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NINTENDO POWER
SUPER MARIO WORLD
Yoshi And Mario Fly "Super" High

FEATURES
Star Wars
Final Fantasy Adventure

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS
POWERLINE

• This month you'll finally get an in-depth look at the Super NES game that we've all been impatiently awaiting: Super Mario World. We've devoted 16 pages to screen shots and descriptions of many new areas that you'll be able to explore in this huge new game, along with special techniques that will give you an edge over some of the offbeat enemies you'll meet there. The action starts on page eight. Dig in!

• Our Super NES Showcase department presents short takes on Castlevania IV, Final Fight and SimCity. Castlevania IV, of course, is another installment in the saga of the Belmonts, but Final Fight is an all-new action game that features boxing, brawling brawny types mixing it up on the streets of America. See what enhanced graphics and sound can do for street lighting! And computer buffs will be interested in seeing the Super NES version of SimCity. It's a good example of how varied the selection of games for the new system can be.

• This month's Game Boy lineup leads off with Final Fantasy Adventure, one of the best Game Boy games yet, according to early reports. Reviewers rave that it's very deep and has action similar to The Legend of Zelda for the NES. Another big NES hit coming for Game Boy, Teemo Bowl, is also featured. If you liked the original, you won't want to miss this version!

• Be sure to take a look at Player's Pulse this month. When we asked for your ideas for Player's Poll Contest prizes last May, we expected tons of letters and we weren't disappointed. First, check out some of the suggestions that we considered (some more carefully than others!) in our letters department, then turn to the Player's Poll Contest to see what the winning combination was.

• NES features for this issue include Smash TV, WURM, Kick Master and Star Wars. Smash TV is an unconventional shoot'em-up depicting a game show of the future. WURM, a holographic journey to the center of the earth, pits a crew from the Overworld against the evil agents of the Underworld. The Kick Master is a typical martial artist with a twist: he also incorporates magic into his act. And Star Wars is a challenging space journey based on the mega-hit film trilogy. Naturally, it stars Luke Skywalker and other favorites from the movies.

NINTENDO POWER
AND THE WINNER IS...
Thanks for sending your suggestions for future Player's Poll Contest prizes. Some we'd already done, some were interesting but impossible, some were just plain weird. Of the ideas involving the American Gladiators, the most complete one was sent by Chris Forco of Demitt, Michigan. See his idea et work on page 821.

One Tornado To Go
I would like the grand prize to be an actual life simulation of SimCity. The winner should become the mayor of his own city and natural disasters should devastate it.

Brian and Byron Weng
Templa City, CA

We thought about doing this one, but we haven't been all that successful controlling natural disasters. The mayor-for-a-day would be really disappointed if we missed and hit the wrong city.

Chenca Gray
Pittsburgh, PA

We've passed your suggestion on to Tradewest, Chance. They said they'd get hopping on it right away.

Mario's Agent Writes
Mario is still popular, but I thought he might like the publicity so I thought that a good prize for the Player's Poll would be a life-size Raccoon Mario made of Legos.

Lee Yuhas
Johnstown, PA

Not a bad idea... if we could only figure out how big a life-size Mario would be. Two inches? Maybe three?

Bring 'em Back Alive
In tradition with FCI's RPGs, my grand prize suggestion is an adventure like none other for the winner and six friends. They will travel through a barren wasteland filled with the deepest bogs and swamps and some of the most wretched creatures imagin-

Tons Of Toads
I think the new grand prize should be lightweight suits of Zitz, Pimple and Rash, along with a Battletoads game and some Battletoads comic books.

Michael Raber
Taquesta, FL

Right, and we could bill it as The Last Contest You'll Ever Enter. Our goal is to thrill the winners, not kill them.

Better, You Say?!
When I heard about the Final Fantasy Treasure Hunt, I thought it was a great idea. How about a Final Fantasy II Treasure Hunt based on a great new sequel? But make this one even better, with more friends along with you and stuff like that.

George Valariano
Senta Barbere, CA

We thought you'd like to hear some of the other ideas readers sent in, so this month we're devoting Player's Pulse to your suggestions.
We Beat You To It

How about a Super NES for the grand prize in a Player’s Poll Contest? It isn’t as expensive as a new Porsche, and although ten million dollars is tempting, I think I would still rather have a Super NES.

Barry Bogart
Port Crane, NY

Great idea, Barry, but if you check out last month’s contest, you’ll see that we already thought of that. Great minds think alike, they say. As for the ten million, we’re working on it.

Science isn’t Ready

Use the latest genetic technology and insert the DNA of a raccoon into the winner’s cells so they can be more like Mario.

Koji Fox
Aloha, OR

We thought pretty hard about this one, but the scientists we consulted told us that genetic replacement is a little bit iffy right now. The winner might get some of Raccoon Mario’s super capabilities... on the other hand, he might just end up with an irresistible urge to rummage through garbage cans.

Mansion Mania

You asked for a great Player’s Poll Contest prize? How about this: The winners end friends play Maniac Mansion for real. One, of course, would be Sandy, who needs to be rescued. You would have to find a mansion somewhere that the group enter just as they do in the game. Nintendo Power staff could act out the parts of Weird Ed, Dead Cousin Ted, Nurse Edna, the Tentacles, and last but not least, Dr. Fred.

Charleae Jensen
Washington Island, WI

We liked this idea, but when it came down to choosing parts, we all wanted to be Dead Cousin Ted. Everyone, that is, except for Editor-in-Chief, Gail Tilden, who refused to wear a costume. Of course, she wouldn’t have had to change her appearance in the least to play Nurse Edna.

A Real Blast

I think you could make a great contest based on The Rocketeer. The grand prize could be a reel jet pack, like the one The Rocketeer uses to get around. It would be so cool to show up for school using the jet pack! Other prizes could be movie passes and comic books. I think you should use my idea, really!

Shayna Long
Daa Molinea, IA

If the jet pack really worked, Shayne, we wouldn’t give it away. We’d use it ourselves.

Finally, The Winner

Chris Porco suggested having the winner meet the American Gladiators and actually try some of their stunts with friends. See all the details in this month’s Player’s Poll Contest!

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

How creative are you? We’ve seen Mario made with Legos, Mega Man made of clay, and even Bowser made of paper-mâché. Create your own Nintendo characters or scenes from Nintendo games in some 3-D media, then take a picture of your masterpiece and send it in. We’ll print the best photos.
You've never been anywhere like Super Mario World! It's the setting for the latest, greatest adventure of the Koopa-crushing champ, Mario, and it's all new for the Super NES! Jump into the action as Mario takes on a sidekick, learns a ton of new tricks and searches for the princess in the land of the dinosaurs!

Super Mario Knows Adventure!

Our part-time plumber and full-time hero is no stranger to thrilling adventures through fantasy lands. And, with every incredible journey, he's learned new abilities that have helped him keep a leap ahead of his outrageous adversaries. Just look at how much Mario has grown!

- **SUPER MARIO BROS.**
  In his first wild romp, Mario discovered that Super Mushrooms made him big and Fire Flowers added a spark to his attack. Look out Bowser!

- **SUPER MARIO BROS. 2**
  When Mario dreamed up the land called Snl-Con, he was able to call on his Mushroom Kingdom cohorts for some much-needed assistance.

- **SUPER MARIO BROS. 3**
  With a wardrobe of mushroom suits, Mario was able to swim with a pod, toss Hammer Bros' Hammers and even fly in his amazing third journey.

- **SUPER MARIO LAND**
  In his great Gem Bay adventure, Mario gained an advantage over his opponents with the incredible bouncing Superball.
The land of the dinosaurs is crawling with Koopa-controlled creatures who aim to keep Mario from conquering King Bowser. Lucky for Mario, though, there's one dinosaur who'd like to see Bowser beat just as much as he would. He's Yoshi, a rollicking reptile with an appetite for menacing meanies. He'll carry Mario through some tight jams, but he'll run for the hills if the enemies bite back.

The long tongue and the bottomless stomach of Mario's new dinosaur buddy, Yoshi, help him clear the men of Koopa's creatures. He'll also demonstrate special abilities when he eats certain shells.

When Yoshi gulps down 10 Red Apples, he'll try an Egg that reveals a Super Mushroom. Two Pink Apples produce a Bonne Coin when eaten and a Green Apple is good for 20 extra seconds on the timer.

Yoshi has three special abilities that are triggered when he swallows Koopa shells of certain colors. He also has three cousins who come in those colors and carry one of Yoshi's special traits when they swallow any shell. You'll discover them in the elusive Star World.

Red Yoshi
When this crimson creature grunts the shell of a Koopa, he lets forth a three-Fireball blast.

Blue Yoshi
By biting down on a tasty turtle, this blue wonder will gain the ability to fly for a few seconds

Yellow Yoshi
When Yoshi's yellow cousin eats a Koopa, he'll be able to shake the ground with super strong jumps.
There's a new cast of crazy creeps that make Mario's mission a real challenge. Some have special powers. Others just pop out and try to take Mario by surprise. He'll have to think fast to out-move these eager antagonists.

**Sumo Brothers**
One Sumo stamp will send down a shower of fire.

**Koopas**
These many turtles shoot from their shells when stomped.

**Wiggler**
They look friendly, but these long crawlers have short fuses when they're stomped.

**Rexes**
They're relatively weak, but these lunks come out several at a time.

**Bombs**
Fire in the hole! These himing balls wind up and blow apart!

**Chargin' Chucks**
The football freaks of this land take a lot of hits before they go down.

**Magikoopa**
The turtle-producing spall of these mystics will send any hero racing for shelter.

**Thwomp**
Fortresses and Castles are loaded with heavy Thwomps. They'll drop when Mario approaches.
Mini Things
These little guys pack a mighty fiery wallop.

Dino Attack
When they're hit, these legs shriek.

Super Koopa
Up, up and away! The Super Koopa are super cool!

Goombas
Looks deceiving. These goombas are small but menacing.

Pumpkin Plants
Those plumbers-mushrooms leap from pipes.

Rip VanFish
Those dozing fish awake when Mario gets close.

Mony Males
By leaping out of rock wells, these rodents surprise their enemies.

Puny-Puffer
The spike-speed Puny-Puffer is a sharp adversary in water worlds.

The Big Boo
This big bully is hard to get around. It freezes when scared.

Boo Buddies
Groups of ghosts follow heroes when they smell fear.

Eeries
The zombie-like Eeries fly in their sleep.

Dophins
Those helpful jammers make handy stepping stones.
In the following pages, you'll see some of the highlights of Mario's trip through the vast expanse of Dinosaur Land and learn some important strategies which will help you find secret passages and clear the many challenging areas.

**3 Vanilla Dome**
Underground caves and underwater passages make the Vanilla Dome an explorer's dream. Details are on page 16.

**2 Donut Plains**
This land features several secret passages, including the first mysterious Star Road. See page 15 for more info.

**1 Yoshi's Island**
Your adventure begins here. Yoshi has left his home, but you'll catch up with him quickly. See page 14 to begin.
Dinosaur Land

4 Twin Bridges
While only the Cheese Bridge is shown, the Butter Bridge will also appear when the Vanilla Fortress is gone. See page 17.

5 Forest of Illusion
You'll have to be very observant to find the right paths in this maze-like forest. Look for clues on page 18.

7 Valley of Bowser
King Koopa resides in a huge castle of his own design in this dangerous area. You'll find details on page 20.

6 Chocolate Island
While the chocolate hills of this area can be tough to get around, the real challenge is in Wendy's Castle. See page 19.
Yoshi's Island

Yoshi's homeland has been taken over by Bowser and his evil Koopa-lings. As you begin, you'll find out that Yoshi has set off to save his dinosaur friends. It's up to you to find him before he gets into hot water. This area includes four standard stages, the Yellow Switch Palace, Yoshi's House and Iggy's Castle.

**Yellow Switch Palace**
The small P-Switch in this Koopa-free Palace makes hundreds of Coins appear. The big Switch fills all of the yellow dotted lines in the land with Blocks.

**Iggy's Castle**
Evil Iggy is hiding out on a small island in a pool of lava. Make your way through the dangers of the castle, then knock him off the deep end.

**Yoshi's Island 4**
By hitting the P-Switch in this area, you'll turn a line of Coins into a Block bridge over the water. Collect the Star, then blaze a trail to the end!

**Yoshi's Island 1**
Gigantic Banzai Bills fly through this area. Listen for their launch, then duck to avoid them or jump to knock them out of the air.

**Yoshi's House**
Your adventure begins in this apple rich area. Yoshi has left a note saying that he has gone to save his friends from the Koopa King.

**Yoshi's Island 3**
You'll cross the open spaces in this area by riding Rotating Platforms and accordion-like Blocks. If you've hit the Yellow Switch, the long gap will be a breeze.

**Yoshi's Island 2**
Our little dinosaur buddy didn't make it very far before he was stopped by Bowser. Save him by hitting a Block from below in this area, then let him feast on Apples, Koopas and Monty Moles.
You'll learn in this land that red areas on the map have two exits; one in plain sight and one that is hidden. There are several areas in the Donut Plains where this rule applies. It includes four standard stages, two secret routes, two Ghost Houses, the Green Switch Palace, Morton's Castle and the very lucrative Top Secret Area.

**Donut Plains 2**
The green Pipe in this area leads to a cavern with stair-like Blocks. Fly up to the top Block with a Cape and trigger a Vine. Then climb up the Vine for the Switch Palace Key.

**Donut Ghost House**
Make sure that you wear a Cape into this house. Then, at the very beginning, fly up and to the left. You'll find a platform that leads to the Top Secret Area.

**Donut Plains 3**
Some of the Platforms that ride on wires here are surrounded by hairy Fuzzles. You can bounce off of the Fuzzles unharmed with a Spin Jump.

**Donut Plains 4**
Have Yoshi swallow the Koopa with the flashing Shell in this stage. It'll give him the powers of his Blue, Red and Yellow cousins combined.

**Marton's Castle**
On your way to battle Morton, you'll encounter Ball 'N' Chains, Thwomps and a long vertical passage with moving walls. Be careful! You could get crushed!

**Donut Plains 1**
Super Koopas are all over this open land. Stomp the ones with the red Capes to earn a Cape Feather, then sink into the first Pipe after the mid-point to practice flying.

**Donut Secret House**
Hit the P-Switch in the second section of this house. Then trigger a Vine above the center door, climb up, enter the door to the right and battle the Big Boo.

Climb quickly up the vertical passage and look for safe spots so that you won't be flattened.
The underground land of the Vanilla Dome is comprised mainly of caverns and water passages. It includes four standard stages, a secret stage, a Ghost House, the Red Switch Palace and Lemmy's Castle. If you complete the secret stage, you'll be able to get to several other secret stages in the Twin Bridges area.

**Vanilla Dome 1**
Once you've been to the Red Switch Palace and have filled the red dotted lines with Blocks, you'll be able get the Key to the secret path.

**Vanilla Dome 2**
Carry the P-Switch to a Block wall on the left. Then hit the Switch, continue left and look for a Key in the second gap. After you've hit the P-Switch, drop into the Coin-filled gap and swim to the left in search of the Red Switch Palace Key.

**Vanilla Dome 3**
While you're riding on the Skull Raft, press the R Button to scroll the action to the right. The Munchers will leap from the lava before you approach.

**Vanilla Dome 4**
Bullet Bills fire in large numbers from several different directions at once in this dark area. Take evasive action as soon as they appear.

**Lemmy's Castle**
Magikoopas aim to keep you away from Lemmy's chamber. Stomp 'em and hit the P-Switch so that you can get to the door.

**Virtual Ghost House**
Spin Jump on the green Bubbles and they won't damage you. Then collect the Coins on the far right side and hit the P-Switch to make the exit door appear.

There's More Than One Way To Go!
A red dot on the map indicates that there is more than one exit in the area shown. If you search carefully, you'll find a second Exit Gate or a Key and a Keyhole. Ghost Houses also often feature a secret Exit to a special area, as is the case in the Donut Plains.
The Butter and Cheese Bridges connect the Vanilla Doma with eastern Dinosaur Land. The Butter Bridge will appear when you conquer the Vanilla Fortress. In addition to the Fortress, this area includes five standard stages, two secret stages and Ludwig’s Castle. The battle on the Butter Bridge is particularly challenging. Be prepared!

**Save The Day’s Play**

It’s next to impossible to make it through this long adventure in one playing session. So, the game has been built with a battery back-up which enables you to save your progress when you clear a Castle, Fortress, Ghost House or Switch Palace. You can then take a rest and return to the same place later.

**Cheese Bridge Area**

The second Exit Gate is to the right of the first Gate. Use your Cape to soar under the first Gate. Then fly up and run to the right.

**Cookie Mountain**

The mountain is crawling with Monty Moles. Take Yoshi with you and let him gobble them up. You’ll clear the area easily.

**Ludwig’s Castle**

Ball 'N' Chains, Chain Link Fences and Spikes-a-plenty have been placed in this Castle by the wild-haired Koopaling to keep you out of his private chamber. Jump up through the ceiling near the end of the first passage. You’ll find a Pipe that leads to a 1-Up rich area.

Stay on the Fence and don’t touch the floor Koopas that you defeat will be worth more and more points.
Almost every section of this forest maze includes multiple exits. There are four standard stages, each with two exits. There is also a Ghost House, a secret stage, the Blue Switch Palace, a Fortress, and Roy's danger-packed Castle.

### Forest of Illusion 1
By popping a Balloon out of a Block near the end of this wooded stage, you can become Balloon Mario for a short time and float to the Key.

### Forest of Illusion 2
Swim through the wall that is just to the left of the yellow Mushroom Block in this area and you'll find the Key to the Blue Switch Palace.

### Forest of Illusion 3
The tall green Pipe near this area's exit leads to a Key and Keyhole that are surrounded by Blocks. If you're Super, you can break the top Blocks with a Spin Jump. Or, if you have Yoshi along, you can have him grab the Key with his tongue and spit it into the Keyhole.

### Roy's Castle
The cool Koopaling with the super shades has created a snake-like Platform that will take you over the Lava and Spikes of his Castle if you can keep your footing. Press the R Button when you're floating through the room with Spikes and the Spikes that are triggered to fall will drop long before you get to them.

### Fantastic Features
There are two new features in this latest Super Mario Bros. adventure; the Item Reserve Box and the Screen Scroll Option. The Item Reserve Box allows you to store an Item, then use it by pressing the Select Button. With the Screen Scroll Option, you can press the new L and R Buttons to scroll your view of the action to the left or right.
While there aren't a lot of areas with alternate exits in the land of chocolate, there are still plenty of mysteries to solve. You'll find five standard stages and a secret stage on the island plus a Ghost House, a Fortress, a Sunken Ghost Ship and Wendy's Castle. Once you've cleared the Castle, you'll move on to the Ghost Ship which is just on the brink of the Valley of Bowser. It's the only haunted area that Yoshi will enter!

**Wendy's Castle**
Grinders and Hotheads are just two of many traps that Wendy has set. Spin Jump on them and keep moving!

**Chocolate Ghost House**
Some of the Boo Buddies in this mysterious mansion will turn into Blocks when faced. Lure them to the area underneath the Door, leap on to them and move on.

**Chocolate Island 1**
This section is a breeze. Just make sure that you watch out for the fire-breathing Mini-Rhinos and you'll clear the area with ease.

**Chocolate Island 2**
The sections of this stage change depending on the Time remaining and Coins collected. Enter the third section with 250 or more seconds left and you'll find the Key to the secret stage.

**Chocolate Island 3**
The Exit Gate on the raised platform in this section leads to a dead end. Drop below the Gate, then fly to the right and you'll reach the real exit.

**Chocolate Island 5**
Sharp-shelled Spinies hide out in Block boxes all over this area. Hit the P-Switch if you dare, but keep in mind that the place will be crawling with Spinies.

**Chocolate Island 4**
You can hitch a ride on Mega Moles and diagonal platforms that look more slippery than they actually are in this hole in the ground. Watch your step!

**Chocolate Fortress**
Spikes and Thwomp are the most dangerous obstacles on your way to the Reznor. Watch out!

Spikes poke out of the ceiling and floor. When they retract, move it! Knock the Reznor Rides from their perches before the floor Burns up.

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Spikes and Thwomp are the most dangerous obstacles on your way to the Reznor. Watch out!

Spikes poke out of the ceiling and floor. When they retract, move it! Knock the Reznor Rides from their perches before the floor Burns up.
Once you’ve cleared the Sunken Ghost Ship, a huge rock head of Bowser will emerge from the deep. Enter it and you will encounter four standard stages along with a Ghost House, a Fortress, Larry’s Castle and Bowser’s own multi-level monstrosity. If you can enter through the back door of Bowser’s Castle, you’ll be able to skip straight to the battle with the King!

**Volley of Bowser 4**

The only way to get the Key to the Star Road in this cavern is with Yoshi’s long tongue. The Key is surrounded by Blocks and a rock wall near the end of the stage. Get Yoshi to grab the Key through the wall and spit it into the Keyhole which is above the Blocks.

**Valley of Bowser 3**

This open area is loaded with Countdown Platforms which count down to zero and fall out of the sky. Watch the numbers on the sides of the Platforms and get ready to jump.

**Valley of Bowser 1**

Chargin’ Chucks break down block walls in this section. Step out of the way and let them do their job. Take the low road to the exit.

**Valley Ghost House**

Hit the P-Switch in the second section of this spook manor and run quickly to the right. Doors 3 and 4 lead to one exit. Door 5 leads to a room with a Key. The Key is in the upper-right corner.

**Larry’s Castle**

Bowser’s number one Koopaling has fashioned his Castle after many of the other Castles and Fortresses in the land. Like Roy’s Castle, this stronghold has a moving snake-like Platform. There are a few places where it pays to step off the Platform and wait for it to come back so that you can avoid the deadly Ball ‘N’ Chains.

**Volley of Bowser 2**

After you drop out of the Pipe at the beginning of the third section of this cave, run up the stairs to the right. Then leap up to the left, out of the screen, and keep running ’till you reach the Key.
There are five Star Roads scattered throughout Dinosaur Land which lead to the five points of Star World. The points connect through five stages which each have Keys and Keyholes. They also each contain a cousin of Yoshi. The dinosaurs will start small. Feed them five enemies and they will grow to full size.

**Star World 1**
This world is full of Blocks. Start on the right side and Spin Jump through the Block down to the Key.

**Star World 2**
This water world features a Blue Yoshi. Swim under the Pipe at the end and you'll reach the Key.

**Star World 4**
There are tons of turtles in this area. Take Red Yoshi and let him blaze a fire trail through them. The Key is under a set of three Pipes.

**Star World 3**
Hit the P-Switch in this area so that Lakitu throws only Coins. Then toss up a Block, steal his Cloud and fly to the Key.

**Star World 5**
If you’ve been to the four Switch Palaces, you’ll find Block Platforms that lead the Key in the sky here.

When you complete Star World 5, the most challenging Star World, you’ll be able to take off from the center of the Star to a group of stages collectively known as the Special World.

**Warp Through The Star World**
The five Star Roads are spread throughout Dinosaur Land. Once you have connected the points, you will be able to quickly and easily make your way from one area of the land to another. It works well as a Warp-like short-cut when you’re an advanced player.
SPECIAL STRATEGIES

To Switch or Not To Switch

Blockless Challenge
If you're up for a challenge, you can play the game without going to any of the Switch Palaces. The absence of key Blocks will make some sections very difficult to clear.

Switch Block Power-Up
The Blocks that fill the dotted lines not only act as Platforms in important areas, but the Yellow and Green Blocks also contain Power-Up Items. You'll find Super Mushrooms in yellow Blocks and Cape Feathers in green Blocks.

Come And Go As You Please

1-Up Loop
Find a completed stage with a quick 1-Up. Then enter the stage, collect the 1-Up, pause and press the Select Button to leave.

Quick Power-Up
You can re-enter any stage that you have cleared, as long as it isn’t a Fortress or a Castle, then leave the stage quickly whenever you want. Just press the Start Button to pause the action, then press the Select Button to return to the map. This technique makes it very easy to collect multiple Power-Up items for particularly challenging areas.

Mid-Point Maneuver
If you know of a Power-Up area near the mid-point of a cleared stage, you can go through the middle gate and return for Power-Ups whenever you need them.

You can enter and exit a completed stage freely, collecting the same 1-Up over and over again.

Grab a Cape Feather near the beginning of a stage that you have cleared. Then Press Start and Select.

This maneuver allows you to quickly get a Cape so that you can fly through the challenges that await.

Take a Star from the Block and run invisibly through the stage.

This is a good way to score a lot of points and a ton of 1-Ups.

There's a Power-Up Block just after the mid-point of Forest of Illusion 1.
**Yoshi Power**

**Color Him Koopa**

Your little green dinosaur pal can show off many and varied abilities depending on the color of the Koopa that he swallows. If he takes in a green Shell, he can spit it out super fast.

**Red Shell**

By swallowing a red Koopa Shell, Yoshi can send out a hot blast.

**Yellow Shell**

When Yoshi is holding a yellow Shell, his landing causes the ground to shake.

**Blue Shell**

Up, up and away! Yoshi can fly for a while with a Blue Koopa Shell.

**Flashing Shell**

The rare flashing Koopa shell gives Yoshi the power of red, yellow and blue Shells.

**1-Up For Yoshi**

If Yoshi is present and you hit a Block that usually contains a Yoshi Egg, it'll turn into a 1-Up instead!

**Exit For A Bonus**

**Bonus Game**

The Tape on the Exit Gate moves up and down. If you hit the Tape when it's in a high position, you can earn as many as 50 Bonus Stars at a time. Whenever you earn a total of 100 Bonus Stars, you'll be sent to a Bonus Game where you have a chance to get a lot of 1-Ups.

**Enemy Elimination**

Enemies are automatically defeated when you cross an Exit Gate. If there are a lot of enemies on the screen, you'll earn tons of points when they're defeated and you might even earn 1-Ups.

**Special Item Rarities**

**Power Balloons**

You'll find a Power Balloon in Forest of Illusion 1 and one of the special stages. It turns Mario into a Balloon for a short time so that he can float to his destination.

**Gray P-Switches**

While Blue P-Switches are quite common, you'll only occasionally see a Gray P-Switch. Hit them to make Lakitu toss Gray Coins.

**Grab the Power Ball in Forest of Illusion 1.**

**Flip to the key and unlock the secret passage.**

**The blue Switch turns Blocks Into Coins.**

**The gray Switch makes gray Coins appear.**
EXEMPLARY
AIR GUITAR
TRYOUTS

AIR GEE-TAR! SHUCKS, I THOUGHT
IT WAS A RODEO!

DELAYED? NO WAY!

I HAVE TO PERFORM
AT SHADY ACRES
TOMORROW!

TOMORROW?

I'M GOING TO GET IN SOME
PRACTICE, SO IF ALL YOU
LOSERS DON'T WANT TO
CATCH FIRE, YOU'D
BETTER STAND BACK!

WHO DOES HE
THINK HE IS,
BILL & TED?

HE CALLS THAT
AIR GUITAR?
LOOKS MORE
LIKE A DOG
WITH FLEAS.

SOMEONE
GET A
STRAIGHT
JACKET.

ALL RIGHT, WHO'S
THE WISE GUY
WHO WROTE
"TOMORROW"
ON THE SIGN?

WHAT SIGN??

GET HIM!
I GUESS THIS
MEANS YOU DON'T
WANT ME TO GIVE AN
ENCORE?

COME ON, DUDES,
YOU'RE NOT BEING
VERY EXCELLENT
TO ME!

A PHONE BOOTH! SAVED BY MY
EXCELLENT FANS FROM THE
FUTURE!
RUFUS! BILL! TED! ANYONE! GET ME OUT OF HERE!

JUST CLICK YOUR HEELS TOGETHER AND REPEAT, "THERE'S NO PLACE LIKE HOME."

WRONG MOVIE, OZ BRAIN.

Rufus! Bill! Ted! Anyone! Get me out of here!

Oops! Excuse me.

Operator, I need the number for the French Revolution, pronto!

I'm sorry, sir. I don't have that listed.

There's got to be another way to lose these crazy dudes! There must be a rock or a bush in the park that I can hide under!

Four score and seven years ago, our fathers...

Who's this guy supposed to be, George Washington?

Great! They're history—these guys really take this stuff seriously, and this historical dude could use some serious help with his act!

Born to be freeeee!

Wild, Abe. Born to be wild. Let's take it from the top.
A long time ago, in a galaxy far, far away, a great adventure took place. Movie audiences first glimpsed the distant Star Wars galaxy in the 1975 mega box office hit Star Wars (Episoda IV: A New Hope), and have been periodically revisiting it through sequels The Empire Strikes Back and Return Of The Jedi. Now the popular Star Wars series is finally being made into an NES game series! With direction from Lucasfilm Games, JVC and programmers Beam have come up with an NES adventure title that follows the first movie in the Star Wars trilogy almost scene for scene!

**STAR-STUDDED CAST**

Just like in the movie, Luke Skywalker will collect a rag-tag band of followers as he becomes a galactic hero. In the Star Wars game, you can control the actions of Luke, Han, or Leia. The droids and Obi-Wan Kenobi will be in the group to give advice and assistance.

- **Luke Skywalker**, the main character, has well rounded abilities. He can also wield the powerful Lightsaber.
- **Han Solo**, captain of the Millennium Falcon, will lead the group off of Tatooine and into adventure.
- **Obi-Wan Kenobi** becomes Luke's mentor and spiritual advisor.
- **C3PO** isn't always helpful, but he can translate R2-D2's blips and bleeps.
- **R2-D2** is programmed to find Obi-Wan and enlist his help.
- Rebel leader Princess Leia must be rescued from the Death Star.

**GAME PAK DATA BOX**

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TATTOOINE
The Desert Planet

The inhospitable world of Tatooin is a dusty expanse of rock and sand, riddled with caves and hollows. For young Luke, it is home, boring home. However, when Princess Leia sends her droids C-3PO and R2-D2 to Tatooin to find the missing Skywalker, they set Luke on an exciting galaxy-spanning adventure that will change his life forever. It begins with a...
LASER CAVE

Your adventure begins in the Laser Cave. This cave is not very large, and gives you a chance to test your jumping skills. Watch for the sharp bones below the platforms and for the ooze dripping from the stalagmites. Your reward for making it through this area is a Blaster Rodder.

SANDCRAWLER

The Jawas capture R2-D2 when he runs away from Luke in search of Obi-Wan Kenobi. They take the little 'droid back to their Sandcrawler. Luke must enter the Sandcrawler and battle the Jawas to retrieve R2-D2. Naturally, the Jawas won't be too happy about someone trying to steal their ship and will defend against the 'crawler with weapons and traps.

JAWAS AND FRIENDS

- Jawas fire three-shot bursts. Get in close and fire.
- The blue robot near the T-16 is vulnerable to blaster.

Your goal is to work your way to the top level of the Sandcrawler. The interior is a twisting maze, but it isn't too complicated once you've figured it out.

Climb and Attack

Climb the ladder part way and wait until the Jawas move away from your head. Then quickly jump into position, duck and shoot the Jawas.

Run and Jump

The jump from the Jawas' platform to the next is a long one, but you can make it from the very edge, or with a running jump.

Dripping Doom

The ooze from the stalagmites will damage you if it hits you or if you step in it. Wait until you cannot see it on the ground, then run past.

After running on a conveyor belt, you can jump very high. Always be ready for anything when you jump up into unknown territory. Jawas may be lurking anywhere!

Sprint & Saar

The enhanced jumping on a conveyor belt can be difficult to control. Use it to get the drop on the Jawas.

Take It Slow

In most places you'll want to take your time and make sure you succeed in every jump. Be patient!

Upwards pointing arrows indicate Jump Boosters. These anti-gravity devices will increase your jumping height, but be careful; it can be difficult to control your trajectory.
Don’t miss the jump to the upper platform at this point. Jump straight up at the end of the conveyor belt.

The Metal Mashers that the Jawas use to compress scrap metal also function as traps against those who don’t know the the Sandcrawler.

Take Your Time
Wait for the first Masher to drop and reset. Go past it to the next step, but don’t go any further until the next Masher drops and resets.

Run Fast!
If you approach the Mashers from the right, run past both of them as the right one resets.

Rescue R2-D2!
The Jawas have stashed R2-D2 at the top of the Sandcrawler. You will find R2-D2 to be an important and valuable robot during your mission, as he has many helpful abilities. He is also a very valuable robot to the rebel alliance, since the schematics for the Empire’s new super weapon, the Death Star, are contained in his memory banks!

R2-D2’s Message
R2-D2 has a message from Princess Leia to Dth-Wun Kenobi that will reveal Leia’s mission. He will only reveal it to the Jedi.

Tap Into Computers
R2-D2 can tap into computer networks, which will come in handy in the Death Star.

Shield Regeneration
In the X-Wing fighter, R2-D2 can repair damage to your ship’s shields.

Jump up using the Jump Booster and land on the left platform. When the Masher to the right starts to go up, jump over the gap onto the conveyor belt and run.
TUSKEN CAVE

This heavily defended cave is the source of a single Millennium Falcon shield. Not only do the natural forces of Tatooine conspire to foil your mission with a rock slide, the cave is inhabited by Tusken Raiders and Sand People. The risks are worth it though; the Falcon shield may prevent you from being stopped by the Empire.

A The caves of Tatooine are deadly. Jump to avoid being hit by the rocks.

B Avoid Sand Flies until you can get a clear shot at them. If they hit you on a platform, you'll fall onto the spikes below.

C Tusken Raiders are known attackers. Once you've got their attention, run quickly to a safe spot and finish them.

ROCK HOUNDS' LAIR

Another small cave hides a Millennium Falcon shield. This cave is the home of the Tatooine Rock Hounds. These pockmarked boulders aren't kept at arm's length. If one takes you by surprise, run away and turn fire from a safe distance.

Obedience School

To get the Rock Hounds to heel, stop in your tracks as soon as you see the tell-tale rock pile. Fire to hit the beast when it appears.
E - CRAWLER CAVERN
This cave is easier than most, and also contains several Power-Ups to revive your life energy. Only a few Sand Slugs bar your way to collecting another Millennium Falcon shield.

F - RAIDER'S LAIR
This small cave is also the home of several Sand People. It is worth your while to explore, however because one of the Millennium Falcon shields is there!

A - There's no reasoning with a Tusken Raider. Take them out one at a time, collect the shield, and continue!

G - OBI-WAN'S CAVE
Not only does this cave contain multiple 3-Ups, but Ben Kenobi lives here! Although Luke knows Ben as a desert hermit; Leia remembers him as a General and Jedi Master in the Clone Wars.

Obi-Wan Kenobi
The Legacy
Obi-Wan is the keeper of Luke's father's Lightsaber.

Reviving Comrades
Obi-Wan can use the Force to revive fallen comrades.

Slug Extinction
Use your blaster to get rid of the slugs. Kneel and fire as they approach. Look for slugs before you leap!

Hard To Beat
It takes a ton of hits to beat a Sand Person. Hold down the B button to run to a safe spot, then pick them off at your leisure.
The hottest pilot around (or so the word on the street goes), he will take you anywhere—for a price. His ship may look like a rust bucket, but it has a few surprises inside its metal skin.

1 Fight Your Way To The Falcon
Once Han has joined your group, you should head for the Millennium Falcon. Stormtroopers, bounty hunters and vengeful Jawas will attempt to block your passage.

2 Alderaan No More
Luke and his friends are in for a surprise when they reach Alderaan, for only a swarm of planetoids remains of this once noble planet. It will take all your piloting skill to make it through this interstellar obstacle course.

3 Death Star Rising
The Empire's greatest achievement is the planet-size war machine known as the Death Star. This sinister space station destroyed Alderaan and its next target is the rebel base. After surviving the remains of Alderaan, the Death Star captures the Millennium Falcon with its tractor beam.

4 Power Down The Beam
Luke, Han, Ben and the droids must deactivate the Tractor Beam in order to escape the Death Star. Use R2-D2's ability to tap into the Death Star's computer network to view a map of the station. This will help you find the Tractor Beam's power source and destroy it.

5 Save The Princess!
As Luke explores the Death Star, he'll learn that Princess Leia is imprisoned in the cell blocks. The task of rescuing Leia is a difficult one, but it is very important! From the cell blocks, Luke and his friends will end up in the Death Star's trash compactor—not a pretty sight!
6 Escape The Death Star

Once the tractor beam is out of commission, the group can escape. But like in the movie, Obi-Wan Kenobi will appear to lose his life in combat with Darth Vader covering the Falcon's breakout.

7 TIE Fighter Pursuit

Grand Moff Tarkin and Darth Vader will send a token force of TIE Fighters after the Falcon. Even this small force can be dangerous if you don't shoot straight and true!

8 Assault On The Death Star

Using the Death Star plans in R2-D2's memory banks, the rebels plan an attack on the station with small X-Wing Fighters. Can these tiny fighters destroy the gigantic Death Star? They must, for the Death Star's next target is the rebel base!

9 In The Trench

Your X-Wing Fighter has three torpedoes to use against the Death Star's single vulnerable point. To reach a good firing angle, you must run a gauntlet of defenses in a long access trench on the Death Star's surface. Use the Force, Luke!

The fate of the rebel alliance lies in the hands of Luke Skywalker and his comrades. Will they survive to destroy the Death Star? With your help and a little of the Force, they will.
Don't touch that dial! Next on NPTV, stay tuned for a sneak preview of what is sure to be the hit game show of 1999—Smash TV. Acclaim is bringing this Bally/Williams pay-per-play arcade hit to the home screen. Now, you and a friend can enjoy the fun as you battle your way through a deadly arena filled with fabulous prizes, big money, and sudden extinction! Lock 'n load and get ready to smash for cash on Smash TV!!!

PLAY MODES GALORE!

The lure of big money prizes is enough to get most contestants to risk their lives in Smash TV, but wait, there's more! With the home version of Smash TV, you can double your excitement and fun by using two controllers simultaneously! One controls your movement, the other your weaponry. Any pair of controllers will work! So if you have a pair of NES Advantages, for example, you can simulate the arcade feel (just make sure you tape down the two controllers so they don't slip around, and don't forget to rotate your Advantages 90 degrees clockwise). With a NES Satellite or NES Four Score, two players can play with two controllers each.
BLAST FOR BUCKS

To win the big bucks, you'll need to collect a ton of prizes and survive to defeat the Special Guest Opponent at the end of each circuit. And to do that, you'll need a lot of firepower. As you demolish each room, you'll get a chance to pick up special weapons and shields that will increase your chance of survival against the flood of foes.

Your ammo meter tells you how much ammunition your current special weapon has remaining. Pick up “L” symbols to reload.

Your basic machine gun is what you'll be using most of the time. It has unlimited ammo, so fire continuously!

Rockets are a good weapon to use against Mr. Shrapnel, Robots and Special Guest Opponents.

Grenades produce a greater radius of destruction, but don't have pin-point accuracy.

The Spread Gun lays down a fan of fire that can wipe out a lot of enemies. It's the best.

1. ARENA 1

There's only one rule in Smash TV—shoot at everything! Master this technique and great riches will be yours!

2. COLLECT POWER-UPS!

GOOD LUCK! YOU'LL NEED IT!

In case you haven't picked up on it by now, acquiring Power-Ups greatly enhances your chances of success. But a little bit of luck never hurt anyone!

Welcome to Smash TV, America's hottest TV game show of 1999! You've been briefed on your weapons, now it's time to play the game! To warm up, you'll travel through Circuit One, lair of the menacing Mutoid Man! Along the way, you can pick up such valuable prizes as Toasters, VCRs or even a sleek 1999 Roadster! So what are you waiting for? Grab your partner and get ready to smash for cash!

Mr. Shrapnel rolls around the edge of the room for a while and then explodes, spraying the area with shrapnel. You can shoot him repeatedly to destroy him before he explodes. Or, defuse them with a single hit from the Rocket weapon.

8. BONUS PRIZES

The upper route through the arena is better because you can score bonus prizes in this room. I love it!

10. MUTOID MAN

Our first and toughest Special Guest Opponent on Smash TV tonight is Mutoid Man! Dodge his charges and return fire until he can't take it anymore!
It's that time again! Get ready to grab bonuses and collect a load of cool cash. After you collect all the loot, get ready for the endless streams of relentless attackers! They want a piece of the action, too!

OK players, listen up! You made it through the first circuit alive and you're on your way to fame and fortune. But don't rest on your laurels yet—there's plenty more loot in the next Circuit, with even more fabulous prizes. And we're sure you'll like our next Special Guest Opponent, the sinister Scarface!

Introducing our next Special Guest Opponent, the fearsome floating head of death, Scarface! He's not as bad as he looks, and you should be able to take him out pretty easily.

DOUBLE YOUR FIREPOWER WITH A PARTNER

Here on Smash TV, there are so many prizes, we think it's only fair that we allow you to bring a friend along. Two contestants means twice as much firepower, but it also means an extra pair of hands grabbing at prizes... Even though you're a team, it's the big money alone that separates one Grand Champion from the common chumps who merely survive...

It's that time again! Get ready to grab bonuses and collect a load of cool cash! After you collect all the loot, get ready for the endless streams of relentless attackers! They want a piece of the action, too!

Got ready for a robotic riot? Mechanical mayhem is the name of the game in this room!
1. Turtles Beware

There are no mutants or teenagers among these turtles—just murderous robotic units that want to end your prize fighting career.

5. Temple Alert

Be watchful for the snakes that slither forth from the statues in this room.

12. Enjoy My Wealth

14. Last Arena

This may be the last regulation arena, but ahead is the final fight against Cobra Boss!

17. Cobra Chaos

The twin Cobra Bosses are easier to defeat if you stay in one place. The chaotic movement pattern of these slippery serpents leaves no safe spot in the room. You're on your own!

Circuit Three Cobra Challenge

In Circuit Three, it's Prime Time and you're in for the fight of your life! Our next Special Guest Contestant is none other than the inhuman Cobra Boss! The only way you'll wrangle this pair of sneaky snakes is with super firepower and plenty of it! Good luck—you'll need it!

Are You Ready to Rock and Roll?

If you're prepared for some controller cord spaghetti, you can play two player simultaneous Smash TV with four controllers and a four player adapter. Whether you cooperate or compete, it's a lot easier to survive with double firepower. If you can't make it with two players, don't try to adjust your television set. Rather, you should take on a tamer game show challenge...

Volume 28: 37
**Chip Exchange**

The Chips that power your special weapons in this hair-raiser can easily be exchanged for extra Energy while you're battling the enemies at the end of each area. As soon as you reach an area leader, press the Start Button to pause the game, then press Up on the Control Pad to take away Chips and add Energy. If you'd rather have more Chips and less Energy, just press Down on the Control Pad as the action is on hold. Press the Start Button to resume play and you'll be able to take advantage of this super power adjustment. Some area leaders are heavy hitters that move quickly. It's a good idea to bargain for more Energy when you fight them. When you take on other area leaders, you might benefit from having more special items.

**Stage Skip**

Stop the evil Hood with ease using the super Thunderbird fighters and a maneuver which will allow you to skip to the completion of any stage. While you're rocketing through an action-packed stage, press the Start Button to pause the game. Then press Up and Left on the Control Pad and the A, B and Select Buttons all at the same time. When you press the Start Button again to resume play, your ship will fly off to the end of the stage! You'll be able to get to the advanced round in no time.
In this simulation game you must build your popularity to 250 before you can invade the Prefecture of the Evil Gao Qiu. You can cause your popularity to skyrocket by influencing the people of Prefectures 10 and 20. If you choose the role of Welcome Rain in Scenario Four you'll be in charge of Prefecture 10 from the beginning. Make it your goal to take Prefecture 20, next door. Once you control the Prefectures, raise the citizens' support in each to a rating of at least 95 by giving them rice. When it is time for your turn again, a message will appear saying that you have united the Prefectures and that the Bandit Kings have been banded together. This will increase your popularity by 100 points! Use other means to please the people and your popularity grows even more. Once your popularity has reached a total of 250 points, the Emperor will grant you the Imperial Edict which will allow you to attack the evil forces of the land.

Send Jackie Chan to any stage and get 99 chances to continue with a special button-pushing technique. First, start playing and let Jackie's energy run out. After the game is over, the title screen will appear, showing five chances to continue. Before the title screen disappears, pick up Controller I and press the directions on the Control Pad and the A and B Buttons in the following order: Up, Up, Down, Down, Up, Down, B, A and Start. Then press the B Button on Controller II. The number "1" will appear next to the word "Start" on the title screen. This is the current stage number. You can change the number by pressing Up and Down on the Control Pad of Controller I. Then, before you start fighting, press the B Button on Controller II. The five chances to continue will instantly change to 99! Every time that you continue, the action will resume at the beginning of the most recent stage.
From Agent #938
Cut To The Chase

You can quickly conquer the first three levels of this great mind teaser and make your way to the more challenging puzzles with a quick and easy password. Enter the number “2” in all of the password spaces. The game will begin, seemingly with all of the levels intact. Enter the first two levels, though, and you’ll see that the egg and the key are just waiting to be picked up. Take those items to Level Three. You’ll easily be able to create the rainbow bridge that leads to the other side.

Special Game

If you manage to free all of the kingdoms in Kickle Cubicle, you’re sent to the Special Game which features several super-challenging puzzle rounds. If you’d like to check out the Special Game before you master the rest of the game, just enter as your password the following: FbgJ IYAX. You’ll be sent to the first round of the Special Game.

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
Redmonnd, WA 98073-9733
Just in case you missed them the first time, here are some of our agents' all-time favorites tips and codes. They should come in very handy while you're playing these winning games.

**From Agent #710**

**Bonus Belmonts**
Start your quest for the Count with 10 characters in reserve. Register as your name “HELP ME” and the game will begin with bonus Belmonts! Use “HELP ME” as your name whenever you enter your password and you'll have 10 fighters every time.

“HELP ME” helps you with 10 fighters in reserve. It'll help you get a lot closer to the Count!

**From Agent #067**

**Super Jump**
While the Rush Coil does send Mega Man skyward four times as high as his usual jump, there's a technique that will allow him to jump even higher. Just press and hold Right on the Control Pad of Controller II and press the A Button of Controller I. Mega Man will jump the entire height of the screen.

Press and hold Right on Controller II and press A on Controller I to send Mega Man soaring.

**From Agent #909**

**World Select**
Sail away to any of the eight Adventure Islands instantly with an easy to enter code. As the Title sequence is on the screen, press Right, Left, Right and Left on the Control Pad. Then press the A and B Buttons in the following sequence: A, B, A, B. The message “World Select Mode” will appear with a list of all of the Islands and a cursor pointing to Island 1. Move the cursor by pressing Up and Down on the Control Pad and press the A Button to begin on the desired island. By using this code you can begin on an advanced stage of the game, though, you won't have any of the special items that you might collect in the early stage. If you're an inexperienced island adventurer, you may want to start from the beginning to make the later stages easier to conquer.

Press Right, Left, Right, Left, A, B, A and B when the Title sequence is running to have the option to select any Island from the beginning.
There's no need for weapons when you're a master of the martial arts. Jump into the action feet first and pulverize the forces of evil with lethal limbs as the Kick Master. The wily wizard Belzed has cast a spell upon the kingdom of Lowrel and kidnapped Princess Silphe. In a mission that combines elements of role-playing with pure action, you must fight to Belzed's Tower and earn experience along the way to learn advanced moves.
Defeat The Evil Creatures For Powerful Items

As you quiet each of the creatures of the kingdom, they will release three items into the air. Collect these Power-Ups before they fall and you could earn experience, magic, bonus points or 1-Ups. Make sure, though, that you avoid the damaging skulls.

Add Magic To Your Attack

As you defeat the leaders of each stage and search the grounds carefully, you'll be able to accumulate as many as 12 different magic items. Some can be used as weapons and others will increase your hit points or help you get through difficult areas. Save your magic points and use them in tough predicaments.

<table>
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<th>Magic Item</th>
<th>Description</th>
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<tr>
<td>BOUNCING BULB</td>
<td>Toss a far-reaching magic ball at unsuspecting enemies</td>
</tr>
<tr>
<td>WHIZ LIGHTNING</td>
<td>Blast all attacking enemies with several strong bolts</td>
</tr>
<tr>
<td>?? SPELL</td>
<td>This mysterious spell may or may not be useful</td>
</tr>
<tr>
<td>MUSCLE BOOTS</td>
<td>Wear these boots for added foot protection</td>
</tr>
<tr>
<td>FORCE SHIELD</td>
<td>Protect yourself with a glowing field.</td>
</tr>
<tr>
<td>PULSE WAVE</td>
<td>Hit creatures with a wide wave of energy</td>
</tr>
<tr>
<td>LIGHTNING SPIRIT</td>
<td>Send down a surrounding shower of bolts.</td>
</tr>
<tr>
<td>LIFE UP 1</td>
<td>Heel a few valuable hit points.</td>
</tr>
<tr>
<td>HARPY MAGIC</td>
<td>Fly to hard-to-reach areas with this uplifting spell.</td>
</tr>
<tr>
<td>EARTHQUAKE</td>
<td>Shake up the area and bounce enemies.</td>
</tr>
<tr>
<td>TWIN POWER</td>
<td>Create a docile for attacking enemies.</td>
</tr>
<tr>
<td>LIFE UP 2</td>
<td>Heel most of your hit points with this spell.</td>
</tr>
</tbody>
</table>

Control Your Kicks

As you gain experience and rise to new levels, you'll learn a host of kicking techniques. Soon, you will be a Kick Master of incredible power and control. Master the art of hitting enemies on the ground, kicking them out of the air and sweeping them off their feet.

Is Full Of Danger

Belzéd's First Stronghold  A Long Way From Home  Belzéd's Haunted Tower

The Caverns Of No Return  Bottomless Crevasse  On Board The Ship Of Strife  Across The Swomps
The instruction booklet reviews the first three stages in detail. Here's a quick recap. You'll begin in the forest of an evil Witch. Defeat the low-level inhabitants of this wooded area with ease and collect experience.

Stage 1: The Witch's Forest
One swift kick will flatten any of the enemies in the forest. Defeat them quickly, then jump up to collect experience points and other Power-Ups.

Stage Leader
The Witch of the forest drops two small monsters as she flies. Defeat one of the monsters, then avoid the other one as you target the Witch.

Stage 2: The Caverns Of No Return
The creatures in this underground passage are considerably more challenging and have much stronger offenses than the enemies in the forest. Try to collect both Magic points and Experience points as the Power-Ups are falling. Then use the Bouncing Bulb to clear difficult areas.

Stage Leader
Use the Bouncing Bulb to curb the canines, then use it to hit the creature's mid-section.

Stage 3: Belzed's First Stronghold
Belzed has abandoned this fortress but he has left behind an army of evil soldiers. Carefully make your way through the passages of the stronghold and try to attack the enemies one at a time. You might find yourself in serious trouble if they manage to attack as a group.

First Stage Leader
You'll only encounter this small creature if you go by way of the boulder-filled passage. Attack it swiftly and you'll be able to get several hits in while it's frozen.

Hit And Run
Wait for the mutants at the beginning of the stage to lift their shields, then move in quickly and give them a swift kick before they have a chance to fight back.

Freeze The Wizard
You can stop the magic creature in the middle of the stronghold from disappearing and reappearing by hitting it quickly and repeatedly.

Break The Boulders
Kick your way through this boulder-filled passage and you'll find the mysterious ?? magic spell. Then take on the first Stage Leader.

Second Stage Leader
The huge Bird that heads the stronghold can shower down three bolts of lightning. Avoid the bolts, then go after the Bird with a Vertical Press attack.

Kick the boulders to clear the passage.
Stage 4: The Bottomless Crevasse

Use the Bouncing Bulb to take down enemies from a distance in this rocky area and you’ll have less of a chance of being knocked into the crevasse. Watch your footing and carefully leap from cliff to cliff.

**Slam The Sloths**
- Quickly take care of the slow-moving creatures near the beginning of the stage and collect valuable Power-Ups.

**Float And Collect**
- Walk off the edge in this area and you’ll collect the Life-Up 2 magic.

**Eagle Ambush**
- Eagles drop down and fly straight at you as soon as they reach your eye-level. Avoid them!

**Pointed Perch**
- Spikes come out of the ground near the cliff edges. Watch them before you jump, then move when they retract.

**Stop The Magic**
- A Magician rapidly disappears and reappears in this area. Try to hit him as soon as possible and avoid the spike in the center.

**Stage Leader**
- The lion-like stage leader attacks in charging fireball fashion. Leap out of the way when it’s charging, then attack when it temporarily returns to its solid state. The Knee Drop and Bouncing Bulb are both effective.

Your Password only keeps track of your current stage and experience level. It does not note your accumulated experience points. Try to reach the next experience level before you note the Password or the additional points that you have collected will be wasted.
Stage 5: On Board The Ship Of Strife

As you sail to the shores near Belzed's Haunted Tower, you will encounter relatively weak enemies. This is a good opportunity to collect a lot of Experience and Magic points.

Stage 6: Across The Swamps

Try to stay on the platforms and stay out of the swamps while you traverse this tricky terrain. You're getting mighty close to Belzed's Tower. It pays to be able to move quickly and freely while you're taking on the advanced creatures of the kingdom.

Strife
Second Floor Find
Kich your way into the second floor of the ship's cabin and you'll discover some well hidden Power-Ups. They're yours for the taking!

Skeleton Surprise
The bony sailors on board are vulnerable to your attack while they lift their swords. Slide in!

Hawk Drop
Birds of the air fly by and attack. Use the Vertical Press Kick to clip their wings.

Magic Show
Several weak Magicians appear here. Hit them as soon as they show up.

Blast The Birds
Stop the birds mid-flight in this section with a few punch blasts in the air.

Leon And Collect
Stand with one foot on and one foot off the lowest blocks to collect a few hidden Power-Ups.

Lightning Attack
The Magicians that attack with Lightning will follow you into tough territory unless you take care of them right away. Use Flying Kicks.
Martial Arts Maniacs
The fighters come out in force toward the end of this stage. Take them out with Sliding Kicks or Knee Drops. Try to avoid being surrounded or you'll lose hit points in a hurry.

Stage Leader
The Octopus at the far end of the ship attacks with its three free arms. Take on the arms one-at-a-time while you avoid the rock shower. Then go after the left section of the head.

Air Attack
This winged beast swoops down toward the center. Hit it with a Vertical Press when it peaks.

Disappearing Act
You've encountered Magicians like this one in Stages Three and Four. Keep hitting them and run.

Drop In For Magic
The Force Shield magic is hidden in the tall grass below. Stand on the low blocks of the platform and it will give way.

Mare Magicians
A new group of Magicians appear here. Attack them as soon as you see them.

Mummies Move In
The slow moving Mummies attack with fireballs. Hit them quickly.

The Fight Goes On
You've made your way through six stages of this long battle, but two still remain. The key to victory is in collecting as many Power-Ups as you possibly can and using your magic wisely. Build up to Level Seven experience and you'll be able to power through the stages with ease by using the Blazing Flip Kick. Hurry! Belzed awaits!

Stage 7:
A Long Way From Home
A huge Bat, an evil Spider and many more mutants will attempt to stop your trip to the tower. Fight to the end and you'll earn Earthquake magic.

Stage 8:
Belzed's Haunted Tower
Finally! Princess Silphee is here, and so is Belzed. First, though, you'll have to take on his many minions. Good luck!

Stage Leaders
Two winged creatures swoop down and send out powerful waves at the end of the swamp. Wait on the sides for them to reach the peaks. Then attack them with a kick or Whip Lightning.
The VZR-2 is missing and presumed lost—with its crew of Lemurian explorers from the Overworld. Moby, dauntless pilot of the VZR-5, is determined to worm her way into the Underworld with the ship's powerful drills to find them. She knows that the it's dangerous territory. History shows that the world was united and peaceful some thirty million years ago, but that tranquility has given way to the fractured and hostile earth of Moby's day.

ADAPT TO THE UNDERWORLD ENVIRONMENT

VZR-T: TANK FORM
As you begin in Monmatta, you control the VZR-T, the Tank Form of the WURM. At deadends, press Up and A to activate your drill and tunnel through the earth.

VZR-H: HOVER FORM
Before you drive off the edge of the first cliff, press Up and A to change to the Hover Form, VZR-H. While hovering, press Up and A to activate your drill.

VZR-A: AERIAL FORM
In some areas, you can switch to VZR-A, Aerial Form, and increase your fire power. The VZR-A can pass through walls of earth by using its shield power.

VZR-H: TWIN DRILL
Although it doesn't fire as quickly as the Aerial Form does, the Twin Drill form, VZR-H, is the best ship to use on the dense walls in the overview stages.
After you drill through the earth's crust and enter the first cavern, learn to handle and maneuver the Tank and Hover Forms. You will rebuild Shield Power as you go, but you must defeat enemy missiles to recover Fuel Power. The first stage is deceptively easy, but when an angry inhabitant discovers your presence, he will trigger an earthquake in an attempt to bring your journey to an abrupt halt. Before you fight, talk to all of your crew members!

Bemul, a Proto-Bio Monster, blocks your path in Stage 1-2. Each time you meet it, get advice and points from the crew. They can either give or take Possibility and Life Points, so be selective about who you Talk to.

Press B and select Talk. Moby will tell you to Talk to the others.

When you first talk to Dee & Locke, they increase Possibility.

Some members aren't very helpful, others actually take points away!

When the Bemul explodes, it leaves behind Bemulings that appear in other areas. Search and destroy them to raise Possibility Points.

Moby says that the Bemul's nucleus must be in its center. Aim at the huge eyes in its center and fire away. If your Possibility is at 100%, one shot is enough.

Stage 3, Moby leaves the safety of the ship to explore the cavern. At its opening, she finds a mysterious Blue Crystal. She also finds the lost VZR-2 and a surviving crew member who gives her a key to the Underworlders' Lab and a stern warning to beware of their leader, Zolda.

Zolda isn't as tough as he looks. When you beat him, you'll get a valuable new crew member, the G-13 Robot.
You can't destroy the Lava balls that come at you from the sides in Stage 3-3. Switch to VZR-A before you begin. It's faster, which will make maneuvering past them to 4-4 easier. There you'll find some of your missing comrades.

When you defeated Zolda in the final cavern of Stage 2, he came here to Magma Falls. Moby finds a Green Crystal near the cavern's opening, then she finds Dan, who tells her that the VZR-5 is history! She must free the other crew members who are being held in the Lab.

Moby finds the Yellow Crystal in Stage 4, but she still doesn't know what they're for. When she meets Bandal, Moby's sure that he's the Underworld's biggest brute... isn't he?

The King of the Underworld is held prisoner in the Volcanic City, but neither he nor the people of Dinamur will be free until two power-hungry pretenders to the throne are defeated. Can Moby restore peace to the Underworld? When she places the Crystals as the king instructs, it appears that nothing happens. But then, appearances can be deceiving.
Serious Speed In The 26th Century
Coming Soon To
A Near You
From Nintendo Of America

Nintendo Power
The Final Fantasy Adventure gives an action-packed twist to the popular role playing series this issue.
Final Fantasy Adventure from Square Soft adds the new ingredient of close combat action to the traditional R.P.G. formula, and the mix is awesome! Not only do you explore a vast world, uncover its secrets and undertake a quest to set it free, you also leap into the fray with a sword or axe flashing in your hand.

**A Perfect Balance**

Finally there's an R.P.G. Adventure, with the overhead action view that made The Legend of Zelda a megahit and the character growth that keeps players enthralled with Final Fantasy.

**More Innovations**

What's new? Magical weapons that do much more than send foes fleeing, "helping" characters who fight with minds of their own, a vast overworld of 256 screens, plus dungeons, castles, and more.

Increasing your experience level is vital to your success, but so is gathering information and clues. Characters you meet may team up to help you while weapons often help clear a new path.
WHERE NO GAME HAS GONE BEFORE

Just adding the action mix to a sprawling R.P.G. would have been enough to make most players happy, but Final Fantasy Adventure goes much further. You have almost total control of everything from building your hero to using weapons and items. Even the animation adds to the fun.

**Animated Spells**
Seeing is believing, and in FFA you not only see the effect of your magic spells, you see them in action. Visual clues make the adventure seem much more real. Even sound plays a key role.

**Max Attack!**
Most weapons have a special attack, like the Silver Sword which whips you across the screen. Let the Attack Meter reach its maximum and fire.

**Weapons With A Difference**
These weapons aren't just used to wallop enemies; each weapon has a special use all its own. There are many obstacles facing you, and not all of them attack. What do you do about a tree in the path, or a gorge you can't cross? Try a weapon as a tool.

**Helping Characters**
These characters travel with you in dungeons. When attacked, they fight back. This means you have extra fire power.

**Custom Heroes**
Each time your experience level rises, you have the choice of which attribute to increase. If you want a great fighter, keep choosing Power and Stamina. Magic users require Wisdom.

**The Adventure Begins With A Deadly Duel**
There is nothing beautiful about agony and pain, but as a gladiator in the court of the Dark Knight, you are forced to battle monsters to amuse the evil monarch. Your adventure begins in the ring from which none have escaped.

**Tales Of Truth**
The monster is slow and moves back and forth near the top of the den. Approach from behind him and whack him a few times, then dodge back.

**One Way Out**
If you defeat the monster, you will return to the dungeon where a dying cohort tells you of the Gemma Knights. A girl named Amanda and another woman tell you that the only way to escape is through the monsters' den. So be it. You seek your freedom.

**The Power Of The Mana Tree**
No sooner do you escape than you come across the Dark Knight arguing with a man named Julius about the magical Mana Tree.

**Let us track your nemesis!**
Direct a helper's attack by moving toward the enemy.

**Let us track your nemesis!**
Helpers may have hidden powers. Find out by using the Ask command.

**STAMINA**
High Stamina means you will last longer in battle.

**WISDOM**
Greater Wisdom results in being able to cast more spells.

**POWER**
Increased Power makes each attack more effective.

**WILL**
Higher Will increases the speed of the Max Attack Meter.

**HEAL**
When you use Heal, the poison flies from your hero's body.

**ICE**
The Ice spell chills out foes, turning them into virtual snowmen.
The Search For Bogard & Cibba

Overworld: 1st Area

Waking up at the foot of the cliff, you are surrounded by a wilderness. Defend yourself against the beasts and go to Topple where you can rest at the Inn, buy items, and talk to people.

Travel To Topple

Rescue The Girl, Then Seek Bogard

Through The East Cave

Your quest begins at the foot of the great waterfall. There is no returning to the Dark Lord's castle, so you begin to wander about. Nearby, the town of Topple provides safety and information, but you can't stay long. Along with a girl you rescued in the forest (who you named at the beginning of your adventure), you set out to find two wise men—Bogard and Cibba.

Bogard advises that you pass through the East Cave on your way to Wendel. Break stones in the cave with the Mattock.

At first, Bogard refuses to speak, but he will change his mind and give you advice and the Mattock.
Great Buys

Buy the Battle Axe in the shop beyond East Cave. Also purchase extra Keys and Mattocks.

The Battle Axe
The Battle Axe is one of the most useful weapons and tools you can have. In battle, it is a fearsome weapon. Normally, the Axe is swung, but when the Attack Meter is at maximum strength the Axe is thrown with stunning force. It also cuts down trees.

Not all chopped trees leave a stump.

The Mystery Of Kett’s House

When you reach Kett’s House you’ll learn the Cure spell and you’ll meet a strange guard. In the night, the girl vanishes, and the next day you’ll set out to rescue her.

The Mirror

Two men who are also staying at Kett’s House have valuable information for you. They tell of a mirror that reflects the true form of a man, which is needed to save the girl. The mirror is in the Marsh Cave, but to enter that cave you must have a key, and the key is guarded by fierce Lizardmen.

Inside The Marsh Cave

With the Bronze Key you can enter the cave. Once inside, you’ll meet a man who says he will help you. As you explore the cave, hit the walls and listen for the sound of secret passages.

Looking for the Mirror? Do you want me to help?

In many caves you will find triggers in the floor that activate hidden doors.

The Sickle

This sharp, curved blade swings around you in a circle. At Max Attack, it swings wider.

The Sickle moves down swamp plants.

The Hydra

The two-headed water dragon breathes fire. Attack the heads from the top of the pond and use Cure to recover HP.

VOLUME 28
With the Mirror in hand, go back to Kett's, but recover your strength with a good night's rest before challenging the guard with the Mirror. You'll need the strength for your next quest.

**Kett's Dungeons**

The dungeons beneath Kett's House are vast, but the girl is held captive somewhere in the depths. There are triggers and secret passages, and enemies everywhere. The girl lies, unmoving but alive, in a casket in the lowest room.

**Dungeon Duties**

**The Chain**

To find the girl, you must have the Chain. At maximum power, it has a longer reach.

**Vanquish The Vampire**

With the girl at your side, return to the entrance and prepare to face Mr. Lee, a vampire. Dodge the bats and attack him in front. If you win, you will earn the spell of sleep (SLEP).
Wendel And Beyond

Now your quest leads west to Wendel. Use the Chain to cross streams. The castle town of Wendel has inns, shops, and many people to talk to, but the temple is where the action is. In the temple you will meet the second wiseman, Cibba, and there you will begin to learn the terrible history of this land.

Revelations

Much is revealed in the temple, first by Cibba, then by a visitation from the girl's mother. Now the girl is revealed as a great power, as her mom was before her.

The Betrayal

Even more surprises await you at Cibba's temple. Julius, the man who helped you in the Marsh Cave, kidnap the girl and sets monsters loose on the town! Cibba gives you Heal magic before you set off in pursuit of Julius.

Overworld: 2nd Area

WINNING TIPS

Restore Rooms

In many caves and dungeons you'll find special rooms where there are no enemies, just a quiet pond. Stand on the bottom shore and push up on the controller to restore your strength.

Handy Helpers

Since helpers attack in the direction that you move, you can help guide their attacks. Even more important, use the Ask command to find out what special help they can give.

Don't Give Up

In a world as vast as this, you are bound to run into many dead ends, traps and puzzles. Try everything. Hit walls, chop trees, step on triggers, and save the game when you get important items or raise your level.
To pursue Julius' airship into the west, you must enter Gaia—a living dungeon of earth and stone. Gaia has a taste for silver, and won't swallow anything else. Luckily, there's a silver mine nearby. With the aid of Watts, a dwarf, you'll get the silver and get Gaia to "swallow" you.

**Silver Mine**

![Silver Mine Map]

**Make The Switch**

As the trolley zips at breakneck speed along the narrow tracks in the mine, you'll pass three switches. Use the Sickle to hit the switches and change your track. Ignore the first switch, but hit the second and third.

**Watts Is Waiting**

At the bottom of the mine shaft, you'll be greeted by Watts, a dwarf who has come to look for silver. If you find the silver, he'll make you armor and a sword.

**Bop The Megapede**

A giant megapede guards the treasure of silver at the end of the mine. He races out one of four tunnel holes and snakes across the open space. Wait for him at the next hole and bop him.

**Tastefully Equipped**

Give the silver to Watts and he'll fashion some fine armor and a silver sword back at the Dwarf Cave. Equip yourself with these items, then go to the Mouth of Gaia and enter.

**The Mouth Of Gaia**

![The Mouth Of Gaia Map]

The end of the line is a black pit. You'll fall to the bottom, but that's what you want.
All Aboard The Airship

On the northern peninsula of the island in the lake is Julius’ airship. Make sure you have extra Cure, Keys and Mattocks, then climb the anchor chain. Somewhere in the hold is the girl. You’ll have the help of Bogard, but the ship is huge and filled with a dangerous and motley crew.

Below Deck

Make your way through the first hold, battling monsters, and unlocking doors. The girl is in the second hold, but you can’t reach her. There must be another way.

Go outside to the gangplank where you can reach the girl.

The Airship

ITEM SHOP

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</table>

The Mouth of Gaia

Exit

The Mouth of Gaia
The Adventure Has Just Begun

It's at times like this, when you've been pushed off an airship, thousands of feet above the ground, that you begin to wonder just what it will take to save the girl and the Mana Tree. So far, Julius has outfoxed you at every turn.

The Town Of Menos

After crashing into the heart of Menos, your old friend Amanda nurses you back to health, then disappears with the pendant that the girl gave you aboard the airship. Treachery? Perhaps she has a good excuse.

The Road To Jadd

Strange tales of a creature called the Chocobo send you searching the northern forest for a giant egg. No sooner do you find the egg than a hatchling Chocobo appears and mistakes you for its mother.

The Town Of Jadd

The castle city of Jadd is ruled by Davias. Rumors in town indicate that Davias is not to be trusted. One boy requires a bribe of the Bag of Fang before he reveals his clue. Get the Fang in battle in the desert.

Overworld: 4th Area

Medusa's Cave

The clue "Palm trees... and B" means you should go to the oasis with the figure eight shaped pond and walk around the two palm trees in a figure eight. The entrance to Medusa's Cave will open. Inside, Amanda helps you find the Ice spell and Medusa. Medusa's teardrop will uncurse the parrot.

Back in Jadd

With the Tear obtained from Amanda, turn Lester from a parrot into a human. Then, with Lester by your side, venture into the vast underground maze below Davias' Mansion. Search for the WereAxe then seek out Davias. Be prepared for the fight of your life on the ramparts of the castle. You'll need full Magic Points for Cure spells.

The Adventure Has Just Begun

Slowly, slowly, slow-oh, no! You've been pushed off an airship, thousands of feet above the ground. Now you begin to wonder just what it will take to save the girl and the Mana Tree. So far, Julius has outfoxed you at every turn.

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The Dark Vs. The Light

As the adventure carries you further into danger, the struggle becomes that of the Dark Knight vs. the Light Warrior. Once Davias is destroyed, the Harpist plays again and the poison gas clears from the northern valley, allowing you to move on. March north toward the Dark Knight’s castle where the girl is imprisoned.

1. Return To The Castle
The path to the Dark Castle passes through several caves and across a bridge of no return. Be sure to find the Morningstar, a powerful mace that is used against Golem. Once you pass over the bridge to the castle, the bridge will crumble and you must go on.

2. Inside The Castle
Worm your way through the sewer into the castle and find the girl. She will be your helper in this crucial stage, but you will also need the help of the mighty Bloodsword. Another fall awaits you!

3. Bogard Is Back
After the fall, you’ll find Bogard waiting and a scientist who can transform your faithful Chocobo into Chocobot—a sort of submarine. Then Bogard bids you to visit Cibba once more.

4. The Frozen Town
Monsters have frozen nearly everyone in this town, but one man tells that the monster Kary is responsible. You must go to Kary’s cave and battle the fiend, but that is only the beginning of a series of dangerous quests.

5. Kary & The Guardian’s Cave
The flame weapon will help you defeat Kary. Cibba will then tell you the legendary “Rusty” sword is in the Guardian’s Cave. You should return to Cibba with it and learn of the Crystal that must be broken.

6. Liche’s Island
Liche, the Earth Fiend, is one of the most powerful enemies you’ll face, but you must defeat him to get the Nuke spell that breaks the Crystal. By now your levels should be in the forties.

7. The Mystic Sword
There are many Crystals, but only one will reveal a new cave when Nuked. Inside that cave you will find the power to restore the legendary strength to your mystical sword. Look for the Mystic Symbol.

61. Falling Up
Finally, it is your turn to follow Julius up the waterfall. Talk to Cibba first. Here, before the final battles, you prepare to learn whether you are indeed a Light Warrior.
The new version has all the smooth, fast action of NES TB, with the same teams and rosters. Each team has its own talents and specialities, based on the abilities of its players. There are three modes: One Player, Two Player (using a Game Link) and Coach mode, which allows you to choose your own formations. Ready to try your hand? It's kickoff time!

THE TWELVE TEAMS OF TECMO BOWL

**WASHINGTON**

With #36 Timmy Smith at Running Back, the right off-tackle is the strongest play for Washington.

**DALLAS**

Herschel Walker, Left off-tackle. Enough said.

**SAN FRANCISCO**

Who else but Joe Montana? Use the shotgun bomb. Our Game Counselors say San Francisco has the best passing attack in the game. Joe can run, too.

**NEW YORK**

Phil Simms throws the ball for New York, and his receivers run a nice buttonhook pattern. Select Lawrence Taylor at Linebacker for the best defense in the game by far!

**CHICAGO**

Let Walter Payton run his sweep. Michael Singletary holds up his end on defense, making this a very good all-around team with the best running attack in the game.

**MINNESOTA**

Anthony Carter plays both wide receiver and kickoff return for Minnesota. He is capable of going all the way on a kickoff return, and he runs a very mean reverse play.

The teams and lineups are the same as in Tecmo Bowl for the NES, which means they date back to about 1988.
**OFFENSE: YOU HAVE TO SCORE TO WIN**

Each team has four offensive formations from which to choose. Each team has a particular play that works especially well, depending on the talents of its players. You must learn the strengths and weaknesses of every team to win the tournament.

- **RUN**
- **PASS**

Is the ball down close to the hash marks? If so, you might not be able to sweep that way.

When your receiver is open, press A to pass. Be careful or you'll be intercepted.

**SPECIAL PLAY**

On the fourth down you can punt, attempt a field goal, or go for the first down. You can choose these on other downs by pressing B.

**INTERCEPTIONS**

A good defensive player can intercept passes. If you see a pass miscalculated, choose a receiver and try to get between him and the ball. If you choose the right receiver you will automatically make the interception. Good luck!

**A GOOD DEFENSE MAKES ALL THE DIFFERENCE**

You have a lot of freedom of movement when on defense. Choose a player to control; he can intercept passes, sack the Quarterback, block a hole anywhere in the line, or dive for the feet of the ball carrier.

- **50S INGLETAB CARTER**

While the offense is getting out, press A to select the player you want to control.

**INDIANAPOLIS**

Number 26, Albert Bentley, returns the kickoffs and is the star of this team. But you've also got Eric Dickerson rounding the ball. Many Nintendo Game Counselors consider him to be the best single player in the game. Run him off-tackle and see what you think.

**KICKOFF RETURN**

Another team where the specialist is the star. Cleveland's strongest play is the kickoff return.

**CLEVELAND**

with Gerald McKinnel, RB, running it back.

This is a good all-around team that has three running backs. Count them (count 'em, three) players named Johnson.

**KICKOFF RETURN**

**SEATTLE**

Running back Curt Warner shows off his stuff with a powerful sweep. Run him up the middle for best results.

**Sweep**

Seattle's Steve Largent as wide receiver but wonders if Brian Bosworth is worth the big contract. On defense, press A three times and decide for yourself.

**MIAMI**

Quarterback Dan Marino throws a deadly accurate forward pass to some good sets of hands. Fill the air with footballs, because Miami's defense ain't much.

**SHOTGUN PASS**

**DENVER**

Denver is another good all-around team, mainly by virtue of the versatile John Elway. His best play is the deep-out pass, but you should also try calling a pass and then letting him run with the ball.

**DEEP-OUT PASS**

Don't forget to let Tony Dorsett do some hard carrying.

**LOS ANGELES**

What a backfield! Eric Dickerson blasts through the line—off the left guard—and he often go after the way Marcus Allen does his power sweep to the right. Also try short passes.

**POWER SWEEP**
It may sound like an easy task, but in this game danger really does lurk around every corner. You must find your way around various obstacles and enemies in order to reach your goal. And don’t forget... the clock is always running. So hurry, or it could be too late.

**RULE** #1

Be careful near the edge! It may look safe but if your ball breaks you will lose precious time waiting for a new one.

**RULE** #2

Don’t let your ball fall into the abyss. These dark pits are huge, and you could end up waiting even longer here. Roll cautiously around them and make up time on the straightaways.

**ENEMIES**

Along the way you will encounter foes. They’re tough and move erratically but always appear in the same spots. Learn where they lurk and you’ll be ahead of the game!

**BLACK BALL**

This dark shadow of yourself will try to lurch you off the edge. Stay just out of range, then try to slip quietly past.

**MARBLE EATER**

Get too close to these twisters and they’ll show you how they got their name.

**SLIMES**

These acid pools are hard to see because they’re so low to the ground. Avoid contact with the Slimes at all costs.

**RACE NO. 1**

**PRACTICE RACE**

**GO FOR BONUS POINTS!**

The first race is just for practice, but it is your chance to gain bonus points. Gather speed and use the crevices on the right and left of the path to speed up the other side of the chasm. Don’t slow down or you might fall in!

Each set of number tiles you roll over will add bonus points to your score.
In the middle of this race waits a swarm of Slimes. Maneuver past the first few to the higher ground and wait there for a safe opening. You may lose a few time here, but you'll lose more if your ball is dissolved.

Along the side of this path and the next lurk three Vacuums. You'll have to move fast to get past those suckers, but don't roll off the side!

Everything is upside down in this race. You start at the bottom and end up at the top, so don't lose your way. Keep going up and you'll find your goal.

The pipes come up quickly here, and one hit will push you over the brush. To go this way you'll need speed, but the time you save is well worth the rush.

Remember, gravity is backwards on this stage, so going uphill is easier. Going too fast is sure to drop you off the edge. Take your time on the ramps and make up speed at the top.
Battle Unit Zeoth

Stage Preview
You can survey any of the five stages of this sci-fi thriller and take a look at the massive stage leaders with a single-stage select that also gives your fighter invincibility. Wait until the intro music is over on the title screen. Then press Down on the Control Pad and the A and B Buttons all at the same time, quickly and repeatedly. As you continue to press these buttons, you will occasionally hear tones. The total number of tones that you hear will match with the stage number that you have selected. If you, for instance, have heard a total of three tones, you can press the Start Button to take a look at Stage Three. Wait for a total of six tones and you will be able to press the Start Button to see the end of the game.

R-Type

Power Pod Play
Pull off a trick with the Power Pod by making it disappear from one side of the screen and reappear on the other side. Collect the Power Pod and attach it to the back of the R-Type. Then back up to the left edge of the screen so that the Power Pod is out of view and press the A Button twice. When you move the R-Type to the right, you will see that the Power Pod is gone. Then, after a few seconds, the Power Pod will float back onto the screen, from the right side. While this trick won't improve your chances against the forces of the BYDO Empire, it may be fun to check out.

F-1 Race

Demo Control
While you generally don't have any control over the objects in a game during the demo mode, you can speed up or slow down the F-1 racer that demonstrates this game. As the demo mode is running, press and hold the A Button and the car on the screen will blast off for a maximum speed of 330 KPH, passing the other cars on the track. Press and hold the B Button and you'll see the car slow down to a minimum speed of 280 KPH while competing cars pass by.
NOW PLAYING

<table>
<thead>
<tr>
<th>Title</th>
<th>Company</th>
<th>Play</th>
<th>Power Meter</th>
<th>Game Type</th>
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<tbody>
<tr>
<td>Aerostar</td>
<td>Vic Takai</td>
<td>1P</td>
<td>3.1 3.3 2.8 2.7</td>
<td>Sponsorship Action</td>
</tr>
<tr>
<td>Final Fantasy Adv.</td>
<td>Square</td>
<td>1P</td>
<td>3.9 3.6 4.1 4.1</td>
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<td>Mindscape</td>
<td>GL</td>
<td>3.3 3.2 2.9 3.1</td>
<td>Action Adventure</td>
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<tr>
<td>NICK FALDO CHAMPIONSHIP GOLF</td>
<td>Titus</td>
<td>1P</td>
<td>2.8 2.6 3.1 3.1</td>
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<tr>
<td>Tecmo Bowl</td>
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<td>GL/Pass</td>
<td>3.0 3.5 2.8 3.3</td>
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<tr>
<td>TRAX</td>
<td>Hol</td>
<td>GL-4</td>
<td>3.1 3.9 3.1 2.8</td>
<td>Tank Battle</td>
</tr>
</tbody>
</table>

**Game Boy Chart Key:** Games are evaluated with ratings from 1 (poor) to 5 (excellent).

1P = One Player  
GL = Game Link Two Players  
GL-4 = Game Link Four Players  
Pass = Password  
Batt = Battery  
G = Graphics and Sound  
P = Play Control  
C = Challenge  
T = Theme and Fun

COMING SOON

Metroid II for Game Boy should be out by the end of the year from Nintendo. Fans of the NES version of Metroid have been asking for a sequel to this classic for years and now they're going to get it for the compact video game system. While the game is still in development, it looks like it will be even larger than the original with more places to explore and more super gadgets to collect. Here's an early look:

Metroid II: The Return of Samus

The first track and field game for Game Boy will be coming soon from Interplay. Among the seven events included in Track Meet are the 100 meter dash, the pole vault and the long jump. Another one to look for is Shadow of the Ninja, an excellent Game Boy adaptation of the NES ninja thriller. This version includes new settings and new enemies along with the same great play control and the same cool acrobatic moves.

Shadow of the Ninja

Monopoly from Parker Bros. looks to be a direct translation of the NES version of this classic board game. Up to four will be able to play although it is not a Game Link game. Watch for more news in future issues.

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

**Game Boy Top 10**

Super Mario Land

Mario mania has ruled the charts for months and shows no sign of slowing down! This one is red hot!

TMNT: Fall of the Foot Clan

The four fearless fighting Turtles continue their quest to defeat Splinter and replace Mario in the top spot!

Dr. Mario

Dr. Mario proves that there is a cure for the summertime blues with this Top 3 mega hit.

1. F-1 Race  
2. Final Fantasy Legend  
3. Tetris  
4. Operation C  
5. WWF Superstars  
6. Mega Man in Dr. Wily's Revenge  
7. The Hunt for Red October

Monopoly looks to be a direct translation of the NES version of this classic board game. Up to four will be able to play although it is not a Game Link game. Watch for more news in future issues.
Here they are, sizzling scores from hot shot players! If you’d like to see your achievements listed with those of other NES and Game Boy masters, send them in. If your scores are tops, they might just make our Hall of Game Fame!

### CAPTAIN SKYHAWK

<table>
<thead>
<tr>
<th>Name</th>
<th>City, State</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jeff Walke</td>
<td>Delta, BC</td>
<td>8,738,000</td>
</tr>
<tr>
<td>Jason Sherwin</td>
<td>Chicago, IL</td>
<td>421,550</td>
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</table>

### DÉJÀ VU

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<thead>
<tr>
<th>Name</th>
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<tbody>
<tr>
<td>Blake Buzzni &amp; Dave Weissner</td>
<td>Carnegie, PA</td>
<td>Finished</td>
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<tr>
<td>Anthony Olmo</td>
<td>Brooklyn, NY</td>
<td>Finished</td>
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<tr>
<td>Scott Roller</td>
<td>Eureka, CA</td>
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<tr>
<td>Jame Miller</td>
<td>Severna Park, MD</td>
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</tr>
<tr>
<td>Sue Reese</td>
<td>Bellmam, NJ</td>
<td>Finished</td>
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<tr>
<td>Jacke Graves</td>
<td>Kenton, TN</td>
<td>Finished</td>
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<tr>
<td>Anthony Gentile</td>
<td>Denver, CO</td>
<td>Finished</td>
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<tr>
<td>Bret Schlabuch</td>
<td>Victor, IA</td>
<td>Finished</td>
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<tr>
<td>&amp; Nathan Habben</td>
<td>San Jose, CA</td>
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<tr>
<td>Jeremy Wolfard</td>
<td>Victoria, BC</td>
<td>Finished</td>
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<td>Valerie &amp; Steven Parkinson</td>
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### DOUBLE DRAGON III

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<td>Steven Lewis</td>
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<tr>
<td>Scott Churchson</td>
<td>Waldwick, NJ</td>
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<tr>
<td>Ryer Anderson</td>
<td>Owatonna, MN</td>
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<tr>
<td>Pamela Castillo</td>
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<tr>
<td>Michael Dawe</td>
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<tr>
<td>Matt, Andy &amp; Kevin Yoho</td>
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<td>Landon Sano</td>
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<tr>
<td>&amp; Howard Johnson</td>
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<td>John Pohchmara</td>
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<td>James Kittelman</td>
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<tr>
<td>Douglas Szperka</td>
<td>Arlington Heights, IL</td>
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<tr>
<td>David Zak &amp; Gregory Anderson</td>
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### DR. MARIO

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<tr>
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<tr>
<td>Peggy Wiebush</td>
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<td>Allen Thornton</td>
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<tr>
<td>Diane Westerman</td>
<td>Newtown Square, PA</td>
<td>403,200</td>
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<tr>
<td>Stephen Krogman</td>
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<td>Steve Shrader</td>
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<td>Dave Pagh</td>
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### THE IMMORTAL

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<tr>
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<tr>
<td>Brian Szuman</td>
<td>Lexington, SC</td>
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### DOUBLE DEJA CAPTAIN

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<tr>
<td>Charles Hall Jr</td>
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<td>Kim Altana</td>
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<tr>
<td>Sally Muse</td>
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<td>Andrea Lum</td>
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<td>Mary Close</td>
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<td>Nora Erbe</td>
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### DRAGON WARRIOR II

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<td>Don &amp; Kevin House</td>
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<td>David &amp; Steve Berlin</td>
<td>Sacramento, CA</td>
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<tr>
<td>Mike Bossler</td>
<td>Las Vegas, NV</td>
<td>Finished</td>
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<tr>
<td>&amp; David Genovesa</td>
<td>Seattle, WA</td>
<td>Finished</td>
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<tr>
<td>Chad Bye</td>
<td>Roanoke, VA</td>
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<td>Weston Turner</td>
<td>Halifax, NS</td>
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<tr>
<td>Michael LaChance</td>
<td>East Meadow, NY</td>
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<td>Bronxville, NY</td>
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<td>Tom Saltarelli</td>
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### FINAL FANTASY LEGEND (GAME BOY)

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<td>Jennifer Mukai</td>
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<tr>
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### IKARI WARRIORS III

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<td>Scott Hastings</td>
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<tr>
<td>Winn Smith &amp; Andy Metz</td>
<td>Lockhart, TX</td>
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### KABUKI QUANTUM FIGHTER

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<tr>
<td>Frank Cipparone</td>
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68  NINTENDO POWER
CAN YOU BE FIRST ACROSS THE FINISH LINE?

When your scores put you ahead of the field, be sure to record them on film and send them to NES Achievers. If yours is one of the highest we receive, or if you're one of the first to finish a game, your name might be listed in a future issue. When you take a picture of your television or Game Boy screen, hold your camera steady and use only natural light. For best results, use a 35mm camera without a flash. C'mon — go for the checkered flag!
This month our Super NES preview serves up three titles that show just how varied the selection of games for the new system will be. The legend of the Belmont family continues with Castlevania IV, Final Fight lights up the screen with super street-fighting action, and SimCity sets city planners loose to build their own utopian societies.

THE BELMONT LEGEND CONTINUES

Dating back to the family patriarch, Trevor, the legendary whip-wielders of the Belmont line have sought to permanently cage the Count in his coffin. The sinister Dracula, however, haunts them again in the latest, greatest, Castlevania adventure. With vivid graphics and double scrolling backgrounds, this installment is the eeriest yet!

CASTLEVANIA

Produced in 1987, Castlevania introduced the Belmont family. Who knew that Simon's battle with the crafty Count was just the beginning of a rivalry that would become legend?

CASTLEVANIA II SIMON'S QUEST

Although Simon was victorious in his previous encounter, the evil Count's curse would once again plague Transylvania. To break its grasp, Simon must search day and night for Dracula's five malevolent mansions.

CASTLEVANIA III DRACULA'S CURSE

A brave ancestor, Trevor Belmont, answered the people's desperate pleas for protection from the very Count Dracula that would again threaten Transylvania in the years to come.
As always, Simon can crack the Whip to the side and overhead, but now he can also strike on the diagonal and swing it in a complete circle. By jumping and pressing down on the Control Pad, he can even zap enemies lurking below. His best stunt, though, is wrapping it around an anchor above and swinging, a la Tarzan, from platform to platform.
SNEAK A PEAK AT THE EARLY STAGES

STAGE 1 A CREEPY CASTLE

Enter the 3-D scene outside the fortress fence, then press Up to open the gate and enter the ghoulish castle grounds.

SWINGIN' SIMON

From your ledge, press and hold the Jump and Whips buttons. Wrap your whip around the anchor above and swing. When you're over the next platform, release the buttons to land.

A BONE-JARRING BATTLE

You can beat this scrawny pair of Skeletons with the strongest Whip. Crumble the horse first, then go for the rider.

STAGE 2 A FIENDISH FOREST

Outside the castle are people-eating plants, ghoulish Gargoyles, and crafty Crows. When you reach the river, go with the flow.

Yikesi Spikesi

Watch carefully for underwater obstacles as the current pulls you along. Whip the Frogs, jump the Spikes, and beware of the Gargoyles that sweep down from above.

MEET MEDUSA AND HER MINIONS

Jump and Whip in circles to wipe out the slithering, striking beasts Medusa tosses out, then blast her with the Boomerang.

UNEARTHLY ENEMIES ABOUND

The great graphics capabilities of the Super NES allow game designers to render even the smallest characters in amazing detail. Don't be deceived by an enemy's size, though. Some of the smallest will be the toughest you'll encounter. Some you've seen in other Castlevania games, some are all-new and totally gruesome.

HOUNDS OF HADES

Devil dogs dart from nowhere to destroy Simon. Whip or jump over them.

MEDUSA HEADS

Use a strong Whip on the floating Medusa Heads.

BONE CHUKKERS

Avoid their missiles and rattle their bones with your Whip.

PILLARS OF BONES

Pillars of Bones can shoot in two directions.

BATS

Don't touch these rabid pests! Use your Whip to wipe them out.
In these dank caves you'll have to watch for bothersome bats and falling boulders. Some enemies appear and disappear randomly.

**UNCOVER A HIDDEN ROOM**

Whip through the boulders to find a hidden room that contains a Heart hoard and Meat that restores points.

---

The Stages you've completed each had three sections. Stage 4 has not only four sections, but two big bosses as well. The enemies you'll meet are much tougher than those in earlier stages, too.

**SWING TIME**

The rooms in Stage 4-2 will try to throw you off balance by rotating wildly. What a dizzying experience! You can't keep your footing, so wrap your whip around an anchor and swing safely until the room stops spinning.

Gargantuan Gargoyles swoop down to attack. They're hard to handle!

**TWO BOSSES ARE BADDER THAN ONE**

You'll meet one boss, a gigantic skull, at the end of 4-1. In 4-4, you'll encounter a behemoth with a bad attitude.

---

**HOLDING HANDS**

Watch your step! These Holding Heads pop out of the ground and latch onto your legs.

**GARGOYLES**

Bergastian Gargoyles swoop down to attack. They're hard to handle!

**FROGS**

Frogs are small but persistent pests.

**POND SCUM**

Slimy, spining creatures jump suddenly from the water.

**CASKETS**

Who—or what—is inside? These curious coffins seem to attack on their own.
SimCity is a simulated city—a city that exists inside the computer circuits of the Super NES. The super resolution of the system means that the power plants, roads, airports, parks, and skyscrapers appear almost 3D. It's like looking at a real city from above. But more important are the SimCitizens whom you can't see. As the mayor, you control every aspect of their lives, from collecting taxes to building public works such as stadiums, zoos and seaports. Your powers even extend to the control of natural forces! Why not send a tornado ripping through town?

**ZONING FOR THE FUTURE**

It's up to you to zone areas for industries, commercial businesses and residences. Then the SimCitizens take over. If the zones are attractive, SimCitizens will start to build.

But don't make things too tough on the SimCitizens. If you do, they will pack up and move out. Your ultimate goal is to build a city of half a million. It won't be easy. Problems like increasing pollution and crime require creative solutions.

Choose from 1000 landscapes, then build your city using the graphical icons on the side bar. You can control the game and access data from the top bar icons.

**PAST, PRESENT AND FUTURE**

Time passes in SimCity month by month, year by year. As the seasons change, so do the graphics.

**URBAN NIGHTMARES**

Dealing with problems caused by growth is one of the main jobs of any mayor. Planning is the key.

**TRAFFIC**

Poorly laid-out streets cause trouble as the population increases. Graphs and maps can help you pinpoint problem areas.

**CRIME**

When criminals run rampant, put the reins on them by building more Police Stations. This is just one solution.
**SIMCITIZENS ON THE MOVE**
Transportation is important in any city, real or Sim. Roads and mass transit move people in town while Airports and Seaports help business and industry.

**FOR THE PEOPLE**
The mayor must make the city a nice place to live. Build facilities like those below to make your city both safe and fun.

**POWERED UP**
You'll need to provide electricity for the city's zones. Build either coal or nuclear plants, but beware of potential problems.

**MAYOR-MADE DISASTERS**
If you feel like obliterating a major metropolitan area, no problem. There are six fun-filled disasters to choose from.

**MONSTER ATTACK!**
Koopa is on the march through a city, searching for Mario and Luigi.
**SPECIAL GIFTS HELP THE CITY GROW**

You can ask for Dr. Wright's advice, but sometimes he shows up on his own bearing gifts. These gifts can be built in the city to encourage growth and add income. It's the Wright Stuff!

- **Amusement Park**
- **Casino**
- **Mario Statue**
- **Zoo**
- **CITY PARK**
- **Library**
- **Trade Expo**
- **Bank**
- **Sister City**
- **Fountain**

*Where would you like to build your own house? Do you want to live near the residents of your city or do you want to build your house in a secluded area away from the competition? Remember, another election is just around the corner?*

As the mayor of a growing city, you'll need a place to live. The "Your House" gift is a must for the mayor. What will the voters think?

**SCENARIOS: REAL CITIES IN BIG TROUBLE**

There are six scenarios and two bonus scenarios. In each scenario you are the mayor of a city that is about to be devastated by a natural or manmade disaster. You'll have only a short time to recover, and with limited funds. Quick action is the key.

1. **San Francisco 1906**
   - Fire Coverage is poor before the big quake. Dust up the Fire Department and get ready to bulldoze rubble.

2. **Tokyo 1961**
   - After Koopa stomps Tokyo, work to reduce the high pollution levels in the industrial core.

3. **Bern 1965**
   - Miles and miles of extra roads are a major budget drain. Solve Bern's traffic problems by eliminating excess.

4. **Detroit 1972**
   - Crime is a big problem in Detroit, but unemployment, low tax revenues and other problems are also bad.

5. **Boston 2010**
   - A nuclear meltdown makes a huge area of the city uninhabitable. Relocate industries and businesses to wise.

6. **Rio de Janeiro 2047**
   - Global warming has caused the oceans to rise. Develop the waterfront to prevent future flooding.

**GOALS OR NO GOALS**

In SimCity, you set your own goals. Be creative and experiment. The power to build your vision is now in your hands.
FINAL FIGHT
THE ULTIMATE STREET FIGHTING ARCADE SMASH HITS THE SUPER NES!

A BIG FIGHT TAKES BIG FIGHTERS
Muscle your way through the crime-ridden streets of Metro City with the size and power of super fighters Haggar and Cody. They’re big, they’re fast and they’re on the Super NES!

SAVE OUR CITY
Metro City is under siege by the manic Mad Gears. They’ve kidnapped Mayor Mike Haggar’s daughter and have demanded total control of the city. But this former street fighter will never give in. With help from his friend, Cody, he’s taking to the streets for a bare-handed battle against the leaders of the gang.

PUNCH FOR POINTS
When you’re out on the streets as Haggar or Cody you’ll find helpful items in Oil Drums and Crates. Punch ’em open and take what’s inside.

ENERGY
Grab a bite on the road and restore some or all of your lost energy. Larger items restore more.

WEAPONS
Pipes, Knives and Katana Blades give you an edge over the competition. Pick ’em up out of the rubble and start fighting.

Cody is quick. He does well by using his bare hands and the small Knife.

Bulky Haggar can really send his message home with a Pipe or Katana.

Bust open big containers for Bonus Points and Power-Up Items.
Haggar has been street fighting for a long time. Along with experience, he has a wide variety of impressive fighting moves. The smaller Cody has youth and speed on his side.

**CODY**

- **Punch**: Cody can hit off several shots per second.
- **Body Blow**: Cody’s third punch is always low and powerful.
- **Jump Kick**: This aerial move keeps slugs at a safe distance.
- **Back Toss**: A grab and turn send villains over Cody’s back.

**HAGGAR**

- **Punch**: Haggar’s fists are slow, but powerful.
- **Headbutt**: The thick-skulled scrapper is initital with this move.
- **Windmill Punch**: With a powerful pivot, Haggar can hit bonds on the left and right.
- **Jump Kick**: Haggar puts his all into his sideways shucker.
- **Back Toss**: Like Cody, Haggar can throw slugs.

**KNEE KICK**

- Fighting up close, Cody can give his enemies a short to the ribs.

**UPERCUT**

- This fourth blow always sends enemies into the air.

**SPIRAL KICK**

- By jumping and spinning, Cody can clear away enemies on all sides. Though, this move loses energy.
**The Mad Gears are lurking in every dark corner. It's up to you to take Haggar or Cody through the five sections of this burg to battle the gang's evil leaders.**

**The Slums**

Your battle begins on the bad side of town. Shake up the streets with a fist and foot barrage and break Drums and Crates for Power-Ups.

*The bruisers in this hideout are big but so are your fists.*

*Take to the air and send fellow street fighters flying.*

**The Subway**

When the train rolls in, it's time to rumble! Hop onboard and get moving.

*Apdore is super strong. Give him a fast and furious attack before he twists you into a pretzel.*

*You'll step out of the subway and into the ring. Try to work in close to this fighter and take away his swords.*

**The West Side**

The late nighters in the restaurant district have an appetite for destruction. Give 'em a taste of your fists.

*If you're fast and powerful, this west side story will have a happy ending.*

*Don't let this bully fool you. He's dressed like one of Metro City's finest but he's really one of its drags.*

**THE LEADER**

**BONUS STAGE**

**BREAK THE CAR**

Your prize for clearing the first two stages is a brand new car! Pummel it with a Pipe for points!

**WAIT! THERE'S MORE!**

The fight really heats up in the last two stages. Battle your way through the Bay, then take on the leaders of the gang, Uptown!
It's a light month for NES releases since many licensees are gearing up for big hits toward the end of the year. This issue's pair of games that didn't quite rate feature coverage, though, do deserve a second glance if you're into high speed chases or baseball games with a lot of options. Stop by your favorite store to see if either of them are your cup of tea.

**ELIMINATOR BOAT DUEL**

Electro Brain's Eliminator Boat Duel is a super fast one-on-one water race for one or two players. Two participants challenge each other to a race in rivers and open water, while a single player takes on a host of computer controlled speedboat pilots. As you advance through the ranks of racers, the courses become progressively more challenging to complete and the opponents get wise to your moves. Use your victory money to make repairs and to purchase upgrades that will make your boat more difficult to defeat. If you’re outraced by the computer controlled competition twice, your boat will be eliminated from the proceedings.

Take on a cast of expert racers in one-on-one speedboat duels.

A victory will net you money to spend on a faster and more durable speedboat.

The action begins on the starting line with a side view showdown. When the flagger jumps and starts to wave, that’s your cue to hit the gas. After the initial sprint, the race is then shown overhead or from behind the boats. The view may change several times in the course of a race. In either view, though, your goal is the same; to collect Nitro charges, get around your opponent and sail to the finish line in first place.
Player's Po

Grand Prize: See The American Gladiators Live!

Grand Prize includes:

- A trip for four to see the American Gladiators in action
- Perform some of their stunts yourself
- An American Gladiators Game Pak
**LL CONTEST**

**SECOND PRIZE:**
15 Winners

**AMERICAN GLADIATORS GAME PAKS**

Even if you can't be an American Gladiator, you can show that you have a true competitor's spirit by participating in the competition via the NES.

**THIRD PRIZE:**
50 Winners

**New Design**

Join Team Power and make a fashion statement! Our Nintendo Power jerseys have a whole new look. Fifty winners will get into it.

---

**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 October 1, 1991. On or about October 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. Winners may not elect to substitute prizes. All prizes will be awarded. To receive a list of winners, which will be available after October 30, 1991, send your request to the address provided above. **GRAND PRIZE TRIP:** Nintendo will arrange air travel and accommodations for the Grand Prize winner and three guests to attend a live performance of the "American Gladiators." If the winner or any friend attending the event is under the age of 18, the group must be accompanied by a parent or acting guardian. The actual date of the trip is subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Nintendo of America Inc. reserves the right to substitute a cash award in the total amount of $5000 if a performance of the "American Gladiators" is not available. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.
BO JACKSON BASEBALL

Just as multi-talented sports star Bo Jackson is missing the '91 pro baseball season he also seems to be sitting out Data East's Bo Jackson Baseball, making only cameo appearances on the title screen and at the end of the game. Regardless of Bo's whereabouts, the game is a solid baseball exercise with a lot of different ways to play. You can take on another player, play against a computer controlled team or simply spectate as two computer teams have it out. You can also choose the general strength of each team and set up a playoff series.

The most interesting part of this game is the battle between the pitcher and the batter. The pitcher has a choice between five distinct pitches and can influence the curve of the ball in flight. The batter can choose to bunt along either base line or hit the ball with varying degrees of power. In a one player game, you see the pitcher/batter match-up from the mound when you're pitching and from the plate when you're at bat. In a two player game, the match-up is always shown from the plate.

YOUR GUIDE TO THE LATEST NES RELEASES

<table>
<thead>
<tr>
<th>TITLE</th>
<th>COMPANY</th>
<th>PLAY INFO</th>
<th>POWER METER RATINGS</th>
<th>GAME TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bo Jackson Baseball</td>
<td>Data East</td>
<td>2P-S</td>
<td>3.3 3.0 2.6 2.8</td>
<td>Baseball</td>
</tr>
<tr>
<td>Eliminator Boat Duel</td>
<td>Electro Brain</td>
<td>2P-S</td>
<td>2.8 3.6 3.3 3.2</td>
<td>Speed Boat Race</td>
</tr>
<tr>
<td>Kick Master</td>
<td>Taita</td>
<td>1P</td>
<td>3.3 3.8 3.5 3.3</td>
<td>Martial Arts Action</td>
</tr>
<tr>
<td>Smash TV</td>
<td>Acclaim</td>
<td>2P-S</td>
<td>2.6 3.8 3.3 2.9</td>
<td>Game Show Action</td>
</tr>
<tr>
<td>Star Meter</td>
<td>JVC</td>
<td>1P</td>
<td>3.8 3.5 3.3 3.8</td>
<td>Sci-Fi Adventure</td>
</tr>
<tr>
<td>WURM</td>
<td>Asmik</td>
<td>1P</td>
<td>3.4 2.9 3.4 3.7</td>
<td>Sci-Fi Adventure</td>
</tr>
</tbody>
</table>

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

PLAY INFO
Games are made to be played with as many as four players. 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
STARTROPICS

How do I reach the Geyser in Hermit's Mountain?

Po knows how to reach the Hermit in the Hermit's Mountain that is. You found a clue in his poem that talks about Raindrops. At the heart of the Mountain is a room with a pool, but there is no door leading into the room. You guessed it, there's a secret door! In the room to the right of the geyser you'll find a Looper. Defeat the Looper and walk through the left wall of the room. Once you reach the hidden pool room, jump onto the white water and it becomes a geyser that jets you upward to the top of the mountain. There in a cave above the clouds is the Hermit with his Scroll containing the magic chant.

STARTROPICS

How do I get past the Big Bully Room?

You'll need to find a secret door to get out of this section of Captain Bell's Cave. The traps and puzzles that the Captain built into the Cave are not always easy to see, or to solve. In the room with the two Big Bullies, Mike must first defeat the bovine brutes then use the Rod of Sight, which he picked up earlier. Don't take the door that opens up to the right. The Rod of Sight reveals the presence of a ghostly Minie. If you defeat the Minie, a secret door appears to the left which will lead to the room with two dangerous silver balls. From there, the adventure continues as Mike looks for the waterwheel mechanism in order to sink Captain Bell's ship.
Whose character do I use to reach the crowns?

Legends of the Wizard provides all sorts of challenges, but one of the most difficult parts of the game is deciding which family member goes where. The chart shown here indicates how the Mother, Father, Girl and Dog should proceed through the game, beginning in the Dragon Room. Each of these characters has one area in which they are the best, or only, choice if you want to get the crown. The routes shown on the chart indicate the general path that a particular character should take. For instance, the Girl's area of expertise is in the upper right-hand part of the world where her high jump boots are necessary for success. The Father's area is on the left side of the world. The Dog's area is in the center. The Mother's area is in the lower portion of the world. Once the four crowns have been collected, the Boy can warp to the final area of the game where he must find the Dragon Sword. Only with the Dragon Sword can you defeat the Dragon.

GAME COUNSELOR PROFILES

Matt Alderman
Became Game Counselor: February, 1990
Hobbies: Martial Arts, Sports, Drawing, Video Gaming
Best NES Accomplishment: First GPC to finish Little Nemo: The Dream Master
Favorite NES Game: Crystalis, Mega Man

Roger Harrison
Became Game Counselor: May, 1990
Hobbies: Baseball, Basketball, Fishing, Reading
Best NES Accomplishment: Finished Blaster Master without losing a life
Favorite NES Game: Baseball Stars

Jerry Hicks
Became Game Counselor: May, 1990
Hobbies: Playing Video Games, Music, Horseback Riding, Computers
Favorite NES Game: Crystalis

Brian Downey
Became Game Counselor: May, 1990
Hobbies: Reading, Snacking, Movies
Best NES Accomplishment: Finished Mega Man 3 with one man
Favorite NES Game: Castlevania 3
In Act 3 of Ryu's latest adventure, our ninja hero finds himself struggling through the merciless Amazon jungle, leaping from solid ground to hanging creepers while the jaws of piranha fish snap just below. In the middle of this area, located between two diagonally moving platforms, is a 1-Up. As the two platforms come together near the surface of the water, you must jump from the right platform to the left. Stand on the left edge of the right platform and jump just before the platform reaches its lowest point. Slash the 1-Up as you jump. If you don't time the jump correctly, keep trying. Duck down or slash the piranha when they jump at you. Don't try to get the 1-Up from the platform because it will fall into the water and be lost. You can ride the platforms up and down to try for the 1-Up several times, but the piranha fish will leap at you as you go up. You also have to watch the timer. If you take too much time trying to get the 1-Up, you may not make it out of the stage.

In Act 4 at the base of Castle Rock Fortress Ryu must catch hold of overhead moving platforms that will carry him over gaping chasms. If he falls, that's it for Ryu. Above the fourth moving platform is a 1-Up, but to reach it you must jump up to the top of the platform and battle the flying robots. As soon as you grab the upper platform, swing up to the top. Facing the 1-Up, hit it with your sword while approaching it. You'll take a few hits, but the extra life is worth the effort.

The spikes in this stage slide in and out of the wall, so if you're not careful, Ryu will become a shishkabob. The trick is to time your jumps to the wall at the exact moment when the spikes disappear. That will give you the maximum amount of time to make your second jump to a safe spot where the spikes don't protrude. The enemies in this stage shouldn't give you too much trouble, but you should have the super sword to extend your attacking range. Whatever you do, don't go slowly.
WarMech guards the approach to Tiamat's chamber in the high-tech Sky Palace. He is one of the most truly awesome foes in Final Fantasy—a real test of your mettle—but the challenge of defeating WarMech is made all the more difficult by the problem of finding him. The odds are that when you cross the narrow bridge that leads to Tiamat's chamber you will not encounter the feared foe. In fact, the chance of battle is only 1 in 64. You can increase the odds, however, by walking back and forth on the bridge. It may take several minutes, but eventually WarMech will appear, and he won't be awfully pleased to see you.

Another area where Light Warriors run into trouble is in the intersection maze of the Sky Palace. When you leave the warp, go two screens up and two screens to the left, then step onto the warp. Although it looks like the same warp, it will take you closer to Tiamat, and WarMech!

Robin of Locksley is too well known by the Sheriff's henchmen to sneak into the castle—that is unless he is in disguise! Robin encounters a woodsman during a mission prior to reaching the castle area. While the woodsman sleeps outside, Robin can slip into his house and find the disguise. Back at the castle where the hanging is taking place, Robin enters into an endless battles if he doesn’t wear the disguise. Once he has replaced his armor with the disguise, however, a guard will challenge him to a duel. If Robin defeats the guard, he will be able to enter the castle and seek his revenge.
There are few shake-ups in the Top Ten this month, but Battletoads, a new face in the crowd, premieres in eleventh place, putting the pressure on the leaders.

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

- Newcomers appearing for the first time this month.
- Games that have appeared between two and nine times.
- Titles that have made the Top 30 ten times or more.
- Number of months the games have rated in the Top 30.

**SUPER MARIO BROS. 3**
Mario 3 continues to hold the lead in his amazing twenty-third month in the Top 30.

**TMNT II: THE ARCADE GAME**
In the number-two slot for another month, the bodacious turtles are taking it easy.

**MEGA MAN III**
Mega-hero and mega-villain prove that they have enduring appeal by placing third again.
<table>
<thead>
<tr>
<th>Rank</th>
<th>Points</th>
<th>Months</th>
<th>Game Title</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>5,251</td>
<td>11</td>
<td>CRYSTALIS</td>
<td>Science fiction and fantasy blend to make this huge futuristic adventure intriguing.</td>
</tr>
<tr>
<td>2</td>
<td>5,156</td>
<td>13</td>
<td>FINAL FANTASY</td>
<td>The fantasy may be final but, chances are, this won’t be its final month in the Top Ten.</td>
</tr>
<tr>
<td>3</td>
<td>4,511</td>
<td>5</td>
<td>THE SIMPSONS: BART VS. THE SPACE MUTANTS</td>
<td>Don’t have a cow, man. There’s a purpose behind Bart’s spray-painting madness.</td>
</tr>
<tr>
<td>4</td>
<td>4,474</td>
<td>9</td>
<td>DRAGON WARRIOR II</td>
<td>Lots of persistent players are trying to solve the many mysteries of Erdrick’s legend.</td>
</tr>
<tr>
<td>5</td>
<td>4,371</td>
<td>19</td>
<td>TETRIS</td>
<td>Tetris players are no block heads— you have to be clever to manipulate tetrads!</td>
</tr>
<tr>
<td>6</td>
<td>4,350</td>
<td>6</td>
<td>STARTROPICS</td>
<td>The circumstances of Dr. J’s disappearance are puzzling Mike—and his many fans.</td>
</tr>
<tr>
<td>7</td>
<td>3,429</td>
<td>8</td>
<td>DR. MARIO</td>
<td>Virus-stompers everywhere are tossing capsules, keeping the little vermin in check.</td>
</tr>
<tr>
<td>8</td>
<td>3,219</td>
<td></td>
<td>BATTLETOADS</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>2,968</td>
<td></td>
<td>THE LEGEND OF ZELDA</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>2,541</td>
<td></td>
<td>SUPER MARIO BROS. 2</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>2,351</td>
<td></td>
<td>MEGA MAN II</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>2,324</td>
<td></td>
<td>DESTINY OF AN EMPEROR</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>2,066</td>
<td></td>
<td>DOUBLE DRAGON III</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>1,838</td>
<td></td>
<td>Bases Loaded II</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>1,779</td>
<td></td>
<td>DRAGON WARRIOR</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>1,740</td>
<td></td>
<td>ULTIMA: QUEST OF THE AVATAR</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>1,663</td>
<td></td>
<td>TECMO BOWL</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>1,623</td>
<td></td>
<td>DOUBLE DRAGON II</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>1,470</td>
<td></td>
<td>TEENAGE MUTANT NINJA TURTLES</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>1,397</td>
<td></td>
<td>ZELDA II</td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>1,386</td>
<td></td>
<td>THE ADVENTURE OF LINK</td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>1,368</td>
<td></td>
<td>Castlevania III— Dracula’s Curse</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>1,358</td>
<td></td>
<td>MANIAC MANSION</td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>1,158</td>
<td></td>
<td>FARIA</td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>1,144</td>
<td></td>
<td>WIZARDRY</td>
<td></td>
</tr>
<tr>
<td>26</td>
<td>1,074</td>
<td></td>
<td>DISNEY’S DUCK TALES</td>
<td></td>
</tr>
<tr>
<td>27</td>
<td>1,045</td>
<td></td>
<td>BATTLE OF OLYMPUS</td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>1,045</td>
<td></td>
<td>Little Nemo the Dream Master</td>
<td></td>
</tr>
</tbody>
</table>
Players' Picks

Pros' Picks

Dealers' Picks

GAME    PTS    GAME    PTS    GAME    PTS

1. Super Mario Bros. 3  4,644  1. Crystals  4,742  1. TMNT II The Arcade Game  3,580
2. TMNT II The Arcade Game  4,002  2. Final Fantasy  3,095  2. Super Mario Bros. 3  3,404
4. Final Fantasy  2,061  4. Dragon Warrior II  2,581  4. Dr. Mario  1,991
5. The Simpsons, Bort vs. the Space Mutants  1,648  5. Destiny of an Emperor  2,324  5. Bases Loaded II  1,838
6. Dragon Warrior  1,406  6. Battletoads  1,845  6. The Simpsons, Bort vs. the Space Mutants  1,766
7. Battletoads  1,374  7. Ultima: Quest of the Avatar  1,740  7. Super Mario Bros. 2  1,724
8. Mega Man II  1,256  8. The Legend of Zelda  1,728  8. Tecmo Bowl  1,663
10. Dragon Warrior II  1,120  10. Wizardry  1,146  10. Double Dragon III  1,072
11. StarTropics  1,010  11. Mega Man III  1,133  11. Little Nemo the Dream Master  1,045
12. Tetris  1,000  12. The Simpsons, Bort vs. the Space Mutants  1,097  12. WWF Wrestlemania Challenge  1,014
15. Castlevania III—Dracula’s Curse  978  15. The Immortal  899  15. Wheel of Fortune  825
27. Disney’s Duck Tales  523  27. Castlevania III—Dracula’s Curse  408  27. Golf  625
29. Crystals  509  29. MetalStorm  350  29. Family Feud  606

Players Make the Hits

Their top ten shuffles only slightly, with the exception of a new title, Battletoads, at number seven.

The Pros Pick Strategy Over Action

Games with lasting challenge dominate the pros’ list. Faria, a new title, shows up this month.

Dealers Try to Gauge Future Demand

If they can predict what the next big hit will be, dealers will keep their customers happy.
Few NES games of recent note can compare in popularity to Bart Simpson Vs. The Space Mutants. Bart's legion of followers are also avid video gamers, and it should come as no surprise that Bart is as well. Nintendo Power recently had a chance to interview Bart on video games and life in general.

Nintendo Power: Bart, you're a big video game player. What do you think of video games in general?

Bart: I think they could be a lot louder. Sometimes when I'm in a totally intense playmode with the volume turned all the way up, I can still actually hear myself think... It's very distracting.

NP: Do you have any plans for video games?

Bart: Yeah, man! I'm working on a plan to change all the desk tops at school into video games. And then have our grades based on our total points scored for the semester. Cool idea, huh?

NP: And how's this plan of yours coming along?

Bart: Well, naturally I'm meeting with a lot of resistance. It's typical of the sort of narrow-mindedness we vision dudes run up against all the time.

NP: Any advice or playing techniques you'd like to pass on to our readers?

Bart: Yeah. Forget shaking the T.V. set. I've tried it and it never works!

NP: We hear so much about how stressed kids are these days. How do you balance between fun and stuff like homework?

Bart: Heavy on the fun, easy on the homework has always been a good rule of thumb.

NP: What is your idea of the ultimate vacation?

Bart: I'd like to take my skateboard to the Great Wall of China and go the distance, man!

NP: Do you have any other plans for the future?

Bart: Well, Krusty the Clown comes on in about 30 minutes, so that'll take me right on up 'til dinner time. Beyond that, hey... why tempt fate, man!

The Simpsons TM & © 1990 Twentieth Century Fox Film Corporation. All rights reserved.
Character licensed games fill the list of what's coming for the NES, so we've devoted a large portion of this month's Pak Watch to these titles. We also expanded our SNES Development Dispatches. Enjoy!

**TAILSPIN**

Capcom went back to the drawing board on their TailSpin NES game, and came up with a new version for the CES show. Whereas the first game we saw concentrated exclusively on Baloo's aerial adventures, the new version was well-balanced with a variety of activities for Disney's high-flying bear of adventure.

Just like in the hit T.V. show, Baloo must pilot his plane, the Mini Seaduck, through air battles, and races as he vies with his rivals Shere Khan, Don Karnage and their henchmen.

The action isn't limited to the sky, as Baloo can also hit the dirt for ground-based fun. The action scenes, are similar to the action in Rescue Rangers and Duck Tales, add another dimension to TailSpin's eight different levels.

Nintendo video game players in some areas may have already had a chance to preview TailSpin as it is one of the featured games in The Disney Afternoon PlayTour, which is presented by Capcom. The PlayTour is currently going strong and is scheduled to hit New York, Chicago, Indianapolis, Atlanta, Connecticut, Minneapolis and Ft. Worth in September. In October the tour moves on to San Francisco, Dallas, Denver and Houston, and ends up in Disneyland for the Championships on November 8th.
This new NES action game from Hi-Tech captures the flavor of the classic Tom & Jerry cartoons by giving main mouse Jerry tons of character. Not only does he have a lot of cool moves, but the game gives him other animations depending on the situation. For example, he’ll stand there and fidget impatiently if you take too long to move. The enemy characters are suitably toon-like, including spiders that look like they stepped out of an old Max Fleischer cartoon.

When you have to out-toon top cat Tom, you’ll find him to be a very large character. The play control is good as Jerry makes his way through multiple floors of his house to find Tuffy, who’s been mouse-napped and put into a trunk in the attic by Tom. Plenty of household obstacles, hidden dangers and hilarious surprises are in-store for Jerry on this mission!

Hi-Tech is also working on Sesame Street Countdown. This pre-school pak tests the up-and-coming power player’s ability to find and recognize numbers. It also get them started on counting and addition. Like Big Bird’s Hide And Speak, it has digitized voices. this time of The Count, of course.

From what we’ve seen and heard of the new Addams Family movie due out this fall, it looks like it will be a hit. The casting was right-on, the costumes, make-up and sets look good and the script is very funny.

The story goes that an imposter Uncle Fester is trying to scam the Addams Family out of their family fortune. But even after he gains entrance to the family mansion, the troubles are only beginning. As anyone who watched the classic television Addams Family knows, that house contained a lot of creepy, kooky, spooky andooky stuff!

Ocean is working on a NES title based on the movie that focuses on action in the Addams Family mansion. At least part of the game will be a side scrolling action affair with Gomez rambling around the mansion in search of coins and other items. The look of the game is humorous and little touches like the eyes in the paintings that follow your movement add to the atmosphere and fun.
THE FLINTSTONES

Taito's NES game based on everyone's favorite modern Stone Age family was a pleasant surprise at the Consumer Electronics Show. Although at first glance The Flintstones looked like just another side-scrolling action game, the Fred Flintstone character is really fun, and the authentic Bedrock backgrounds add feeling of the game. Fred can run, jump and climb his way over obstacles as Stone-Age contraptions and pesky pterodactyls try to hinder his progress. Fred is joined by Barney in his quest to find the parts for a time machine that will enable them to go after aliens from the future who have captured Dino and Hoppy and put them in a zoo.

TERMINATOR 2

With Terminator 2: Judgment Day tearing up the movie box office this summer, it shouldn't be long before the NES and Game Boy versions are available courtesy of LJN. In the game, you take control of the good guy, Terminator, and use your hi-tech weapons to protect yourself and John Conner from the evil super-advanced terminator and other threats in six action levels. The early version we saw at the Consumer Electronic Show looked pretty good with moody backgrounds and graphics.

MIGHT & MAGIC

It seems like RPGs are experiencing a slight resurgence in popularity, as evidenced by the fact that 7 of the Top 30 games this month are in that category. If you're one of the fans of video game RPGs, you should be on the new menagerie of menacing monsters awaits your challenge. The world of Might & Magic has already found success in the personal computer market, now video gamers are on the brink of discovering what the magic is all about.

watch for Might & Magic from American Sammy. Like other RPGs, the emphasis in Might & Magic is on the story and puzzles of the game. The graphics inside the mazes are slightly reminiscent of Dungeon Magic, but seem more detailed and smoother. A whole
**GOSSIP GALORE**

**ROCKY**
After starring in five movies, America's favorite fictional prize-fighter, Rocky, is scheduled for a match on the NES courtesy of American Sammy. In Rocky the video game, you can play as Rocky and simulate his career from his street origins to world championship, fighting the same opponents he did in the movies. Or, you can take the place of Rocky's opponents and try a similar rise to the top, including a bout with Rocky!

**MR. GIMMICK**
What's the gimmick? Just good play control and easy to follow action in Mr. Gimmick, for the NES. The game may be easy to learn, but it's tough to master. The hero, Mr. Gimmick, is a little Lolo-like character who can shoot a star at his foes as he progresses through a side-view labyrinth. Strategy as well as reflexes are necessary to make it through the colorful fantasy world. Not only will our little green friend find plenty of magic items to help him, but he'll also run into wild allies like a pink brontosaurus!

**TMNT III**
We haven't seen much of TMNT III from Ultra yet, but we're eagerly anticipating it. This time the turtles' NES adventures take them from jet surfboards in Florida to outer space and back to a floating Manhattan. TMNT III allows you to change turtles throughout the game without a pause. This title should be different from any other TMNT game so far. As you might guess, a 16-bit TMNT title is in the works, but it's a bit further off.

**BATMAN: RETURN OF THE JOKER**
The Joker returns to the NES in a sequel that follows the DC Comics' image of Batman more than the movie. From what we saw at the CES, not only is Batman wearing his more familiar blue and grey costume, he's also almost twice as large as he was in the first NES game. However, the CES version was not the final one and the game is still under development. With a big screen sequel in the works, perhaps the final version will end up following the new movie. Stay tuned for further bat-bulletins.

**BOMBERMAN II**
The original NES Bomberman is something of an underground classic. The sequel, which has not yet been officially named, adds a few play features and a fun multi-player mode. With the help of the NES Satellite, you and a couple friends can enter Bomberman's world and blow each other to bits (or is it bytes?). Although at first glance it seems basic, as you play you'll discover the strategy involved. A similar play concept using the Game Link is available in Atomic Punk for Game Boy.
After seeing so many 16-bit Super NES games at the CES, we decided to expand this installment of Pak Watch's SNES Development Dispatches. While many games will be out in Japan before they are released here, the pace of development is heating up, and we expect some titles to come out here first.

**DARIUS TWIN**

Although Konami's Grad~ius III seems to be stealing the Super FamiCom space shoot-em-up game spotlight in Japan, Darius Twin is also one to look out for, especially since Taito is planning on releasing it in the U.S. this year. The graphics are decent and the action is fast, with schools of small enemies and giant super-ships shaped like alien fish attacking frenzied piranhas.

The feature that most sets it apart from Grad~ius III, and indeed any Super FamiCom action game so far, is that it allows for two player simultaneous play! Even with two players going against the game's challenges, it still seems to be a good test of reflexes and skill. Other games in the Darius series have appeared on other systems, but the Super FamiCom version looks the best. Look for it for your Super NES this fall.

**SUPER RUMORS**

**Super Adventure Island**

Big colors and big characters are what's in store in Super Adventure Island. Master Higgins is at it again—and island hopping will never be the same. Master Higgins says, "Drink your milk and you can grow up big and strong like me!" Basketball's bad boy Bill Laimbeer is the star of Hudson's other 16-bit project, Bill Laimbeer's Combat Basketball. This futuristic basket brawl game features two-player simultaneous play (of course) and an overhead view of the court.

**Ultraman from Bandai**

Not everyone got to grow up watching Ultraman (Japan's answer to the 1960's Batman TV show), but those who did have fond memories of the show. Campy creatures and hokey special effects were common as Ultraman defended his adopted planet, Earth, from gigantic planet wrecking monsters. Bandai plans to release a Super NES game starring Ultraman, but it will be based on the new animated U.S. series scheduled to start next year. It features one-on-one sparring between Ultraman and his space borne adversaries.

**Home Alone**

The idea of a video game based on the comedy hit Home Alone seems like a natural, and THQ was previewing a 16-bitter at the last CES. From the small portion that was completed, it looks like the side scrolling action game will follow the trials and tribulations that befell Kevin as the crooks try to invade his home. The game connects with the movie further through digitized stills straight from the big screen. THQ is also developing Pit Fighter for the SNES, which will feature actual digitized figures in no-holds-barred street brawling action.
Seth was a surprise at the Consumer Electronic Show because of the number of 16-bit titles they have in the works. Just for starters they have Super Formula One Built To Win (which reminded this Pak Watcher of F-Zero with no boundaries) and a 16-bit baseball game. Their most stunning project though, is Nosferatu. If you've seen Prince Of Persia on the PC, you'll recognize Nosferatu since it is similar to that game only with a horror setting. The background graphics are detailed and very gothic with super realistic animation on the main character. Games like this show the potential of the Super NES to emulate or even improve on games from PCs.

Although only a graphics demo of Super Battletank was available for preview at the CES, the sample looked great. The game allows you to take control of one of the Army's M1A1 Battletanks and fight in missions that re-create the Desert Storm campaign. Programmers Garry Kitchen used the Super NES VGA color mode to simulate realistic pictures with 256 different colors on the screen. The digitized press conference cinema scene looked like it could have come off the 11 o'clock news and the tank interiors looked real, too.

We heard about a ton of Super NES games at the CES! Here is a brief rundown: Chessmaster (Mindscape), Hat Trick Hero (Taito), Hyperzonc (HAL), Lagoon (Kemco-Selka), Lemmings (Sunsoft), NCAA Final Four (HAL), Nolan Ryan's Baseball (Romstar), Paperboy 2 (Mindscape), RoboCop 3 (Ocean), RPM Racing (Interplay), Samurai (Seta), Shanghai (Activision), Smash TV (Acclaim), Space Megaforce (Toho), Super Earth Defense Force (Jaleco), WWF Wrestlemania Challenge (Acclaim), X-Men (LIN).

Another popular RPG series from Japan is making its way to America via video games: Wanderers From Ys (pronounced "ease"). Already in its third installment in Japan, the Ys series is heralded as one of the best RPGs by its fans. Part of the reason could be the deep story line and the action/adventure elements that are worked in. You'll like the game's graphics if you're a fan of Japanimation because the characters have that look and feel. We'll have more on this one in a future issue.

Data East has begun an ambitious development project for the Super NES with Ultrabots: Sanction Earth. The action is set in the far future and the player takes control of an Ultrabot, or giant robotic war machine. The viewpoint on the action is from the cockpit of the machine, making this one of the first vehicle simulation type games for the SNES. Data East is also working on Cave-man Ninja, a translation of the humorous arcade action game Joe & Mac.
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**Winners:**
- Mike Cavanaugh, Piscataway, NJ
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Before we introduce Metroid 2, we thought you'd like another look at the original NES hit that pitted Samus Aran against the Mother Brain in a Classic battle for a complex universe.

**CASTLEVANIA II — BELMON'T'S REVENGE**
Drac's back, but so are the Belmonts. In this great Game Boy version, a stage select option lets you choose which of four castles you'd like to travel to. Belmont learns lots of new moves in this one.

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**Dear Readers,**

After three years of writing Nester scripts, I thought it was time for you fans to get a glimpse behind all the glamour and glitz. The process begins by choosing a short game tip that can fit into a few frames. After that, it's story time! As you can see in the example, the story begins as a written outline, becomes a rough sketch, and finally, the full color masterpiece you see in Nintendo Power. Along the way, three or four drafts and input from the other Power writers—useful comments like, "Scott, I think you've completely lost it this time"—are standard before the script is sent to Voyager Communications. Art "Well Named" Nichols, who has been drawing Nester for the past six months, sketches the roughs and the final ink drawings, bringing my ideas to life. As for Nester, he just thinks I'm some weird fantasy being who puts words in his head. He could be right.

Scott J. Pelland
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