbs.</td>
</tr>
<tr>
<td>5</td>
<td>Dr. Mario</td>
<td>4,675</td>
<td>4</td>
<td>Viruses beware! Dr. Mario’s on call, and he’s got just the cure for Mario Fever.</td>
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<td>6</td>
<td>Tetris</td>
<td>4,198</td>
<td>13</td>
<td>Players just keep lining them up and clearing them out as Tetris scores for the 13th time.</td>
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<td>7</td>
<td>Crystalis</td>
<td>4,108</td>
<td>5</td>
<td>Crystalis maintains a steady following, month after month. It’s bound to become a classic.</td>
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<tr>
<td>8</td>
<td>Dragon Warrior II</td>
<td>3,818</td>
<td>5</td>
<td>Like its predecessor, Dragon Warrior II has lasting appeal for the many role-playing fans.</td>
</tr>
<tr>
<td>9</td>
<td>NES Play Action Football</td>
<td>3,365</td>
<td>5</td>
<td>Hut one, hut two! NES Play Action proves that football is a year-round sport!</td>
</tr>
<tr>
<td>10</td>
<td>Ultima: Quest of the Avatar</td>
<td>3,251</td>
<td>2</td>
<td>Quest of the Avatar shoots from out of the pack to Number 10. It’s the ultimate!</td>
</tr>
</tbody>
</table>
NEW TITLES START TO SHOW UP ON PLAYERS’ LIST

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

CRYSTALIS STEALS FIRST

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

DEALERS ORDER UP THE HITS

They watch the trends and try to keep the hot ones on the shelves. It’s a tougher job than it sounds, they say!
Alex Winter is a very busy guy these days. Between starring in the soon-to-be-released sequel, "Bill and Ted's Excellent Adventure II," writing and directing T.V. shows and producing music videos, he doesn't have a lot of time left over for much else. Unless it's Game Boy.

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

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

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

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

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

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

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

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

Beyond "Bill and Ted's Excellent Adventure II," Alex is very excited about a new show which he is writing, directing and producing for MTV called "I Diot Box."

According to Alex, the half-hour comedy is similar to Monty Python, Saturday Night Live and SCTV in that it features a series of outrageous sketches that are very off-the-wall.

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

"My strategy for Nintendo games is a lot like my strategy for life," says Alex. "You've got to relax, concentrate and think ahead."
Grand Prize 1 Winner
GO ON A HUDSON HAWK
SCAVENGER HUNT AND WIN A SONY BIG SCREEN TV!

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

Second Prize
5 Winners

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

Third Prize
Nintendo Power Jerseys
25 Winners

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

OFFICIAL CONTEST RULES
(No Purchase Necessary)

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

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

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

On or about June 15, 1991, winners will be randomly drawn from among all eligible entries. Winners will be notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Prizes are limited to one per household. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after June 30, 1991, send your request to the address provided above.

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

This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.
HOW DO I GET THROUGH THE GHOST VILLAGE?

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

**POWER-UP**

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

**WHACK-A-JELLY**

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

**FORK IN THE TUNNEL**

The first dark room that you enter in this passage has a light panel in the ceiling. When you hit the light panel, you’ll see that there’s an opening on the south wall and a secret passage on the east wall. The passage to the east eventually leads to the tunnel goal. You should walk south first, though, to collect Potions and other important items.

**MAXIE BATTLE**

The giant ghost in this tunnel is all that stands between you and the mechanism which will drain the ghost village lake. Use a Rod of Sight to make it visible and vulnerable. Then pelt it with shots from the Bola. Aim for Maxie and avoid the Minies and fireballs. You should be able to knock it out with some practice.
Captain Bell was a crafty character. He made sure that only those who were in on the secret of his Memorial could have access to the Channel Tunnel. When you enter the Memorial, you'll see that flames block the entrance to the tunnel. These flames can be extinguished, though, if you play the right tune on the gigantic pipe organ in the Memorial. There is one resident of the island who knows the tune. After talking to all of the people of the village and Chief Bellcola, you'll learn that Pete the Parrot is a direct descendant of Captain Bell's Parrot. Pete will help you with the puzzle of the Memorial if you give him a gift, and there's nothing that Pete likes more than a fresh Worm. Journey to the eastern side of the island and get a Worm from Bait, the young fisherman. Then return to Pete with the Worm. He'll relate to you some words from Captain Bell. They are "Do Me So Far, Do Me." At first, this seems like a nonsensical sentence. You'll notice, though, that every word relates to a musical note. The Pipe Organ in the Memorial has seven Keys corresponding to the scale "Do, Re, Mi, Fa, So, La and Ti." The clue is telling you to hit the Keys which correspond to "Do, Mi, So, Fa, Do and Mi", in that order. Play this tune and the fires will vanish!

John Schommer
Became GPC December, 1989
Hobbies: Mountain Biking, Snowboarding, Skiing
Greatest NES Accomplishment: Finished Heavy Shredin' with one character
Favorite NES Game: Mega Man II

Casey J. Pelkey
Became GPC January, 1990
Hobbies: Snow Skiing, Golfing, Installing Stoves
Greatest NES Accomplishment: First GPC To Complete T-N-T II with partner, Tony C
Favorite NES Game: Snake's Revenge

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

James Verhaeghe
Became GPC October, 1989
Hobbies: Skiing, Playing NES, Computer Games and Football
Greatest NES Accomplishment: Completed Over 250 Games
Favorite NES Game: All NES Games
WHAT'S A GOOD WAY TO COLLECT COINS?

The Dungeon of Shame serves as a literal Gold Mine for innovative explorers. On Level Six, there are 22 Treasure Chests which hold a total of 1000 to 1700 Gold Coins. You can get there easily from the Castle Britannia. Walk north through the wall in the Northeast corner of the Castle. Then journey to the west until you find a character who tells you about the balloon. Walk north through the wall and take a few steps to the east, where you will find a door that requires a Key. This is the entrance to the Dungeon of Hythloth. Climb down to Level Eight of Hythloth. Then walk to the Northeast corner into the Alter of Courage. From there, travel west into Level Eight of Shame. Climb up to Level Six and collect the Gold in all of the Treasure Chests that you can find. When you retrace your steps to the Altar of Courage, the Treasure Chests in Shame will refill. Return to Shame and collect the Coins again. You can repeat this pattern of Coin collecting for as long as you want!

ULTIMA: QUEST OF THE AVATAR

HOW CAN I QUICKLY BUILD ATTRIBUTES?

There's a mysterious Magic Ball in the Dungeon of Hythloth which your party members can touch to build 5 points each of Strength, Intelligence and Dexterity. Enter Hythloth by way of the Castle Britannia and immediately use the Exit Spell. You'll be sent to an entrance to the Dungeon of Hythloth which is very close to the Magic Ball. Just enter the Dungeon, take one step to the south and one step to the east. You'll see the Magic Ball from there. Since touching the Magic Ball hits your party members with a jolt which takes away 600 Hit Points, they will probably have all of their energy knocked out of them. Have the other members of your party touch the Magic Ball before your own character does. When your character is hit with this jolt, the entire party will be sent back to Lord British. All of the party members will still hold their newly gained attributes when resurrected and Lord British will start your party off with 400 Gold Pieces. Return to the Dungeon of Hythloth, use the Exit spell and repeat the process of touching the Magic Ball, each time adding five points to your Strength, Intelligence and Dexterity. Intelligence is an especially important attribute to build as it is directly related to your abilities to learn and use magic.
While registering "HELP ME" as your name does allow you 10 fighters every time you continue, it's still important to collect every 1-Up you come across, especially in the later stages. There are three 1-Ups which we've found are particularly difficult to collect:

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

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

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

How can I restore to full health early in the game?

Just outside of Seranna, you’ll come across the misty cloud of a sleeping Magician. Before you wake him, stand in the cloud and your Health will increase rapidly. Even when you are in the cloud you’re likely to get hungry and thirsty. Continue to eat and drink to sustain your Health. Then visit the Ye Olde Shop in town for provisions once more before leaving for the wilderness.

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

**WEREWOLF**

How do I cross the beams in the second level?

In the second level of this thriller there are several corridors lined with laser beam emitting devices. Climb down and to the left. Then jump over the ladder to the right, where the beams are. If you cross the beams in your human form, you’ll be hit with a very strong jolt. As the Werewolf, though, you’ll be able to cross the beams unharmed with a back flip. Just press Up on the Control Pad and the B Button at the same time. The Werewolf will jump and spin. While he’s in the air, press Right or Left on the Control Pad to move him through the air and past the beams.

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

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

Jump across the ladder to the passage on the right.
A wide variety of new releases are making their way to NES retailers. There are action, role playing, sports and even video versions of darts and miniature golf. A few of these games that didn’t quite merit feature coverage may spark your interest.

**MAGIC DARTS**

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

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

**Set Your Aim On Six Dart Classics**

Six of the most popular dart games are represented. Some concentrate on high scores and others require pinpoint accuracy. If you don’t understand the rules, choose the Watch Mode and see how the computer controlled characters play the game. When the darts are in your hands, you’ll have control over the aim, the angle and the strength of each toss. Quick reflexes and an understanding of the flight of a dart in the air are required to make accurate throws.
**WHOMP 'EM**

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

**Brave The Dangers Of Eight Levels**

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

**Hone Your Skills In The First Round**

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

**Bravely Battle The Beasts**

**Save Magic Bottles**

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

**Chart Your Course**

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

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

• Pick Your Putting Course

From windmills to elephants, all of the popular putt-putt obstacles and challenges are part of the four nine-hole Mini Putt courses.

KLASH BALL

Sofel's Klash Ball is a futuristic, fast-paced contact sport. Collisions don't just occur, they're part of the game. Step into the Klash Ball arena and take aim at your opponent's goal. Any way that you can power the Ball through is within the rules.

Choose your team based on the power, stamina and skill of the players. Then join the eleven team Klash Ball League or challenge a particular team to a Knock-Out match. Two-Player games are always face-to-face Knock-Outs.

The Traditional and Delux courses challenge the putter with slopes and hazards while the Classic course concentrates on the flashier features of the game. Practise first on the Traditional course. Then work your way up to the Delux.

Tiles to gain strength and stop your opponents.

As you slide into your opponents they will break apart and give up possession of the Ball. This will give you a chance to grab the Ball and make your own play for the Goal.

The play control does take some getting used to. With practice, though, you can fight your way through the ranks and come out as the Klash Ball champ.
**BILL ELLIOTT’S NASCAR CHALLENGE**

The Nascar Challenge in this realistic racer from Konami is to come out victorious in a championship season featuring four famous tracks. Bill Elliott’s expertise is behind you as you take to the wheel and try to master the touchy steering of a fast moving car and the banked curves of treacherous courses.

Select your car from three Nascar racers and have it customized to your own specifications. You have control over the transmission, spoiler angle, gear ratio and tire size. Your decisions will affect your car’s performance on the track.

**LASER INVASION**

Continuing in the tradition of the Top Gun series of first person perspective combat missions, Ultra presents a helicopter thriller made for use with the Standard Controller, Zapper Light Gun or the new Laser Scope Helmet. Fly your helicopter through enemy territory. Then land and continue on foot through four exciting missions.

While there are several activities to master, flying takes the most skill. Select missile size and options before you leave the hangar. Then pay attention to radar and targets as you fly.

Select the size of the Missiles that you’ll carry and see one of several possible options before you begin your mission.

You’re in charge of the entire mission. Fly to enemy headquarters, land your helicopter and infiltrate the corridors and compounds on foot.

There are three important parts of the screen to pay attention to as you fly. Watch the window for approaching enemies and check the two Radar displays to see surrounding enemies and target positions.
Koei's collection of role playing simulations set in Ancient Asia continues to build with this follow up to Nobunaga's Ambition. Up to four players control the daily activities of Fiefs in 16th Century Asia. This new version of the same basic game includes a wide range of characters and abilities. There are 255 generals to control as well as a force of Samurai.

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**THE BARD'S TALE**

Orcs, Goblins and other nasty creatures haunt the area surrounding the Adventurers' Guild in The Bard's Tale from FCI. Form a party and set out to defeat these creatures while seeking your fortune.

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**YOUR GUIDE TO THE LATEST NES RELEASES**

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**LISTING KEY**

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

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<tr>
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<td>G = GRAPHICS AND SOUND</td>
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**PLAY INFO**

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- G = GRAPHICS AND SOUND
- P = PLAY CONTROL
- C = CHALLENGE
- T = THEME AND FUN
Look for plenty of hot news on the NES and Super NES in this installment of Pak Watch! Stay tuned for the hottest news on all Nintendo Systems (we even slipped in an item or two on Game Boy!).

TECMO SUPER BOWL

The long awaited follow-up to Tecmo Bowl is on its way! Tecmo Super Bowl adds more football features and fun with an emphasis on coaching choices. You'll be able to choose from 28 real pro teams and play a complete 16-week season (with a total of 224 matches). Like other computer sports games that feature long seasons, you can play all the games or just watch them. You can also just get the line score. Coaches in Tecmo Super Bowl will have four running and four passing plays per team to choose from, plus on-side kicks and punt fakes. Each individual player will have more detailed condition stats than in Tecmo Bowl. Players will get tired as the game goes on, and will lose playing ability accordingly. Injuries will also occur depending on a player's condition. An option to play a Pro Bowl with the best players from each team has also been added. It sounds like the game comes complete with everything except for a big bucket of sport drink to dump over the winning coach's head! Look for Tecmo Super Bowl in time to kick off the coming football season.

Choose from 28 pro teams.

Play a Super Bowl rematch

He kicks, he scores!
DARKMAN

Movie game maker Ocean is planning a game based on the sci-fi superhero Darkman. In the early version we saw, the cinema graphics were top notch and the action scenes reminded us a bit of RoboCop 2. Like the movie, the game will contain lots of action as Darkman tries to get revenge on the gangsters who made him the tragic superhero that he is. In the game, Darkman will use his super strength and other abilities to combat crime, plus he'll obtain masks that will allow him to walk unnoticed among enemies. However, the synthetic skin these phony faces are made of is unstable, and the masks will only hide his identity for so long. From there on he'll have to fight! This option adds an element of strategy to the action. Ocean is also working on Game Boy titles based on Darkman and Navy Seals.

DAY DREAMIN' DAVEY

If you've ever daydreamed of being in the Old West or Middle Ages, you have something in common with Day Dreamin' Davey, the hero of a new action game from Hal America. Get ready to venture through the eons from ancient Greece to the Wild West and in between. The game play perspective is slightly reminiscent of Crystals, and the graphics are big and colorful. Rather than role playing, however, Day Dreamin' Davey concentrates on pure action with a bit of puzzle solving. The depth of the game comes from the many long and twisting mazes Davey must negotiate. The mazes, of course, are filled with foes, such as thieving peasants and dangerous evil knights in medieval times. Desperados and demigods await him in other time zones. As Davey ventures through the various time zones, he can buy different items from the period he's in. You must figure out how to use these items to defeat the boss characters. If you like whimsical action games, Day Dreamin' Davey should give you a few sleepless nights.

HUDSON HAWK

A game based on the new Bruce Willis action/comedy motion picture, Hudson Hawk, is in the works from CSG. The game will follow Hawk's big screen adventures as he uses his cat-burglar savvy to find the components of Leonardo Da Vinci's lost gold-making machine. While the game looks like it will be a straight action game, the character in it (who won't look exactly like Bruce Willis) will have to creatively use the many items he finds to make it past enemy guards and treps. It will be interesting to see if the game attempts to capture the many Bruce Willis trademark one-liner wisecracks from the movie. Hudson Hawk is being pro-

grammed by movie adapters par excellence, Ocean Soft. (Check out our Players' Poll Contest for a chance to win a Hudson Hawk Scavenger Hunt in your own town or city.)
Our Pak Watchers managed to get the hot scoop on the prototype U.S. Super Nintendo Entertainment System (as it's officially called). As you can see, the design of the Super NES is similar to the

Super FamiCom, but with some of the more angular qualities of the NES mixed in. We expect to have a full report on the Super NES in our next issue, with an insider's rundown on the system's technical capabilities. Here's a look at a couple of Super FamiCom games that should also come out for the Super NES.

SUPER R-TYPE

Super R-Type for the Super FamiCom continues the sci-fi action R-Type series. The graphics looked great and the challenge level of the game seemed to be quite high in the beta version we previewed.

HOLE IN ONE

Hal's Hole In One golf game for the Super FamiCom uses the system's super graphic capabilities to fly over each hole as a preview. The actual game play, however, takes place in an entirely overhead view.

RUMORS!

Tons of rumors are out about different games that will be developed for the Super FamiCom and Super NES. It was perhaps inevitable that Acclaim announced a Super NES title based on The Simpsons, but at press time no other details were available. CSG Imagesoft has a couple of 16-bit titles in the works: One of them, Jellybean, stars a little blue hero that reminded us of a cross between Lolo and the Blob from A Boy and his Blob. Equinox is a follow-up to the NES puzzler Solstice. The game will chronicle the adventures of one of Shadax's descendants, who will be faced with an even larger labyrinth (1000 rooms!) to explore. Tradewest is working on a 16-bit version of Super Off Road. Hopefully, it will support multi-player play.
If you ever wanted to compete against the American Gladiators but didn’t like experiencing pain personally, you might want to try Game-Tek’s American Gladiators Game Pak. Gemini, Laser and the rest are here to challenge you in the wall climb, platform joust and other bone-crushing events that have made the TV show so popular.

Rumor has it that Jaleco is working on Bases Loaded 3 for the NES. Each of their previous baseball games have added features for the NES baseball enthusiast and it might be tough to come up with any really new ones (unless they include a baseball cam viewpoint or perhaps some role-playing options . . .)

With a great looking new sequel on its way in the PC world (Might & Magic III), American Sammy is getting ready to introduce Might & Magic to the video game market. The classic adventure role-playing game features a first person perspective window on the action, with a sub screen which allows you to interact with the many beings and objects you encounter.

THQ’s Videomation isn’t a game but it is fun to play with. You can draw anything with the program and add motion to your masterpieces with an animation feature.

Another classic PC role-playing series, Wizardry, will be getting its second installment on the NES soon from Nexsoft. The Wizardry series is aimed at hard-core role players who are into stats and an in-depth fantasy world. Nexsoft is also working on a NES version of the arcade game GUN-NAC.

Workboy, an accessory being developed by Leeds Technology, turns your Game Boy into an organizer/ travel helper complete with a weights, measure and temperature converter, world time clock, telephone auto-dialer, calculator, language translator, diary and personal banker. An optional keyboard has been designed to make it easy to enter data into Workboy.
BACK ISSUES
Nintendo Power's back issues are available individually. Add them to your collection! They contain these exciting reviews:
Volume 7 (July/Aug '89): Mega Man II, Dragon Warrior, Faxanadu, Strider.
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Volume 10 (Jan./Feb '90): Batman, Shadowgate, Willow, Double Dragon II, Clash of Demons, River City Ransom.
Volume 12 (May/June '90): Final Fantasy, Super C, Dynoasters, Cade Name Viper, Bural Fighter.
Volume 13 (July/Aug '90): Rescue Rangers, Snakes' Revenge, Salazar, Crystals.

Volume 18 (Nov./Dec '90): Dr. Mario, Castlevania III, Little Nemo the Dream Master, Solar Jetman.
Volume 21 (Feb '91): StarTropics, TMNTIII: The Arcade Game, Quantum Fighter, Magician: Quest of the Avatar.
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Pat Cook
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SECOND PLACE WINNERS: VALIANT'S NINTENDO TITLES
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REVIEWS COMING NEXT MONTH:

BATTLETROADS
Zitz, Rash and Pimple aren't skin problems anymore, they're the three most amazing amphibians you've ever seen—they're Battletroads! They jam when they can, but when evil breaks out, the 'toads get hopping.

THE HUNT FOR RED OCTOBER
The big screen thriller comes to Game Boy! Dive into adventure solo or try the absolutely great two-player mode in which one player controls the sub and the other controls the opposing forces. Join the Hunt next month!

SUPER R.C. PRO-AM
Rev up the radio controlled racers—now on Game Boy! If you thought the NES version was a blast, wait until you take control of these improved speedsters. The four-player competition is red hot!

ALL THIS, PLUS A SUPER NES PREVIEW
Next month take a look at the amazing capabilities of the Super NES. You've heard about the Super Famicom available in Japan; now see what innovations have been made in our U.S. version.

Dear Readers,

Hot news! If you subscribe or renew your subscription under our new special offer, you'll receive your NES Game Atlas very soon. Can you believe it? It's free, as part of your subscription, and as long as you keep your subscription up-to-date, you'll get three other books of the same great quality in the coming year—all free! I think it's wild that Nintendo is giving them away free, but if that's what Nintendo wants to do, I say great! The really crazy part is that some people are still buying individual issues of Nintendo Power at the newsstands for $3.50 each, and they'll pay $15 each for the NES Game Atlas and the other Player's Guides to come, when they could subscribe and get 12 magazines and four books for $15! If you know players who haven't subscribed, be sure to let them know what they're missing.

If there's anything else you've been wanting (a European Holiday? A Super NES? A trip to the moon?!) this is the month to let us know. Check out Player's Pulse. This time, we want you to decide on the Player's Poll prizes. Dream on, and send us your ideas for the ultimate contest!
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