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PRINCE OF THIEVES
Hit Movie, Hot Game

Game Boy
Altered Space
"Roger Rabbit"

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This month we review a mixed bag of games and include a special report on Super NES software. Wait until you see the poster! It's loaded with actual screen shots of games being developed for the Super NES. We've talked a lot about the great graphics made possible by our new 16-bit system—now see some for yourself!

If you like quality animation, you'll like our feature on Rockin' Kats. Willy and Jill are the krazest Kats around, and Willy has a flying fist that he uses to flatten foes and fly through the air. Every stage is really a cartoon episode that, by controlling the action, the player directs.

Based on this summer's movie is another feature, Robin Hood: Prince of Thieves. It combines the best features of adventure and role-playing games in a tale that closely follows the classic legend of the outlaw of Sherwood Forest. The game includes an interesting combination of scenes that have Robin battling bad guys on foot in the forest, eluding captors on horseback, and exploring ancient castles. When major characters battle, the scene switches to a side view. For example, when Robin and Little John square off at their first meeting, the view shows them from the side fighting on a log. Possibly the game's most fascinating feature, though, is the sub-screen. It shows a cross-section of a character, a chart of body parts, and a box containing items the player has picked up. Using a hand icon, the player selects an item and indicates where it should be used. An apple, for instance, would be used by the mouth. Innovations like the sub-screen make Robin Hood an unusually fresh and fun game.

We're also featuring an NES game starring one of Disney's newest—and most popular-characters, The Little Mermaid. The game takes up where the movie left off, with Ariel leaving her prince to return to life under the sea. Why would she do that? See page 38 to see what's happening in Triton's domain. You know that he's kind-hearted, but when power ends up in the wrong hands, it's a different kettle of fish.

In our Game Boy section we're introducing the InfoGenius series of Productivity Paks. Once you've seen what it can do, you'll think of your Game Boy as more than just a source of entertainment; the InfoGenius series makes it a source of information as well. Five Productivity Paks are now available, and more are being planned. Paks reviewed include a travel guide, French and Spanish language translators, a personal organizer, and a spellchecker. They're a great way to put your Game Boy to work for you!

Also in this month's Game Boy review section is Who Framed Roger Rabbit. Like the NES version, it's based on characters from the hit movie, but that's where the similarity between the two games ends. Capcom's Game Boy version has lots of action and a fun, new plot that has Roger racing around the city searching for facts.
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The Prince of Thieves and his merry men come to the NES in a new adventure that has Sherwood Forest alive with action.

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Cartoon Kats Willy and Jill are reading the riot act to Mugsy, the bumbling bulldog with the bad attitude.

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MAILBOX

It's not just for kids!
Lots of the letters we receive are from kids, but Nintendo products have fans of many ages. In this month's Player's Pulse, we present the extremes, from grandchildren to grandparents. These young stars are just beginning to learn which side of the controller is up, but the more experienced seniors really shine at game play.

GAME BOY BEATS SLICED BREAD!

Last Christmas my two grown sons gave me a Game Boy with Tetris and three other games: Dexterity (Wow!), Boxxle (Fun!), and Side Pocket (Rad!). Words failed me at the time, but no more! This letter is to advise you that Game Boy is the greatest thing since sliced bread—it's addictive but soothing and relaxing. (It sounds almost illegal, doesn't it?) I fly frequently to visit my children, and you can bet that my Game Boy goes with me. I've thrown away my aspirin and now "chill out" (as my kids say) with Tetris or Side Pocket. The concept is terrific. Thanks!

Ellen Salender
Englewood, FL

GRANDMA THE GAMESTER

My name is Mark. I have a grandma who was babysitting my sister and I one night while we were playing our NES. I asked if she wanted to play with us, and she said, "No, that's for kids." Later we went to bed. In the middle of the night I woke up because I heard beeping. Grandma was on Level 4 of Super Mario Bros.!

Merk Giuntini
Medford, OR

GAME BOY GETS GIRL

I wouldn't mind my daughter's playing with my Game Boy so much if she would just let me win occasionally.

David P. Kerr
Rockville, MD

WE'RE KICKED

We thought you might get a kick out of this picture. Our four-year-old son set it up, thinking our three-week-old daughter would like to play a game with him. He told me later that she didn't do very well.

The Laskers
Roseville, MI

A QUICK LEARNER

I thought you might enjoy seeing our youngest NES player, Seth Allen. He mimics his eight-year-old sister, Erin, playing her games, and he looks mighty happy doing it!

Sharon Allen
Allentown, PA

COUNTERFEITERS NABBED THANKS TO AGENTS' TIPS!

Back in February, we asked agents to blow the whistle on counterfeit Game Paks, and thanks to the many who did, it's working! Reports on the phones called and mailed in from across the country are helping us put a stop to the distribution of misleading and inferior Game Paks masquerading as genuine Nintendo products. Keep those reports coming! If you see advertisements for lots of titles—possibly one hundred or more—in one Game Pak, be suspicious. Then help finger a fraud by sending us the ad you saw. Mario says "Grazier!"
I am 15 and an avid video game player. I love my NES end have been almost all of the games I have. But recently I have been forced to share my Game Boy with someone else: my grandfather. At first I figured that he wouldn't be any good, so my turns would come quickly. Wrong. My grandfather, Frank DeLong, amazed me with his skill at games like Tetris, Klax, Spot, and Golf.

He can play them all with only one hand. He had a stroke when he was about 67 that left him without the use of one arm. My grandfather is about the best player I know at puzzle and strategy games. He is now in the hospital again so I gave him my Game Boy and Tetris to help pass the time. I hope he has a quick recovery—at least he'll have a great game to keep him company.

James F. DeLong Jr.
Birmingham, AL

When we received Stephan's Game Boy from the Middle East, we thought that it was a goner. The back of the unit was in fair condition, but the front was charred and blistered from the heat of the fire. As an experiment, we popped in a Tetris Game Pak, plugged in a Battery Pak, and flipped on the power switch. When we heard its distinctive "Ping!" we couldn't believe it! The Control Pad and A and B Buttons suffered melt down, but the Start and Select Buttons worked perfectly. Game Boy is even tougher than we thought it was! Of course, we don't recommend that you subject your Game Boy to trial by fire, but in this case, we replaced Stephan's Game Boy as a special "Desert Storm" courtesy.

Stephen Scoggin
Oklahoma City, OK

It looks like a lost cause, but a closer look at the screen shows that the Game Boy still works—sort of.
A VIDEO GAME TO MATCH THE MOVIE HIT!

Warner Bros. summer production of Robin Hood: Prince Of Thieves is wowing movie audiences with great sets, costumes and a new telling of the famous Robin Hood legend. Virgin Games, Inc. plans to follow up the movie with a video game as action-packed as the film. Even though the actual actors and actress’s likenesses are not in the game, it does follow the script almost scene for scene. And while the game has plenty of great action and excitement, what really stands out is the way the story unfolds clearly and logically. It’s almost like you’re in the movie!
PREPARE FOR YOUR JOURNEY...

- **BATTLE**
  You’ll be presented with three different perspectives on the action, depending on the situation. In standard, the action is viewed from overhead. For one-on-one battles, the game switches to a close-up, side-view, dueling mode. And for battles between armies of foes, a bird’s eye view is engaged.

- **COMMANDS**
  Although Robin Hood: Prince Of Thieves is really an adventure game, it does have role playing elements that allow you to interact in many ways with items and people you encounter. The detail is reminiscent of some personal computer games.

---

**TALK**
Always talk to people. They often have information or clues about what to do next.

**LOOK**
The Look command gives you a general description of your surroundings.

**TAKE**
You’ll find many things during your adventures. Take them and add them to your inventory.

**SEARCH**
Use the Search command to reveal hidden items. This is essential when defeating a foe.

**EXIT**
Return to the action by using this command.

NOW BEGINS AN EPIC JOURNEY...
It is the twelfth century, and the third crusade is raging. Two of England's crusaders, however, are rotting in Arab dungeons—Robin Locksley and Peter DuBois. Robin stands by helplessly as a guard tortures Peter. Is there any escape from this pit?

A FLASH OF STEEL AND FREEDOM!

Look around the dungeon chamber... The guard has carelessly left his sword in Robin's reach! As the guard punishes Peter, grab the sword and use it! With the guard disabled, you can free Peter, take the guard's key and escape.

A FRIEND IS LOST...

The catacombs are Robin's escape route, but unfortunately, they are crawling with Arab guards who have discovered the escape. Because there are so many guards, the catacombs are a good place to build up experience. When you finally reach the forth passage to freedom, you'll have to defeat a final group of guards in Melee Mode. Not everyone will make it out alive...

Your first Melee Mode battle is against Arab guards. Fight your way to freedom!

IN THE ARAB DUNGEONS...

IN PRISON

AZEEM

SWORD

GUARD

KEY

PETER

IN PRISON

SWORD

GUARD

KEY

PASSAGE WAY

TOACH

ENTER AZEEM

Should you trust this worthy fellow inmate? At this point in your career as an outlaw, you need all the friends you can get. Release him and he'll give you information on how to escape the dungeon.

DUEL THE JAILOR

A final jailor must be defeated to reach Azeem's secret passage. When you battle this guard, the action switches to Dueling Mode. Your best bet in any duel is to use hit and run tactics. Be sure to search the Jailor after you defeat him.

INSIDE THE DARK CATACOMBS

BIRD'S EYE VIEW FIGHT

EXIT

YELLOW POTION

RED POTION

START
RETURN TO LOCKSLEY CASTLE...

After a long journey, Robin and Azeem return to England. While Azeem finds everything in this new world unusual, Robin is in for more of a shock. The Sheriff of Nottingham and other cronies of King John have taken over England while King Richard is on a crusade and is looting and pillaging the country.

WELCOME BACK, ROBIN LOCKSLEY

Robin is in for a cold reception from Guy of Gisborne, the Sheriff's cousin and chief henchman. Grab the Long Bow and equip it before you talk to Guy. If you fight well in the ensuing Minstrel Mode battle, Guy and his men will retreat. Talk to John Little's son before you leave.

LOCKSLEY CASTLE IN RUINS

Search all around Locksley Castle before you enter to find valuable life-restoring items. You'll discover the grim truth about the castle itself soon enough!

THE CASTLE'S HAUNTED HALLS

The once great Locksley Castle has been reduced to rubble by the Sheriff's men. It is now inhabited by wild dogs and vermin. Search the Castle for survivors of the Sheriff's carnage and additional items that may be useful.

Duncan has been blinded by the Sheriff's men. He'll join you and hand over the Locksley Medallion, which proves your Rangin.
Robin fulfills his promise to Peter when he visits Maid Marian at Dubois Manor. However, the house is crowded with the Sheriff's men, so this melancholy reunion must be cut short. To enter the Manor, Robin will have to wear the Locksley Medallion.

**A MAIDEN IN DISTRESS**

Maid Marian is in the east chamber of Dubois Manor. Fight your way through the Sheriff's men (watch for their arrows) to reach her. Marian has Chain Mail in her quarters, but you can only use it if you're third level.

**SO BEGINS THE LIFE OF A BANDIT**

Marian suggests that Robin flee to Sherwood Forest, where many rebelling against the false ruler live. Take the saddle and "Use" it while facing the horses which are grazing in front of the Manor.

**OUTSIDE DUBOIS MANOR**

- Quiver
- Apple
- Horse
- Entrance
- Guard
- Apple

**INSIDE DUBOIS MANOR**

- Yellow Potion
- Peasant Loaf of Bread
- Leg of Meat
- Servant
- Marian
- Bandage
- Chain Mail
- Loaf of Bread
- Entrance

**RIDE LIKE THE WIND**

Robin's wild race to Sherwood Forest is portrayed in a side-view scrolling action game. Your goal is to escape the three pursuers on field flight on the Central Far.

The horse chase is not difficult, but the consequences for failure are harsh.

Leap your steed over the obstacles in your path. Don't slow down for anything. If an enemy chooses you, it's game over.

A PROMISE IS KEPT AT DUBOIS MANOR...
If you escape from the Sheriff's men, you'll make it to Sherwood Forest, haven for rebels against the pretender's tyrannical rule. Because of its size and density, the forest holds many secrets...

**A NEW HOME AND A NEW BEGINNING...**

If you escape from the Sheriff's men, you'll make it to Sherwood Forest, haven for rebels against the pretender's tyrannical rule. Because of its size and density, the forest holds many secrets...

**IN SHERWOOD FOREST**

![Diagram of Sherwood Forest](image)

**STOCK UP ON PROVISIONS**

Search Sherwood Forest well for valuable items and the elusive wolf. Since the only way to recover Hit Points is by eating food or drinking Yellow Potion, it pays to have as many as your bag can carry.

**JOHN LITTLE DEMANDS A TOLL**

The outlaws are abnormally distrustful of strangers. The toughest rebel, John Little, will challenge you to a duel if you attempt to enter their camp. To win, keep your distance and use the terrain to your advantage; if you stay on a lower level than John, you can hit him without fear of retaliation.

**THE CAMP THAT ROBIN BUILT**

With Robin reluctantly accepting leadership of their band, the rebels' spirits lift. They decide to build a camp of tree houses and huts. This camp is the depth of Sherwood and will be Robin's home for the rest of his adventures. At the end of each adventure, Robin will return here. And each time he leaves and returns, the camp will grow and more people join the fight against tyranny.

- It starts out on a clearing in the forest...
- Hut soon a few tree-houses are added...
- on the eager rebels build a well-fledged camp!
MATRIMONY MOST FOUL

Robin's first adventure as champion of the people is to halt a forced marriage between an evil Baron and an innocent maiden. According to the maiden's true love, a letter in the church will prove the marriage is forced and will discredit the Baron. Robin accepts the challenge...

TREACHERY IN THE CHAPEL

The Baron has stationed guards to make sure no one tries to disrupt his evil wedding. These soldiers carry bows and are tough to beat with a sword alone. Your best bet is to go straight for the letter upstairs and then to the wedding on the first floor.

1ST FLOOR

SHERWOOD FOREST
The letter reveals the foul Baron not only forced the marriage, he also planned to eliminate his new bride to get her money. Be sure to show the evidence to the Baron—he won't be happy!

The unnamed, and until recently uninhabited, wilderness of Sherwood Forest holds many secrets. With no natural enemies, the giant boars of the woods have grown huge and view the new human residents as trespassers. One particularly large monster has destroyed the crops of a nearby village. Robin must hunt down the menace and eliminate it!

The untamed, and until recently uninhabited, wilderness of Sherwood Forest holds many secrets. With no natural enemies, the giant boars of the woods have grown huge and view the new human residents as trespassers. One particularly large monster has destroyed the crops of a nearby village. Robin must hunt down the menace and eliminate it!
Even after slaying the giant boar, the mysterious forest of Sherwood continues to cause problems for Robin and the rebels. Another man has not returned from the woods, and Robin must seek the cause of this disappearance.

**IS SHERWOOD HAUNTED?**
Robin discovers the body of the missing man near an abandoned well. Search the body for clues and then obtain the rope to the well. Use the rope to enter the well and search for additional clues. Feel prey is definitely most...

Martianne harshly left a note on the murdered woodman.

A rope is laying near the well. Use it while facing the well to enter the small labyrinth below.

**THE DAMP DRUID DUNGEON**
The tunnels beneath the well are seething with tiny biting creatures—snakes, lizards, and rats. Although they are small, they are fast and their bites will inflict damage. Ward them off with Little John’s staff.

Take the first right in the labyrinth. If you go left, you will wander about aimlessly.

Keep the staff handy to fend off swarming tunnel dwellers.

---

**THE DUNGEON OF THE DAMP SHERWOOD FOREST**

---

**DEEP WITHIN MUSKY WELL**
MORTIANNA, MISTRESS OF DARK MAGIC

Mortiana has helped the Sheriff gain control of England with her black magic. She is in league with the dark Druids.

DRUID MAGIC FOR EVIL PURPOSES

Mortiana has animated the skeleton of a giant. She needs it to be defeated with mortal weapons. You must find a magic blade.

When you meet Mortiana, ask her living skeleton guarding you! You will find a magic blade.

Now Mortiana will find rooms which contain important letters.

THE DAMP DUNGEON

MORTIANNA

GUARDIAN

LETTER

CREDIT LIST

START

ROBIN’S ARMOR AND WEAPONRY

Although Robin Hood is famous for his archery skills, he is also a skilled swordsman. You will find a variety of weapons to use in the fight against the Sheriff.

LONG BOW

Allows you to shoot arrows, but it is rather slow.

DRUID'S DAGGER

This magical blade comes in handy against charmed foes.

SWORD

The trusty Arah sword will serve you well.

LEATHER ARMOR

Grab this to increase your defense.

KNIFE

The knife is weak and in less desirable than sword or bow.

CHAIN MAIL

This Armor is reserved for those experienced in combat.

CROSS BOW

The cross bow has a faster firing rate than the long bow.

LOCKSLEY BOW

The family bow is the most powerful hand weapon.

QUARTER STAFF

Little John’s weapon is useful for keeping tiny enemies at bay.

LOCKSLEY ARROW

The Locksley Armor is the best armor a rebel can find.

SWORD

The trusty Arah sword will serve you well.

LOCKSLEY SWORD

The morning star is more powerful than the Locksley Sword.

DISGUISE

You’ll fit right in with the Sheriff’s men if you wear this.

PROVISIONS AND MEDICINE

The only way to regain hit points lost in battle is by eating food or drinking a healing potion. There are several kinds of food and medicine to be found and the amount of curative power varies.

BANDAGE

Use these to bandage your wounds and care about a dozen hit points.

YELLOW POTION

The Yellow Potion will cure 130 hit points of damage.

APPLE

Common Apples will cure a random number of hit points.

RED POTION

The Red Potion will temporarily increase your speed.

LOAF OF BREAD

A large loaf of bread will cure a decent number of hit points.

LEG OF MEAT

This cures between 10 and 30 hit points.
A MEETING WITH MARIAN & MAGIC

Robin returns from his impasse with Mortianna to find that Marian wants to see him. You should go to her immediately, in the small Chapel.

**THE DRUID DAGGER**
A short but sweet meeting in the Chapel with Maid Marian will leave Robin with the mysterious Druid Dagger. Although it looks small and insignificant, it has great power, so don’t throw it away.

**SHERWOOD FOREST**

Gaining experience points, is also a factor in Robin Hood: Prince Of Thieves. As you gain experience points for defeating enemies, your personal attributes will improve and you’ll be able to master more weapons.

As your level increases, the amount of damage you do will increase.

You need to achieve third level before you can wear chain mail.

Your maximum number of hit points will be raised with each level.

---

**SMALL CHAPEL**

**INSIDE THE CHAPEL**

MARIAN (DRUID DAGGER)  GOLD COIN

BISHOP

LEG OF MEAT

ENTRANCE

EXIT

LOAF OF BREAD

QUIVER

BANDAGE

APPLE

ENTRANCE

START
A golden opportunity to strike at the Sheriff has arisen—a train of carts carrying a large portion of the collected taxes is moving through Sherwood. Robin and his men cannot let such a chance go by untaken!

**A REMATCH WITH GUY**
The Sheriff’s chief lieutenant, Guy of Gisborne, is in charge of the tax wagons. The last time Robin and Guy crossed swords, Robin let him go. This time, there will be no such mercy—the duel is to the death. You should know how to deal by now, so finish him off quickly!

**A NEW ALLY—FRIAR TUCK**
Although Friar Tuck once worked for the Sheriff, the continual injustices he has witnessed have turned him to the side of good. He will join your band after you defeat Guy.

**THE CAST OF CHARACTERS**
Robin will encounter many strange and unusual characters in his travels; some friends, others foes. Try to talk to everyone you meet to get the story and obtain clues.

- **ROBIN HOOD**
  A reluctant hero, driven to great deeds by the Sheriff’s cruelty
- **LITTLE JOHN**
  Outlawed for stealing food for his family, Little John becomes Robin’s loyal friend
- **FRIAR TUCK**
  Once an employee of the Sheriff, Tuck turns to the rebel’s side.
- **MAID MARIAN**
  She is Peter’s sister Robin promised Peter he would protect her
- **DUNCAN**
  Robin’s family friend Duncan was blinded by the Sheriff’s men
- **GUY OF GIBSORNE**
  Guy is the Sheriff’s cousin and one of his top lieutenants
- **AZEEM THE MOOR**
  Azeem accompanies Robin to England after Robin saves him in the Arab dungeons
- **BARON**
  The evil Baron is also one of the Sheriff’s chief henchmen
- **MORTIANNA**
  A powerful witch who has helped the Sheriff with her black magic
- **THE SHERIFF**
  This tyrant has usurped the throne of England during Richard’s absence

**THE SHERWOOD FOREST**

**REMATCH WITH GUY**

Defeat Guy of Gisborne and you will retrieve the mighty Locksley Sword!
THE WEAPONS-MASTER OF SHERWOOD

Although the rebel camp flourishes, there is great anxiety because few of the people are trained fighters. With storm clouds brewing on the horizon, Robin sets out to find a mysterious hermit who is rumored to be master of many weapons. Perhaps he will teach the rebels, most of whom were once farmers, the finer points of war.

DUEL THE MASTER

To test Robin's mettle, the Master will challenge him to a duel. This one isn't to the death, though, and if Robin wins, the Master will agree to help him rebels. He will charge 250 gold pieces for his services, which you should have by now if you've been picking up all possible gold.

A POX FALLS UPON THE REBEL CAMP

Upon returning to the camp, Robin finds a mysterious malady is afflicting the rebels. A holy spring in Sherwood is rumored to be a source for water which can heal any sickness. Robin sets out to obtain a sample of this mystic water.
Another of the Sheriff’s henchmen, the Baron, is terrorizing a small Sherwood Forest village. The people of the village hate the Baron, but feel powerless against him and the Sheriff’s men. It’s Robin to the rescue once again!

**A HAMLET IN PERIL**

**SHERWOOD FOREST**

LEG OF MEAT  EXIT  CROSS BOW

SWORD  APPLE  BANDAGE  QUIVER

**SMALL VILLAGE**

BALL AND CHAIN  BARON

START  PEASANT (CHEST KEY)

**DOOR TO DOOR SEARCH**

Search every house in the village for provisions and other useful items. One of the hats will contain the ball and chain.

**BATTLE THE BARON**

The Baron is one of Robin’s most difficult dueling opponents. He’s fast and unpredictable. With all the duels you’ve won in make it twice for, you should be able to handle him. Fight defensively and let the Baron come to you. After this duel is over, only the Sheriff will remain...
THE FINAL SHOWDOWN APPROACHES

With Baron and Guy defeated, it would seem things are going well for Robin and the rebels. But the Sheriff isn't quite ready to give up—he still has many men behind him. He's been massing his forces for an all-out assault against Robin's camp!

LIVE TO FIGHT ANOTHER DAY

The Sheriff's onslaught is overwhelming. In a giant Melee Mode battle, you'll be faced with wave after wave of attackers. Even if you defeat all of them, more will come. Your only choice is flight into the depths of Sherwood!

Against titanic odds, Robin's band manages to hold off the Sheriff's army—but for how long?

Sadly, your only chance is to abandon your camp to the Sheriff's men...

SHERWOOD FOREST

After the Sheriff's men have destroyed your camp, it is safe to return. Doocon survives to tell you the horrible news—the Sheriff intends to take Marian in marriage. Yes, the rebels have been kidnapped. Unless Marian agrees to turn herself in, the Sheriff will have them killed!

The news from Doocon

SADDLE

Horse

Saddle

SHERWOOD FOREST

EXIT

START

DISGUISE

RED POTION YELLOW POTION

PEASANT

THE CAMP IN FLAMES!

Ride to the Sheriff's Castle
FACE OFF IN THE TOWN SQUARE

Robbie has done his job well as a rebel. The guards in the town square won't even recognize him the first time he talks to them. But if you persist, they will attack.

INTO THE SHERIFF'S DEN!

After defeating the gate's guards, you can enter the Sheriff's keep. Inside, you'll find the remainder of the Sheriff's army—the place is swarming with guards. The Castle is huge and you have a long fight before you make it to the Sheriff and Marien. Once you do, you'll have the duel of your life on your hands. Good luck!

IN TWELFTH CENTURY ENGLAND

The fate of England lies in the hands of Robin and his men....
Back in the real world, Nester takes a summer job at Camp Wompahd as the official video game counselor for $25 and three game paks a week.

It all began ten years ago when radioactive sludge from the Amityville nuclear facility spread across Lake Wompahd, killing all the fish—except one!

That one trout gobbled the plutonium and grew and grew until he was the size of a submarine, and then it started swallowing people.

I bet you wouldn't be afraid of the lake Wompahd mutant trout, huh, Nester?

Don't make me laugh.

Stu, did I ever tell you about the time I stole a Russian submarine?

"It was the Red October, the most righteous Russian sub in history."
I parked that baby under an iceberg and took the enemy out one-by-one. You see, they couldn't tell the sub from the ice above it. Pretty cool, huh?

I guess you're pretty brave. Are you kidding? Eat cowardice for lunch!

Then how would you like to take a swim with the lake wombat? Mutant trout? You could do it right now.

Yeah, Nester! Yeah! Go for the trout!

You expect me to believe that stupid fish story? Ha.

I see it! I see it! It's the trout! Go for it, Nester!

Isn't it dangerous to go swimming 30 minutes after roasting marshmallows?

Humans for breakfast, humans for lunch. No more. If I see one more bony kid, I think I'll barf!
"TWO PAWS UP... A KOOKY ADVENTURE WITH CRAZY CARTOONISH KATS ... MORE FUN THAN A BALL OF YARN AND A SAUCER OF MILK!"

-Tom Furball KATZ-TV

Do not attempt to adjust your set! Atlus' Rockin' Kats are so cartoon-like, you might expect to see them on Saturday Morning TV. For now though, they're only on the NES, with a five-episode cat and dog chase featuring zany weapons, a built-in channel changer, and three cool bonus stages.

THE ROCKIN' KATS SEASON IS IN FULL SWING! HERE'S AN UPDATE ON THE ACTION!

Good afternoon. I'm Tom Furball and this is "At The Meow-ies" on KATZ-TV. Today we take a special look at Rockin' Kats, a rollicking adventure series with a P.I. named Willy, his girlfriend, Jill, and the town bully, Mugsy. The first two episodes have already aired and today, we focus on Episode Three.
A KOOL KAT NEEDS A KOOL WEAPON

Rockin' Kat Willy can knock enemies silly with his spring-loaded Super Punch Gun. He can also use it to grab objects from afar and buy attachments that will make it more powerful. Since Mugsy's minions are out in force, Willy's got to pack a wallop and make sure that he can make his way to the big cheese in time. If any bad kats get in Willy's way, he's gonna have to super punch 'em.

**PUNCH**

With a tap of the B Button, you can let go of a power-packed punch and send Mugsy's forces sailing.

A spring-loaded Super Punch Gun punch will knock out all approaching enemies within reach and clear the way to Mugsy's hideout.

**PUNCH 'N JUMP**

Press the B Button and Down on the Control Pad while Willy is in the air. He'll bounce back with an extra high jump.

Catch some air by jumping and hitting the pavement with the Super Punch Gun. You'll bounce back with bonus hang time and extra height.

**SMASH ATTACK**

If Willy's being chased, just punch a nearby obstacle and he'll blast off backwards and knock into his opponent.

Surprise your pursuers by punching obstacles in front of you and blasting back with speed and power. They won't know what hit them!

**SPIN ATTACk**

Grab a platform with the Super Punch Gun. Then press B and Willy will spin and knock out everyone within reach.

Grab a stable object in the air and get some forward momentum for a rockin' roundhouse attack. You'll clear the area easily.

**SPIN JUMP**

Press the B Button while Willy is in the middle of a Spin Attack and you'll launch him skyward.

Watch your spin and release your grip when you're heading in the direction you want to go. You'll sail away for a super long jump.

**CATCH AND THROW**

Press and hold the B Button and you'll be able to catch falling objects which you can throw toward approaching enemies.

Grab a falling plant or soda can and you'll be able to knock out approaching enemies by tossing the objects to the left or right.
The first Rockin' Kats episode, titled "Downtown Street", takes place, predictably, downtown. When Mugsy makes off with Jill, Willy's got to hit the road and find her. What drama! Mugsy's forces have been alerted that Willy is on the way, so they're ready. There's even an over-grown bird who gets hopping mad when Willy invades its turf. The action really heats up when Willy follows Mugsy's trail into the underground and takes a ride on the roof of the interurban.

**Hydrants’n Hoods: 1-1**
Mugsy's men are all over the streets. Hit 'em with your Super Punch Gun and blast 'em with cold water from fire hydrants.

**Pipe Up, Pipe Down: 1-4**
As you swing through this plumber's nightmare, you'll encounter a pack of stray gangster dogs. Dodge their bullets and pound them.

**Big Bird: 1-2**
The sizable sparrow that roams this block tries to knock you down with its eggs. Power punch the peeper and fly.

**Bullhorn Avalanche: 1-5**
Dodge the dropping bullhorns and keep moving.

**Take a Train Ride: 1-3**
What's an action-packed episode without a chase on top of a moving train? Keep rockin' and try to derail the thugs onboard.

**GO FOR GADGETS GALORE AT THE TV STORE**
Tune into the Shop Channel for a wide selection of useful items and stock up. If you're low on dough, though, you'll have to defeat enemies, find money bags or win some bonus games before you can take off with the goods. Once you have an item, you'll be able to keep it until all of your lives have been used up.

**TWIN BALLS**
Hit hard-to-reach enemies with these powerful projectiles. For a cost of only 300 bucks, they are definitely a must-have. Don't leave the Shopping Channel without them.

**BOMBER**
For only 100 bucks, you can walk away with this endless supply of explosive devices. They work very well when there are several enemies attacking at once. Set the charge and let them have it!

**JET SNEAKERS**
For short bursts of power, you can invest 400 bucks and fly away with Jet Sneakers. They don't take you far, but they're useful in a few key areas. Jump as far as you can first, then switch to the Sneakers for some extra air.

**HAMMER PUNCH**
This mace-like weapon will set you back 200 bucks, but it'll save your enemies' hack further. Use it to mangle your way through a crowd. You'll have to switch to the standard gun, though, when you want to grab something.

**ONE-UP**
An extra life is 500 bucks! That's steep considering that you can earn plenty of them on the road or in the roulette bonus game. Buy them on the Shopping Channel only if you've got more dough than you know what to do with.
Bomb tossing bears and plane piloting hounds are Willy's nemesis in the second week's episode, "Sky Ace." Willy and Mugsy take to the air for a dog (and kat) fight that ends with a crash when Willy takes on Mugsy's manic punching machine inside a dirigible at 40,000 feet. Talk about terror!

**Airfield Antics: 2-1**
Bomb-tossing bears intend to ground you. Grab onto something and swing.

**In-Flight Frenzy: 2-2**
Hitch a ride on the wing of a plane and take on a flock of birds and bombers.

**Flying Beagle: 2-3**
While you're on the wing of an old-fashioned airplane, a high-flying mutt will drop down and toss a variety of objects. Take it down with the Twin Balls.

**Airship Acrobatics: 2-4**
Bounce up to the top of Mugsy's Airship.

**In the Works: 2-5**
The Airship engine room is full of dogs on bombs and open gaps. Watch your step.

**Bonus-Filled Fall: 2-6**
Drop to Mugsy's level by one of two openings and collect Bonuses.

**BONUS GAMES**
Three Bonus Games offer chances to win money and 1-Ups. For 50 bucks you can have a crack at Roulette. Stop spinning and you may land on a decent prize. Play Basketball for 25 bucks and try to Spin Jump into moving baskets. Toss balls into pipes for 100 bucks and you could walk away with 560 bucks!

**ROULETTE**
Land on a number and you'll win the corresponding prize. The best numbers are 100 bucks and a 3-Up. Not bad!

**BASKETBALL**
Grab onto the platform and start spinning. The baskets are pretty difficult targets, so they're all moving up and down or side to side.

**PIPE TOSS**
Press and hold the U button to extend your glove and catch a ball in the profitable Pipe Toss event.

After you’ve had your two chances, your prizes will be rewarded. Walk away with more than it costs you to play and Willy will be happy.

You've got two chances to play and it only costs 25 bucks! You'll be sure to earn a decent profit in this event.

If you're good at hitting the 70 buck pipe, you could earn a sizable handout from this event, even though it costs 100 bucks to join.
This week's exciting episode, "Playland," pits Willy against the fiendish forces of Mugsy's amusement park. Plate-tossing pandas, scooter-riding gremlins and ball-spitting bulldogs are just a few of the dangers that he encounters. Once Willy makes his way through the first section of the park, he has a slight detour through a cemetery where he encounters a ghost dog. After that, there's more rides and wacky enemies as he gets closer and closer to Mugsy's whereabouts.

Playland Pandas: 3-1
Pandas with plates aim to break up your attempt to get through the park and rescue Jill. You'll also encounter ball-spitting bulldogs and gremlins on skateboards.

Galloping Ghouls: 3-2
The Playland haunted house is full of ghost dogs. Watch out.

Bound and Pound: 3-3
Hit the birds as soon as they come within pounding distance in this area. Then grab onto a platform and Spin Jump over the cement pond.

GET 'GATOR AID
The alligators in the pond will let you jump on their snouts as long as you get off of them quickly. As soon as you land on the third alligator, reach up and start swinging. If you wait too long, you'll be 'gator bait.

WATCH FOR RISING SPIKES
Wait for spikes to emerge from a given pipe before you leap onto that pipe. Then, go for it while the spikes are still in the air.

THE GHOST DOG EMERGES!
If you've got the Hammer Punch, you should be able to bully your way through this encounter. Knock the dog silly, then get out of the way when it splits.

COASTER CHAOS
The Hammer Punch and the Twin Balls are both good weapons to have when you come across the roller coasters. Use the Hammer Punch to knock out the angry faces that are shot from the cannons. Then switch to the Twin Balls. You can use a Spin Attack to put the cannons out of commission and then aim for the rhinos on the coasters. With a well-placed attack, you'll be able to hit the rhinos and have plenty of time to avoid their shots.
**PUNCHIN’ IN PLAYLAND**

Make sure that you invest in the Hammer Punch before you attempt to get through Playland. The enemies are tough, so you need a tough weapon.

**ANGLE JUMP**

The only way that you’ll be able to get to the top of the fence in this section of Playland is by using a variation of the Punch 'N Jump technique. Press Down and Left on the Control Pad as you bounce and you’ll go up and over at an angle.

**Skyride Scare: 3-5**

Take a scenic tour over Playland on the Skyride and watch for plate-tossing pandas on the ferris wheel. This is a long episode, but you’re nearing the end. Hang in there and keep fighting.

**Bean the Bats**

As you drop to Mugsy’s Playland headquarters, try to knock out the bats before they swarm.

**BOSS: CLOWN DOG CAPERS**

Mugsy’s got a big surprise at the end of Playland. It’s a devious dog in a clown suit who rides a gear-spitting dog head. First, you’re going to want to go after the head. Then, you should aim your fire on the clown.

**Conveyor Confusion: 3-4**

This section is deceivingly difficult. Watch your step on the conveyor belts and try to swing up to the top.

**HAMMER TIME!**

Aim for the nose of the dog-head and jump to hit it with the Hammer Punch or switch to the Twin Balls and run from the gears as they rain down. They’ll first drop to the center and then to the sides. If you use the Hammer Punch, the gears will not present a problem at all.

**THE CLOWN COMES DOWN**

When the Clown Dog leaps away from the dog head, it will tumble around the entire room twice, then stop to throw gears. Jump out of the way as it’s tumbling. Then aim for the corner when it sets down and hit it three times quickly. Run when the Clown Dog starts to throw its gears and repeat the process until it’s history. Since the clown dog takes a lot of hits, you’ll have to be patient and try to avoid contact at all times.
Let's take a look ahead at Week Four. Willy finds himself in the middle of a wild "Western Adventure." Kooky cowboys and wacky Indians both go after this lone puncher as he tries to foil Mugsy’s plans. Once you’re caught up on these first four episodes, you’ll be able to tune-in to episode five for the season finale! Then, stay tuned for a special surprise after the final credits!

**Western Showdown: 4-1**
The residents of this one horse town don’t take kindly to strangers. Power punch ’em and move on.

**Bound Over Bluffs: 4-2**
Leap the gaps in this rock formation and watch for arrow-firing hounds.

**Cave Caper: 4-3**
Arrow-firing mutts are all over this underground hideaway. Let their arrows fly over you, then move in and punch.

**Drop ’n Swing: 4-4**
The cave is lined with spikes. Leap over them or grab a branch and clear the spikes with a swing. Then drop to the bottom and move on to the next section.

**Totem Pole Trouble For Willy**
The dog at the top of this totem is causing problems. Stay on the left side, watch the wind and jump to hit the dog with Twin Balls.

*TWIN BALLS ARE A MUST*
If you don’t have the Twin Balls here, it will be quite difficult to move on. Make sure that you make the investment, then knock out the dog from the safety of the leftmost ledge.

**SUPER TIPS FOR ROCKIN’ WILLY**
1. If you’ve gone into an episode without a special weapon that you could really use, you can break from the episode by pausing the game and pressing the A Button three times. Then Shop away!
2. You do have control over Willy while he’s in the air. Use the Super Punch Gun in mid-flight and you’ll be able to direct where Willy flies.
TAKE A TWIN SHOOTER ALONG

Since you can't get your paws on a six shooter for this episode, the Twin Shooter will have to do. Buy it to use against wild enemies everywhere while you're exploring the West.

Quiet Cave: 4-5
There's not much going on in this section. But the silence won't last for long.

Mid-Air Moves
You'll be in for a harrowing experience in this part of the episode as you ride a mine car on a set of broken tracks. Jump as soon as you get to point A on the map. You'll collect a 1-Up and you'll make it to the other side. Jet Sneakers may be a good investment, just to give you an extra boost across the gap.

BOSS
BIG EAGLE WITH A BIG ROCK
Mugsy's up to his old tricks again. This time, he's trained an eagle to carry boulders and drop them on Willy from above. And, if that wasn't enough, it swoops down and attacks, too! Ouch!

BOMBS AWAY!
This Eagle is smart. It watches you, then drops the boulder, aiming for where you are. Get out of the way and hurry! When the boulder lands, it will split and spread. A good evasive maneuver is to wait near one of the rocks, then use a Smash Attack to get out of the way when the boulder drops.

INCOMING! WATCH OUT!
When the Eagle isn't carrying a boulder, it's swooping down and tagging you with its talons. Hit it with the Twin Balls when you have a clear shot and keep on hitting it as much as you can. It'll take a lot of hits before this bird finally gives up.

The Regular Season Wraps Up With Episode Five In New York City! What Tricks Does Mugsy Have Up His Sleeve For The Finale?
Some of Little Nemo's Dreams are so challenging to complete, they can turn out to be nightmares for even the most experienced players. Never fear! Our Agents have found a way to skip to any of Nemo's Dreams in a wink with a special Dream Select. When the Title Screen appears, press the arrows on the Control Pad and the Controller Buttons in the following order: Up, Select, Left, Right, A, A, B. The Dream Select option will appear, giving you the ability to skip Dreams. As the cursor is pointing at the Dream Select option, press the A Button once for each Dream you'd like to skip. If you want to begin your adventure on Dream Four, for example, press the A Button three times in order to skip Dreams One, Two and Three. When you've pressed the A Button once for each Dream you'd like to skip, press Start and you'll find yourself in the Dream you selected!

Not only will you be able to begin in any of the eight areas, but you'll begin with riches beyond your wildest dreams. Instead of a cache of $100, you'll have $9,999! Plus, you'll start with a Long Barreled Gun, 50 rounds of Standard Bullets, 50 rounds of Silver Bullets and 10 sticks of TNT. Butch Cavendish can run, but he cannot hide. With this super stage select and the great bonuses, you'll nail him down in no time!
Sweet Ride

Your journey across the Springfield Mall in Stage Two of this challenge is full of treacherous obstacles. One obstacle that you needn't worry about is the large patch of wet cement near the beginning of the stage. There are pieces of wrapped candy and lollipops floating over the cement. In order to avoid the cement, you've got to jump from one sweet to the next, and the going gets tough toward the rear end of the cement. You can avoid that predicament, though, by jumping up and down three times on the second piece of candy. It will start to move like a platform and carry you over the entire patch of cement!

Guaranteed Win

You can earn a 1-Up on the Wheel of Fortune of Stage Three every time if you have the Magnet. Purchase the Magnet at Toys 'N Stuff on the streets of Springfield in Stage One. Select it and press the Start Button before you pick a number on the Wheel of Fortune. The Magnet will influence the Wheel and make it land on your number.

Once Is Enough

Hargon's Castle is the sight of your final battle against the evil forces in this chapter of the Dragon Warrior saga. Chances are that you won't defeat all of the enemies in the castle on your first few tries. You can, though, make each attempt on Hargon's Castle count toward your final victory. You'll find the castle west of the Monolith of Rhone. As soon as you enter, use the Charm of Rubiss to reveal the actual interior of the castle. Move on the throne and to the left. Than use the Jailor's Key or Open Spell to unlock a hidden door. Walk to the right until you come to a door and use the Golden Key. Move up through that door and use the Eye of Malroth in the center of the room. You'll be sent to the castle tower where the fight begins.

Before you take on Hargon or Malroth, you'll battle Atlas, Bazuza and Zarlox. If you're defated, you'll be sent back to the Monolith of Rhone where you'll have the opportunity to save your game. If you choose to save, Atlas, Bazuza and Zarlox will return to the castle. Choose instead not to save, and you'll never have to deal with those creatures again.
Michelle, Isaac and Bill

The Low G-Man programmers are probably paying homage to their friends with the Passwords for advanced levels in the game. Each Password is four characters, so they’ve changed two of the names to fit. One name is Michelle, so the Password for Level Two is “MICH” and the Password for Level Three is “ELLE.” Another name is Isaac. To make the name fit as the Password for Level Four, it becomes “ISAC.” The third name, Bill, fits perfectly as “BILL,” the Password for Level Five.

**Level Two**  **MICH**
**Level Three**  **ELLE**
**Level Four**  **ISAC**
**Level Five**  **BILL**

### Sound Test

Enter SONG as your Password to sample the Low G-Man sounds. The message “BGM 00 EFT 00” will appear. BGM stands for “Background Music” and EFT stands for “Effects.” Press Up and Down on the Control Pad to switch between the two and press Left and Right to change the numbers. Then press the A Button to start the sounds and press the B Button to stop them.

### More Challenges Ahead

If you thought the first time through Low G Man was challenging, wait ‘till you’ve completed the game and start over again. The second end third times through are super challenging. For a sneak peek of those stages, enter TERU as your Password for the second run-through (Stage 1-1A) and enter MARU as your Password for the third run-through (Stage 1-1B).

#### It looks like the first stage all over again. Only, this time, the going gets tough very early on.

### The Ultimate Ending And More

If you want to check out the best ending of the game before you get there through your own skillful playing, just enter YES followed by a Heart design, as your Password. You’ll be able to see what awaits you, once you’ve completed the game on your own.

### See the ending of Low G Man with a very positive Password.

There are two elusive transportation devices in Low G Man. They are the Cyber Express and Anti Gravity Transport. You can take a look at the Cyber Express by entering AMAN as your Password and you can view the Anti Gravity Transport by entering NAKA as your Password. These particular versions of the devices are just for show, as they won’t ever take you anywhere.

### Take a test ride on two cool transports with the Passwords AMAN and NAKA.
WRESTLE MANIA® Challenge

**From Agent #009**

**Partner Power**

Pro wrestling rules say that tag team partners must stay in their corners while they're waiting to be tagged. As you know from watching the real thing, though, rules are made to be broken. Our Agents have found that you can break the rules and get some valuable off-duty assistance from your tag team partner in the latest wrestling game for the NES. Start a one-player game or challenge another player and choose to include at least one tag team partner on each side. Then, as the match is in progress, press the Select Button and the A Button at the same time. Your tag team partner will jump from the corner into the ring! For a few seconds, until your partner is close to being disqualified, you can have two bone-crunchers on your side! Your partner will be computer-controlled. He'll try to get in a few choice hits. Then as the timer ticks closely to a ten count, he'll go back to the corner. Call him into the ring whenever you need some help.

If you'd like your partner to do some dirty work outside of the ring, press the B Button and the Select Button at the same time. Your partner will run around the ring to the opposite corner and knock some energy out of the tag team partner on the opposing side. If you're playing against another player and he or she sends a tag team partner over to your corner to cause havoc, you can retaliate by sending over your own partner. The partners will meet in the middle and have it out.

**From Agent #170**

**Passwords-A-Plenty**

Our Agents have uncovered two new Silver Surfer Passwords. On the Title Screen, press Up on the Control Pads of both Controllers. You'll have the option to enter your Password. Enter J8SCL9 to earn extra chances to continue at the very beginning of the game. This one's a real challenger!

**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
Once upon a time....

Disney produced a movie about a mermaid with a magical voice. Now Ariel is prepared to swim her way into your home in Capcom's new NES game, The Little Mermaid, which contains all of the characters that made the movie so popular. All five stages take place under the sea, where the Sea Witch controls the creatures and the forces of nature.

**FIN FLIPPIN' FUN**

Ariel's fins are fine for finding hidden treasures or fighting off fish and other sea creatures. Her tail's Power and Range build with every pearl she finds, so be sure to look for them in all of the Treasure Chests. When her Power is up, try fin-flipping boulders and barrels to send them crashing into enemies and objects. To swim faster and swish past your enemies, press any direction on the Control Pad and the B Button.

**Bubble Trouble**

When you swat at enemies, bubbles appear in the wake of Ariel's tail. If the enemies are within range, they will be trapped.

**Pearl Power**

At first you have to fin-flip foes once to stun them, twice to capture them. The Pearls you find increase either the Power or Range of your swats.

- **Look for Treasure Chests**
  - One Red Pearl gives you the Power to move Barrels and move enemies with one swat of the tail instead of two.
  - Two Red Pearls give you the strength to push small stones and capture bigger bad guys.
  - Three Red Pearls give you the power to push the biggest stones and swish away enemies. Use Bubbles that can entrap even the biggest finned fiends.
Under the surface of the sea, things aren’t serene. The Fish are mean! If they touch Ariel, they zap her strength. When the hearts in the upper left corner are gone, so is she.

Pearls may be precious, but Shells are very useful. While you carry them, you’re protected from Fish attacks. You can also throw them at enemies, into crevices, or use them to open Treasure Chests.

Sunken ships are super spooky! As if ferocious fish weren’t bad enough, now you have to face ghost fish, too. The ship also houses pesky hermit crabs and obnoxious octopi that spit Power-sapping ink balls. The creepy, crawly, eerie Eels must be Ursula’s work!

Sometimes treasures such as Hearts, Shells, and Bimboboppers are hidden in the sand on the ocean floor. Use your fins to uncover them.

Barrels are sometimes useful, sometimes not. If you’re powerful enough, you can sweep them out of the way with your tail. If you don’t have a Shell, roll a Barrel into a Treasure Chest to break it open.

Clever Eels lurk in the shadows, ready to strike. Wait until the hermit Crabs are moving towards you with their eyes open, then roll a Barrel into a Treasure Chest to break it open.
**SEA of ICE**

Iceberg alert! Ursula has frozen the sea, making it slippery swimming for Ariel. Even the Fish are freeze-dried, but when they thaw, they're as vicious as ever.

Dinglehoppers are also hidden in crevices. Although you can't see them, they're good for 500 points at the end of the stage.

Sliding across the ice and dive in as you bump the Shells into the water. If you're not quick, the Shells will sink.

**Move Rocks and Stones**

Pushing Rocks and Stones takes Pearl power. It takes two Red Pearls to move Stones, three to push Rocks. Stones can open Treasure Chests and Rocks block access to valuable items, so being able to move them is critical.

**UNDERSEA VOLCANO**

Ariel jumps from the freezer into the frying pan, leaving the Sea of Ice and entering the Undersea Volcano. It's hot! The Volcanoes spew fireballs, horrible Halibut hide in the sand, and loony Lobsters stage a backwards attack.

Pipes, or Snarblot, as Scuttle calls them, are hidden throughout the game. They add up to bonus points at the end of each stage, so collect as many as you can.

**WACKO WALRUS**

The Walrus throw frozen Fish and Shells. Catch the Shells and throw them back at the Walrus.

**New Finned Fiends**

Eyeballs in the sand belong to an attacking Halibut! When you approach, it hitches up and lines up. Stay clear!

You've never seen Lobsters like these! Just when you think they're leaving, they shoot backwards to attack.

**Sink The Soldier Fish**

Ahoi, mates! Capture the small-tray Fish fired from the cannon and leave them right back at the Soldier Fish. He's not as tough as he looks.
It's easy to get into the maze-like castle; it's getting out that's a problem. Some tunnels are dead ends, others harbor horrible sea creatures, but only one leads to Ursula. Don't take her on until you're ready for a serious fight.

The Eyes Have It

Ursula's Castle

The sea witch Ursula is not finished yet! You thought you'd beaten her, but all you actually did was rile her up. Now she's really mad. With the power of Triton's trident, Ursula controls even the sea current, which you'll have to negotiate while you fight her. The fierce Fish with a triple chin will light up like a pinball machine when you beat her!

Put Up Your Fins And Fight!

• Be well-prepared before you face the wicked witch. Long-range swats and super-powerful Bubbles make the big battle much easier.

• Look for changes in the current. Ursula tries to confuse you by switching its direction suddenly. Watch the candles to see which way it will go.

• Be strong of heart. Hearts are hidden in Ursula's Castle. Collect as many as you can before entering her lair. The Fish you'll fight are nothing new, but watch for them from both directions. Get them before they get you!

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Bill & Ted’s Excellent Video Game Adventure from Acclaim has been anticipated practically since the hit movie made its triumphant appearance. Finally, it’s here, and we have some good news and some less good news. First, Bill & Ted fans won’t be disappointed by the video versions of the dudes from San Dimas. The guys look and talk just like their excellent movie-selves. In the game, you get to pick different responses for the guys to use when talking to other characters. The story’s fun, too. You’re out to save historical dudes and babes who don’t want to be saved. There are some weak spots in the game, however, as the Power Meter indicates. It isn’t easy finding items, which means you spend ages wandering around, and that’s frustrating. Luckily there’s a good manual that should help. Control is awkward, too—also a minus. Check this one out to see if it’s for you.
What's going on? Historical dudes and babes have been kidnapped and whisked away to six different historical eras. Now the dudes from San Dimas have got to lure them back, even if they don't want to go.

Check Out The Good Stuff!
Not everyone is happy to see Bill and Ted. Use the Good Stuff to stay clear of Crazed Jailer Dudes!

- **Pudding Cups**: Long ago people didn't have the most excellent snack called Pudding Cups. Throw one and deprived dudes will run to it, leaving you alone.
- **Fire Crackers**: Frighten people who are not being excellent to you by throwing Fire Crackers. They'll never chase you again.
- **Highly Dangerous Textbook**: If the pen is mightier than the sword, then the Highly Dangerous Textbook is mightier than a tank. Use it to make all unfriendly dudes vanish.
- **Boombox**: For a most triumphant historical Rock 'n Roll dance party, use the Boombox! But when the tunes are over, the party could get ugly.

Historical Dudes Are Different Every Game!
Dial the changed telephone number to reach a historical world! In the Circuits of Time, use shortcuts to save money, which you'll need later on to keep out of jail.

Keys are limited.
Greetings, Peasant Babes! Is This Medieval World?

The first world you'll visit is filled with peasants and knights. One of the four "Baits" will lure out the historical dude you've come to save. Collect the Baits and then enter the buildings to find him.

The Historical Dudes...

...Better Take The Bait!

A Most Excellent Skateboard!

Don't Read Them, Dude. Throw Them.

Highly Dangerous Textbooks

Crazed Jailer Dudes sometimes appear everywhere and surround you. That's the time to use the Highly Dangerous Text Books. When only one maniac is after you, use Fire Crackers or Pudding. Use the Boombox as a last resort.
Watch Out For The Rapids, Sir Ted!

A Most Triumphant Trip

Highly Dangerous Rapids

Use the cane to explore the area. The stream is quick, but with practice, you can control it. Start by navigating close to the banks and then venture further away.
The Western World is full of sage and cactus and ornery cusses who are not always excellent to each other. Jump on thorn fences to find many items and Baits and ride a real wild stallion if you dare.

**Talk To All The Cow Dudes.**

It would be a most heinous crime not to listen to all the exceptional Cow Dudes in the Old West. Record their triumphant words on paper for posterity.

**CAPTAINLY DUDE**

Be excellent to this Cavalry Captain and he'll give you a direction in life. Respond using 2 and 3. Most clues refer to the locations of Baits or historical dudes.

**LANGUAGE LESSONS**

Whatever you do, don't insult the way this Cow Dude talks. If you treat him right, he'll treat you right. Respond with statements 2, 1, and 3.

**THE CARD SHARK**

He may take you for a sucker, but you can take his information and run. Respond using answers 1 and 3. If you answer incorrectly, you'll be thrown out.

**Looks Like An Ancient World.**

Back in the days of gladiators and oracles you'll look for the next historical dude or babe. When the oracle speaks, reply using 1, 2, and 1. With the gladiator, try 2, 2, and 3.

**Seek Things On The Inner Roads!**

**MORE BAIT**

Look for Baits in these general areas: south of the Jail, near the SW corner of the map, near the NE corner and on the east-west crossroad.

**FIRE CRACKERS**

You can find these excellent Firecrackers in a number of places. Use them to scare off the Ancients when they get too close.

**TEXTBOOKS**

Just down the chariot-track from the Jail you can find some Highly Dangerous Textbooks. Use them sparingly. They are the Really Good Stuff.
The U.S. Revolution!

CRAZED JAILER DUDES

The CJDs can come at you from almost any direction and at any time. Be particularly careful when jumping fences that the CJ is hurrying toward you. If you're out of Good Stuff, save yourself by jumping into a bush.

Be Excellent To Each Other.

Where's That Yankee Doodle, Dude?

Beats Me. Let's Ask, Dude.

Time To Go Back Home.

BOOMBOX BUGOUT

Escape from the locals by using the Boombox cassette. But remember, dude, when the music stops, they'll come after you and it won't be for Wyld Stallyn autographs.

PUDDING PACIFIER

Now Wyld Stallyns Can Rock Out In Concert!

After a cup of Pudding, even Crazy Jailor Dudes calm down. You can even go up and talk to them, and maybe learn where some Good Stuff is, or a historical dude.
HIGH-TECH GAMES FOR A HIGH-TECH SYSTEM

When game designers decide that a game idea will be developed for the Super Nintendo Entertainment System (Super NES), the first thing they consider is how the new capabilities of the system will work into the design of the game. With the ability to rotate and zoom-in to objects, to manipulate as many as 128 moving characters at once and to present a real-sounding, fully orchestrated soundtrack, the Super NES is more than just a standard NES with better graphics—it's a whole new kind of game system. Here's a closer look at each new feature with examples of how they'll be used in upcoming games.

ROTATION

The Super NES is capable of showing an object and turning it around or even flipping it over as though it existed in the real world. This effect is made possible by a feature that programmers refer to as Mode Seven. One of the programs that most effectively uses Mode Seven Rotation is F-Zero, a futuristic driving game. The effect is nothing short of dramatic when the player-controlled car crashes and the "camera" view moves forward briefly, then rotates 180 degrees to show the burning wreckage. Rotation is also used at the finish line when the "camera" speeds up and turns to show a side view of the track as the player-controlled car races to victory past the competitors.

ANIMATION

When foreground objects are manipulated, they are redrawn as many as 60 times per second for smooth animation. While that is no different from the standard NES, the effect is quite dazzling as seen in the high resolution graphics of the new system. The scenes in Super Mario World where Mario grabs onto a fence and flips over to the other side are a good example.

SCALING

Previously, when programmers wanted to show an object becoming larger and larger as it approached, they had to draw the object at several different sizes and then present the pictures of the object one at a time like the frames in a movie. The effect was rough...
Here are shots of 29 games that may make their way to the Super NES. Many of them have already been released or may be heading to stores soon. Some of them will change for the American market. Keep reading Nintendo Power for more details on upcoming Super NES games.
color layering

One of the projects that Sans and his fellow game designers at Argonaut are working on is a comic space adventure tentatively titled Demolition. While Sans is wary not to overuse some Super NES effects that will be frequently featured in other games, Demolition will employ Color Layering, an effect that allows transparent objects to overlap solid objects. "No machine has had transparency before," Sans explained. Using this effect, the character in the game can walk behind an object and the player will still be able to see what the character is doing. Demolition will also employ a mosaic effect that works for smooth transitions between scenes.

big characters and lot of them

Since the Super NES has a resolution of 512 by 448 pixels and characters can be as large as 128 by 128 pixels, you'll see some pretty impressive enemies in games like Gradius III from Konami and Super R-Type from Irem. The enemies will also be able to come out in force, as 128 moving objects can be manipulated at once. "Having lots of sprites really helps," says Jaz Sans, managing director and a programmer at Argonaut in Great Britain. "It allows us to make really big people and robots walk around with no flicker." Sans is working on a number of games that will feature large and numerous moving objects.

multiple scrolling backgrounds

To create a feeling of depth in side view action scenes, the Super NES allows for three backgrounds to scroll independantly. This allows for the effect that you experience in real life when you're riding in a car and mountains in the distance pass by slowly, while objects on the side of the road pass by quickly.

sound

One of the abilities that can be acquired in Actraisar from Enix is called "The Gift of Music." It's an appropriate phrase because the Super NES really does have a gift for presenting music and sound effects that sound as real as anything that you can hear on television. When the soundtrack is combined with the clarity and colors of the graphics and all of the great Super NES features, the effect is so stunning that it's like you are controlling the events in an interactive movie.
Here are shots of 29 games that may make their way to the Super NES. They range from rumors to sure things. Most of them have either already been released for or are currently being developed for the Japanese Super Famicom System (four Baseball games already). Some of the names will change for the American market. Keep reading Nintendo Power for more details on upcoming Super NES games.
COMING SOON
FOR GAME BOY
PRODUCED BY NINTENDO OF AMERICA INC.
STARRING...
SAMUS ARAN
We’re serving up a big menu of Game Boy reviews this issue.

Nintendo GAME BOY™

SPECIAL FEATURE
GAME BOY

Dick Tracy

Navy SEALs

Who Framed Roger Rabbit

Altered Space

Blades of Steel

Sneaky Snakes

Info-Genius

Game Boy Personal Organizer
Capcom’s Who Framed Roger Rabbit for Game Boy plunges you headlong into the weird and wild world of ‘toons. The entire cast from Disney’s blockbuster is included: Roger and Jessica Rabbit, Eddie Valiant, Judge Doom, Baby Herman and the wicked Weasels. This time Jessica has been bunny-napped and Roger is, understandably, a nervous wrrrrreck. A Password lets you return to Toontown anytime; and who could resist that?

NNN NOW I’m really MMMad!

My Jijijessica’s been kid-jacked, hi-napped, impppprisoned and I don’t know what else! I’m not going to take it anymore. Judge Doom.
I want Yyyyyou!

Need Directions To The Ink & Paint Club?
If you’re new to Toontown you might want to look below for help.

Leave the Studio, walk one block east to the alley. Head south to the intersection, then walk east until you reach the alley beyond Valiant’s office. Go up the alley. Some people in front of the Ink & Paint Club tell you to see Delores. Go back down the alley, turn west and take the first street heading south. Delores is in the first building to the left. She’ll tell you how to get the password. Get it and return to the ink & Paint Club.

The Weasels

These are the worst weasels in town, and you’ll have to handle them all if you want to get Jessica back. Nope, you can’t weasel out of this one.
I hope Roger hurries.

I may only be a drawing, but these shoes are killing me and that's nothing compared to what Judge Doom does with 'toons.

Save Toontown...

When In Toontown...

Sometimes you've got to think like a 'toon to get anywhere in this town. If you find a strange item, chances are it has a strange purpose.

The Talk Of The 'Toons

Yeah, so 'toons tend to talk your ear off. Listen anyway. You can always get someone to sketch it new ear later, and you might learn something.

Run, Roger, Run

Don't forget you're only a five pound, wimpy rabbit and your enemies are short as friendly as weasels. In fact, they are weasels, so sprint!

Use Extreme Caution

What does a normal 'toon do when he sees something lying around? Yep, he picks it up immediately, sniffs it, peers at the burning fuse and plops it in his pocket. Life is a thrill a second in Toontown, so do as the 'toon do.

Run, Roger, Run

Don't forget you're only a five pound, wimpy rabbit and your enemies are short as friendly as weasels. In fact, they are weasels, so sprint!

The All Carrot Diet

Feeling a bit empty? Losing heart? Feeling a bit low on energy and life? Try the new miracle food—carrots! Valiant has a gardenful on the ground floor.

Use Extreme Caution

What does a normal 'toon do when he sees something lying around? Yep, he picks it up immediately, sniffs it, peers at the burning fuse and plops it in his pocket. Life is a thrill a second in Toontown, so do as the 'toon do.
Benny the Cab can help you see all the sights, both on the road and above it. Hang on.
You wouldn't want to miss meeting a star like Baby Herman. Catch him in Valiant's office.
Don't Miss These Points Of Interest

D5 R.K. Maroon Studios

When you visit R.K. Maroon Studios, be sure to chat with the filmmakers, who seem to know something about everything that happens in this town. Don't be shy; just step right up and listen closely. Your tour wouldn't be complete unless you got a call on the phone, either. When it rings, pick it up. It could be a star or an out-of-work agent. Who knows? Remember to stop by if you have nothing else to do.

D4/E4 The Factory

The Factory north of the Studio is a bustling, industrial complex. At times it is closed to tours due to unforeseen explosions.

F6 Valiant & Valiant

The famous detective, Eddie Valiant, operates out of this beautiful, two-story building.

If you have a case for Mr. Valiant, or if you just stop by to say hello, don't forget to partake of the free buffet downstairs. Carrot casserole seems to be a favorite around the world. They say it gives them heart.

Ink & Paint Club

Drop in for the floor show at the best underground nightclub in town. This club isn't for everyone, though. The word on the streets is that you have to use a password just to get inside where Jessica Rabbit thrills the toonful crowd. Talk about your exclusive engagements.
It's not safe to walk in some parts of town. Luckily there's the Red Line, which takes you in safety and comfort.

Come on in and meet the colorful regulars at the Old Time Bar. They'll be happy to talk to almost anyone, as long as they're not greasy that is. These locals know all the best places in town for fun and games.

No trip to Toontown would be complete without a visit to the tallest building this side of Hollywood. Located in the fashionable west end, Toon Tower has six floors of incredible bargains—all you have to do is find them. And you won't want to miss the spectacular view from the roof where you can see the two favorite 'toon pastimes, balloon riding and balloon popping.

Doom Auto Rental wants to make a deal with you. They'll stand on their heads, they'll stand on your head. You just can't say no. How about an ax-taixi named Benny with spring-loaded axles? How about a kick in the pants? Doom Auto Rental has got your number.

The Judge's Mansion is open by invitation only. The ferocious, heavily armed guards outside are merely a formality.

So you'll help me? Great! I knew you wouldn't let me down!!!
**A8/J8 Red Line Streetcar**

It’s not safe to walk in some parts of town. Luckily there’s the Red Line, which takes you in safety and comfort.

---

**B7 Old Time Bar**

Come on in and meet the colorful regulars at the Old Time Bar. They’ll be happy to talk to almost anyone, as long as they’re not greasy that is. These locals know all the best places in town for fun and games.

---

**B4 Toon Tower**

No trip to Toontown would be complete without a visit to the tallest building this side of Hollywood. Located in the fashionable west end, Toon Tower has six floors of incredible bargains—all you have to do is find them. And you won’t want to miss the spectacular view from the roof where you can see the two favorite ‘toon pastimes, balloon riding and balloon popping.

---

**A4/A5 Doom Auto Rental**

Doom Auto Rental wants to make a deal with you. They’ll stand on their heads, they’ll stand on your head. You just can’t say no. How about an ex-taxi named Benny with spring-loaded axles? How about a kick in the pants? Doom Auto Rental has got your number.

---

**J1 Judge Doom’s Mansion**

The Judge’s Mansion is open by invitation only. The ferocious, heavily armed guards outside are merely a formality.

---

**So you’ll help me? Great! I knew you wouldn’t let me down!!!**
InfoGenius Productivity Paks, introduced by GameTek's Informational Software Division, promise to change the way you think about Game Boy. Designed as information resources, the five Game Paks now available will help you organize your time, plan for travel, check your spelling, and even learn foreign languages. GameTek went to top sources for the information used in the series. References include The American Heritage Dictionary, Frommer's travel guides, and the Berlitz language program. The Productivity series is a completely new concept for Game Boy, one that's certain to make life a little bit easier.

**SPELL CHECKER AND CALCULATOR**

Calendar or calendar? Accomodate or accommodate? Government or governent? Fast and portable, the InfoGenius Spell Checker makes spelling easy. It has a vocabulary of more than 60,000 commonly misspelled words, so if you don't know the correct spelling of a word, it probably does. Use the on-screen keypad to type in the word, then press Start. The InfoGenius Spell Checker will search its dictionary for the correct spelling, which it displays with other words that have similar sounds.

**HOW IT WORKS:**

1. Move the hand icon to a letter and press A to select it.
2. Press Start to begin Word Search.
3. The correct spelling is displayed.
4. Scroll through a list of similar words.

Press A to select a word. 8 to clear an entry, and Start to clear the last function.

Press Select to return to the main screen.

The InfoGenius Spell Checker and Calculator program combines two frequently used resources in one handy Game Pak.

GOVERNMENT AGENCY

"I can't believe it has too many letters!"

"This game is so cool!"

"I'm so glad that I'm The Speculator."

NINTENDO POWER
The Travel Guide provides fast access to information about the United States’ 15 most frequently visited cities. Users select from categories such as restaurants and nightlife, and entries in each category include addresses, phone numbers and other details. Restaurant entries, for example, describe their atmospheres, the types of food they serve, reservation procedures, and even the kinds of credit cards they accept. Below we’ve displayed some of what Seattle has to offer.

SEATTLE HIGHLIGHTS

HOTELS

RESTAURANTS

SIGHTS

SHOPPING
If you're going to a Spanish-speaking country and your Spanish is limited to words like taco, tamale and tortilla, the Language Translator is the perfect traveling companion. It quickly converts metric measurements and currency amounts, and it knows the common words and phrases that you'll encounter daily. It's one friend you'll want to always have with you.

When you know the English word but not the Spanish, select the English to Spanish mode and use the keyboard to type the word. The Spanish translation will be displayed.

When you encounter Spanish words that are unfamiliar, use the Spanish to English mode to find their meanings. Type "mercado" then wait for its translation, "market," to appear.

First, decide whether you want to translate from English to Spanish or Spanish to English and make your selection. Both modes will come in handy.

When you're traveling, it's helpful to know phrases for emergency situations. The Infogenius has such handy phrases as "Where is the nearest hospital?", "Where is the nearest doctor?", and "Where is the nearest hospital?"

When you're traveling, it's helpful to know phrases for emergency situations. The Infogenius has such handy phrases as "Where is the nearest hospital?", "Where is the nearest doctor?", and "Where is the nearest hospital?"

Dining out in a new country is always interesting. The Infogenius can help make it easier by offering a selection of phrases for ordering food and beverages. Knowing these phrases will take the mystery out of menus printed in Spanish.

**PAK FACTS**

- BASICS
- TRANSPORTATION
- RELAXING
- SHOPPING
- ACCOMMODATIONS

**OTHER PHRASE CATEGORIES:**

- NUMBERS
- CONVERSIONS
Parlez-vous Français? (Do you speak French?) If not, take Game Boy and the InfoGenius French-English Language Translator with you when you travel. It’s always challenging to try to communicate in a country’s native language, but the InfoGenius Language Translators make it fun and easy.

The French-English Language Translator has the same features that make the Spanish-English Translator so helpful. It includes many of the same basic phrases, ranging from common greetings to phrases for handling emergencies, going shopping, and arranging accommodations and transportation.

The Conversion option is one of the Language Translator’s most useful features. With it, you can convert currency and metric measurements.

When you select the Number option, a keypad appears on the screen. Move the hand icon, select a number, then press Start. The InfoGenius will show you how the number is written in French. Enter 3, for example, and the InfoGenius will display “trois.” It translates any amount from 0 to 9,999,999.

PAK FACTS
-The Language Translator Game Paks were created based on the famous Berlitz learning program
-Each Game Pak contains over 12,000 words and 300 phrases
-InfoGenius Language Translators for Italian, German and Japanese are planned
Get your act together! With today's hectic schedules, nearly everyone needs to keep a personal schedule. Many people have turned to computer technology to help them organize their time, but computers don't help when they're away from the home or office. Game Boy has the perfect solution in its new InfoGenius Personal Organizer.

How much less will that hot new CD be if it's marked 25% off? If it started at $12.95, you'd save $3.24.
SNEAKY SNAKES

Sonia Snake's in trouble! Can Genghis and Atilla gobble enough of the Nasty Nibbles to save her? You (and a friend if you Game Link) can find out in Tradewest's portable follow-up to Snake Rattle & Roll!

Nibbley World

Plates
Trusty Nibbles and valuable bonus items are concealed under these plates. Just get on top of one and hit the B Button to see what's underneath.

Snake Food
These feeders make lots of Nibbles, but they also mean dangerous bombs. Be careful when eating if you want to avoid heartburn!

Shark X-ing
Don't stay in the water longer than you have to, because you're not the only swimmer in the water... watch out for the telltale fin or you're in trouble.

Weigh In
The door won't open until you can ring the bell. If you're not hungry enough the first time, you must go back and catch more Nibbles.

Other Nibble Areas

Each area is home to a different member of the Nibble family. You will have to guide your snake through them all if you want to defeat the Nasty Nibbler.

This is the home of the Nibblesplate. You can catch them as they fall from the ceiling, but watch out for the volcanos and the lava.

This cave is the home of the dreaded Nibblebats. You'll have to jump pretty high to catch them. Air Snakeye!
A U.S. Navy helicopter has been shot down in the Eastern Mediterranean and a special group of experts in sea, air, and land operations have been called in to save the crew. If you're a fan of military missions with a lot of action and shooting, Navy SEALs from Ocean is right on target. If shooting everything that moves makes you queezy, though, don't try it. Through five challenging stages, you'll infiltrate an enemy hideout and uncover a sinister plot. The slightest enemy contact will set you back. Practice your fighting techniques and take off for a daring rescue mission.

**Know Your Capabilities**

**Arm Yourself**

You're equipped with two Guns—a lightweight Pistol with 90 bullets and a more powerful Machine Gun, which is not loaded as you begin. You'll find ammo along the way.

**Move!**

Demonstrate your athletic abilities by jumping, grabbing a platform and pulling yourself up to the next level.

**Time is Ticking**

Keep an eye on the timer. Every second is important as you carry out your plans.

**Enemy Endurance**

If you just hit enemies once with the 45, they will charge. Watch out!

<table>
<thead>
<tr>
<th>45 Ammo</th>
<th>Automatic</th>
<th>Time</th>
<th>Sniper</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single-Bullet packs add ammunition to your Pistol. Make sure that you fire enough shots to defeat your enemies.</td>
<td>Collect a Double-Bullet pack and you'll be able to reload 30 enemy-dropping Machine Gun shots.</td>
<td>Clocks allow you more mission time. Collect them whenever possible and keep fighting.</td>
<td>You'll get much needed back-up by collecting a Lightgun Bolt. Use it to take down large attacks.</td>
</tr>
</tbody>
</table>
The helicopter crew is being held near the seaport. Seek out the hideout entrance, but proceed with caution as the seaport is heavily guarded. Enemy lookouts will attack when they see you. Try to sneak by and pick up special items along the way. Also, check out the strategies for the lettered areas on the map.

**Bonus Points**
Uncover the contents of this crate and you'll receive 500 points. You're on the right track.

**Falling Flooring**
When you touch this point, the flooring drops. Run!

**Call A Specialist**
If enemies surround you, call in a Sniper and they'll all go down.

The special Sniper item will allow you to clear the immediate area.

**A**
Before you leap up to the ledge, observe the enemy above and wait until he moves a few steps to the right. Then jump, pull up, turn to the right and fire twice before the enemy knows that you're there.

**B**
Don't worry about the enemy below. Just fire twice to the right across the gap to take out the enemy on the next platform and keep moving.

**C**
This area is surrounded by enemies. If you don't want to use a call to the Sniper, just follow these steps to clear the area.

Collect the Machine Gun Ammo for super firepower as soon as possible.

**D**
Take a long jump from the platform and aim for the second barrel from the top. If you land short, you'll be knocked off by an enemy waiting below.

**E**
Wait until the enemy below you walks away. Then, without jumping, drop to the right and fire.

**F**
Don't jump as you drop to the right off the crate. If you do, you'll miss the ledge and the long fall will hunch you out.
You've found the enemy hideout in a remote area of the seaport. Now, you must enter and seek out the helicopter crew. This sector is extremely dangerous. The enemies are out in force and there are a number of traps. Some sections of the ceiling are set to drop on intruders (see green circles below) and some areas of the floor are lined with spikes.

Block the enemy off the platform to the right. Then jump with caution over the spikes.

The ceiling above the ledge on the right is loose. Jump to collect the Pala, but beware.

Wait for the enemy below to pass. Then drop, surprise him with a barrage and collect the Pala.

Wait at the edge of the pit for an enemy to appear. Then fire twice to the right and drop.

Wait for the enemy to drop from the crate. Then hit him before he charges.
A special feature of the game allows you to train in any of the first four missions before you go out for real. In order to get to Mission Five, you'll have to start from the beginning and fight to the end!
The notorious crime boss, Big Boy Caprice, has checked out early from the state pen and now the city is in the midst of the biggest crime spree it has ever known. Bandai's Dick Tracy follows the famous detective as he takes a new case and attempts to put an end to Big Boy's reign. Take Tracy through five stages of fist-clenching action and follow Big Boy's thugs to the man himself. It's curtains for Caprice!

The streets are crawling with Big Boy's trigger men. Let them know who's in charge and follow the trail to Shoulders, the last hood to pay Big Boy a visit in the slammer.

**STRENGTH**

Beat Big Boy's thugs and search dark corners to earn items that will give you energy and extra time.

**WEAPONS**

While you would be able to solve this case with your sharp wits and strong fists alone, it does pay to look for high-caliber help, like Tommy Guns and Grenades, along the way.

**CLUES**

In each stage, there are 12 torn bits of photographs that will give you a lead on Big Boy's location. Put them together like the pieces of a puzzle and stay on the trail.
**DICK TRACY'S DETECTIVE TIPS**

There are hoodlums in every section of the city. The only way that you'll be able to nail them down and stay alive is by following the advice of the cautious crime detective.

- Make sure that you punch boxes, trash cans and the like to uncover special items.
- Big Boy's hoodlums drop furniture from tall buildings and loosen heavy chandeliers in an effort to take you out of the picture. Stay on your toes!

You have only a short supply of ammunition. Use your weapons strictly as a last resort.

**THE PATH TO CAPRICE**

The only way to get to Caprice is through Big Boy's henchmen. Find out where they are and give them incentive to disclose the location of Big Boy's Level 6 hideout.

- **Level 2**: The area is made up with some tough thugs at the train yard. Trick them down and have them in for questioning.
- **Level 3**: Your search for Big Boy takes you to a waiting on the plan with Pruneface. Don't get stuck.
- **Level 4**: The Club Ritz is a recent stronghold of Big Boy's. Flattop and his gang are there to give you a reception.

**THE MOST WANTED LIST**

Study these thugs and know their moves so that you'll be able to show them the long arm of the law. They can run but they cannot hide when Detective Dick Tracy is on the case.

- **PRUNEFACE**: This wrinkled gangster will try to take you down with grenades. Hit him with your firepower between rounds.
- **FLAT TOP**: Big Boy's right-hand man is murder with a machine gun. Avoid the stream of bullets or you'll be flattened.
- **BIG BOY CAPRICE**: You'll be under heavy attack when you take on the underworld leader. Watch out for several forms of force.

**SHOULDER**

This wide-bodied hooligan tosses tires from the top of a building. Teach him a lesson with your Tommy Gun.

**THE BROW**

You'll meet the Brow face-to-face at the train yard. Jump out of the way as he charges and counter with your fists.

**CALLING DICK TRACY!**

When you've got a password, you can tune in Tracy's two-way radio and you'll be on your way to where you left off. If the password is incorrect, the radio will tune into a local radio station.

**EXIT**
ABDUCTED BY ALIENS!!

Meet Humphrey, whose trip to Mars has been interrupted by a mechanical failure. When he ventures out to repair his ship, he is surprised by unearthly creatures, Zaks, who capture him for their zoo. He hacks into their computer system to discover that his only chance to escape lies in the capsule at the top of the ship. To reach it from his cell in the hold, though, he must pass the Zaks and their droids.

**Alien Air**
Help Humphrey maintain his air supply and make it to the distant capsule.

**Unfriendly Aliens**
Humphrey will meet two types of alien creatures in his travels: wardenlike Zaks and Garffs.

**Dutiful Droid Servants**
The Zaks employ nine different types of servant droids, with varied functions and movements.

- Humphrey can't breathe the Zaks' air, so he has to find and carry his own! Pick up Air Tanks as you make your way through the eight levels of the alien rocket ship.
- The Zaks take half of Humphrey's air when they capture him.
- Spherical Garffs like to bounce around and sleep in high places.
- Each droid will reduce some of Humphrey's precious air supply, should they touch him. Humphrey can use some of the droids to help him get through certain rooms.
Level 1: The Hold

What better place for the Zaks to imprison their captives? Humphrey begins his ascent to freedom in the capsule at the top of the ship from his cell here in its lowest level.

Particle Disruptor!
This useful little item will "disrupt" and wipe out almost everything in the room.

WARP!!
Warping are found in various parts of the ship. They will warp our boy Humphrey either up or down levels.

Ride the Wild Droid!
Humphrey might try enlisting the aid of the resident droid.

Hidden Blocks
Some rooms have invisible blocks to lead on.

Item Storage Room
It looks like the Zaks have their closets also, for all those miscellaneous extra items...

Map Key

<table>
<thead>
<tr>
<th>A</th>
<th>Air Tanks</th>
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<tr>
<td>K</td>
<td>Key</td>
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<td>S</td>
<td>Stun Gun</td>
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<tr>
<td>P</td>
<td>Particle Disruptor</td>
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<tr>
<td>CB</td>
<td>Circuit Breaker</td>
</tr>
<tr>
<td>Cl</td>
<td>Computer Interface</td>
</tr>
</tbody>
</table>
The Zaks' engines, located here in Engineering, are monitored constantly. Humphrey can't actually get to the engines, but he does take a good look around at the engine area as he passes through on his way to the next level, the Cryodeck.

If he still has the Particle Disruptor from Level 1, Humphrey doesn't need this one.

Use the Particle Disruptor to free the Garff, wait for it to hop through the hole. Then hop on the Garff and jump over the wall!

Useful Particle Disruptor

Unattainable Circuit Breaker?
This Circuit Breaker is nice to have, but nearly impossible to get.

Humphrey must have a Particle Disruptor to free this trapped Garff, which will then help him.

Map Key

A — Air Tanks
K — Key
S — Stun Gun
P — Particle Disruptor
C — Circuit Breaker
CI — Computer Interface

Humphrey can use a block to hop over or around a pesky droid.

Hop around with a block!

On around this droid. Jump, drop a block in mid air to make a platform, and jump again.

Hop on a helpful Alien!

Humphrey can even jump around corner obstacles without the help of a block.

Circle Jump

When this droid is in the corner, quickly jump around it to reach the other ledge. This trick will save enms in handy later.

Which way for the Air Tanks?

Only one route in this area leads to these valuable Air Tanks!
Level 3: Cryodeck

Who knows what strange purposes the Zaks have for the freezing facilities located on this level? Humphrey hopefully won’t find out, if he can keep away from the Zaks and their droids. Explore carefully to find the elevator that leads up to the Transporter Level.

Test for a Spaceman

Humphrey’s going to need every bit of his astronaut’s agility to get through this room!

It’s a tough trick to keep Humphrey from falling into the nymph from the conveyor belts and blocks.

Levels 4 Through 8 Still Lie Ahead!

Level 4: Transporters
The Zaks’ transportation units are located here, but Humphrey can’t get to them. That’s okay, Humphrey doesn’t have any place to transport to anyway!

Level 5: Recreation
This is where the Zaks like to hang out during their off time, perhaps to play a game of “Zahului”. Don’t mingle here; find the next level fast!

Level 6: The Galley
Zaks head down here when they have the munchies. It’s too bad that Humphrey isn’t able to eat any of their type of food.

Level 7: Crew’s Quarters
Living area for the Zaks—Humphrey needs to be very careful not to disturb any of them as he quietly passes by Shhhhh...

Level 8: Control Bridge
The Zaks control their entire ship from here. All Humphrey needs to do now is find the elevator up to the escape capsule.

Good luck Humphrey! You’ll need to use all of your astronaut skills to make your escape!
At last! Ice Hockey finally becomes portable, as Ultra brings the NES classic Blades of Steel to your Game Boy. With all the body-checking, ice-pounding excitement of the original, you'll slide, slip, slap and slam, as you attack the other team's goal. Then battle on to victory and the Cup against some of the most challenging teams that ever slapped a puck!

Choose Practice to brush up on your fighting skills or your goal tending and penalty shot techniques. Pick Exhibition to play a practice game against another team, or select Tournament to take up the challenge and go all-out against the seven other teams competing for the Championship Cup!

**Exhibition**
Exhibition games are your opportunities to get in a little practice against the other seven teams that are also competing for the Cup. While you're roughin' it up on the ice, be sure to observe the other teams to see how each likes to play.

**Tournament**
The Tournament is your chance to vie with the seven other teams for the Championship Cup. All eight contending teams compete on a single elimination ladder that is randomly arranged by the computer. Use what you learned in Exhibition to take the Cup!

**Practice**
Use this mode to test your fighting mettle, practice your penalty shot attempts, and to see how well you can protect your goal from your opponent's sneaky slap shots. Practice hard, and be sure to master all three skills—you'll need them!

**Two-player mode**
Challenge a buddy to a friendly game of frenzied hockey. Pick your teams, line up, and make a quick swipe for the puck as the ref drops it into play. Battle it out to see who's batter at cuttin' up on the ice and at wielding the stick to keep that elusive puck sliding across the ice, into the goal!
**TOURNAMENT PLAY**

**Fake out the Goalie!**

Trick the goalie into leaving part of the goal open. Skate past him to one side of the goal—he'll follow you, leaving the other side of the goal invitingly untended. Now, quickly snap around, double-back, and fire the puck into the hole before he can get back into position!

**Watch the Arrow!**

When a rival rushes your goal, intent on slamming the puck through into the net, watch the arrow that indicates where he is aiming. Stay between him and the arrow and try to block the shot!

- **Teamwork!**
  - When you find yourself surrounded with nowhere left to skate, quickly look around for an open teammate and pass the puck over to him!
  - Battle 'em as you pass the puck from man to man, then rush in for the score!

- **Skate in front of the goalie, past the goal!** He'll follow you to protect that side of the goal!
MERCENARY FORCE

Round Select Plus

Our Agents have discovered a way to multiply your starting yen by ten and a way to begin on any of the six rounds of this martial arts thriller with a single code. When the Title Screen appears, press Up on the Control Pad and the Select, A and B Buttons all at the same time. Then release them and press the Start Button. The fighter selection option will appear showing that you have 50,000 yen to begin with instead of the usual 5,000. Once you select your fighters and the round number appears on the screen, you’ll then have approximately five seconds to skip to an advanced round by tapping Right on the Control Pad once for each round that you would like to skip. The round number will increase as you tap on the Control Pad. When you’ve reached the desired round number, wait for a few seconds and your mission will begin.

Press Up, Select, A and B at the same time. Then release them and press Start. You’ll have ten times as much yen as usual.

BURAI FIGHTER DELUXE

Fly Through A Wall

Early in Stage Five, the screen scrolls to the left and you must choose to fly on either the top half or the bottom half of the screen. The bottom half turns out to be a dead end. Our Agents have found, though, that you can escape from this dead end by flying through the wall on the left. Move your character so that he is in the lower left corner. Then press and hold Down and Left on the Control Pad. As the screen continues to scroll, your character will be pushed to the left and fly through the wall!

Press and hold Down and Left to fly through this dead end in Stage Five.

LOCK ’N CHASE

Extra Stages

If you’ve managed to run away with the loot through all of the standard stages of this puzzler, then you should check out the extra stages. When the Title Screen appears, press the A and B Buttons in the following order: A, A, B, B, A, B, B. The word “Extra” will appear on the Title Screen. Press the Start Button and the game will begin on Stage 7-1.

Press A, B, B, A, B, B and you will be able to take part in the challenging extra stages.

After you have selected your fighters, the message “Round 1” will appear for about five seconds. Tap Right once for each round that you would like to skip. The round number will increase with each tap.

V76 NINTENDO POWER
NOW PLAYING

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</tr>
</tbody>
</table>

**Game Boy Chart Key:**

- **1P** = One Player
- **GL** = Game Link-Two Players
- **Pass** = Password
- **Batt** = Battery

**COMING SOON**

Arcadia's Prince of Persia, which should be out in the fall, features great action and character animation. The prince walks, runs, jumps and hangs from ledges with amazing realism. We'll show you more as the game develops.

Information is working on a flight game tentatively titled Flyboy and CSG ImageSoft has plans for both Game Boy and NES games based on Hudson Hawk. Watch for Final Fantasy Legend II from Square, also. Here's a quick glimpse:

**GAME BOY TOP 10**

1. **Super Mario Land**
2. **Final Fantasy Legend**
3. **TMNT: Fall Of The Foot Clan**
4. **Dr. Mario**
5. **Tetris**
6. **F-1 Race**
7. **Gargoyles' Quest**
8. **Operation C**
9. **Conlevania: The Adventure**
10. **NBA Challenge**

The 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.

**VOLUME 26**
In this issue's focus on games that didn't quite rate feature coverage, we look at a great new video pinball game, a new twist on all-star baseball and a unique drawing program. Check 'em out and see if any of them spark your interest.

**HIGH SPEED**

Video pinball doesn't get any better than this! Tradewest's High Speed is a perfect NES translation of the hottest pinball game around. The same design team that brought Pinbot to the NES, Rare, also created the NES version of High Speed. Like Pinbot, High Speed has a split screen that lets you keep track of both the flippers and the ball at all times.

High Speed for the NES duplicates its pinball predecessor right down to the last bumper and digitized voice. It also offers some extras. Helicopter, Safe and Money symbols appear on the playing field and if you can hit them with the ball, you can earn bonuses. Hit three Helicopters or Safe symbols and you'll be able to collect special items in two different bonus games.

Another new invention for the NES version is a set of enemy characters that can change the course of the ball or destroy the flippers. Hit the buttons to shake them off, but try not to tilt! This game has everything that real pinball has and a whole lot more!

NINTENDO POWER
Thirty of Baseball's best players return to the field in Bandai's Legends of the Diamond. While there are a lot of Baseball games for the NES, this is the first one that allows you to make a dream team of stars from the past with the same career stats and the same strengths. Tournament play pits your team against a field of computer generated no-names. Official Game play for one or two players lets you face-off with the Hall of Famers that you didn't include in your squad. While you choose your team, the players will tell you how they're feeling so that you can pick the ones that are on streaks and pass by the players that are experiencing slumps.

Choose from two different stadiums and weather conditions. Pick them when they're doing well and let them rest when they feel a slump coming on.

Play ball with a dream match-up of Baseball’s finest.

Create A Dream Team From 30 Of The Best!

Cy Young
Dizzy Dean
Lefty Grove
Whitey Ford
Bob Dickason
Steve Carlton
Mickey Cochrane
Lou Gehrig
Johnny Mize
Billy Herman
Jimmy Foxx
 Rogers Hornsby
Honus Wagner
Babe Ruth
Ty Cobb
Tris Speaker
Ed Doheny
Luke Appling
Bill Freehan
Eddie Collins
Willie McCovey
Bobby Dickman
Joe Morgan
Herman Kilbrow
Brooks Robinson
Roberto Clemente
Willie Stargell
Hank Aaron
Billy Williams
Joe Torre
While there are dozens of space shoot-'em-ups for the NES, none has customized spaceship weapons like Over Horizon from Hot-B. You decide what the strengths of your weapons will be and the positions of two satellite options. And the set-up had better be to your liking, because with it, you'll have to survive six stages of weird alien creatures and tricky outer space traps. If one weapons system configuration doesn't work for you, you can go back to the drawing board and try again.

**Set up Your Weapons System**

The Weapon Edit Mode allows you to choose the characteristics of the weapons that you collect along the way. Each of the three kinds of weapons (Lasers, Homing Missiles and Bombs) can be made to behave more or less like the others. You can also choose the positions of the options and test your weapons system before the mission begins.

**Over Horizon**

You have points to spend on two different weapon features.

Place the satellite-like options where you think they'll be most useful.

Test the configuration of your weapons system before you start playing.

---

**Stage 1**

Plant creatures have taken over outer space. Blast your way through this thick alien vegetation and try to cut it off at the roots.

**Stage 2**

The Stage 2 power center is reinforced with guns and cannons. The blue transformers are key. Destroy them and you'll open the space gates.

**Stage 3**

Ice blocks are all over this cold cavern. Fire on them and they'll move out of the way.

**Stage 4**

The living rocks of the Stage 4 space cave send out giant flames. Watch out.

**Stage 5**

Take a dive into this weird water world and clear your way through the creatures of the deep.

**Stage 6**

The last battle takes place outside the huge enemy ship and inside a strange alien retreat.

---

**Six Alien Infested Stages**

- Stage 1: Plant creatures have taken over outer space. Blast your way through this thick alien vegetation and try to cut it off at the roots.
- Stage 2: The Stage 2 power center is reinforced with guns and cannons. The blue transformers are key. Destroy them and you'll open the space gates.
- Stage 3: Ice blocks are all over this cold cavern. Fire on them and they'll move out of the way.
- Stage 4: The living rocks of the Stage 4 space cave send out giant flames. Watch out.
- Stage 5: Take a dive into this weird water world and clear your way through the creatures of the deep.
- Stage 6: The last battle takes place outside the huge enemy ship and inside a strange alien retreat.
VIDEOMATION

Stretching the limits of what you've come to expect from an NES program, THQ's Videomation is not a game in the traditional sense. It's more of a drawing and animation workshop. With it, you can create original art using video pens and paint brushes, call up pre-drawn "stamps" and add animated characters to your drawings that help make your art come to life.

With some practice, you can create dazzling drawings like these.

There are several palettes of eight colors each. You can use one palette per drawing. Choose a palette, then select a tool and start drawing. Some tools are lines, some work well for curves and others are more free form.

In addition to your own designs, you can add pre-drawn stamps and any of eight moving characters. And, when your work is complete, you can hook up a VCR to your NES and tape your moving art so that it lives on long after you've created other masterpieces.

YOUR GUIDE TO THE LATEST NES RELEASES

| TITLE                                      | COMPANY | PLAY INFO | POWER METER RATINGS | GAME TYPE
|--------------------------------------------|---------|-----------|---------------------|----------------------------------------
| Bill & Ted's Excellent Video Game Adventure| UN      | 1P        | 3.4 2.2 2.9 3.6     | Comic Adventure                        |
| High Speed                                 | Tradewest | 4P-A      | 3.5 2.9 2.8 3.1     | Pinball                               |
| Legends of the Diamond                     | Bandai  | 2P-S/Pass | 3.2 2.5 3.5 4.1     | Baseball                              |
| Little Mermaid                             | Capcom  | 1P        | 4.1 3.7 3.4 4.1     | Undersea Action                       |
| Rainbow Island                            | Toito   | 1P        | 2.6 3.2 2.4 2.6     | Action Puzzle                        |
| Robin Hood Prince of Thieves               | Arcadia | 1P/Pass   | 3.2 3.0 4.1 4.3     | Medieval Adventure                    |
| Rockin' Kots                               | Atlus   | 1P        | 3.3 3.3 3.3 3.4     | Comic Action                         |
| Romance of the Three Kingdoms II           | Koel    | 1P/Batt   | 3.3 2.9 2.8 3.1     | Role Playing                         |
| Videomation                               | THQ     | 1P        | 2.4 3.2 2.8 3.6     | Art and Animation                    |

LISTING KEY

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

PLAY INFO

Some games are made to be played with as many as four players at the same time. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
4P-A = FOUR PLAYER ALTERNATING
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN
Each Super Anniversary Grand Prize Package Includes:

- An all-expense-paid trip to Nintendo of America's corporate headquarters in Redmond, Washington
- One of the first Super Nintendo Entertainment Systems to reach the U.S.
Turbocharge your game play with the power of an NES Advantage controller. Nine winners will pack the power home!

Here’s your chance to win a portable Game Boy system! Six winners will be all set to play, with Game Boys and Tetris Game Pak.

OFFICIAL CONTEST RULES (No Purchase Necessary)

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

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

One entry per person, please. All entries must be postmarked no later than August 1, 1991. We are not responsible for lost, stolen or misdirected mail. On or about August 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 August 30, 1991, send your request to the address provided above.

GRAND PRIZES: Nintendo will arrange air transportation to Nintendo of America Inc. headquarters in Redmond, Washington, and accommodations for three grand prize winners and a parent or guardian for each winner under age 18. At NOA headquarters, winners will receive one Super Nintendo Entertainment System each. These special trips are scheduled for fall of 1991; exact dates are subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Some restrictions apply. This contest is 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.
**DÉJÀ VU**

**HOW DO I LEAVE BEHIND THE GUNS?**

It wouldn’t look good to the authorities if you were caught holding the murder weapons. You’d better ditch them in the deepest part of the sewer. Before you’re able to leave them, though, you’ll have to use the guns for three important tasks.

The bungalow on Kedzie will be one of your stops. The only way that you’re going to gain entrance is by blowing the lock off the door. You’ll also want to blast open the filing cabinet in Dr. Brody’s office. And, it will pay to be armed while confronting the hit man in your (Ace Harding’s) office. Don’t wait until you enter the office. Just fire through the window. Once you’ve gone through these three episodes, you’ll have no other use for the firearms.

**DÉJÀ VU**

**HOW DO I KEEP FROM PASSING OUT IN ACE’S OFFICE?**

You’ll need Dr. Brody’s cure to wake up and realize that you really are Ace Harding. Entering your own office is too overpowering in your present state. There are items called “Medic 6” in Dr. Brody’s office and there are some capsules in the wastebasket of the third floor room of the first building. Use Medic 6 on each capsule and, in turn, use each capsule on yourself. You’ll snap out of it after three doses. Then you can put the final pieces of the puzzle together.
Déjà Vu

What Do I Need to Clear My Name?

You've been falsely accused of murder. There are three documents which you will have to examine and several items which you'll have to burn or leave behind before the truth will be known. Make sure that you look at a diary in the Kedzie Bungalow and use a pencil on the memo which you'll find in the guest bedroom at the mansion on Auburn Road. You'll also want to examine a letter (Letter 1) which you'll find inside an envelope (Envelope 2) in the mailbox at the mansion. The items which you will want to do away with are the map, the folder with Note 1, the Bill, File 5, all guns and the Sunglasses.

The Legend of Zelda

How Do I Rig the Money Making Game?

You'll walk away with a bundle to purchase valuable items if you can outsmart the proprietor of the money-making game. Make sure that you have a Bomb and at least 10 Rupies. Walk one screen left of the starting point and bomb the wall to get into the hidden cave. Then pause the game by pressing the Start Button on Controller I. Then, on Controller II, press the A Button and Up on the Control Pad. This "Quick End" maneuver will allow you the option to Save, Continue or Retry. Save the game and start again. Then enter the cave, play the money-making game and use the Quick End maneuver once more. If you won the money-making game, save your progress. If you lost, retry and use the same 10 Rupies for another chance to win. You could earn 255 Rupies!

Game Play Counselor Profiles

Ken Swatman
Became GPC February, 1990
Hobbies: Rock climbing, playing guitar, hiking
Best NES Accomplishment: Completed Batman with one life
Favorite NES Game: Batman

Joyce Davis
Became GPC February, 1990
Hobbies: Cooking, playing Nintendo games
Best NES Accomplishment: Finished The Legend of Zelda in four hours
Favorite NES Game: The Legend of Zelda

Bruce M. White
Became GPC February, 1990
Hobbies: Listening to music, dancing, reading, eating pizza
Best NES Accomplishment: Finished The Legend of Zelda without a sword
Favorite NES Game: Mega Man II

Wally Blake
Became GPC February, 1990
Hobbies: Nintendo
Best NES Accomplishment: Finished Bionic Commando with one life
Favorite NES Games: Dragon Warrior II and Final Fantasy

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TO THE FIRST STATUE

From the first room in the tower, walk five rooms to the right, two rooms up, one room to the right and three rooms down. You'll see a stairway to the second floor. Climb the stairs and walk two rooms up, one room to the left, one room down and one room to the left again. You'll have made it to the first statue.

TO THE SECOND STATUE

By pushing the first statue, you'll open a number of doors on the first floor. From the statue, walk one room down and two rooms to the right. Then climb down the stairs to the first floor, walk three rooms up, six rooms to the left, one room up, one room to the left again and one more room up. You'll see another stairway to the second floor. Climb the stairs and walk to the right side of the room. A passage will open when you touch the wall. From there, walk three rooms to the right and one room down to another stairway. Climb down the stairs, walk one room to the right end climb up another set of stairs. Then walk one room up to the second statue.

TO THE THIRD STATUE

You'll open a key door on the second floor by pushing the second statue. Once you perform this task, walk one room down to a stairway, climb the stairs down, walk one room to the left and another room down. You'll find yourself at a new set of stairs. Climb up the stairs, walk one room down, three rooms to the left and two rooms down to the third statue.

TO THE PRINCESS

Once you've pushed the third statue, walk two rooms up, three rooms to the right and one room up to a stairway. Climb down the stairs, move one room to the right and climb up another set of stairs. From there, walk one room down, one room to the right and four rooms up to the guardian of the tower. The guardian will be easy to defeat if you avoid direct contact. Just keep moving and jabbing and you'll make short order of this fiend. Once the guardian is gone, you'll be able to walk one room up to the princess. Take her back to the king in the castle and he will calm the waters of the sea so that you can hire a ship in the harbor and continue your journey.

Enter the Gelve Tower by pushing the statue outside of the gate to the right.

Run from the guardian of the tower and hit it with your sword when you have a chance.

The princess is one room up from the guardian. Take her back to the king.

Once you save the princess, you'll have a new quest and the sea will be calm for sailing.
HOW DO I COMPLETE LEVEL 12-6?

This challenger has a number of tricky puzzles. Level 12-6 (photo 1) is difficult because it requires fast reflexes. First move the Cube on the right one space to the left (photo 2). By doing so, you'll cancel out both Cubes. Next, move the grey Grid on the left one space to the left (photo 3). The field will then be set for the key move. Wait for the elevator to reach the bottom of the playing field. Then, just a fraction of a second after it begins to ascend, move the top grey Grid to the right and onto the elevator (photo 4). Before the elevator comes down, quickly move the top blue Shield to the right (photo 5). It will drop under the elevator and cancel out all three of the Shields. Finally, move both grey Grids on the ground one space to the right each (starting with the Grid on the right) and move the Grid on the elevator on space to the left (photo 6). It will land between the other Grids and cancel them out. Clear!

HOW DO I COMPLETE LEVEL 16-9?

Level 16-9 (photo 1) is nearly the last Puzznic puzzle. To clear this level, first move the Cube one space to the right and cancel it out with another Cube. Then move the top grey Grid one space to the right and cancel out two others (photo 2). There's a blue Shield under the top red Plus. Move it one space to the right and move the Plus one space to the left so that it will fall under the elevator and cancel out the other Plus (photo 3). Next, move the blue Shield on the elevator one space to the right and move the green Cube on the elevator three spaces to the right to cancel out another Cube. Then move the grey Grid on the top right one space to the right onto the elevator and two more spaces to the right so that it is on top of the middle Shield (photo 4). Next move the Grid on the left two spaces to the right so that it is exactly where the other Grid was and move the Cube on the left three spaces to the right, onto the elevator, and one more space to the right so that it is on top of the left Shield (photo 5). Then move the left Shield one space to the left, onto the elevator, and three spaces to the right so that it cancels out the other two Shields (photo 6). Finally, move the Grid on the left one space to the right, onto the elevator, and two more spaces to the right so that it cancel out the other grid and move the Cube on the right one space to the left, under the elevator so that is cancel out the other Cube and clears the screen!

I'm waiting for your letters.

Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.
Super Mario Bros. 3 regains the top spot after a short ride at second. StarTropics and the Simpsons, new to the Top Ten last month, look like they're here to stay.

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

- **Titles new to the Top 30 are the ones to keep watching!**
- These games are moving big, hopping spots to the top.
- Lasting appeal keeps these favorites placing in the poll.
- See how long the game has been in the Top 30.

**SUPER MARIO BROS. 3**

They're back in first and set to celebrate by stomping some Koopas! Way to go, Bros.

**TMNT II: THE ARCADE GAME**

The Turtles slip to second. That won't stop their thug-slugging sewer patrol, though!

**FINAL FANTASY**

This game has captured the fantasies of players who enjoy the challenge of great RPGs.
**MEGA MAN III**
The Wily-wasting mega hero is as popular as ever, with a huge following of loyal fans.

**THE SIMPSONS: BART VS. THE SPACE MUTANTS**
Bartmania is spreading fast! Bart is painting the town and giving aliens the boot.

**STARTROPICS**
What happened to Dr. J? Mike's still looking, intriguing more players every day.

**DRAGON WARRIOR II**
It moves up this month, thanks to strong showings on the Pros' and Players' lists.

**TETRIS**
Drop from the Top Ten? Nyet! Not as long as so many players are lining up to play.

**CRYSTALIS**
Time travelers take note! Crystalis is in the Top Ten for yet another month.

**DR. MARIO**
The doctor is making house-calls in high numbers as the Mario bug spreads!
### Players' Picks

<table>
<thead>
<tr>
<th>GAME</th>
<th>PTS</th>
</tr>
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<tbody>
<tr>
<td>1. Super Mario Bros 3</td>
<td>4,253</td>
</tr>
<tr>
<td>2. TMNT II: The Arcade Game</td>
<td>3,887</td>
</tr>
<tr>
<td>3. Mega Man III</td>
<td>3,039</td>
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<td>4. Final Fantasy</td>
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<td>8. Double Dragon III</td>
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<td>9. The Legend of Zelda</td>
<td>1,177</td>
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<td>10. Tetris</td>
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### Pros' Picks

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<td>3. Dragon Warrior II</td>
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<td>4. Crystalis</td>
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<td>5. Destiny of an Emperor</td>
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<td>6. Super Mario Bros 3</td>
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### Dealers' Picks

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<td>3. The Simpsons: Bart vs.</td>
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<td>8. Caveman Games</td>
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<td>9. Mega Man III</td>
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<td>10. Little Nemo The Dream Master</td>
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### PLAYERS MAKE MARIO LEADER OF THE PAKS

Few places change hands as Mario and Luigi still head the list of favorites. Their many fans prove that the Bros.’ latest adventure is a lasting challenge.

### FAVORITES SWITCH PLACES THIS MONTH

The Pros stick with their favorite games, the RPGs. Some of their top-rated titles are already hot; others, players will discover in the months to come.

### DEALERS SELECT VARIED LIST

The Dealers go for a little of this, a little of that, hoping to meet players’ requests. Characters with proven popularity are high on their list.
Marsha Warfield doesn’t mince words. As the witty and sharp-tongued bailiff, Roz, on the popular courtroom comedy “Night Court,” she tells it like it is.

Marsha says that there are many similarities between Roz and herself, but she’s more playful in real life than her character. “Take, for instance, Nintendo,” says Marsha of her favorite pastime. “I don’t think Roz could get into Super Mario Bros. 3 like I do.”

Even though Marsha plays Super Mario Bros. 3 every chance she gets, she still hasn’t been able to rescue the Princess. “Mario 3” is great because it’s like making up your own cartoon as you go along.” But, she jokes, “I’ve given up trying to get through World 8. And forget about trying to find the Princess—I don’t think she really exists!”

Joking has always been a big part of Marsha’s life. When she was young, she would dare her friends to do outrageous things. But when it came to performing, it was Marsha who took a dare from her friends to try out for an amateur comedy showcase. She never figured that it would be the beginning of her career as a stand-up comic. “After all,” she laughs, “stand-up wasn’t exactly something they talked about on career day.”

Marsha quickly became one of the hottest comedians in the country, headlining at various comedy clubs, college campuses and as the opening act for stars such as Chuck Berry and the O’Jays.

Marsha built upon her early success with roles in “Riptide,” “D.C. Cab,” “Caddyshack II,” and co-starred with Cher in “Mask.” It was after this that she won her role on “Night Court,” for which she is best known.

Marsha says she has great relationships with her co-stars on “Night Court,” especially when they play Nintendo games together. During breaks in taping, the cast lines up to take turns at Game Boy. “Markie Post and I have had some pretty heated competitions,” says Marsha. “She’s challenged me to a Game Link competition on Tetris next season. But she’d better be ready because I’m going to get the big rocket ship to appear!”

According to Marsha, “Night Court’s” Harry Anderson and John Larroquet are also devoted Game Boy fans. John’s favorite game is Super Mario Land, which he likes to start in the middle of. But Markie, Harry and John aren’t the only people on the show who like to play. “It’s hard to hold on to a Game Boy on the set,” Marsha says. “Anytime you set it down, someone immediately picks it up to play.”

Marsha says her favorite game at the moment is Super Mario Bros. 3, and offers the following advice: “Get the magic whistles as quickly as possible and skip the worlds you’re not good at.” As for her ultimate video game, Marsha says it would include playing around with words and (what else)—jokes!
Here are the latest NES Achievers! Wouldn’t you like to be one? If you’re a wiz on the NES or Game Boy, and have some photos to prove it, send them in. You could be the next NES Achiever! Soon all your friends will be coming to you for advice.

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<th>Game</th>
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<td></td>
<td>Jason Sharman</td>
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**MEGA MAN III**

Dave Moyer ▶ Penn Valley, CA ▶ Finished
Frederic Trude & Jean-Francois Connelly ▶ L'Assomption, PQ ▶ Finished
Christopher Tor ▶ Milton, ON ▶ Finished
Cindy Lee ▶ Willowdale, ON ▶ Finished
Michael Greene ▶ Midland, ON ▶ Finished
Nathan Pongor ▶ Edmonton, AB ▶ Finished
Jim Nix ▶ Lake Jackson, TX ▶ Finished
Morgan Bosche ▶ Richmond, BC ▶ Finished
Travis Drake ▶ Las Vegas, NV ▶ Finished
Brendan McKay ▶ Sonoma, CA ▶ Finished
Scotto Aaronson ▶ Washington Crossing, PA ▶ Finished

**NARC**

Chris Ode ▶ Auburn, WA ▶ 4,327,900
Micheal Keener ▶ Owings, PA ▶ 3,034,750
Landon Bailey ▶ Kirkland Lake, ON ▶ 2,930,750
Scott Brown ▶ Davenport, IA ▶ 2,366,250
Jeffrey Barnett ▶ Roxboro, NC ▶ 1,728,150
Jason Scheickau ▶ Readson, WI ▶ 1,673,750
Voltaire Giltian ▶ West Covina, CA ▶ 1,047,430
Robert Dickerson ▶ Mechanicsville, VA ▶ 956,530
Zachary Holland ▶ Citrus Heights, CA ▶ 546,900

**PINBOT**

Doris Casem ▶ Riverside, CA ▶ 33,540,400
Andrew Wray ▶ Fort Lauderdale, FL ▶ 27,552,320
Ron Ford ▶ Baltimore, MD ▶ 27,029,407
Tim Campisano ▶ Cincinnati, OH ▶ 26,705,650
Ted Nye ▶ Monroe, WA ▶ 23,800,940
Mark Verkalk ▶ Chatham, ON ▶ 20,329,590
Bob Botmen ▶ Kendallville, IN ▶ 19,140,970
Steve Burns ▶ Louisville, KY ▶ 16,170,950
Jimmy Dee ▶ Sunnyvale, NY ▶ 15,980,250
Jeff Prisone ▶ Solon, OH ▶ 15,509,230
Garry Vought ▶ Somers Point, NJ ▶ 14,359,920

**PIEVE DREAMS**

Stephanie Boyd ▶ Austin, TX ▶ 5,514,200
Scott Penner ▶ West Palm Beach, FL ▶ 1,463,700

**STARTROPICS**

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<td>West New York, NY</td>
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<td>David Schuermann</td>
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<td>Glenn Hall</td>
<td>Akron, OR</td>
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<td>Eric Chilg</td>
<td>Millstadt, IL</td>
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<td>Shawn Tucker</td>
<td>Wyandotte, MI</td>
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<td>Chris Jamison</td>
<td>Lansing, MI</td>
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<td>Michael &amp; Brian Astlestein</td>
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<td>Janet Hartleit</td>
<td>Peoria, IL</td>
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<td>Tim Angle</td>
<td>Champaign, IL</td>
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**TETRIS**

Jake Ward ▶ Geneva, OH ▶ 566,498
Anh Van ▶ Los Angeles, CA ▶ 548,418
Terri Baugh ▶ Fort Atkinson, WI ▶ 525,100
Sam Goed ▶ Hobart, IN ▶ 495,900
Adam Koerner ▶ Atascadero, CA ▶ 461,880
Lee Trout ▶ Jamesburg, NJ ▶ 412,919
Derek Costarella ▶ West Lynn, OR ▶ 412,004
Roger Brewer ▶ St. Cloud, MN ▶ 406,849
David Ormsby ▶ Loveland, CO ▶ 387,680
Diane Yearous ▶ Fort Morgan, CO ▶ 323,663
Jason Sorensen ▶ San Carlos, CA ▶ 321,721

**TETRIS (GAME BOY)**

Evelyn Kelman ▶ Saraloga, CA ▶ 546,145
Kim Gee ▶ San Jose, CA ▶ 503,924
Andy Church ▶ Olive, MD ▶ 326,758
Linda Kaseckar ▶ New Creek, WV ▶ 303,663
Greg Cullup ▶ Albany, CA ▶ 278,219
Nick Maran ▶ Streator, IL ▶ 231,736
Steven Fu ▶ Brooklyn, NY ▶ 231,248

**TMNT II: THE ARCADE GAME**

Hamish Moor ▶ Brandon, MB ▶ Finished
Daniel Zuregers ▶ Eottiebake, ON ▶ Finished
Randy Jacobs ▶ Highland Hills, NY ▶ Finished
Mike Beatties ▶ Saint John, NB ▶ Finished
Cliff Boswell ▶ Owensboro, KY ▶ Finished
Jeremiah Wilson ▶ Columbus, OH ▶ Finished
Charles Rubbo ▶ Spring Hill, FL ▶ Finished
Scott Crumley ▶ West Yorktown, IL ▶ Finished
Johnny Kujawa ▶ Novi, MI ▶ Finished
Josh Ostermeier ▶ New London, WI ▶ Finished
Christopher Chung ▶ Rawland Heights, CA ▶ Finished

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ARE YOUR HIGH SCORES LETHAL?

This is your chance to join the high-score hall of fame! Send in your name and address with a photo of your high score or final screen. To take the photo, turn out the lights and use a 35mm camera without a flash. Hold the camera steady and send us your best shot. Send in your Game Boy scores too! To take a photo of your screen, place your Game Boy on something stable. Take your photo using natural light.

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**HIGH SCORE**

![Image of a Game Boy with a high score of 20,329,590]
You've probably read our super preview of Super FamiCom and Super NES software in this issue, but don't think for a minute that that's the only place for video game excitement. Check out what's coming for the Nintendo Entertainment System!

DEFENDERS OF DYNATRON CITY

Although super hero titles are not new to the NES, most of the games that have appeared so far haven't quite captured the spirit of the heroes they are based on. Defenders Of Dynatron City stars a group of unusual super heroes created especially by Lucasfilm Games for the game and designed to capture the essence of American comic book super heroes.

The new heroes inhabit and protect the mutant-filled Dynatron City, a thriving metropolis which features the world's first experimental atomic-powered sewage treatment plant. Of course, the atomic power goes awry and results in a weird group of heroes—Jet Headstrong, Toolbox, Buzzsaw Girl, to name a few—and an even stranger group of villains, led by the evil Dr. Mayhem.

Defenders Of Dynatron City is the second game that Lucasfilm Games will create with JVC Musical Industries. We'll get the inside scoop on the creation of this title from Howard Phillips soon.
Konami/Ultra has plenty of stuff cooking for the NES this fall and winter, from NES sequels to hot PC adaptations.

We already mentioned Piretes!, Where Is Carmen Sandiego? and Sandiego has gained fame as an educational program, don't let that turn you off. It's a detective mission that sends you on a merry chase around the world in search of master thief Carmen Sandiego and her gang. King's Quest 5 has been receiving rave reviews on the PC, and even though the NES can't match VGA graphics, the theme and play value of the game should translate well.

As for sequels, look for Contra Force (aka Contra 3) and Teenage Mutant Ninja Turtles 3 sometime this winter. These titles are still under development, so we couldn't get any photos at press time. Another exciting Konami project, Star Trek, is also scheduled for winter release. PC developers Interplay are handling the programming and so far the results look promising. Konami is planning a special promotion around Star Trek that involves meeting secret aliens and cash prizes.

Next year, Konami/Ultra are planning NES titles based on Tiny Toons, Monster In My Pocket and Bucky O'Hare.

Ryu Hayabusa, the most famous ninja character on the NES, will return in his third video game adventure this fall, subtitled The Ancient Ship Of Doom. The game will of course be familiar to ninja veterans, but in an effort to keep up with other video game ninjas Ryu has added new moves to his repertoire. He'll still have all the magic ninja arts from before (but no Jump And Slash), and he'll also be able to climb hand-over-hand on horizontal pipes.

Like in the other Ninja Gaiden games, the plot is excellent. Someone impersonating Ryu has pushed Irene Lew, CIA Analyst, off of a cliff during her investigation of a secret lab code name: Cardinal. Ryu immediately sets off in search of Irene's killer in what is sure to be another world spanning adventure full of mysterious characters and plot twists, all told in the cinema scene graphics which the first Ninja Gaiden game popularized.
We mentioned American Softwork's Treasure Master Game Pak before, but we recently got some top secret details on this amazing game and promotion. This will be the first NES game where you can actually win prizes by playing it to the finish! The Game Pak will be released in the fall, and everyone will have time to master it. When you finish the game, you'll reach a point where you can enter a special password. In February of 1992, American Softworks will reveal the password that will allow you to play a secret portion of the game. The first person to finish the secret level and call in will win a $25,000 bond. Many of those who finish later will still be eligible for prizes—the sooner you finish the better the prize. As you can imagine, the code is top secret, and the password system has been proven uncrackable by MIT and the CIA.

FROM ACCLAIM/LJN

Acclaim/LJN have some powerful licensed titles on line. Smash TV has some cool features, the best being that one player can use two controllers to simulate the play control of the arcade game! We got a few screen shots from a preliminary version—take a look. The programmers of the game, Beam, are most excited about the number of moving characters that are on the screen simultaneously. Look for Smash TV this summer. Other summer releases from Acclaim/LJN include Wolverine and Terminator 2: Judgement Day.

Acclaim/LJN's fall line-up also has potential. Roger Clemens MVP Baseball is slated for release under the LJN label. The game, which should be out before the World Series, is being programmed by Sculptured Software and features a shifting camera perspective during fielding that promises to be unique among NES baseball games.

Trog, based on the Williams arcade game, will also make an appearance in an NES translation. Wizards & Warriors III: Kuros, Visions Of Power is also scheduled for fall release and marks the return of Acclaim's hopping medieval hero.
GOSSIP GALORE

KUNG FU 2 and HAMMERIN' HARRY
The original Kung Fu, marketed for the NES by Nintendo, as one of the first side-scrolling punching and kicking games, began a new genre of martial arts action games. The programmers of that classic, Irem, are finally creating a sequel in Kung Fu 2. They are also working on a NES version of a popular arcade game from a few years back, Hammerin' Harry.

ULTIMA: WARRIORS OF DESTINY
The third NES installment of the classic computer role playing game series is due out this fall from FCI. Ultima: Warriors Of Destiny is based on the PC Ultima V. For the first time in the Ultima series, Lord British is missing and an evil ruler, John Blackthorn, has usurped the throne of Britannia. As the Avatar, you must battle Blackthorn's Shadow Lords and enter the underworld to find Lord British. Another game in the Advanced Dungeons & Dragons Series, Hillsfar, is also on the way. It is an action/adventure game with character creation options and a variety of activities.

SNOW BROS.
Capcom's translation of the cool arcade game, Snow Bros., is coming along. Like in the arcade game, two-player simultaneous play will be incorporated in the snowball fight action.

MORE ROMANCE AND UNCHARTED WATERS
Koei continues to produce historical simulations for the NES with Romance Of The Three Kingdoms II and Uncharted Waters. The first is a sequel to the original Romance and continues the saga of intrigue and politics in ancient China. Uncharted Waters focuses on western history and includes a few action sequences. The game is set in the time of great explorers, and follows the adventures of a young merchant prince on an around-the-world journey. Instead of a country, you manage a ship.

CES NO-SHOWS
Although Nintendo's CES booth was bigger than ever, with tons of titles announced and the Super Nintendo Entertainment System officially unveiled, a few licensees were noticeably absent from the booth. But don't be alarmed! Natsume simply didn't have their two Super NES titles finished enough to show, and so decided to wait until winter. Taxan will also take a show off to concentrate on development.

PAK WATCH

COMING SOON
Captain Planet
Darkman
Defenders Of Dynatron City
Dragon Warrior III
Legends Of The Diamond
Ninja Gaiden III: The Ancient Ship Of Doom
Pirates!
Romance Of The Three Kingdoms II
Smash TV
Snow Bros.
Star Wars
Super Jeopardy
Tail Spin
Tecmo Super Bowl
The Flash
Trog
Ufouria
Where's Waido
Wolverine

COMING LATER
Addams Family
Bases Loaded 3
Contra Force
Hammerin' Harry
Home Alone
Hudson Hawk
Kings Quest 5
Kung Fu 2
Mega Man 4
Might & Magic
Monster In My Pocket
Star Trek
Terminator 2
Tiny Toons
TMNT 3
Ultima: Warriors Of Destiny
Uncharted Waters
Where Is Carmen Sandiego?
Most of Nintendo Power's back issues are available individually. Add them to your collection! They contain these exciting reviews:

**Volume 14 (July/Aug. '90):** Rescue Rangers, Snook's Revenge, Solitaire, Crystals.

**Volume 16 (Sept/Oct. '90):** Manic Montana, Final Fantasy, Roller Games, NES Play Action Football, Snake Rattle 'N Roll, Kickie Cubicle.

**Volume 18 (Nov/Dec. '90):** Dr. Mario, Castlevania III, Little Nemo the Dream Master, Solar Jetman.

**Volume 20 (Jan. '91):** Mega Man III, Déjà Vu, Garmillas 2, The Immortal.

**Volume 21 (Feb. '91):** StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magicman, Ultima: Quest of the Avatar.

**Volume 22 (March '91):** MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.

**Volume 23 (April '91):** Power Blade, Sword Master, Totally Rad, Monopoly.


**Volume 25 (June '91):** Battletech, Goy Dreamin' Danny, NES Open Tournament Golf.

To order your back issues, use the form provided in this issue.

**COLLECTOR SETS**

Issues from our first two years are available only in special collectors' sets. They cover games that are just as great now as they were then, so you won't want to miss them. You won't find these issues of newstands, and you won't find this information anywhere else!

**The First-Year Set** includes in-depth reviews of the following games:
- Super Mario Bros. 2
- Ninja Gaiden
- Castlevania II—Simon's Quest
- Zelda II—The Adventure of Link
- Teenage Mutant Ninja Turtles

**The Second-Year Set** covers these games:
- Mega Man II
- Dragon Warrior
- Super Mario Bros. 3
- Tetris
- Final Fantasy

These sets are too good to miss! They're available only while supplies last, so use the form provided in this issue.

**BACK ISSUES**

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information there is.

**STRATEGY GUIDES NOW AVAILABLE**

- Volume 13: Super Mario Bros. 3
- Volume 15: Ninja Gaiden II
- Volume 17: Final Fantasy
- Volume 19: 4-Player Extra

**TIP BOOKS AVAILABLE**

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

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**YOUR INPUT WANTED!**

We want to hear from you about any issue or topic you want to see in Nintendo Power! Send your ideas to: Nintendo Power, 1-800-521-0900, or write to us at: Nintendo Power, P.O. Box 1881, Columbus, OH 43215.
COMING NEXT MONTH:

A SUPER NES PREVIEW!

The Super NES is about to arrive! Next month we'll preview three games that will be among the first to be released for use with it: Super Mario World, Gradius III, and Actraiser.

NINJA GAIDEN 3

Irene is dead and Ryu has been framed for murder, but the heroic ninja won't take it sitting down. Revenge, mystery and a secret plot make up the final chapter of this hit series.

FINAL FANTASY LEGEND 2

SquareSoft follows its popular Game Boy RPG, Final Fantasy Legend, with a sequel that is sure to please fans of the original game. It's an epic adventure with plenty of twists and turns to keep you guessing.

MEGA MAN IN DR. WILY'S REVENGE

The many Mega Man fans will be excited to hear that Mega Man is coming to Game Boy! Dr. Wily's robots are exacting his vengeance, and it's Mega Man who must pay the price. Is he up to it?

Dear Readers,

We get very excited when we hear about a game being developed based on a hit movie. There is a problem, however. Just because a licensee has purchased the rights to make a game based on a movie, it doesn't mean that it has the right to feature the actors who appear in it. Working with celebrities can be a tricky business. For example, Arcadia already had a Robin Hood game in the works when it heard about the new Warner Brothers movie. It obtained the rights to make the game and only after the game was finished did Arcadia discover that it couldn't include likenesses of the stars themselves. You'll notice we featured Robin Hood on the cover, but there is nowhere in the magazine, or the game, where you'll find Kevin Costner.

When we worked on Batman, we were able to use stills from the movie provided that we got proper approval. We were told that Michael Keaton's agents didn't like the Batman poster from our November 1989 issue because it made his face look too fat. Sony Imagesoft was asked to rework its character's hairline in its upcoming game, Hudson Hawk, because it looked too much like Bruce Willis. So much for imitation being the sincerest form of flattery!

Gail Tilden
Editor in Chief
Look for this bright gold seal on all Nintendo approved game 
and accessory for the NES. If it’s not there, it’s 
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