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FINAL FANTASY II
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And Magic

Plus!
Game Boy—
Battletoads
NES—
Flintstones

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS
This month in the Super NES Showcase, we take a look at three of the newest 16-bit titles, including Super Tennis, U.N. Squadron and Super Baseball Simulator 1.000. Sports games take on a whole new realistic feel on the Super NES. The tennis game puts you right on center court—sometimes struggling with your backhand! And Super Baseball Simulator 1.000 gives you the ability to do just about everything but put pine tar on your bat.

The NES version of Final Fantasy has been in Nintendo Power's Top 10 for over a year, and fans have been clamoring for a sequel. Wait no longer, fantasizers, Final Fantasy II is here—on the Super NES! Imagine enemies rendered in gorgeous 16-bit graphics and sound that is nothing short of superb. Our review of Final Fantasy II will give you a taste of this fantastic adventure.

If you think all jet fighting simulators are the same, NES Ultimate Air Combat will change your mind. As you'll see in our review, there are two very different flying modes that set this title apart from all others. Add some great digitally-sampled voices and a wide variety of missions, and you get a game that really turns and burns!

Another animated classic, Tom & Jerry, is also coming to the NES. They've been hassling each other for decades, and now Tom has trapped Jerry's nephew, Tuffy, in the attic. This month's review includes a map that will come in handy.

And finally, happy faces get their just rewards in a soon to be released Game Boy title from Bullet Proof Software. FaceBall 2000 lets you wipe the smiles off lots of little faces! Be sure to check out the special FaceBall 2000 "Have a Nice Day" contest on page 66. Everybody can win this one!
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The new entry from Bullet Proof Software has 3-D action and an incredible multi-player mode.

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Use letters from your cache to form words and score big.

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This Month: Letters From Game Link Dreamers

Readers came up with some interesting pairings in response to our request for dream Game Link matches. Ideas ranged from body-slamming the Hulks to joining forces with Link to terminating Arnold. This month's Player's Pulse features some of the ideas we received.

HASTA LA VISTA, BABY

I think a great Game Link match would be Arnold Schwarzenegger and me playing Fortified Zone. Arnold would probably like the shoot-em-up because of his action roles in the Predator and the Terminator films. I would let him win though, because if he lost he would probably crush the Game Boy in one hand and my face in the other!

Cory Barack
Neffs, OH

A NATURAL LINK

I would like to Game Link with Link. We could fight together and destroy everything that we could shake a sword at, and we would take shifts to beat the Darknuts. When we saved Princess Zelda, we would celebrate our victory with Pepsi and chips, then we would split up the jewels.

Michael Sanders
Prestonsburg, KY

CAN HE REALLY CRUISE?

If I could Game Link with a celebrity it would be Tom Cruise. He's a great actor, but I wonder how good he really is at playing Days of Thunder!

Brandon Lee
Batesville, AR

GIVE HIM SOME AIR TIME

My Game Boy Dream Link would be to play One-on-One with Michael Jordan in LJN's NBA All-Star Challenge. It's right after the last game of the NBA's Final Four. Jordan is in the locker room playing NBA Challenge to relax, and I walk in and ask him if he would autograph my copy of the game. He says, "Sure" then, "How about a couple of games?" We play four quarters of super Game Boy action. When it is all over, Michael says, "Next time, Aaron, I'm going to win!"

Aaron Reitmeier
Crookston, MN

SOVIET LINK

My dream Game Link would be to play Tetris against Soviet president Mikhail Gorbachev. I think it would be fun to study his strategy and maybe even beat him.

Adam Gardner
Denver, CO

BUMPERCARS WITH BILL

I read your request for Game Boy Dream Links in the last issue and decided to send mine. My dream is taking the NASCAR Challenge with Bill Elliott. The man says, "Start your engines!" The engines roar, we take a few warm-up laps, then the pace car ducks out and the race begins. I race nose and nose with Elliott for 99 of the 103 laps. The pace car crashes into me, I make an outstanding recovery, everyone starts to scream, and I actually win!

Alan Fowler
Utica, NY

BO KNOWS HOW TO

In my Game Link fantasy, I dream about pitching to Bo Jackson in Bo Jackson's Hit and Run. It's the bottom of the ninth, there are two out, and the count is three and two. My team is leading when Bo steps up to the plate. The bases are loaded. Here's the pitch! Bo swings ... and misses! My pitch wins the game.

Randy Vena
Elizabeth, NJ
CONTEST WINNER MEETS NASCAR GREAT

When Lee Mullen was selected as the Player’s Poll Contest grand prize winner for April, he won the trip of a lifetime. The twelve-year-old winner from New Meadows, Idaho, took his whole family to see Bill Elliott and other NASCAR legends mix it up at the Diehard 500 held last July at Alabama’s famous Talladega Super Speedway.

On race day, the Mullens toured the pit area, met Elliott, and got a close look at his car before heading for the stands to watch one of the most exciting races ever held at Talladega. The competition was hot from the first lap to the checkered flag, with drivers running flat out and trading the lead back and forth all afternoon.

The final lap had all 100,000 fans on their feet as Bill Elliott whipped his car out of the slipstream and pulled alongside Dale Earnhardt. The two screamed down the last stretch side by side, but Earnhardt nosed out Elliott for the flag. With a finish as exciting as that, the difference between first and second didn’t matter to Lee and his family, though it probably did to Bill Elliott!

The race capped an exciting weekend for the Mullen family. And when you consider that Lee’s entry almost stayed in his mother’s purse instead of being sent, you realize how lucky he was to win. Lee and his mother thought that a kid from a town as small as New Meadows had little chance of winning a contest, but he wanted to send his poll card in anyway. It’s a good thing that he kept pestering his mother until she mailed it, though, because she almost didn’t! She finally dropped it in the mail to keep him from bugging her about it, and lo and behold, that very card was drawn.

Nintendo Power subscribers are probably aware of the special offers we sometimes make as incentives to renew. In the past, we’ve included bonuses such as a Dragon Warrior game pak and the Player’s Guide book series. Now we want you to tell us what would make renewing absolutely irresistible for you. A new car? A recording contract? A ride on the space shuttle? Send your ideas to the following address:

Nintendo Power Player’s Pulse
P.O. Box 97033
Redmond, WA
98073-9733
Yabba Dabba Doo™! The crazy caveman antics of Fred Flintstone and his modern Stone Age family are on their way to the NES with the same comic fun that made the Flintstones cartoon a TV classic. Fred runs with a fast and funny flurry of feet, smashes zany creatures by swinging a big stone club and climbs the cliffs of Bedrock with kooky cartoon flair. A mad scientist from the 30th Century has petnapped Dino and Hoppy. Now it’s up to Fred to piece together the Great Gazoo’s time machine and follow the pets into the future.
Our modern Stone Age hero runs through his rocky world with fast feet and a big club. He can jump to avoid quick creatures or knock 'em with his weapon and collect coins. This prehistoric land is full of foes, so it'll pay for Fred to stay on his toes.

**Run, Slide, Stop!**
Fred runs through Bedrock with Yabba Dabba Don style and puts on the brakes with a show-off slide.

**Master Your Tools**
Special tools, like Fred's stone axe, really help him take on tough characters.

**Hang In There!**
You run feel the rocks rumble when Fred grabs onto a cliff and swings before he pulls himself up.

**Jump**
Fred can jump on his own, but he really hits high places with his springy kangaroo put for a cost of five coins a hop.

**Fly**
By strapping on a pair of wings, Fred can fly over dungons on the ground. Air travel, though, can be expensive.

**Dive**
Goggles and a mask help Fred speed through underwater Bed Rock and cross over bottomless pits at a cost of four coins per stroke.

**BEDROCK AND BEYOND**

The pieces of Gazoo's time machine are all over Fred's home town and the surrounding area. If Fred can defeat the creatures that guard the machine's parts, Gazoo will be able to piece the invention together and send Fred to the final stage in the 30th Century.

**Cave**
This maze-like underground stage is populated by creepy creatures and cranks on the farm. Watch it, Fred!

**Under the Sea**
The hundish fish below Bedrock aim to cut short Fred's swim to Tea Rock. They're very tricky.

**Jungle**
Barney's in the jungle, waiting to give Fred advice on how he can heat a coconut-tossing hook.

**Reef Rock**
This town is tough. Fred's going to have to watch for rocks and watch his step in the underground.

**Bedrock**
Fred's town includes wide gaps that he'll only be able to cross by jumping and grabbing hold on the other side.

**Tea Rock**
This island in the north has a lot of similarities to the Far East. Fred'll have to combat martial artists here.

**Icy City**
It's almost impossible for Fred to stop in slippery Icy City. He'll really have to move quickly.

**Basket Rock**
Courts A, B and C give Fred a chance to show off his Stone Age basketball skills and earn special abilities.
This section of Fred’s home town is built on a series of ledges and slopes. If you learn how to grab onto a ledge and pull yourself up right away, you’ll be able to make it to the top of a bluff and spring upward to a 1-Up. Grab an axe when you get near the end so that you can battle an awesome, fire-breathing sea monster.

The buildings of Reef Rock are packed with crooks on the run. Find a slingshot and use it to stop those characters before they have a chance to set their aim on you. The building also features trampoline-like awnings. Jump onto them and bounce to high ledges.

Your only transportation across the long expanses of water in this underground lair is a small raft. Try to keep track of it while you’re climbing on the higher ledges. If you miss the boat, you’ll be stranded.
Knock Out The Monster

With a huge flurry of flames, the monster of Bedrock singes anyone close. Jump out of the way and toss axes in its direction.

Jump out of the way when the monster flames on.

Move in and toss a few axes toward the monster.

Since you don't have the wings yet, you'll have to go below in order to cross this barrier.

A tired pterodactyl flies across the ravine. Ride on its back, then jump.

Slide 'til you reach the bottom of this slope, then jump before you fall.

The third platform breaks when you jump onto it. Jump off quickly.

An Axe For An Axe

When you catch up with Wilma, she'll give you an axe. Use it to fight off the attacks of the axe-wielding caveman at the end of the stage.

Toss the axe toward the caveman.

Run under the caveman when he jumps.
There are three Basket Rock courts in the vicinity of Bedrock. When you beat the king of the courts at his own game, he’ll reward you with a special item. You’ve only got a minute to show him your stuff. Stay close on defense and try to break away clean when you have the ball. Then toss it in!

Don’t even think about trying to stop cold in the frozen tundra of Icy City. If you put on the brakes, you’ll skid halfway to the tropics. Just keep moving, jump quickly and try to stay warm. If you’ve earned the ability to fly, it’ll really be useful.

Enemies are waiting on the right side of the first two ledges. Jump above them to avoid contact.

Jump quickly across the icy, narrow platforms and try to hit the Power-Up producing barrel as you pass it.

Don’t stop. Just jump. If you make your way to the right side of this section, you’ll be able to collect a 1-Up.
There are only three courts and no rematches. In order to earn all of the items, you'll have to win all of the matches.

**Court A**
Win the first match and you'll be able to call on a kangaroo for super high jumps.

**Court B**
With a victory in Court B, you'll be able to strap on wings and take to the sky.

**Court C**
Beat the pro in Court C and he'll hand over a complete set of diving equipment.

---

**Out-Move The Mammoth**
It's impossible to jump over the charging mammoth without getting hit. Make sure that you're powered up. Then quickly club it.

- Power up your swing as the mammoth approaches.
- When the mammoth is within range, let him have it.

---

**Tips:**
- Jump when the first rotating platform is just below. Then hang on!
- Walk off the first platform as the second one passes by.
- Jump lightly and grab onto the third rotating platform.
- You should have no problem in clearing the low spikes here. Just run, duck and slide on the ice to the other side.
Barney has been fighting through this dense area in search of a piece of the time machine. Pick up where he left off and take his advice on how to defeat the coconut-tossing creep at the end. You’ll come across many tricky jumps on your way through the jungle. Be careful as you go.

If you don’t make it all the way across this expanse by jumping on the logs up top, you can still land safely and jump on the rocks below.

Hop quickly across the logs here or you’ll only be able to save yourself by flying.

The many passages of this cavern maze are populated by skeletons, bats, escaped crooks and a mysterious vampire. Work your way through the passages, collect as many Power-Up items as you can find and make sure that you accumulate plenty of coins so that you can fly out of a difficult vertical chamber.

Use a slingshot to surprise the crooks in this hallway.

The flooring begins to fall when you touch it. Run across quickly without stopping.

Pull the lever to open the door and run through before it closes.
Use Your Coconut

The clown at the end of this stage drops coconuts in an attempt to bowl you over. Hit them with your club and send them back.

Beat On The Bat

The vampire of the cave releases bats, then flies to a new perch when you hit him. Wait until the club is at full power and swing when you've got a good shot.
If you didn’t win the last Basket Rock challenge for the diving gear, you’ll have a hard time getting through this underwater area. You can use the gear to float safely over bottomless crevices and under dangerous spikes. Without it, you’ll have to make long jumps and ride fast-moving bubbles.

The Tea Rock area is very similar to Ancient Asia. Watch carefully for masters of the martial arts and hit them with your club before they hit you with their fists. The Sumo Dino at the end is very tough.

After you’ve collected the last piece of Gazoo’s amazing time machine, he’ll send you centuries into the future so that you can fight through one last stage and save your helpless pets. When you zap ahead to the 30th Century, you’ll meet George Jetson and he’ll clue you in on Dr. Butler.
You’ll only be able to collect the items on the ship’s mast if you fly up to them. It’s a costly flight for relatively weak items.

Defeat The Dino

The Sumo Dino is sturdy and a strong fighter. You’ll only stand a chance by fighting with quick and powerful swings.

Avoid the strong wrestling dinosaur as you power your club. When your club is at full strength, hit the dinosaur with all of your power.

The insidious Dr Butler is holed up in his high-tech laboratory. Use your Stone Age tools to scrap his Space Age inventions and continue your search for Dino and Happy.
REMEMBER ABSOLUTELY NO CRASHING! THESE AREN'T BUMPER CARS!

I NEVER CRASH. I JUST KNOCK SOME SENSE INTO THE COMPETITION.

I'M GETTING TOO OLD FOR THIS.

KISS TRACK GOONWAD!

NO CRASHING!

EAT RAIL DOINK!

WHAT? DID YOU SAY 'KNOCK HER SILLY'? YOU GOT IT.

CRASH!

CRUNCH!

CRUMP!
COME ON, YOU WEENIES, I WANT A REAL CHALLENGE.
I'LL GIVE HIM A CHALLENGE.
SO, EARTH SCUMMING, YOU WANT COMPETITION? I'LL TELL YOU SOMETHING, I ATE THE COMPETITION.
YOU MEAN YOU HATE IT?

NO, ATE IT. FOR LUNCH, AND I'LL HAVE YOU FOR DINNER.

F-ZERO VIRTUAL REALITY

DON'T SET THE TABLE YET, PICO. YOUR MOTHER WAS A FISH AND YOUR FATHER SMELLED LIKE A SWAMP.

HAHA, YOU FOOL. YOU BOOSTED MY SPEED.

NO, MY FATHER WAS A FISH AND MY MOTHER SMELLED LIKE A SWAMP. YOU NAUSEATING HUMAN.

THAT WAS JUST A CLEVER RUSE TO MAKE YOU THINK THAT I DON'T KNOW WHAT I'M DOING.

YOU'RE GIVING MANKIND A BAD NAME, NESTER. NOW RAM PICO AGAIN, BUT HIT HIM OFF CENTER SO HE LOSES CONTROL AND YOU'LL BLOW PAST HIM. MAKE IT ONE FOR THE RECORD BOOK.

HEY, CAPTAIN FALCON. HOW DO YOU GET THIS HEAP TO MOVE?

HEY, LET GO. DON'T YOU KNOW WHAT I'VE DONE? I'M A HERO TO ALL EARTHLINGS UNTIL THE END OF TIME!

THAT'S RIGHT. YOU'RE HISTORY.
Exit Gate Bonus

If you carry a P-Switch or a Shell through an Exit Gate, it will turn into one of four different Power-Up items. What the P-Switch or Shell turns into depends on Mario’s condition and what Power-Up item is in the Item Reserve Box. The table below shows how you can figure out what will appear.

<table>
<thead>
<tr>
<th>MARIO ITEM BOX</th>
<th>POWER UP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small Mario</td>
<td>Empty 1-Up</td>
</tr>
<tr>
<td>Super Mario</td>
<td>Empty 1-Up</td>
</tr>
<tr>
<td>Fiery Mario</td>
<td>Empty 1-Up</td>
</tr>
<tr>
<td>Caped Mario</td>
<td>Empty 1-Up</td>
</tr>
</tbody>
</table>

Tread water and stomp the Bony Beetles outside of Reznor’s door in the Vanilla Secret Fortress. You’ll earn a ton of points and 1-Ups.

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you’d like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733
### Alien Change

Since the Alien has total control of the dart in flight (as described in the previous tip), you'll have no trouble in making it throw a dart that hits the fly buzzing around the dart board. Once it successfully tags the insect, the Alien will undergo a transformation. Weird!

By using his incredible Alien power, you can make this creature from another world hit the fly on the board and transform!

### Commercial Break

If you’re in the middle of an action-packed episode of this cat-chases-dog adventure and you’re in need of a special weapon, you can break from the episode instantly with a quick coda. Just press the Start Button to pause the game, then press the A Button three times. You’ll go back to the channel select screen where you’ll be able to tune-in to the shopping channel and buy items or play a bonus game to earn some cash!
From Agent #672

**Bonus Stages**

Daredevil landings in three of the events of this flight simulation game will net you a lot of points and a chance to participate in three other fun flights. In the parachuting event, there is a platform that moves back and forth in a body of water next to the bullseye. Land safely on it and you'll earn 100 points, plus you'll be sent to a bonus stage where you control the flight of a diving penguin as it plummets toward a pool! When you strap on the Rocketbelt, you'll take off from a moving platform in the water. Carry out the tasks of the event, then land on the same platform. You'll earn 100 points for the landing and you'll go to a bonus stage where you'll attempt to bounce off several trampoline like platforms and cross great expanses of water. If you master the hang gliding event and land on a platform in the water, you'll again earn 100 points and find yourself in another bonus stage where you'll strap on wings and try to fly with them for as long as possible.

**Rockerbelt Bounce**

Normally, if you land on the ground in the middle of the Rocketbelt event, you'll be docked two points. Our agents have discovered though, that you can touch down on the white domes that are littered throughout the field and bounce back into the air without losing any points.

**From Agent #689

Extra Fighters Plus**

Before you begin your mission through Metro City in this action-packed street fighter, you can make the going a little less tough by increasing the number of fighters in reserve and adjusting the difficulty levels. On the title screen, press and hold the L Button, then press the Start Button. The "Option Mode" screen will appear, listing several programming features. Press Up and Down on the Control Pad to highlight the options and press the X Button to change the settings. Lower difficulty settings will make the game easier and additional players adds to your fighters in reserve. The extend option adjusts 1-Up awards for points earned. If you want to sample the 19 pieces of music and 53 sound effects, you can activate them by pressing the R Button when they're selected.
From Agent #312

Konami Code Revised

In the original Gradius game for the NES and several other games from Konami, there is a particular code which rewards the player with special bonuses when it is keyed in at a certain point. Since Gradius III is now available for the Super NES, and since the Super NES controller includes more buttons than the NES controller, the Konami programmers have worked out a slight variation of their classic code. While you're piloting the Vic Viper through space, pause the game by pressing the Start Button. Then press Up and Down on the Control Pad and L and R buttons on the top and B and A Buttons in the following sequence: Up, Up, Down, Down, L, R, L, R, B, A. When you resume play, your ship will be equipped with Missiles, a Force Field, Options and extra speed. You'll be able to activate this code once for every stage that you have been to. If you try the original Konami Code (Up, Up, Down, Down, Left, Right, Left, Right, B, A), your ship will self-destruct!

Random Weapons

If you can't decide which weapons to equip your ship with, you can command the computer to select your weapons randomly. On the individual Weapon Select screen (also known as the Edit Mode), press the X and Y Buttons in the following sequence: X, Y, X, Y, X, Y. Each of the weapons will be automatically selected.

Press the game, press Up, Up, Down, Down, L, R, L, R, B and A, then resume. Your ship will be loaded with extras.

Ships-A-Plenty

Our agents have uncovered a quick and easy code that multiplies your ships in reserve nearly ten-fold. On the title screen, press and hold Left on the Control Pad and press the A Button three times. Then press the Start Button. When you begin racing through space, you'll have a reserve of 29 ships!

Credit Increase

When you start the game, you have four Credits which allow you to play the game once, then continue three times. You can extend the number of Credits by pressing the X Button quickly and repeatedly while the title screen is showing. When the title screen disappears, though, the number of credits will go back to four. Make sure that you press the Start Button to begin before this happens. Our agents have discovered that they can work up to about 7 Credits in the few seconds that the title screen appears.

Spread Your Options

You can make the R. Option, which surrounds your ship with four fiery shields, spread to cover a larger area with a simple move. Activate the R. Option and collect enough Power-Ups so that the option selection is highlighted. Then press and hold the A Button and the R. Option will grow!

Press the X Button quickly to add to your chances to continue.

When the R. Option is activated and the option selection is highlighted, press the A Button to spread the shields.
Square Soft's Final Fantasy II for the Super NES sets a new standard of excellence for RPGs. The story, graphics, play and sound will keep fans riveted.

WORLD MAP

1. BARON CASTLE
2. MISTY CAVE
3. VILLAGE OF MIST
4. KAIPÓ
5. WATERY PASS—SOUTH
6. DAMCYAN
7. ANT'LION CAVE
8. MT. HOBS—EAST
9. FABUL CASTLE
10. MYSIDIA
11. MT. ORDEALS
12. SILVERA
13. EBLAN CASTLE
14. TOROIAN CASTLE
15. MAGNÉS CAVE
16. AGART
17. CAVE OF EBLANA
Much of the tale unfolds in scenes in which on-screen characters talk to each other, fight, or stab each other in the back. The twisting plot begins with an elite Red Wing airship commander—you—stealing magical crystals for the King of Baron.

### Flight of the Red Wing

The opening scenes show Cecil, the Red Wing commander, stealing a Crystal from the town of Mysidia. Neither Cecil nor his crew know the purpose of the Crystal, just that the King gave his order. Through this prologue to the game, the player learns about the airships, Crystals, battles and dialogue. In fact, throughout the game, new features are introduced by characters making FFII super player-friendly.

### Road to Mist

The King of Baron strips Cecil of his command when Cecil questions the necessity of stealing Crystals. He is sent to deliver a package to the town of Mist, accompanied by Kain—a Dragoon and supporter. Lately, monsters have been increasing along the road to Mist.

### Dragoon Kain

When fighting with Kain, use the Jump Attack. The Dragoon leaps so high that he misses a round of fighting before delivering a kick.
THE FIRES OF MIST

Through a foggy cave the two outcasts search for the correct path to Mist. A Mist Dragon blocks the route, but not for long.

THE MISTY CAVE

North of Baron is the entrance to the Cave of Mist. Here you’ll meet the first real taste of battle. If you reach Mist, a surprise awaits you!

A voice says “Go back,” but you must go on.

THE MIST DRAGON

When the Mist Dragon becomes a mist, do not attack it. Use the Parry command or refill your Hit Points.

THE FLAME UNLEASHED

Upon reaching Mist, the package that the King gave you suddenly opens, freeing a host of flame monsters who torch the town. There is only one survivor—tiny Rydia, who has lost her mother.

Cecil doesn’t know that he was carrying the Eddy seeds of destruction in the package.

Cecil and Kain discover Rydia after the attack. Kain’s orders are to destroy all Callers.

Rydia has no intention of joining the two men. She calls a Titan to her defense and a battle ensues.

Following the Titan’s attack, Cecil finds that he is alone with an unconscious Rydia. Kain is gone.

ONE NIGHT IN KAIPo

Cecil carries Rydia to the town of Kaipo and takes her to the Inn. That night, a squad of Red Wings attack their old commander. Defeat them and Rydia will join you.

When the Red Wings attack, defeat the Soldiers and the General will retreat.

REAL-TIME BATTLES

Battles in FFII are more interesting than in previous RPGs. First, you must make snap decisions. The enemies don’t wait for you to make up your mind. Second, you place your party members either in the front line or in a back-up position where they’ll take less damage depending on their strengths.

STANDARD

As soon as the enemies appear, size up the situation and form a battle plan.

The most agile party member has first choice of attack. Most often that will be Cecil.

While the first character is making his attack, you’ll be choosing a response for the next character.

You won’t have to spend extra time building up Experience Points or Gold because the game is so well paced.

BACK ATTACK

The Change command lets you switch your front and rear lines in case of a Back Attack.

If the foes are too tough, or you’re in a hurry, push the Left and Right Buttons simultaneously and run away.
Rosa returns when you’re in Kaipo, but she is deathly ill. The only remedy is to bring her the Sand Ruby from the Antlion Cave.

**THE BARD AND THE BEAST**

From the Cave of the Watery Pass where Tellah joins the party, you’ll move on to Damcyan, then to the Antlion’s Cave.

**THE WATERY PASS**

Tellah is following after Anna, who ran off with a bard, but first he must get through the Watery Pass. His Lightning spells will work wonders against the aquatic creatures, including Octomamm at the end.

**OCTOMAMM**

Octomamm’s eight tentacles must be destroyed by your party. Use Tellah’s Lightning spells, Rydia’s Chocobo and Cecil’s regular attack.

**THE RUINS OF DAMCYAN**

Beyond the Watery Pass is the castle of Damcyan, but by the time you reach it, the place is a smoldering ruins. Here you’ll find Anna and her lover.

**PRINCE EDWARD**

Prince Edward fled with Anna only to find greater danger ahead. He is not the strongest of fighters, but he has mystical abilities.
THE CRYSTAL OF FABUL

Your party must venture from the depths of the Antlion Cave, across the wintery summit of Mt. Hobs to the Castle of Fabul.

IN THE CAVE OF THE ANTLION

Use the Hovercraft to cross the shallows and reach the Antlion Cave east of Damoyan. On the bottom level is the Sand Ruby and the Antlion.

THE ANTLION

The Antlion was once tame, but as Edward soon discovers, it now is a fearsome enemy.

Rosa is saved

Use the Hovercraft to return quickly to Kaipo. Give the Sand Ruby to Rosa and she’ll recover. Now she can join the party and use her powerful spells of White Magic.

THE WAY OF MAGIC

Magic is a key element of FFII. White Magic is defensive. Black Magic is offensive. Some of the spells are just for fun.

BLACK MAGIC

Not all Black Magic spells are effective against all creatures. For instance, use Fire spells against ice creatures and ice spells against fire creatures.

WHITE MAGIC

White Magic is used to refill lost HP and MP and to protect members of your party. Some spells will also limit the spells that enemies can cast on your party.

WHITE MAGE ROSA

Rosa is not only Cecil’s sweetheart, she is an accomplished White Mage. Her abilities to protect her comrades during battle make her a valuable addition to the party but she will not stay with them long.

STRENGTHS

The Aim command is Rosa’s non-magic specialty. When she gives Aim to a fighting member of the party, the frequency of that character’s hits will increase.

LIGHTNING

Lightning spells are best used when fighting enemies in water.

WALL

Spells such as WALL are protective spells. They keep your party members safe from the effects of the spells. WALL reflects magic so the effect falls elsewhere.

EXIT

The EXIT spell will transport the entire party out of the depths of a dungeon, tower or cave, but there are restrictions. It won’t work from interior rooms.

FIRE

Use Fire spells against creatures of ice and against undead monsters.

CURE2

This powerful spell will restore HP and MP. Only use it if a character needs to have more than 200 HP restored. If less HP is needed, use CURE1.

ICE

Creatures of fire have a weakness when it comes to ice spells.

SLOW

The SLOW spell slows down time for an enemy, which means that they attack less frequently and are therefore easier targets for your fighting party members.

PIGGY

This whimsical spell turns friends or enemies into pigs who cannot fight.

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In an attempt to stop the spread of evil, Cecil and his party decide to move on to Fabul to protect the Crystal of Air. Their path leads over Mt. Hobs where they will meet Yang.

Yang in under attack on the summit of Mt. Hobs.

Beyond Mt. Hobs the party reaches Fabul, Yang’s home. There they tell the King that a mastermind named Golbez is plotting to take his Crystal.

Suddenly, the Red Wing armada of airships attacks Fabul. Your party must try to defend the castle.

The King of Fabul learns that Baron has been overthrown by Golbez, who now controls the Red Wings.

There is no denying the force of the Red Wings. In the end, Golbez appears, as does a traitor from earlier in the game. The Crystal is taken, and Rosa is held captive.

Rydia’s Call magic is a summoning spell to powerful beasts like the Chocobo and Titan. Once a creature is called, it will fight for your party.

Rydia’s Kick Attack is his most useful weapon. The Kick strikes all enemies at the same time. His regular attack is strengthened by the Hand Claw.

At last you meet the evil force of whom you have only heard rumors up until now. It will not be your last meeting.

While returning to Baron, the party’s luck runs out when Leviathan attacks their ship.

The plot continues to twist as you wake up alone on a deserted ocean shore.

THE FATE OF FABUL

THE FACE OF GOLBEZ

CALL MAGIC

MOMBOMB

RED WING RETURNS

KARATE MASTER YANG

THE REASON
twin wizards are really just children, but in spite of their childish antics, they are valuable and loyal companions for your assault on Mt Ordeals where you must now go.

To appease the Mysidians, you must face a great ordeal.

Following the attack by the sea serpent, Cecil finds himself washed ashore near the town of Mysidia. In town, the Elder assigns the twins to keep Cecil company on a quest to Mt Ordeals.

Milon, the Fiend of the Earth, puts up a tough fight. Make sure that the twins stay healthy and cast their TWIN magic.

High on Mt Ordeals an old friend turns up when least expected. Tellah the Sage, who has been seeking Golbez on his own, now joins the team. You'll need him when you take on the undead monsters that Golbez has placed before you.

Meanwhile, back in Golbez's mysterious tower, Milon the Fiend of the Earth, is commanded to stop Cecil from becoming a Paladin. Milon brings an army of undead creatures with him, but he will certainly enter the fray himself. If you win, return to Mysidia.

A secret path leads from Mysidia to the Town of Baron. When Cecil returns as the Paladin, the Elder tells him of the road. After buying the Paladin armor, Cecil and his cohorts travel to Baron. There they find Yang and a cold reception.

The people speak of Cid, the chief engineer of the airships, having been thrown in jail.

By becoming a Paladin, you will prove your worth, Elder High on Mt. Ordeals an old friend turns up when least expected. Tellah the Sage, who has been seeking Golbez on his own, now joins the team. You'll need him when you take on the undead monsters that Golbez has placed before you.

The twins have a strong sense of duty and won't desert you after the ordeal on the mountain.

Tellah appears on Mt. Ordeals and joins the party along with Palom and Porom.

Cecil's sword does little damage to the undead. The twins and Tellah must do the fighting.

In the Room of Mirrors, Cecil transforms.
THE SECRET PATH

The Old Waterway beneath the Castle of Baron is the only way to get inside for Cecil and his crew. Monsters attack constantly. Use the Saving Site at the end.

UP AND AWAY

Before you can meet Cid and get an airship, you must defeat the Fiend of Water who is disguised as the King. The cost of victory may seem very high.

ANOTHER CRYSTAL

Once Kainazzo is defeated, Cid appears and joins the party. The new plan is to find the last Crystal, which is said to be in Torolian Castle, before Golbez. If they get the Crystal they can exchange it for Rosa, or so they hope.

THE BARD RETURNS

In Torolian you'll find Edward, who is in a bad way since being washed off the ship during the sea serpent's attack. You'll learn that the Crystal is held by the Dark Elf.

THE DARK ELF

The Dark Elf loses his advantage when Edward plays the Twin Harp, because Cecil can now use his sword, which didn't work earlier in Cave Magnes.
THE TOWER OF TOROIAN

The Dark Elf is hidden in the deepest chamber of Cave Magnes with the final Crystal. After defeating him, you'll journey back to Toroian then on to the Tower of Zot to meet Golbez.

THE HOSTAGE DEAL

The Tower of Zot has six floors, each one guarded by the armies of Golbez. Before you reach the evil mastermind, however, prepare to battle the three Magus Sisters and their devastating Delta Attack.

THREE SISTERS

Concentrate your attack on the large, middle Magus Sister and protect your party with WALL.

VALVALIS' TORNADO

Getting out of the Tower of Zot is not going to be easy. First you must defeat Valvalis, Fiend of the Air. Her Tornado Attack is awesome, but now that Kain has rejoined the party, you can defeat it using Kain's jump.

Kain is the key to defeating Valvalis.

LEGENDARY CONTROL

In FFII you can save four games, change names, and even customize screen colors, battle speed and message speed.

• SAVING

You can save four adventures simultaneously on this battery Pack, and saving is easier than ever. Even inside caves and towers there are secret rooms where you can save your progress. Normally you save while in the overworld.

• PASSAGES

Look for hidden passages everywhere. Sometimes a trigger in the floor or wall will open a door. Other times you must walk through walls. In some areas, enter dark channels between rooms.

• THE WELL OF AGART

Four Crystals are held by Golbez, but there are rumors of Dark Crystals hidden underground. A new quest begins below.

CHOCOBOS

Chocobos are remarkable birds. Some carry you through foe-filled forests while others fly you to important destinations. Rydia can control Chocobos and use them for fighting. Other Chocobos refill magic or store items.

YELLOW CHOCOBO

The Yellow Chocobo acts as a monster repellant. If you have one of these special birds, you can enter dark areas in safety.

WHITE CHOCOBO

The White Chocobo is a welcome find. They refill magic user's MP or you can save expensive Ether potions for desperate times.

BLACK CHOCOBO

The Black Chocobo carries you in flight, but unlike the airship, it lands only in forests. Look for Chocobos in circular woods.
STRENGTHS

Cid's unique skill is that he can PEEP at enemies to determine their weaknesses. He can also fight using a bow and arrows.

BAIGAN

Although Baigan wants to join your party, the twins smell a rat. He becomes a hideous monster and attacks.

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Concentrate your attack on the large, middle Magus Sister and protect your party with WALL.

Another airship appears as you are about to take off from Toroian, Kain is the captain.

Freed from Golbez's spell, Kain will rejoin Cecil's party.

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CHOCOBOS

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Yellow Chocobo

The Yellow Chocobo acts as a monster repellent. If you face an enemy, it will attack.

White Chocobo

The White Chocobo is a welcome find. They refill magic and your MP so you can save expensive Ether potions for desperate times.

Fat Chocobo

This bird has room to spare. If your item screen is getting too crowded, a Fat Chocobo can help by storing the excess items.

Black Chocobo

The Black Chocobo carries you in flight. It can fly the airship, it lands only in forests. Look for Chocobos in circular woods.

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SAVING

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THE WELL OF AGART

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The airship vanishes into the crater?
King Giott of the Dwarves welcomes you to his subterranean realm where Golbez has been wreaking havoc. Two of the Dark Crystals are safe, but the Red Wings are attacking.

**THE DWARF CASTLE**

Not all is well in the Dwarf Castle. The Dwarf Tanks are hard pressed by the Red Wings. King Giott has only two remaining Dark Crystals, and the dancing dolls called Calbrena will test your party's strength. Cid leaves to repair the Enterprise, further limiting your resources.

Talk to the King of the Dwarves to learn about the locations of the remaining Dark Crystals.

Battle the Calbrena. First, there are many dolls, but they combine to form one monster caple doll!

Golbez has infiltrated even here! At the heart of the Dwarf Kingdom. Luckily, help comes from Rydia.

**ONE CRYSTAL TO SAVE**

Your task now is to save the last remaining Dark Crystal before it falls into the hands of Golbez. You'll hear about the secret of the Tower of Bab-il and go to see if it is true. It won't be easy breaking into the tower, but your Dwarf friends can help you by using their Tanks.

The Dwarves will draw attention from your party with the Battle Tank so you can enter the Tower of Bab-il without being blasted by the Super Cannon.

Inside the Tower you'll have to climb ever upwards. There are eight floors of strong monsters.

A new airship awaits your party if you survive the Tower of Bab-il.

**RUBICANT AWAITS**

Northeast of the Dwarf Castle is a sealed cave where the final Crystal is hidden. You will meet a new ally—a great ninja named Edge—and a new foe, Rubicant, the fourth fiend in Golbez's service.

The Castle of Eblana in the world above has been decimated by the Red Wings. Edge, the Prince of that land and a trained ninja warrior, will join you in the underground to fight Golbez.

As you can see, the world of Final Fantasy IX is vast and ever-changing. The party you use in your quest changes rapidly, requiring new tactics and strategies in battle. There are mysteries, legends, acts of bravery and betrayal, action from the earth to the moon—everything you would expect from a great adventure movie. The difference here is that you direct the story.
What makes Butter Bridge 1 so difficult are the piston lifts, wide distances between lifts, and automatic scrolling. When you jump on a piston lift, Mario’s weight forces it down, which means you have to keep jumping up and down in order to keep the lifts up. Bring Yoshi along so you can save yourself by jumping off his back by pushing the A Button if you miss a jump. On the first set of piston lifts, bounce on the far right hand edge. Make your jump when the lift is about in the middle of the screen. Stomp the Paratroopa between the second set of lifts to reach the beam. The distance between the third set of lifts and the log platform is the greatest, but you can leap to the back of the Paratroopa for a step up. Once you reach the tallest lift, the scroll starts moving down. Stand on the lift and let it sink until you can see the lower lifts. When the scroll starts moving upward, make your way through the spinning blocks to the top row. The final hop, from the log platform to solid ground, crosses the path of Paratroopas. Jump to the back of a Paratroopa and from there a second jump will carry you to the ground.

The Butter Bridge to Ludwig’s Castle is one of the toughest in the game. Bring Yoshi along so you can save yourself by jumping off his back by pushing the A Button if you miss a jump. On the first set of piston lifts, bounce on the far right hand edge. Make your jump when the lift is about in the middle of the screen. Stomp the Paratroopa between the second set of lifts to reach the beam. The distance between the third set of lifts and the log platform is the greatest, but you can leap to the back of the Paratroopa for a step up. Once you reach the tallest lift, the scroll starts moving down. Stand on the lift and let it sink until you can see the lower lifts. When the scroll starts moving upward, make your way through the spinning blocks to the top row. The final hop, from the log platform to solid ground, crosses the path of Paratroopas. Jump to the back of a Paratroopa and from there a second jump will carry you to the ground.

The Paratroopas can be a big help in this area. When the distance between lifts and platforms is too great, jump to the back of a Paratroopa, then to your goal.

The final jump is another difficult one. The Paratroopas are in a good position to lend a hand, or a back. Jump onto a Paratroopa then hop off onto solid ground.
Underwater worlds can be the toughest because they require new strategies and controller techniques. Filled with Torpedo Teds, Soda Lake is a real bummer. To stay clear of enemies, Mario should swim along the edges of the screen—top or bottom—even if you can’t see all of him. Near the end of the lake is a reef Mario can swim beneath to avoid the Torpedo Teds.

By swimming half off the screen, Mario is safe, either at the top or bottom of the lake. When you meet obstacles, switch to the opposite side of the screen.

Here Mario is forced into the middle of the lake. Wait for the Cheap Cheeps to pass, then drop down and swim to the right end up before passing under the reef.

Three Torpedo Ted launchers are stacked against you near the end. Swim below the reef to avoid them. Although Mario is invisible, the screen keeps scrolling.

How can a Toad leap and live in the Turbo Tunnel?

Down here the heat is on high and one bad hop will cook a Toad faster than you can say Battletoast. The problem a lot of Toads have is jumping from the wrong spot and winding up in the soup. Appearances can be deceptive. You have to be right down next to the lava if you want to reach the next island. If you jump from the top of the island, you won’t make it.

This might look like a good jumping off point, but it isn’t. Toads just can’t go the distance here.

Although it doesn’t look like much of a ledge, hop down near the lava. Now you can make the jump.

The shortest distance is to jump from the low ledge of one island to the low ledge of the next.

Game Counselor Profiles

Jeff Sakamoto
Become Game Counselor: May 1990
Hobbies: Volleyball
Highest Score: 19th level of Tetris
Favorite NES Game: Tetris

Michael Vetsch
Become Game Counselor: May 1990
Hobbies: Golf, Music, Video Games
Best Accomplishment: Finished Castlevania with no continues
Favorite NES Game: Wizardry

Jon Whisler
Become Game Counselor: June 1990
Hobbies: Theater, Snowboarding, Diving
Best Accomplishment: First Counselor to finish Populous
Favorite NES Game: The Simpsons

Robert Johnson
Become Game Counselor: July 1990
Hobbies: Water Skiing, AD&D, Snakes
Best Accomplishment: Finished Solstice in 15 minutes
Favorite NES Game: Wizardry
**THE LEGEND OF ZELDA**

Link's final task is to defeat Ganon in his Death Mountain lair. Two weapons are required for the coup de grâce—the Magic Sword and the Silver Arrow. The Red Ring, also found in this level, is useful as it boosts your defensive power. Take the secret passages to Ganon's chamber, which is the room directly below the left blank spot on your game screen map. Hit Ganon three times with the sword to make him remain visible, then shoot him with the Silver Arrow.

**METAL GEAR**

After collecting the eight cards, your mission is to knock out the Super Computer. To get Dr. Pettrovich's help you must rescue Ellen. She is in the building where you were taken earlier in the game. Punch walls inside to find her. Now visit the Doctor. He is in the room to the left of where you got the Flashlight. He tells you that you'll need 16 plastic explosives to destroy the Super Computer. Only after he tells you this about the Super Computer, can you actually blow it up.

Knowing how to pass through the Maze Zones is essential. Take the Lower Maze Zone to find the building where Ellen is held using the route: left, left, upper left, and left. Reach the Doc through the Upper Maze Zone as follows: lower left, lower left, up, and lower left.
DESTINY OF AN EMPEROR

Get Zhu Ge Liang by Level 17 to build up his Tactic Points. Save the game before point increases. If the increase is low, try again. Enter the final battle with extra Power Pills and over 100 Tactic Points. Zhu Ge Liang heads the party with Jiang Wei as the tactician. First, use the Ji Mian spell. Next, use An Sha, except not on Si Ma Yi. The Power Pills boost your hitting strength versus Si Ma Yi. With luck, you'll defeat him with Wan Fu before he restores his forces.

HOW DO I DEFEAT SI MA YI?

THE SIMPSONS: BART VS. THE SPACE MUTANTS

Stuck in a museum with a bunch of statues carved by dead Egyptian dudes? Don't have a cow. Have Bart jump onto the ledge of one of the statues and jump up and hit its head. An ankh symbol appears. Grab six of them then jump to the column that has risen from the floor to ride out the earthquake.

After dodging a hail of stones back in the museum hall with the statues, you can move on. When you do, chances are you'll jump into the tar pit and lose a Bart. The trick here is to jump from the upper ledge, even though it looks like part of the background and not something you can stand on. The first jump is the critical one. After that, just keep hopping.

HOW DOES BART GET PAST THE STATUES AND THE TAR PITS?
CAREER CRIMINALS ON THE LAM!

Konami brings famous villain Carmen Sandiego and her 15 V.I.L.E. henchmen to the NES in a special new package that includes a vital weapon: The New American Desk Encyclopedia. In a time machine, Carmen and cohorts are cruising through history causing trouble. Use the encyclopedia to track her down.

Your Assignment: Crack the Case

When Time Patrollers report a crime, the Chief calls on you to solve the case. You'll be authorized to use the amazing Acme Chronoskimmer to travel through time.

Begin Your Mission

Carmen's clever crew stole a time machine and is skipping around in time, stirring up trouble. Drat! Now one of the sticky-fingered felons has flown back to the year 1044 A.D. to steal the Kaifang Pagoda from China. You have a mere 35 hours to track the thief down and return the Pagoda to the people of China. Before you leave, though, take a look at the dossiers of the Sandiego mob.

A time sweep pinpoints the time and place of the crime. Now it's your job to travel back in time to catch the crook.

You've been granted the use of the Chronoskimmer, but for only 35 hours. If you can't crack it, the case will go unsolved.
DOSSIERS

Savvy sleuths learn what they can about the criminal mind. Over the years, time patrolers have collected tidbits of information about the crooks they've encountered. Get the M.O. of Carmen's V.I.L.E. bunch by studying their dossiers. Knowing what makes them tick can lead to a speedy arrest.

EARL E. BIRD

He gets the worm and anything else that's out called down.

LYNN GWEENY

This deli owner is full of beans. Don't trust her.

MINNIE SERIES

When the script calls for theft, Minnie's cost as the star.

SHARON SHARALIKE

She likes to share others' things—without their permission.

CARLEM SANDIEGO

She's no idiot. Carmen is the brains behind this bad bunch.

"AUNTIE" BELLUM

This southern belle is as charming—and devious—as can be.

ERNEST ENDEAVOR

The only thing he's earnest about is committing crooked acts.

KARI MEBACK

Cat banger Kari casts off whoever velocities she can carry.

JUSTIN CASE

Justin takes whatever he thinks might come handy someday.

RUSS T. HINGE

Handyman indeed! His mean project is mending off with his goods.

NOSMO KING

This health-conscious crook is a man of many mood rings.

LEE & BILL DING

These sour-faced siblings share the blame for lots of jobs.

RUDY LEPAIY

Lepay is a loud-mouthed loafer who often leaves the loot.

SYBIL SERVANT

Silent Syl stud reveals ingenious plans for heinous heists.

GENE YUSS

Would you buy dehydrated water from this shifty character?

It All Adds Up

Sometimes witnesses and informants pass on clues that will help you identify the person who perpetrated the crime. Be sure to record the tips in your evidence file. When you've collected enough information, you can compute, or compare, the file to the dossiers and pick the thief out of the lineup.
Which mobster are you pursuing? And where are you headed? You won’t know until you talk to witnesses and informants. If you’re observant, you’ll get the hints and follow the right track. Take notes! Your trail starts at the scene of the crime, China, in 1044 A.D.

First, find out what’s happening in China during the 11th century. Note any significant events.

Turn the clock forward to Jefferson’s time period, then head for the U.S. and the year 1778. Find out what notable events are taking place, then Search for more information.

You will arrive in Holland with 25 hours remaining. During the 20th Century, Holland is a constitutional monarchy. A witness here will drop some important hints. Don’t miss them!

The witness also drops a hint about Thomas Jefferson, so go to the U.S. next. When you Search you use valuable time, so don’t ask any more questions! Update your evidence file and compute the data as soon as you have enough info to issue a warrant for the crook.

Evidence Update

The evidence points to that terrible twosome, Lee and Bill Ding. A warrant is issued, the Capture Robot activated. You’re ready to make an arrest.

Evidence Update

The witness also drops a hint about Thomas Jefferson, so go to the U.S. next. When you Search you use valuable time, so don’t ask any more questions! Update your evidence file and compute the data as soon as you have enough info to issue a warrant for the crook.

Evidence Update
In the early 17th Century, Henry Hudson discovered the river and bay named for him. The Ding Bros. really had nothing to do with it, but they wanted to go along for the ride. When you talk to the witness, it whittles your time to 18 hours. He tells you that the Dings are likely to be on their way to see the Goddess of Pulque. Where does she live?

You already have a warrant so you really don’t need any more evidence, but it’s interesting to know that they like paintings of ballroom dancers.

The Aztec empire flourished in central Mexico, which seems to be your next destination. This witness has even more to tell.

You’ve arrived in ancient Mexico at the pyramids of Aztec gods. What kind of trouble can Lee and Bill be up to here? The trail seems to be hot here. They can’t be far ahead.

Your first Search reveals that they are, indeed, here! They are apparently hiding, though, so you’ll have to Search more thoroughly to uncover the time-tripping twosome.

Further investigation pays off! You’re right on target.

Because you’ve followed the right trail, you’re about to bust the bad guys. And you even have time to spare! That will impress the Chief and other time patrollers.

The Captain Rebel activates automatically and shines on the Ding Bros. While holding them in its powerful beam, the Captain Rebel runs an ID check just to verify that you’ve picked up the right pair.

You have indeed tracked down a dangerous duo. The Captain Rebel then checks to make sure that you have filled all of the necessary paperwork. It’s a good thing that you took the time to obtain a warrant.

Congratulations! You’ve cracked a tough case. These two are us yack chucked us the day is long—and days can last for centuries when you’re from traveling! They’ll be behind bars for who knows how long.

If you hadn’t been so clever, the case might have gone unsolved. Going to the wrong place, for example, is costly.

When you’re on the right track, you’ll detect a Y.L.E. Henchman. When you’re on a cold trail, though, the people you meet won’t know u thing.

Time’s Up!

If you can’t collar the criminal in the allotted time, the case goes unsolved and the thief goes free.

Uh oh, the Chief is calling Bad news—time’s up! Because you blew it, the thief gets off scot-free.
Ultimate Air Combat from Activision for the NES gives you the chance to fly tactical air missions with a surprising amount of reality. On the way to the target you'll engage enemy fighters in a fierce dogfight. After destroying the bogeys, close in on heavily defended positions and make precision bombing runs on bridges, bunkers, ships, and other vital military targets. The enemy is a notorious dictator whose aggression against his neighbors forces the President of the United States to send America's finest pilot to make surgical strikes. This is more than a flight simulator. From actual armaments to realistic scenarios, not to mention handy password codes, UAC has the right stuff.

In the introduction option at the start of the game you'll get a behind-the-scenes glimpse of a White House briefing. Admiral Cliff Stormdrane tells the President about a conflict brewing overseas. General Don Gwano, a ruthless dictator, has financed an awesome military machine with his oil revenues. Now he is attacking neighboring countries. The Admiral's plan is to send in a crack pilot with the best hardware available. The briefing also includes an overview of the three missions that the pilot can use. The President agrees with the plan and you receive your orders.

You'll have four major targets during each mission, ranging from bridges to barges.

You must destroy a target then move on.
A CHOICE OF HARDWARE

When you reach the Flight Deck you'll have to choose between the three Navy jets available. All of the aircraft handle about the same, but each one carries specialized missiles. If you crash and burn, you'll have two more chances to complete the mission. Not only do you decide what plane to fly, you also choose the weapons that you take into combat. A description of each missile appears when you select it.

FA-18 HORNET

- **FUEL TANK**: Extra fuel allows for longer dogfights.

AV-8 HARRIER

- **FUEL TANK**: Leave the extra fuel tank and load extra missiles.

F-14 TOMCAT

- **FUEL TANK**: You never know how long an engagement will last.

**HARPOON**: This Air-to-Ship missile tears through steel hulls.

**MAVERICK**: Small impact cluster bombs for precision strikes.

**ROCKETEY**: The Roceteey works well against large ground targets.

**SPARROW**: An Air-to-Air missile requiring a long radar track.

**SIDEWINDER**: The heat-seeking Sidewinder has a limited range.

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It's important to know your instrument panel and to be able to size up your situation in a glance. The panel shown below is for the F-18. Each plane has slight variations in the layout of instruments.

**WARNING LIGHTS**
- Red: Engage in battle.
- Yellow: Enemy detected.
- Green: Friendly airplane.

**DUAL FUNCTIONS**
- The Damage Display also doubles as an Information Display when you pause the game.

**FUEL GAUGE**
- The more green shown, the more fuel you have.

**AMMO & CHAFF**
- Tells Ammunition and radar-jamming Chaff amount.

**SPEED & ALTITUDE**
- Speed is critical in climbs. Don't stall out.

**COMPASS HEADING**
- This gauge also shows an artificial horizon.

**RADAR DISPLAY**
- Your view always faces UP on the radar screen.

**DOGFIGHTING TACTICS**

The bogeys come in fast and furious, but you have a lot of fire power. Watch the heads-up display for missile lock or listen for the computer voice that shouts "Fire!" The missiles are much more effective than guns. Get the bogeys off your tail.

**POWER-UPS**

Sometimes Power-Up items appear after destroying an enemy target. If you want strict realism, just don't collect the items. On the other hand, a little extra fuel or damage repairs can be useful after a dogfight. Identify Power-Ups on the radar as a round object.

**BACKDOOR BOGEY**

If bogeys lock onto your tail, the best tactic is to pull through 180 degrees vertical and swoop in behind them. Be prepared to get missile lock as you come around.

**PROCEED TO TARGET**

Once you've trashed the interceptors, move on to the main target over land or at sea. For a short time the Damage Display shows you the specific target type—whether it's a bunker, bridge or some other structure or ship. Then the view changes for the bombing run.
COMMENCE BOMBING RUN

You must bomb specific sites in order to destroy General Gwano’s war-fighting capability. The bombing run has an overhead, outside the fighter view with a crosshair to line up your bombs. The inset gauge displays fuel, the number of remaining targets and a directional arrow pointing to the next target.

VITAL SIGNS

The inset gauge on the screen shows all the essential information you need for a successful bombing run. The arrow points at the closest primary target and the numeral shows how many targets remain. The Fuel Gauge indicates when you’re running low.

POWER-UPS

Power-Ups may appear after destroying enemy armor or installations. Extra fuel, bombs or in-flight repairs give you extra time to knock out primary targets or to destroy secondary targets.

Boost Your Score

Although you must take out all the primary targets, you can also destroy anti-aircraft batteries, tanks, bunkers, oil tanks and other military targets for extra points.

MORE MISSIONS

After you complete the first four missions, the Admiral has four more lined up. This time the fighting is even harder. Enemy pilots are more skilled and they launch missiles at you. Use Chaff to throw them off. You’ll also fly night missions. New weapons become available the further you progress in the game.

WEAPONS UPGRADES

Top military laboratories in the U.S. have been working overtime to provide you with the latest in super weapons. When you complete a set of four missions, new weapons like an Air-to-Air laser will be available for certain planes.

CAUGHT IN THE FIRE FIGHT

As you destroy more and more of General Gwano’s forces, the fighting gets ever more desperate. The dogfights are tougher and there are more targets to hit on the ground, plus tougher anti-aircraft defenses. To completely destroy the General’s ambitions will take nerves of steel and maybe a little luck.

Top military laboratories in the U.S. have been working overtime to provide you with the latest in super weapons. When you complete a set of four missions, new weapons like an Air-to-Air laser will be available for certain planes.

You have only three jets. Make 'em last.
This past half-century has been witness to the comical cat 'n mouse antics of Tom, a particularly frazzled feline, and Jerry, his mischievous mouse friend. After starring in more than 200 cartoons, entertaining captivated audiences in over 90 countries and winning eight Academy Awards, this power duo now makes its video game debut in Hi Tech's latest action-packed adventure game, Tom & Jerry. Will all that experience pay off? Don't get yourself caught in a mousetrap—check out our furry friends in the most exciting Tom & Jerry appearance yet!
So, you may ask yourself, what are our fun-loving pals really like? Read on for the whole scoop on our cast.

**TOM**

Tom is your ordinary gray and white house cat, and a proud one at that! He can be frequently found napping on the job and therefore regularly becomes a prime target for Jerry’s practical jokes. When awake, though, this cool cat is always on the lookout for surprise mouse attacks—he will even come up with an occasional scheme to try to get even with Jerry. Though his efforts to outsmart Jerry are usually fruitless, it doesn’t stop him from trying again!

**JERRY**

This pint-sized wonder has definitely proven that being small doesn’t have to be all that bad! With quick little feet, big radar ears and sharp mind, Jerry can get himself out of almost any predicament. He can then sit back and snicker as Tom gets into a heap of trouble himself. With those cute little eyes and blushing cheeks, not even hard-hearted Tom can stay mad at Jerry for long.

**TUFFY**

An adorable little bundle of energy, clad in an overpadded diaper and armed with enthusiasm, Jerry’s little nephew Tuffy is the perfect partner in play and student in cat harassment. While learning all the tricks from Uncle Jerry, the young lad even pulls a few of his own out of his hat! What does this dynamic duo spell? Double the fun for Jerry and Tuffy, but double the trouble for a frustrated Tom!

---

**SOME HELPFUL ITEMS**

Collect these useful items along the way to help you get out of any sticky situations you may encounter.

- **Mousenapped Jerrio:** Rescues Jerrry from a sticky situation. 
- **Microphone:** Amplifies your voice. 
- **Roach Repellent:** Heals those pesky Roaches.
- **Slime Snail Shell:** Protects you from the slimy Snail.
- **Ants on a String:** Helps you avoid those pesky Ants.
- **Baseball Bat:** Defeats the evil Fat Cat, The King of the House.

---

**SO WHAT’S THE PROBLEM?**

Tom is at it again with yet another fur-brained plot! He has mousenapped Jerry’s nephew, Tuffy, and locked him in a trunk in the attic. As Jerry, you have to make your way up from the basement through five levels, each a different room in the house, to rescue the little guy who admires you so much. Along the way, you’ll come up against obstacles like pesky Roaches, slimy Snails, an army of Ants and, of course, Tom himself! You can do it, though. Remember, Tuffy is counting on you!
You're all ready to rescue Tuffy from up in the attic, but Tom's made this one tough on you by making you start down in the Basement. You know everybody has to start somewhere, but it's too dark down here! All those creepy-crawlies don't make things any better, either, so grab a few pieces of strategically placed Cheese along the way to make your journey a little more pleasant. You've got no time to lose as you make your way up through the tangled mess of pipes and crates. Don't get lost! This is only the beginning.

Stage One is easy to get lost in. Don't forget to keep your mousy wits about you as you make your way to the exit in the upper right corner! Try jumping on different objects—some will prove to have helpful hidden footholds you may not have noticed before. Using the crates to stand on and climbing up the pipes is a good way to reach high spots. Watch out for those Bees, though, because they will make a beeline right for you. Although they won't hurt you, they can cause Jerry to have a nasty spill. Also beware of the blasts of steam that frequently pop out of open pipes. Keep an eye out for new items!

To make it through Stage Two and up into the Kitchen, Jerry has his route planned out through the drain pipe, which conveniently enough, makes a perfectly mouse-sized tunnel! You will have to share the pipes with an occasional rush of water, so don't get swept away. There are lots of pieces of Cheese to be found, as well as a healthy supply of Invincibility Ink to help you get past the many Snails and Lobsters. Helpful hints to remember: While Snails and still Lobsters cannot be destroyed, you can put them to sleep with a few hits from your Marbles. Moving Lobsters can be destroyed with two hits.
It seems Tom has lost a few over the years, but witty Jerry has an endless supply of Marbles at his disposal. Give them a try and see where they are most effective. There are some other handy items to be found in World One, like the Hammer and the Frying Pan. With these special weapons, you can defeat some enemies with only one hit!

STAGE THREE

Look who's waiting for you at the end of World One! About five good hits on the head with your Marbles should keep Tom out of the way.

A Still Lobster can't be destroyed. Just put it to sleep for a while.

To get up high, float in a bubble.

Don't let an unexpected Water Blob catch you off guard!

Jump up and shoot a Marble at Tom's head.

Don't take a dip—Jerry can't swim!
Relieved to be out of that dark Basement, eh? Jerry's next stop on the way up is in the kitchen. Yum! There is sure to be plenty of Cheese here for a certain hardworking and hungry mouse named Jerry! Unfortunately, those pesky Roaches and a whole army of Ants had the same thing in mind. Maybe there will be enough snacks to go around for everyone. We hope so, because Jerry needs his strength to make all the tricky jumps in this level.

STAGE ONE
When you're a little mouse, everything in the big humansized world can be so overwhelming! Carefully make your way through the cupboards, drawers and shelves. Make use of all the items in the kitchen. Jump on pan handles, or grab a Meat Cleaver for some spice.

STAGE TWO
Stage Two sends you sneaking behind the walls. This must be where all those Ants have been camping out! Head to the upper left area and use your Bubbla Gum to find your way out of the woodwork.

STAGE THREE
Not again! Tom has come back to greet you at the end of Stage Two, but he seems to have fallen asleep. Maybe you can get these Bees to help wake him up. The trick is to get each Bee to sting poor Tom on the head. With practice, you'll surely put a "sting" in his step!
You're getting close—don't give up now! It is very windy up on the Roof, so watch out for leaves and other flying debris. They will push you right off the edge! You also will find a whole herd of acorn-throwing Hopping Chipmunks up here, too. Most every obstacle can be taken care of with your Marbles.

Two hits will take care of 'em! They just won't "leave" you alone!

Where there's a Chimney there's fire! Marbles won't be of much help to Jerry in this hot box, but a Cup O' Water might help put the flames out. Watch out for those floating Coals.

A bouncy Sponge helps out.

Put the fire out with a Cup O' Water.

Our fiery fellas can give him a good scare and he can give them a really good scare back. If you're on the Roof keep your eyes open for them.

A bouncy Sponge helps out.

Back again? This time Tom is tossing Firecrackers at our hero. Jump to the upper left platform, then back to the right after the Firecrackers pass. Watch the pattern. When Tom's head appears, let him have it with the Marbles then get back to the upper left. Be quick!

Be sure to pick up the Drill in Stage Two. Experiment to see which walls you can drill through.

The Drill can be used on certain walls.

Watch the electricity or you'll get a nasty shock.

Our fiery fellas can give him a good scare and he can give them a really good scare back. If you're on the Roof keep your eyes open for them.
One friend hasn't shown up this time! Won't show up? Show him up by clobbering marbles. It will take steps and plenty of dodge those flames.
Jerry has made it to the last stage and there's no time for a pit stop—we're almost to Tuffy! Those nasty Roaches and Chomping Dentures are back in full force, but you know how to take care of them. If you think you are stuck, just look for a dangling electric cord to grab onto or a bottle top to leap on.

This must be the Attic—it is full of Ghosts! Avoid the cobwebs and nails, and use the Mothball sparingly, as you'll need it for the final confrontation.

No more Mr. Nice Mouse! It's time to stop playing games—at least until Jerry can devise a scheme to get Tom back, that is. Dodge the Rockets and toss those Marbles at Tom's head, and you'll soon have your number one helper back.
COMING SOON TO A GAME BOY NEAR YOU
Produced By Bullet Proof Software

NINTENDO POWER
SPECIAL FEATURE

GAME BOY

BATTLE TOADS

FACEBALL 2000

KID ICARUS

DOUBLE DRAGON II

WORD HAI

Nintendo GAME BOY™
The Dark Queen Hatches A New Scheme!

To your battle stations Toadsters! The Dark Queen is up to her evil tricks again and those fabulous fightin' frogs, the Battletoads, are in for another round of slime smashin' action against her fiendish forces! Zitz goes it alone through nine treacherous stages to track down Her Wicked Majesty's ship, the Gargantua, and save his crazy compadres, Rash and Pimple, from the clutches of the queen in this all new sequel to the Toads' NES mega-hit. He'll soar, slide, swing and slam his way through Armagedda and soon go against the rockin' Robo-Manus!

Time to get mad, bad and crazy, Zitz! Rash and me are in deep slime inside the Dark Queen's ship.

Hold onto your warts, Pimple, I'm comin'! But first, I've gotta fight through about a zillion muck suckers!
The battle begins much like the Toads' first adventure, this time, though, there's only one frog up against an army of Psycho Pigs and Groggs. Their leader, General Slaughter, is waiting in the wings!

**Sock The Swine!**
Bop the first Psycho Pig with a couple of well-placed boots, then grab his axe and take on the others. You'll waste 'em with one hit!

**Hit 'Em Low**
Rat-Zaps fire off two shots when they're hovering high. Then they dip down to the ground. That'll be your cue to bust 'em up!

**Club The Clubba**
After the Clubba takes three quick swipes and two slow ones, move in and knock it out with two swings of the axe.

**Clubba Breaks Out**
A Clubba starts swingin' as soon as you round the corner.

**GENERAL SLAUGHTER ATTACKS!**
Big, bad General Slaughter is fast and powerful. If you've still got the axe, hit him and run. If you don't, move in close and come at him with a Kiss-My-Fist flurry. You should be able to keep the General in the air and out of your face.
The Rodent Rocket is built to last! As soon as you take out its four smoke-sputtering guns, it'll streamline into a mighty Toad-blasting machine. Stay out of the way as it fires off four shots, then move in quickly and aim for the big gun.
You're on webbed-foot in this sinister stage. The Darkling is an evil creature with a legion of loyal Giblets and Krunchas. Fight them off but, watch your step. It's a long way down and frogs can't fly.

Don't Get Burned, Zitz!
When you pound the Giblets then give 'em a Big Bad Boot, you'll leap into the air and move forward several steps. Watch out! If you go too far, you'll fly into a fire or fall off the edge. The best way to clear the area of these rodents is to let them come to you as you're standing away from all other dangers, then let 'em have it!

Wait 'Em Out
There are Giblets crawling all over these small islands in the air. Wait for a while before you jump and some of them will fall.

Swing, Toad! Swing!
Take a tip from Tarzan and swing across the wide gaps in this area by grabbing onto the ropes and letting go when you get to the other side. The last ones move very quickly. Jump as they come at you.

Crush The Krunchas
These critters look tough but, beating them will be a cinch. Pummel 'em with a Jawbuster and move on to the greater challenges at the end of the stage.

DESTROY THE DARKLING
The winged Darkling flies near the top of the screen and occasionally drops down with a jarring thud. Jump up and hit it in the air, then immediately move in the other direction before it bites back. Good luck, Toad. You'll need it!
After a quick hop through the swampy area of the river, you’re gonna take a ride on the jammin’ Jet Ski all the way to wild and wicked Wurm. Stay out of danger or you’ll sink!

Saturn Toadtraps crawl all over this area. Knock ‘em out of the picture with a quick Anvil Slam.

Hop Onto The Rocks
There are rocks that move up and down in the water. Jump in their direction as soon as you see the water ripple.

Burn Water, Battletoad!

Dodge The Log Jam!
The Jet Ski starts to speed through the river as soon as you hop on. Stay on the left side of the screen and move up and down to avoid the Logs that drift by.

Watch For Whirlpools!
Turning torrents flow up and down along the width of the river. Speed by when they’re on the other side or jump over ‘em.

Fly By Floating Rats
The two-rodent Rat Dinghies move up and down very quickly. Slow down as you approach them, then coast by when it’s clear.

Tentacle Terror
Octopus Tentacles pop out of the water all over the third leg of the river. Weave to avoid them.

MASH THE MIGHTY WURM
The river stage ends with a wild Wurm showdown. Use the Jet Ski Swing to slap this awesome river monster and you’ll knock it out of commission. Once the body is gone, the head floats freely in the air. Keep swinging and you’ll send it sailing.
The Dark Queen has set up a complicated series of traps on Armagedda. One of her trickiest snares is this underground maze. Wind through the maze with web-feet flying and don't get flattened by the Brain Damage boulder that is following you. It'll take a lot of practice to master!

Run From The Rock!
Watch it! The Brain Damage boulder is right on your tail! Weave perfectly through the maze or the boulder will catch up and turn you into a paper thin Toad.

Keep Hoppin' Frogman!
This upward passage is super tough! Don't make a mistake or you'll fall flat.

Four More Stages To Go! Keep Battlin', Toad!
When the Goddess Palutenas dreams of tragedy befalling Angel Land, she summons Pit and sends him on a grueling mission to gather the three Sacred Treasures and defeat the invading Orcos. So begins Nintendo’s Game Boy sequel to the NES classic, Kid Icarus. All the features of the original are included, plus great additions like Battery Save. The game was received late so we only had time to cover the first level, but later areas are similar. It may look like Kid-stuff, but it’s a real challenge.

Pit gains strength by defeating enemies—lots of enemies. Flyers, crawlers, creepers and Reapers become arrow-bait for our hero. Guardians in the fortresses are tough to handle, not to mention handling the embarrassment of being turned into an eggplant by an Eggplant Wizard.

While the game is paused, you can scroll in every direction around Pit’s position using the Control Pad. Plan out the best route ahead or find rooms to explore.
Stage One’s trickiest area is the series of long jumps between the Treasure Room and the Shop Keeper’s Shop. For the highest, longest jumps, press and hold the A Button. Don’t rush through this stage. Collect as many Hearts as possible by shooting monsters.

**Shop Keeper**

The Shop Keeper is an honest citizen of Angel Land. His prices are lower than the Black Marketeer’s, but he won’t let you use a Credit Card. Buy a glass or bottle of Water of Life, or a Hammer or Key.

**Treasure Room**

Each jar may contain treasure such as a Big Heart worth two Heart Points, or a Hammer, or even a Credit Card. One jar contains the God of Poverty, and if you hit him, the remaining jars vanish. Each arrow shot costs you five Hearts.

**Harp**

Grab the Harp and turn enemies into a Hammers for a limited time.

**Bat Chamber**

Although Bat Chambers seem the dangerous places to spend time, Pit can quickly build up his Hearts here. Each defeated Bat is worth five Hearts. You can enter each room only once during the game.

**Water of Life**

Drink the Water of Life to replenish some of Pit’s lost energy.

**Messages**

A mysterious but helpful man named Doe appears in this and other rooms to give Pit advice. In this case, Doe tells you that some walls can be broken with Hammers to reveal items or shortcuts. Also use Hammers on statues to find hidden items.

“I’m going all the way to the Sky Palace!”
King Krabs and blocks of ice make the second stage a bit more difficult. Visit the Hot Spring to restore your energy before meeting the Reaper and his Reapettes who guard the Treasure Room.

The Hot Spring is one of the most welcome sights in the game. Pit can recover all his lost energy by jumping into the pool. This room, like others, can be used only once each game. As a result, you should use it only when necessary.

In addition to Hearts and Hammers, you can get special items such as Credit Cards and Barrels in Treasure Rooms. If you shoot all but one of the jars without finding the God of Poverty, go ahead and shoot the final jar for the special item.

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STAGE 3

Look for rooms where Pit can gain strength like the secret Hot Spring and Training Room. The long jump beneath the Goal is hard because the ceiling is low. Get a running start, then just tap the A Button to clear the wide gap.

TREASURE ROOM

CHAMBER OF ZEUS

MESSAGE FROM DON

Don has a secret tip about the hidden Hot Spring above the entrance to Stage 3. Since there are many hidden things in the game, a supply of Hammers comes in handy for finding them. Use the Harps to get Hammers for free. Wait until foes are thick on the screen before taking the Harp.

WATER OF LIFE

SHOP KEEPER

TRAINING ROOM

Earn a special weapon in Zeus's Training Room by shooting the blocks that tumble from the ceiling. Before entering, grab the Harp just below the entrance of the Training Room so the Grim Reaper turns into a Hammer.

HARP

"Being a hero is tough and I have three more worlds to go."
Finally! FaceBall 2000, new from Bullet-Proof Software, gives you a chance to blast those terminally cheerful "smiley faces" into oblivion. Two play modes, Cyberscape and Arena, provide variety, and multiple-player capability adds challenge. Try the four-player game for maximum fun, and remember to "Have a nice day!"

**CYBERSCAPE**

Don't take the wrong turn! Find your way to the flashing exit, and get ready for the more challenging mazes that lie ahead. Choose the Cyberscape mode, then select a skill level. "Very Easy" is best for practicing.

Cyberscape is loads of fun for single players, and with more than 70 levels, it promises hours and hours of entertainment. Wipe the smiles off enemy faces as you search for the flashing exit. Sensors will map your progress.

**ARENA**

More fun for multiple players, Arena mode pits you against your friends on a variety of playfields. Get them before they get you!

Choose from a variety of mazes. Small mazes make for super fast games—you can run, but you can't hide!

Four-player action is fast, furious fun. Be alert and eliminate the enemy as quickly as you can. When the competition is hot, you have to think fast and move even faster. Only one winner will be smiling at the game's end.
In Cyberscape, your mission is simple: Seek and destroy the Master Smiloid. At least it sounds simple. More than 70 mazes stand between you and the Master, making matters more complicated. Keep on smiling as you work your way towards the flashing exit.

Early levels may seem easy, but things start to get hairy in Level 12. Be sure to check all of the Pods. You never know which ones contain valuable bits of information.

Level 13 is long and confusing. Check your sensor-drawn map often to keep your bearings, and always keep moving towards the flashing exit and the entrance to the next level.

Mass Smiloids mean mega-trouble and are enough to make anybody grouchy. They can move very quickly, though, so you'll have a chance to rack up some serious points.

Level 14 has some white walls that will disappear if you shoot them. Blast them away and look for the flashing exit.

Use the wall as a barricade. When an enemy pursues you around the corner, stand back where you're safe and fire. Never turn your back on an enemy!

The Key to the Pods here is fairly easy to find at this stage of the game.

You control the great game action and set some interesting options to boot.

You have the call. Select "Options" on the Game Screen and take your pick.

It's very useful in a multiplayer game, to change your name and appearance, because it helps you tell each other apart.

The Key is fairly easy to find at this stage of the game.

Keep your eyes open, Smiley. Cyberscape is intense! In addition to the exit in each level, you should be looking for helpful items that will make your journey easier.

ITEMS & POWER-UPS

Keep your eyes open, Smiley. Cyberscape is intense! In addition to the exit in each level, you should be looking for helpful items that will make your journey easier.

ITEMS

1-Ups are fun to find in any game, and there are plenty of them in Cyberscape. Be sure to search for bandages, too.

POWER-UPS

Power-Ups increase the strength of your armor. Usually, you can take only three hits. At maximum strength you can take up to 12.

DOORS

Some of the Doors are hidden, too. To find them, try to shoot or run through walls that don't look like Doors.
Cyberscape Continued

Some walls will open if you shoot them several times or push against them repeatedly. Be careful, though—there might be enemies on the other side, just waiting to attack.

Different enemies you encounter have their own methods of attack. Remember the different appearances of the various clan members and study their movement patterns.

Winning Tips
Plan your strategy to improve your chances. Try these slick moves on the sly smilers.

1. Don't turn your back on a Smiloid. Run backwards when you retreat.
2. Sneak a peek around corners to see who's there before you continue.
3. If you touch a Transport, check the map immediately to see where you are.
4. Put on a happy face by sitting still for awhile. Your power will regenerate.
5. Inch to the left or right to avoid enemy fire.
6. Learn to move and shoot at the same time.
7. Check the map frequently.
8. Look for secret Doors. They might hide a special "mini-adventure."

Three On The Floor
There are three different devices on the floors. Learn to use each of them well.

The mazes just keep getting bigger and bigger, so it's easier and easier to get lost. Press Select to check the map frequently, and try to keep a smile on your face.

Level 30 is swimming with Smiloids. If you try to rush too quickly through, you'll end up poulting. You won't be able to exit until you find the Black Key.

If you've made it this far, you're obviously a maze maniac. Level 50 is huge, but you have plenty of time to explore it. Again, you'll need to find a Key in order to exit.

Watch out for traps in some areas. Stay clear of questionable passageways whenever possible. The Smiloids are becoming more sinister by the minute; some will take two or three hits before they'll give up their grins.

I.

Don't turn your back on a Smiloid. Run backwards when you retreat.

II.

Put on a happy face by sitting still for awhile. Your power will regenerate.

III.

Inch to the left or right to avoid enemy fire.

IV.

Almost everywhere! Be sure to snag the Power-Up just before you exit.

V.

Press Select to check the map frequently, and try to keep a smile on your face.

VI.

Level 30 is swimming with Smiloids. If you try to rush too quickly through, you'll end up poulting. You won't be able to exit until you find the Black Key.

VII.

If you've made it this far, you're obviously a maze maniac. Level 50 is huge, but you have plenty of time to explore it. Again, you'll need to find a Key in order to exit.

VIII.

Watch out for traps in some areas. Stay clear of questionable passageways whenever possible. The Smiloids are becoming more sinister by the minute; some will take two or three hits before they'll give up their grins.
Awesome Arena!

If you aren't feeling particularly adventuresome, the Arena mode is the one for you. It's a great place to hone your marksmanship skills. Tag ten enemies to win.

Faceball 2000 is fun no matter how you play it, but for the ultimate gaming experience, there's nothing quite like an intense, four-player match-up! Try both of the multiple-player modes.

Example 1: Team Techniques

Cooperate with your friends and use teamwork to wipe out the computer-controlled Smiloid forces. Come up with a battle plan before you begin.

Example 2: Blast Your Buddies

Challenge your friends instead of the computer for a completely different experience. You'll find that they are much less predictable than the computer!

Example 3: Midi-Maze

What are you smiling about? The hallways are long, and there are few hiding places.

In the Midi-Maze, find a cozy corner and hang out there. Stand with your back to the wall as you wait for Smiloids.

Example 4: Feeding Time

You can run but you can't hide! There are no walls to use for cover, so fire like crazy.

It's time for target practice, not fancy plots. Don't waste time planning strategies—just aim and shoot.

The strategies that work in the Cyberscape mode work well in Arena, too. Keep in mind, though, that Smiloids regenerate after you shoot them. If you hang around too long, they'll come back to haunt you.

Midi-Maze

What are you smiling about? The hallways are long, and there are few hiding places.

In the Midi-Maze, find a cozy corner and hang out there. Stand with your back to the wall as you wait for Smiloids.

Face it! It's unique, it's wild, it's the most fun you've ever had in four-player mode. Try it! And be sure to Have a Nice Day.
QUESTION:
What is the total number of enemies that you must defeat in Levels 1 and 2 of the Cyber-scape mode?

HURRY! SEND YOUR ENTRY TO THE FOLLOWING ADDRESS:
NINTENDO POWER
FACEBALL 2000 CONTEST
P.O. BOX 97062
REDMOND, WA 98073-9762
OFFICIAL CONTEST RULES

Send your name and address with the answer to the contest question on a 3 x 5 card to the address provided above. Entries must be postmarked by March 1, 1992. Everyone who responds with the correct answer by the contest deadline will receive a foam FaceBall. Allow four to six weeks for delivery. The contest is not open to employees of Nintendo of America Inc., its affiliates or agencies, or to their immediate families. This contest is void where prohibited by law and is subject to all federal, state, and local laws and regulations. No purchase is required to enter.
The most famous street fighters around are back again in Game Boy’s Double Dragon II from Acclaim. You could say that Billy and Jimmy Lee have led pretty rough lives. They’ve been through countless heroic adventures. Now, they’ve been framed and must clear their names.

**Skill Level**

There are three skill levels: EASY, NORM, and HARD. EASY is a practice game that will stop after the first city. NORM and HARD speak for themselves.

**2-Player Martial Arts Action**

Have you ever been playing a game that you’re really into, then your friends come over and start bugging you because they want to play? The designers of Double Dragon II must have had this situation in mind. In the middle of a game you can press the Select Button, then hook up another Game Boy and continue the game as a 2-Player game!

**Tri-Cities**

You’ll be working your way through three different cities on your mission. A map appears between cities so you can plot your progress.

**Iodesa**

Iodesa is the first city on the map. The first enemies are fairly easy. Use this stage to sharpen your fighting skills. Look out for the guy with the boxing gloves.

**Sadede**

Sadede has always been described as a mysterious city. Your enemies are not mysterious, however. You know exactly what their intentions are.

**To A**

Just a little off the map please.

**To C**

This is just too much trouble to handle.

**BOSS**

Fight like your life depends on it—because it does!

**Start Player 2?**

You don’t even want to be here in the daytime.

**START**

He’s so big that he should be easy to hit.

**EASY Normal HARD**

Second floor, thugs and knives.
Puzzle games seem to be natural hits for Game Boy. WordHai from Meldac is no exception. There are two different types of puzzles in this Game Pak. One of them even has a great 2-Player simultaneous play option. Grab your thinking cap and get ready to spell.

### WordHai

In the WordHai game, you must make three letter words using the letters on the ends of the rows. You'll need to use some serious strategy.

1. [Image]
2. [Image]
3. [Image]
4. [Image]
5. [Image]
6. [Image]
7. [Image]
8. [Image]

### WordZap

It's a race to build as many words as you can. The words can be three to five letters long. All you need to do is build seven words before the computer does.

- **Solid words as fast as you can! Small words are the best.**
- **To win the round, make seven words before the computer does.**

### 2-Player Mode

Link two Game Boys together to play head-to-head WordZap. It's much more exciting to play against a human opponent.

### HEY! That's Not A Word! (or is it?)

- **Kith**
  - Familiar friends, neighbors, or relatives.
- **Vita**
  - A brief autobiographical sketch.
- **Adz**
  - A cutting tool that has a curved blade set at right angles to the handle and is used in shaping wood.

Above are a few odd words that you may not know. In WordHai, it is very useful to expand your vocabulary so you can come up with more words. In fact, if you get stuck while you are playing, try making up words. You may be surprised at how many actually work!

### Round Complete

After every four levels you will see a nifty picture.

- [Image]
- [Image]
The Hunt For Red October

Stage Select

As Captain Ramius, commander of the high tech Soviet submarine, Red October, you’ve taken it upon yourself to cross eight challenging stages of the Atlantic. You plan to defect, against the will of the Soviet Naval Fleet. Our agents have discovered that there is help in the form of a stage select code which will allow you to begin your adventure in any stage by entering a quick code. At the title screen press the B Button, the Select Button, Left and Right on the Control Pad, then Start. The message “Starting World: 1” will appear. Change the starting world number by pressing Left and Right on the Control Pad. Then, when you reach the desired stage, press Start Button to begin.

If you’d like to start at the beginning of the game with 25 Submarines in reserve, wait for the map to show, press and hold the A and B Buttons at the same time then press the Select Button and Up and Down on the Control Pad. Enter that same code, without pressing the Select Button, and you’ll end up with 25 Missiles.

Operation C

Hidden Power-Up

There’s a hidden Power-Up in Area 5 of this alien blasting adventure that you’ll find to be particularly useful since it’s located in the section just before the first level leader. After you jump off the elevator, run to the right and pass the bubble-producing mechanisms. When the last of the machines is on the left edge of the screen, fire to the left and aim for the bubbles as they emerge. One of the bubbles will pop to reveal a scatter shot Power-Up. Collect it and keep fighting with this extra firepower.

In case you missed it in an earlier issue of Nintendo Power, you should know that there is an area select code for Operation C which will allow you to begin in any of the first four areas. When the title screen appears, with the name of the game in full view, press the arrows on the Control Pad and the A and B Buttons in the following order: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A. Then press the Start Button and the words “STAGE SELECT AREA 1” will slide onto the bottom of the screen. Press Up and Down on the Control Pad to change the Area Number and press the Start Button to begin in the selected area.
NOW PLAYING

<table>
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<tr>
<th>Title</th>
<th>Company</th>
<th>Play Info</th>
<th>Power Meter</th>
<th>Game Type</th>
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<td>Atomic Punk</td>
<td>Hudson</td>
<td>GL</td>
<td>2.6 3.1 2.7 2.8</td>
<td>Futuristic Action</td>
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<tr>
<td>Battletoads</td>
<td>Tradewest</td>
<td>1P</td>
<td>3.9 3.8 3.8 4.1</td>
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<tr>
<td>WardHai</td>
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<td>GL</td>
<td>2.8 3.4 3.4 3.6</td>
<td>Word Puzzle</td>
</tr>
</tbody>
</table>

Game Boy Chart Key: Power Meter Ratings range from 1 (poor) to 5 (excellent).

1P=One Player  GL=Game Link Two Players  GL-4=Game Link Four Players  C=Challenge  Batt=Battery

GAME BOY TOP 10

From THQ

HOME ALONE

Last year's most popular movie
and this season's hottest home
video is on its way to Game Boy!
Home Alone from THQ loosely
follows the plot of the movie
which puts you in the shoes of
the resourceful kid, Kevin McCallister,
and gives you the challenge
of saving your family's valuables
from a group of burglars who
are loose in the house.

When you've collected all the stuff, you'll
earn the key to the basement, so
that you can make your way to
the cellar safe and lock all of the
valuables away.

You've got to search the house
for valuable items in each of the
four rounds and toss them into
the laundry chute before the
thugs can get them. When you've

THQ: Fall of
the Foot Clan

This first TMNT adventure is
new to make
way for a sequel. You can
learn more about
TMNT: Back From The
cameras in this issue.

Dr. Mario

A dose of this exciting puzzler is
the perfect treatement for those
dull, rainy day
doldrums. Its stays steady at number three.

Final Fantasy Legend

F-1 Race

WWF Superstars

Castlevania: The Adventure

Batman

Alleyway

Baseball

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.
COMING SOON
TO A COMPACT VIDEO GAME SYSTEM NEAR YOU

TEENAGE MUTANT NINJA TURTLES
BACK FROM THE SEWERS

The Foot Clan has fallen but its evil leaders are still up to no good in the upcoming Game Boy sequel, Teenage Mutant Ninja Turtles: Back From The Sewers from Konami. This six-stage thriller with awesome graphics follows Raph, Don, Leo and Mike as they search for April in the sewers, streets and buildings of the big city.

They fight, climb and skateboard through one treacherous trap after another. And, this time, if one of the Turtles are caught, you can fight to set him free!

NINJA GAIDEN SHADOW

ES star Ryu Hayabusa soars onto the Game Boy screen with an all new adventure in Ninja Gaiden Shadow from Tecmo. He's got to fight through the creep-packed streets of the city and battle an evil force that has taken over a skyscraper. The game features great graphics, lots of cool ninja moves and the Ninja Gaiden trademark cinema scenes.

TERMINATOR 2

Terminator 2: Judgement Day is a six-stage thriller from LJN that follows the movie's story from its futuristic beginning to its present day race to save the world. In the first half, John Connor attempts to send a reprogrammed Terminator to the present. In the second half, the Terminator takes over to protect the young resistance leader and to have a final showdown with the amazing T-1000.

HUDSON HAWK

Sony Imagesoft's Hudson Hawk follows the reluctant burglar as he attempts to retrieve Leonardo da Vinci's treasures. The Hawk is drawn in a fashion that fits the fast and fun pace of the game. He ducks under surveillance system beams, climbs clotheslines and even bounces off awnings.

In addition to action, there's problem solving too. Before he carries out a heist, the Hawk has to figure out how he'll do it without getting caught. The game's due out next month.
Sports fans, this month's Super NES previews are mostly for you. The Super NES brings new realism to the court in Super Tennis and takes the graphics in Baseball Simulator 1.000 way out of the ballpark. If aerial dogfighting action is your thing, U.N. Squadron features super graphics and control that will take you to the heights of shoot 'em up excitement.

**THIS MONTH'S LINEUP:**
- **SUPER TENNIS**
- **U.N. SQUADRON**
- **SUPER BASES LOADED**

---

**Super Tennis**

Professional Tennis Comes Off The Court And Into Your Living Room With Super Tennis

© 1991 Nintendo © 1991 Tokyo Shoseki

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**Real Tennis**

Making use of Super NES capabilities, Super Tennis is as close as you'll come to playing tennis without using a racket. The stereo sound and enhanced graphics make this game look and sound like real match play, but don't let them distract you from the game!

Diving for passing shots is an important part of any match. If the ball is out of your reach, run towards it and hit the "S" button to dive.

When you've made an exceptional play, or if you really muff a shot, your player might scream either "YEAH!" or "NO!"

When you win a point with a super sharp volley, the audience applauds, showing its appreciation.
SHOT TECHNIQUE

Becoming a true tennis champion requires that you master various strokes and learn when to use them. The three general shots, serve, volley, and smash, are discussed below. As is true with real tennis, it will take many hours of practice to become a champ. But when you learn how to use each stroke to your advantage, it will be all "ad-ins" for you!

**SERVE**

- **Slow (A)**
  - This is the best one to use if you faulted on your first serve. It is a softer serve and it's easier to place the ball accurately in the service court.

- **Fast (B)**
  - With this super-fast, flat serve, you can catch your opponent sleeping on his feet. If you master its use, you can serve all aces to take the set.

**VOLLEY**

- **Weak (A)**
  - Smart players sometimes use a weaker drop shot to change the pace and draw their opponents closer to the net. It's a good strategy.

- **Strong (B)**
  - Aim for the deep corners of the court. Use the strong volley to alternate corners and keep your adversary running back and forth.

**STROKE**

- **Slice (A)**
  - If your competitor closes in on the net and has you running back and forth, Slice the ball by pressing "A" to drive her deep.

- **Flat (B)**
  - The Flat return is a stroke designed to outwit your opponent and keep him off balance. To use this shot, hit your "B" button.

- **Top Spin (X)**
  - Throw a little twist into the game using the "X" button to send your rival a Top Spin. That should keep her away from the net.

- **Lob (Y)**
  - When your opponent approaches the net and has you running to hang up with him, press the "Y" button to Lob deep to the baseline.

**SMASH**

The overhead Smash is everyone's favorite, but you must be skillful to keep it in the court. Stand below a lob, press the "B" button, and aim for the open court.
**Doubles** mode presents three more types of play, and each requires you to rely on your partner. Use teamwork and plan doubles strategies.

1P+2P  
1P+COM  
1P+COM  
VS VS VS  
COM+COM COM+COM 2P+COM

Choose a talented partner and he'll hold his Player's skills really make a difference!

Super Tennis serves up one- or two-player fun in both singles and doubles modes. Then, if you think you're ready, you can challenge the computer's hot shot pros in the circuit mode. In any of the modes, you can select your player from the computer's list and determine who your opponents will be.

**Singles**

Singles play is for either one or two players, but it is always one-on-one. Play with a friend or against the computer. It's always a challenge.

1P vs COM  
1P vs 2P

The computer players all are seasoned, talented professionals. You have to stay on your toes to stay in the match.

Who knows how competitive your opponent will be in this two-player mode. Stay alert! Your rival might be tough.

**Doubles**

Doubles mode presents three more types of play, and each requires you to rely on your partner. Use teamwork and plan doubles strategies.

You both have to be on the ball to win this one. Choose a talented partner and he'll hold his own. Player's skills really make a difference!

**Circuit**

Once you feel confident, you might want to try the difficult circuit mode and travel around the world to pit yourself against the very best players in the game.

Are you up to a challenge? Choose your favorite player and take on the pros in the world circuit mode.

Final tournaments are held in cities around the world. Now decide which tourney you'd like to enter first.

Just like it does in the real world of tennis, winning matches improves your position in the standings.

**Surface**

- **Hard Court**
  - On a hard surface, the ball bounces high and fast.

- **Lawn Court**
  - You get a lower bounce and less distance on grass.

- **Clay Court**
  - Balls bounce high on clay and go medium distance.
You can choose your player from this list of 20. The list is divided into two sections: women on the left and men on the right. These professional players are ranked according to their abilities. Individual strengths are listed below.

**WOMEN**

**AMY**
- Amy serves well and has a good forehand. She moves well left to right.

**KIM**
- Kim is well-rounded. She serves up aces and volleys consistently.

**DONNA**
- Donna's specialties are her lob, her volley, and her wicked backhand.

**ERIN**
- Erin serves well. She's also fast and has a high, accurate lob.

**LISA**
- Lisa's forehand and backhand are strong. She moves well forward and back.

**DEBBIE**
- Debbie lob is high, runs fast and volleys consistently from the baseline.

**COLETT**
- Colett has a mighty mean lob and she's quick covering the baseline.

**NANCY**
- Nancy runs quickly forward to back and dives fearlessly for the ball.

**YUKA**
- Yuka lob is well, and she moves quickly from right to left along the line.

**MEN**

**MATT**
- Matt has good ground strokes, and he's a very fast runner to the net.

**BRIAN**
- Brian has a great volley and a good lob. He moves well forward and back.

**PHIL**
- Phil likes to rush the net. He has a strong volley and a good lob.

**JOHN**
- John's ground strokes are his biggest asset. Consistency is the key.

**MEYER**
- Meyer is fleet of foot and has quick lateral movement left to right.

**RICH**
- Rich runs up and back quickly. Watch out for his killer approach shot.

**HIRO**
- Hiro likes to play deep. He can also cover a lot of court quickly.

**STEVE**
- Steve has a cannonball serve that gives him a huge advantage.

**ROB**
- Rob's big advantage is his powerful serve. It's fast and accurate.

**MARK**
- Mark plays a solid game. He serves and volleys consistently.
STORY
Capcom's arcade action hit, Area 88, comes to the Super NES as U.N. Squadron. With enemy jets of the Project 4 Mercenaries, their ground forces and missiles all aimed at you, this game makes full use of the 128 Moving Objects that the Super NES can display at once. Choose your target, aircraft and weapons, then take off for action.

Ten Stages Swarming With Enemies Await You
You must progress though ten stages to defeat Project 4. Along the way, you'll earn money to purchase more powerful planes and weapons. The stages can be flown in many different orders. You'll need to figure out what sequence works best for you.

MOVING STAGE
It is very important to clear the moving stages as quickly as possible. If you don't clear them fast, the enemies will get closer to your home base.

BONUS STAGE
Select the green trucks on the map screen and you will earn into a bonus stage. When you clear a bonus stage, you get a hefty chunk of cash.

Choose From Three Different Pilots
There are three highly skilled pilots in your squadron. You can only choose one to fly this mission.

SHIN KAZAMA
Shin is a good all around fighter. His power level increases the fastest.

MICKEY SCYMON
Mickey is a weapons expert. He is able to choose from the most Special Weapons.

GREG GATES
Greg is a skilled flyer. His ability to fly even the most damaged aircraft is a bonus.
How To Power-Up

Before each stage starts, you can buy equipment. Of course, before you go shopping, you’re going to need some cash. Every enemy that you destroy adds money to your bank account.

Select Your Jet Fighter And Your Weapons

As you make more money, you can add more planes to your fleet. Each of these planes has advantages in certain situations. If you find that you just can’t seem to do well in a particular stage, try a different plane or some different special weapons. Soon, you’ll learn what combinations work best for you.

THE FIGHTERS

Each fighter has different abilities. Many stages are much easier if you have the correct fighter and weapons.

SPECIAL WEAPONS

Each fighter is able to equip certain weapons. Be careful that you don’t spend your money carelessly on weapons that you’re not going to use.
10 STAGES AWAITS YOU!
Your purpose is to defeat Project 4, the organization that has taken over your homeland. To do this, you must defeat 10 stages full of enemies. You can do these stages in any order you wish.

MISSION 1
FRONT BASE
Your mission always starts in this stage. Take your F8E Crusader and equip it with bombs for the most effective attack. A lot of Power-Ups are to be found here.

MISSION 2
THE SKY
Clear this stage quickly or the enemy units will move closer to your home base.

MISSION 3
AIRCRAFT CARRIER
For some reason, Project 4 has put an aircraft carrier in the middle of the desert. Strange...

MISSION 4
BATTLESHIP
This ship has heavy armor. It takes a while to defeat it. The Phoenix Missiles are your best bet.

MISSION 5
FOREST BASE
The A10A Thunderbolt is pretty good in this stage. Its air-to-ground firing capability is very nice to have here.
STEP INTO THE SHOES OF TEAM OWNER, MANAGER, AND PLAYER!

MAKE YOUR OWN TEAM

Select Edit mode and start off building your team by selecting a name and choosing your favorite uniform colors.

STATS & ABILITIES

Max out your players and give them some Ultra Play abilities to start them off right in becoming a successful and winning ball club.

ULTRA PLAYS: BASEBALL WITH A TWIST

What really sets Baseball Simulator 1.000 apart from other baseball games is an array of super-play abilities called Ultra Plays, which are found only on Ultra Team players. Read on for a complete rundown on these extraordinary plays.

USE ULTRA BATTING FOR HOME RUNS

Make the best use of Ultra Batting to keep your opponents on their toes and get your batters on the bases. The Missile Hit is one of the best—a solid rip will drive the ball out to the far wall.

ULTRA PITCH STRIKE OUT

Ultra Pitchers bring some very interesting pitches to the mound, including some pitches you won't see anywhere else! A great pitch is the Warp Pitch which literally warps the ball past the plate!
Ultra Pitches offer Ultra Pitchers a vast assortment of throws to choose from in their attempts to strike out the batters. However, each Ultra Pitch costs a certain number of Ultra Points, and the team's reserve of these is limited! So pitch wisely, and only Ultra Pitch when you need the edge!

<table>
<thead>
<tr>
<th>Ultra Points</th>
<th>Description</th>
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<tbody>
<tr>
<td>6</td>
<td>Fireball: The ball leaves a fiery wake as it rockets past the plate.</td>
</tr>
<tr>
<td>8</td>
<td>Stopperball: Stops the flying ball in midair to baffle the batter.</td>
</tr>
<tr>
<td>3</td>
<td>Phantomball: The ball disappears halfway to the plate.</td>
</tr>
<tr>
<td>3</td>
<td>Snakeball: The ball whips back and forth as it sails towards the plate.</td>
</tr>
<tr>
<td>4</td>
<td>Sparkball: Changes the ball into a cluster of fiery blue sparks.</td>
</tr>
<tr>
<td>5</td>
<td>Ironball: Makes the ball very heavy and difficult to hit properly.</td>
</tr>
<tr>
<td>6</td>
<td>Speederball: Allows the pitcher to change the speed of the ball midflight.</td>
</tr>
<tr>
<td>8</td>
<td>Photoball: Shoots a bullet that screams past the plate.</td>
</tr>
<tr>
<td>8</td>
<td>Zigzagball: Use this Ultra Play for some incredible curve balls!</td>
</tr>
<tr>
<td>2</td>
<td>Spiralball: Throws the ball into a spiral to circle past the plate.</td>
</tr>
<tr>
<td>5</td>
<td>Jumperball: Makes the ball leap sideways with each press of the A button.</td>
</tr>
<tr>
<td>2</td>
<td>Tremorball: An earth-shaking pitch, literally!</td>
</tr>
<tr>
<td>7</td>
<td>Changeup: The speed of the ball changes erratically.</td>
</tr>
<tr>
<td>4</td>
<td>Floaterball: The ball floats back and forth as it crosses the plate.</td>
</tr>
<tr>
<td>3</td>
<td>Multiball: Three illusionary balls parallel the real ball to the plate.</td>
</tr>
<tr>
<td>4</td>
<td>Fadeout: Makes the pitcher invisible until he throws the ball.</td>
</tr>
<tr>
<td>5</td>
<td>Warpball: Pressing the A button makes the ball warp across a short gap.</td>
</tr>
<tr>
<td>3</td>
<td>Lottaball: Puts a mirage ball in front of and behind the real ball.</td>
</tr>
<tr>
<td>1</td>
<td>?ball: Mystery pitch—who knows?</td>
</tr>
</tbody>
</table>
Ultra Batting techniques help to balance out the batting and fielding for the Ultra Batters as they stand up to hit against those nasty Ultra Pitches. As with the Ultra Pitches, each Ultra Batting Play costs valuable Ultra Points, so don’t whiff when Ultra Batting! Save these Ultra Batting techniques for your strongest batters to bring in more runs.

<table>
<thead>
<tr>
<th>Ultra Batting Play</th>
<th>Ultra Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hyper Hit</td>
<td>9</td>
<td>Doubles the strength of your swing, ideal for clean up batters.</td>
</tr>
<tr>
<td>Missile Hit</td>
<td>5</td>
<td>This high-powered Ultra Play can carry fielders out to the fence.</td>
</tr>
<tr>
<td>Tremor Hit</td>
<td>4</td>
<td>Causes an earthquake, making it difficult to catch the ball.</td>
</tr>
<tr>
<td>Bomb Hit</td>
<td>4</td>
<td>The ball lands with an explosion, stunning any nearby fielders.</td>
</tr>
<tr>
<td>Shadowless</td>
<td>5</td>
<td>This ball is tough for fielders to follow, as it casts no shadow!</td>
</tr>
<tr>
<td>Invisiball</td>
<td>3</td>
<td>The ball vanishes once hit, making it hard to keep an eye on.</td>
</tr>
<tr>
<td>Meteor Hit</td>
<td>2</td>
<td>Turns the ball into a comet that knocks down anything.</td>
</tr>
<tr>
<td>Squirrel Hit</td>
<td>2</td>
<td>Sends the ball zigzagging slowly through the air.</td>
</tr>
<tr>
<td>Spinner Hit</td>
<td>4</td>
<td>Spins the screen around until the ball lands.</td>
</tr>
<tr>
<td>Leaf Hit</td>
<td>2</td>
<td>Following a solid hit, the ball will float slowly back down.</td>
</tr>
<tr>
<td>Shadow Hit</td>
<td>5</td>
<td>The ball’s shadow moves erratically, masking its flight path.</td>
</tr>
<tr>
<td>Hyper Run</td>
<td>3</td>
<td>This batter gains extra running speed after he hits the ball.</td>
</tr>
<tr>
<td>Freak Hit</td>
<td>2</td>
<td>Makes the ball bounce around as it lands.</td>
</tr>
<tr>
<td>Dizzy Ball</td>
<td>3</td>
<td>Reverses controller directions during the play.</td>
</tr>
<tr>
<td>Orbit Hit</td>
<td>3</td>
<td>This ball spins and circles around. It’s tough to catch.</td>
</tr>
</tbody>
</table>

Ultra Fielding plays don’t cost anything, so use them as much as you want to help field all those tough Ultra hits!
ENTER NOW TO WIN THIS SLAM-DUNK, IN-YOUR-FACE, ONCE-IN-A-LIFETIME WEEKEND!
Please answer the following questions on the postcard below, then enter our Player’s Poll Contest by sending it in!

A. Have you actually had a chance to see or play a game on the Super NES?
   1. I’ve seen it displayed but I haven’t played
   2. Yes, I’ve played games on it
   3. No, I haven’t seen it yet

B. If you have seen or played the Super NES, what did you think of it?
   1. It’s much better than the NES. It blew me away!
   2. It was better than the NES, but the improvement was small.
   3. I was disappointed by what I saw.

C. Does the contest prize influence your decision to send in the Player’s Poll card?
   1. Yes
   2. No

Please use the game titles on the back of this card to answer the following questions:

G. What three NES games do you plan to purchase next?

H. Please indicate, in order of preference, your five favorite NES games

I. Please indicate, in order of preference, your five favorite Game Boy games

J. Please indicate, in order of preference, your five favorite Super NES games

D. How often do you complete and send in your Player’s Poll Card?
   1. Every month
   2. Most of the time
   3. Once in a while
   4. Hardly ever

E. How old are you? (Please circle your age group)
   1. Under 6
   2. 6-11
   3. 12-14
   4. 15-17
   5. 18-24
   6. 25 or older

F. Sex
   1. Male
   2. Female

Answers to the Player’s Poll

Name_____________________________ Tel__________________________

Address_____________________________________________________

City__________________ State________________ Zip______________

Membership No________________________ Age________________

Please answer by circling the numbers that correspond to the survey questions above.

A 1 2 3
B 1 2 3
C 1 2 3
D 1 2 3 4
E 1 2 3 4 5 6
F 1 2

G. Indicate Numbers 1-100 (from list on back of card)
   1. _____________ 2. _____________ 3. _____________

H. Indicate Numbers 101-200 (from list on back of card)
   1. _____________ 2. _____________ 3. _____________
   4. _____________ 5. _____________

I. Indicate Numbers 201-300 (from list on back of card)
   1. _____________ 2. _____________ 3. _____________
   4. _____________ 5. _____________

J. Indicate Numbers 301-400 (from list on back of card)
   1. _____________ 2. _____________ 3. _____________
   4. _____________ 5. _____________

Volume 30

---

Did you know you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! And the way to do it is on the other side of this card.

So what are you waiting for?

Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032,
Redmond, WA 98073-9732.
### NES Games

<table>
<thead>
<tr>
<th>Issue</th>
<th>Magazine Issue</th>
<th>U.S. Price</th>
<th>Canadian Price</th>
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</table>

**BACK ISSUE / TIP BOOK ORDER FORM**

If you missed these classic Nintendo Power issues, don't miss out now! Your price as a subscriber is just $3.50 plus $1.00 postage and handling. Tip Books are just $4.95 each. Strategy Guides are $3.50 plus $1.00 postage and handling. (For Canadian residents back issues and Strategy Guides are $4.50 each plus $1.50 for postage and handling. Tip books are $6.50.) See page 98 for more details.

**Nintendo Power**
P.O. Box 97062
Redmond, WA 98073-9762

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101. Alien Space
102. Super Mario Land
103. Battletoads
104. Brain Breaker
105. Bubble Ghost
106. Castlevania: The Adventure
107. Castlevania: II Rident's Revenge
108. Cheesecatcher
109. Chipmunk
110. Cosmic Tank
111. David's Mine
112. Deep in the Desert
113. Dock Town
114. Double Dragon II
115. Dr Mario
116. Dizzies 2000
117. Final Fantasy Adventure
118. Final Fantasy Legend
119. Final Fantasy Legend II
120. F I Race
121. Flying Dragon
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123. Get Out for Red Queen
124. In a ROOM Language Translator
125. Lufia: Path To The End
126. Lufia: Path To The End
127. Magic: The Gathering
128. Magic: The Gathering
129. Mega Man: Dr. Wily's Revenge
130. The Legend Of Zelda: Wind Waker
131. Monopoly
132. My First
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134. Ninja Gaiden

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Official Contest News
(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. Entries must be postmarked by December 1, 1991. We are not responsible for lost, stolen or misdirected mail. On or about December 15, 1991, winners will be randomly drawn from among all eligible entries and notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for 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. The ratio of prizes to entry cards distributed is 1:1,350,000. 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 December 30, 1991, send your request to the address provided above.

GRAND PRIZE TRIP: Nintendo will arrange travel and accommodations for the Grand Prize winner and one parent or guardian to Orlando, FL, for All-Star Weekend, tentatively scheduled for Feb. 7-9, 1992. Admission to the NBA All-Star game and the Stay-In-School Jamboree will be provided. Estimated value of the trip is $3000. If under 18, the winner must be accompanied by a parent or legal guardian. The winner must provide written release to Nintendo of America Inc. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families and is subject to all federal, state, and local laws and regulations. Void in Canada and elsewhere where prohibited by law.
The number of new releases is growing as we are moving into the gift giving season. Our focus on games which didn't quite rate feature coverage this issue includes a spaceship shoot 'em up for the Super NES, two light-hearted NES action games, an NES space shuttle mission simulation and a Super NES one-on-one battle with big, big monsters. Check 'em out!

**SPACE SHUTTLE PROJECT**

Space shuttle astronauts have to master a lot of activities in order to carry out their missions. Such is the case in Space Shuttle Project from Absolute. In this simulation of six space shuttle missions, you do everything from preparing the shuttle for take-off to making sure that your cargo reaches a safe orbit. You'll do this by carrying out several specific tasks that follow a set script.

Your first task as Shuttle Commander will be to enter a four digit code and the name of the space shuttle as they are given to you. You'll then have to switch on the fuel tanks and board the crew with the clock ticking down. After take-off, you'll carry out most of the other tasks of the mission by pressing a specific button when a marker reaches a shaded area on a bar or by moving an arrow to match the movements of a computer-controlled arrow. While success in these tasks sometimes results in brilliant shuttle graphics and realistic sound effects, the actual execution of the tasks doesn't seem to give a real sense of controlling a shuttle mission.

Most of the tasks of flying the shuttle are taken care of stopping a moving line in a shaded area. In the first mission, you're in charge of making sure a satellite reaches a safe Earth orbit.

The headlines indicate a successful space shuttle mission or a failed attempt.
Two-player simultaneous action and fun characters are the focus in Snow Bros., from Capcom. This arcade game translation pits two princes-turned-snowmen against a host of enemies in the dozens of enclosed rooms of Snowland. You'll clear each room by hitting the enemies with a cold blast, turning them into snowballs and pushing them off the screen. Creatures that are flattened by snowballs will turn into point-producing items and helpful potions.

The evil King Scorch has turned Princes Tom and Nick of Snowland into snowmen and has kidnapped the princesses, Teri and Tina. As you fight through Snowland, you'll take on one of Scorch's henchmen in every tenth room. Turn the weapons of these huge creatures into snowballs and toss them back to give them a taste of their own medicine. You should go far with teamwork.

While Snow Bros. follows a pair of princes that have been turned into snowmen, Toki from Taito deals with a hero that has been transformed into a monkey. As Toki, it's up to you to fight through the six stages of a mysterious land, take on the villainous Bashtar and find a way to restore yourself to human form. There's also a kidnapped damsel but, that's old news. As you're making your way through the land you'll be able to fight off the many enemies by spitting a powerful blast in eight different directions and by collecting Power-Ups that protect you from harm. This arcade game adaptation follows the story of its predecessor step by step.
DARIUS TWIN

Darius Twin from Taito is the first Super NES shoot-'em-up space adventure which allows for two-player simultaneous action. You and a friend can battle side by side through a seven round mission in a faraway galaxy. The evil Belser, leader of the planet Darius, is launching an attack on the neighboring system including your home planet, Orga. It’s up to you to clear a path to Darius and put an end to Belser’s insidious plans.

While there’s nothing new or unique in the storyline of this arcade-hit-to-Super-nes translation, the enemy battleships do have a style that is all their own. Even though they come from a distant series of planets and they soar through space, these huge fighting machines resemble giant creatures of the deep. Blast through the hordes of smaller ships, Power-Up your Silver Hawk fighter and take on the mysterious ships that threaten your planet.

ULTRAMAN: TOWARDS THE FUTURE

He's been a star of Japanese movies for many years and now the ultimate warrior, Ultraman, is blasting onto the Super NES in Ultraman: Towards the Future from Bandai. You are the hero of futuristic Earth as you take on your most feared enemies in nine one-on-one battles. The detailed graphics and realistic sound effects are top notch. Since there are only nine battles though, the game is lacking in depth. As you fight to victory you’ll earn one of three different endings, depending on the difficulty level you choose.

You’ll knock power out of your opponents by kicking and punching them and tossing them over your shoulder. The only way to finish them off though, is by using your most powerful Special Weapon; Burning Plasma. The Special Weapon Meter builds as you battle. When it hits Level Four, you’ll be able to fire off Burning Plasma. Weaken your opponent until the “Finish” message appears, then let him have it. He’ll disintegrate!
Super NES titles are really beginning to take off. In addition to the games that are mentioned elsewhere in this issue, recent releases include Drakkhen from Kemco/Seika, The Chessmaster from Mindscape and Hyperzone from Hal. Drakkhen is a role-playing game with a first-person perspective. During battle scenes, your party members come into view and fight, while you control one of them. The Chessmaster is a translation of the Chess game which has appeared on the NES and Game Boy. Hyperzone is a futuristic racing battle with dazzling graphics. You pilot a flying vehicle through a series of enemy-packed tracks.

**YOUR GUIDE TO THE LATEST NES RELEASES**

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<th>TITLE</th>
<th>COMPANY</th>
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<td>Absolute</td>
<td>1P/Pass</td>
<td>G=3.2 P=2.7 C=3.0 T=3.5</td>
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<tr>
<td>Taki</td>
<td>Taito</td>
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<td>G=2.8 P=3.0 C=3.0 T=3.4</td>
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<td>Tom &amp; Jerry</td>
<td>Hi Tech</td>
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<tr>
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<td>Kanomni</td>
<td>1P</td>
<td>G=2.9 P=2.7 C=3.3 T=3.6</td>
<td>Education</td>
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**AND SUPER NES RELEASES**

<table>
<thead>
<tr>
<th>TITLE</th>
<th>COMPANY</th>
<th>PLAY INFO</th>
<th>POWER METER RATING</th>
<th>GAME TYPE</th>
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</thead>
<tbody>
<tr>
<td>The Chessmaster</td>
<td>Mindscape</td>
<td>2P-S</td>
<td>G=2.8 P=3.7 C=3.4 T=3.3</td>
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<td>Dorius Twin</td>
<td>Toito</td>
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<td>G=3.6 P=4.0 C=3.3 T=3.3</td>
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<td>Drakkhen</td>
<td>Kemco/Seika</td>
<td>1P/Batt</td>
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<td>1P/Batt</td>
<td>G=4.6 P=3.8 C=4.2 T=4.5</td>
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<td>Hat's Hole In One Golf</td>
<td>Hol</td>
<td>2P-A/Batt</td>
<td>G=3.8 P=3.7 C=3.9 T=3.8</td>
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<td>Hyperzone</td>
<td>Hol</td>
<td>1P</td>
<td>G=3.6 P=3.6 C=3.3 T=3.0</td>
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<td>Super Baseball Simulator 1.000</td>
<td>Culture Brain</td>
<td>2P-S/Batt</td>
<td>G=2.9 P=2.9 C=3.3 T=3.5</td>
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<td>G=3.7 P=2.9 C=3.0 T=2.9</td>
<td>Monster Battle</td>
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**LISTING KEY**

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

**PLAY INFO**

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

- **1P = ONE PLAYER**
- **2P-S = TWO PLAYER SIMULTANEOUS**
- **2P-A = TWO 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 areas.

- **G = GRAPHICS AND SOUND**
- **P = PLAY CONTROL**
- **C = CHALLENGE**
- **T = THEME AND FUN**
Attention game wizards! When you work a little bit of magic and rack up some astounding scores, send them in. Amaze your friends by having your name listed with the other video game magicians who make the NES Achievers column!

<table>
<thead>
<tr>
<th>BATTLETOADS  (NES)</th>
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<td>Josh Kohn</td>
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<tr>
<td>T.J. Allen</td>
<td>Matt Kramer</td>
</tr>
<tr>
<td>Mike Canaroz</td>
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<tr>
<td>Copperas Cove, TX</td>
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<th>HUDSON'S ADVENTURE ISLAND II</th>
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<td>Devon Schad</td>
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<tr>
<td>Lucas Bergman</td>
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<tr>
<td>Melissa Zander</td>
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<tr>
<td>Phuong Vo</td>
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<tr>
<td>Eric Heaton</td>
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<tr>
<td>Marty Bullock</td>
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<tr>
<td>Bob Foreaker</td>
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</tr>
<tr>
<td>Bryan Thompson</td>
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<td>Travis Wakefield</td>
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<td>Indianapolis, IN</td>
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<td>Quincy, IL</td>
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<td>Harlan Woodring</td>
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<td>Crystal Riede</td>
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<td>Brenda McCull</td>
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<td>Patrick Boedeker</td>
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<td>Pauline Neville</td>
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<td>Jason Swindells</td>
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<td>Steven Ezez</td>
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<td>Joshua Rossman</td>
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<table>
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<th>G.M. SCHWARTZ (NES)</th>
<th>MONOPOLY  (NES)</th>
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<tr>
<td>John Smith</td>
<td>Jay Sullivan</td>
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<td>George Washington</td>
<td>Adam Schmidt</td>
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<td>Elizabeth Johnson</td>
<td>Sunny Taylor</td>
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<td>Amanda Roswell</td>
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<td>595,700</td>
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<tr>
<td></td>
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</tr>
</tbody>
</table>
Use Your Magic Touch

Remember to record your best efforts on film and send them to NES Achievers. If yours is one of the highest we receive, or if you're one of the first to finish a game, your name might be listed in a future issue. When you take a picture of your television or Game Boy screen, hold your camera steady and use only natural light. For best results, use a 35 mm camera without a flash. Send your scores and photos to NES Achievers.

NINTENDO POWER
NES Achievers
P.O. Box 97033
Redmond, WA
98073-9733

VOLUME 30 89
A long-time favorite, The Legend of Zelda, returns to the top ten this month. Link's first adventure has its loyal followers. Wait until they see the third installment in the series!

<table>
<thead>
<tr>
<th>Game</th>
<th>Points</th>
<th>Months</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUPER MARIO BROS. 3</td>
<td>7,939</td>
<td>25</td>
<td>Will their reign ever end? They hope it doesn't—they like the view from up here.</td>
</tr>
<tr>
<td>FINAL FANTASY</td>
<td>6,447</td>
<td>15</td>
<td>There's nothing final about it! This fantasy just keeps on finding followers.</td>
</tr>
<tr>
<td>BATTLETOADS</td>
<td>6,397</td>
<td>3</td>
<td>The 'toads keep things hopping in third this month, and they're happy to be there.</td>
</tr>
</tbody>
</table>

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

- **Pink**: Newcomers appearing for the first time this month.
- **Green**: Games that have appeared between two and nine times.
- **Blue**: Titles that have made the Top 30 ten times or more.
- **White**: Number of months the games have rated in the Top 30.
<table>
<thead>
<tr>
<th>Rank</th>
<th>Points</th>
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<th>Game Description</th>
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<td>3</td>
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</tbody>
</table>

**TMNT II: THE ARCADE GAME**
Heads up, sewer slime, the totally tubular turtles are cleaning house again.

**THE SIMPSONS: BART VS. THE SPACE MUTANTS**
Hey, man, Bart's on a mission against mutants. Have skateboard, will travel.

**CRYSTALIS**
Time travelers keep Crystalis ranking among the best. It's a major RPG hit.

**DRAGON WARRIOR II**
Erdrick's mythical domain, Alegard, mystifies explorers for yet another month.

**MEGA MAN III**
Watch out Wily! Mega Man has it out for you and your wicked experiments.

**TETRIS**
This shapes up as another great month for one of the best puzzlers ever.
**Players’ Picks**

<table>
<thead>
<tr>
<th>GAME</th>
<th>PTS</th>
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<tbody>
<tr>
<td>1  Super Mario Bros 3</td>
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**Pros’ Picks**

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**Dealers’ Picks**

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<tr>
<td>30 Mega Man II</td>
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**WHOA, DUDES! IT’S BILL & TED!**

Bill & Ted must be time traveling. They’ve come from nowhere to rate in the Players’ Top 30.

**PROS SETTLE IN FOR SOME SERIOUS PLAY**

The pros like challenge, and they find it in complex, time-consuming RPGs.

**DEALERS GO FOR THE BIG NAMES**

Looking for sure bets, dealers look for games with well known stars, like Mario, Bart, and the turtles.
Freddy's Dead: The Final Nightmare is currently ripping up movie screens nationwide. We tracked down the film's star, Robert Englund (a.k.a. "Freddy Krueger"), an avid Nintendo game fan, to talk to him about the film and the last movie appearance of his dreamstalking character. "While I've enjoyed developing Freddy's character to icon status," says Robert, "I think it's time for me to move on. I am extremely pleased that so much effort has gone into the 'Final Nightmare'.

While Robert has enjoyed portraying Freddy in all six Nightmare films and is happy about the character's popularity, he's quick to point out that Freddy Krueger shouldn't be considered a role model. "I don't see Freddy as a hero to anyone and I don't think anybody wants to grow up to be that ugly evil ol' cuus."

Yet, Robert still claims to play Nintendo games with the ferocity of the famous fiend who stalks the teenagers of Springwood in their dreams. "I'm really proud of the new retractable blades I've designed on my Power Glove," he says with a Freddy-like sneer. "Now, I'm more agile when I play."

If Robert (as Freddy) were to design a game he says that it would feature "Freddy Krueger destroying Jason Vorhees [of Friday the 13th fame] and that wimp Michael Myers [from the Halloween series]. I'd call it 'Nightmare on Friday the 13th, Halloween Night'." Robert goes on to say, with full Freddy flair, that his favorite games are "the ones where Fred Krueger decapitates the Mario Bros." There are, of course, no such games in existence but he can dream can't he?

Now that Robert has bid goodbye to Freddy Krueger, he'll be appearing in a television pilot called Nightmare Cafe, which is being co-produced by Nightmare creator Wes Craven. He has also spent some time on the other side of the lens, directing his first feature film, 976-EVIL.

Even with busy filming schedules, Robert still plans to make time for surfing, traveling, reading and playing video games. His advice for game playing fans of Freddy is "always wear a Power Glove."

### Freddy's Favorite Horror Films
1. The Innocents
2. Sisters
3. Rosemary's Baby
4. White of the Eye
5. The Hitcher
It looks like the new year is going to offer a lot of excitement for NES and Super NES players. Programmers are borrowing the best themes from the movies, PCs and just about everywhere else... and the preliminary results are looking awesome.

**THE EMPIRE STRIKES BACK**

JVC and Lucas have teamed up again with the latest Star Wars game—The Empire Strikes Back—the result is outstanding as always. It sure doesn't hurt Lucasarts having one of the hottest licenses of all time, and the programmers packed the Pak with tons of story and characters from the second Star Wars film.

The game takes Luke from the ice planet Hoth to the green, swampy world of Dagobah and, we are told, on to Bespin, the Cloud City. Our two-thirds completed version only got us as far as a meeting with Yoda. Still, it was enough to get us excited. One of the most radical features is the use of transport. You can ride a snow beast or fly circles around an Imperial Walker in a Rebel Scout ship. If your mount or ship is blasted, Luke will have to hoof it through the rest of the stage or until he finds a new ride. Another notable feature is the voice reproduction. When Darth Vader speaks, we could swear we were hearing the real guy.

Basically, The Empire Strikes Back is an action game. Han Solo, Princess Leia and other characters give information from pop up screens but don’t join the team as they did in Star Wars. The controls take a little getting used to, especially when you’re making tricky jumps, but this Pak Watcher got caught up in the action and is waiting for more.
Overlord from Virgin Games is an adaption of a PC strategy game that combines terraforming and colonizing planets with alien battles. The idea is that you are at one end of the universe while an evil counterpart is at the other. The two of you are expanding your empires and eventually will meet. In order to be ready for that mother of all space battles you'll have to develop your planets by providing food and minerals and keeping tax rates low. As your population expands, recruit soldiers to protect your worlds and to act as a strike force. You can purchase all sorts of space ships, equip soldiers with weapons, carry colonists from one planet to another and receive messages from the enemy. This is one complex game, but for strategy fans it looks like a winner. One bit of advice—don't lose the manual!

WIZARDS & WARRIORS III

Acclaim Entertainment and RARE Ltd. have combined their resources to bring back Kuros the sword-wielding hero in Wizards & Warriors III: Kuros...Visions of Power. For starters, we thought the subtitle was particularly powerful. The graphics were also eye-grabbers. Rare has a knack for bold, colorful graphics. The story of this third Kuros adventure has our hero exploring three worlds—the City, the UnderWorld, and the Palace—preparing to meet the evil Malkil who has overthrown the King. Armor and swordplay won't be enough as Kuros must learn to fight magic with magic. There's lots of jumping and stabbing action, plus many items to find or purchase at the Inn. We found the most challenging aspect of the game was that you must return several times to the different worlds, where you find new treasures and learn new skills, such as how to be a thief. The result is that the game gets bigger and better the longer you play.
The two games featured this month in Development Dispatch are both great examples of how the Super NES allows maximum creativity for game programmers around the world. Lemmings was designed in Great Britain, while True Golf Classics comes to U.S. shores from Japan. There's a world of fun out there.

LEMMINGS

Save the Lemmings! That's the battle cry that crossed the Atlantic when Psygnosis, a British game developer, introduced Lemmings for the PC. Now Sun Soft is bringing the game to the Super NES. The idea is simple. A group of Lemmings (tiny, rodent-like characters who march mindlessly until given a purpose) must dig, bomb, bash and climb their way past a series of obstacles in every stage to reach the door. Your job is to assign special skills to well-positioned Lemmings in order to clear a path through the increasingly difficult mazes.

TRUE GOLF CLASSICS

Waialae © Country Club

T&E Soft's True Golf Classics: Waialae is an ambitious golf game for the true golf fanatic. Everything you can do on a real course you can do here. The course duplicates the championship 18 of the Waialae Country Club in Hawaii. T&E's programmers visited the course, got tips from the pro and included the notorious trade winds that make it so challenging. The control is super impressive. We truly felt like we were out there. The next T&E classic is slated to be Pebble Beach. Fore!
GOSSIP GALORE

BUCKY O'HARE
Konami’s whimsical space-faring bunny, Bucky O’Hare, is out to save his buddies who were captured by some ruthless extra-galactic toads and hidden on four planets. The NES graphics are bold and colorful and the action is very fast. Jumping and shooting are the keys to success. The early version has a stage select and passwords to keep you hopping along.

SUPER SPORTS FROM EA
Super NES sports fans should keep their eyes open for anything marked Electronic Arts. Why? Because EA has dedicated its resources to providing some super sports games including titles for baseball, golf, basketball, hockey as well as the PC hit John Madden’s Football. If the other titles are anything like JMF, expect sophistication that will be hard to beat on the field or on the Super NES.

ATTACK OF THE KILLER TOMATOES
One of the great cult movies is coming to the NES and Game Boy. Attack of the Killer Tomatoes from T.H.Q and Imagineering stars Chad Finletter as the unwilling hero who must stop a mad scientist about to unleash the dreaded Doomsday Tomato. Beefsteak, Mummato, Fang, Ketchuck and Tomacho plus all the Killer Tomatoes stalk Chad. Yes, these violent vegetables have a taste for human flesh. Chad must jump and stomp them into ketchup if San Zucchini is to be saved.

RUMOR WRAP UP
What's the biggest news for '92? That's a tough question with so much going on, but here are a few titles that we've heard about: The Hook from Sony (based on the Steven Spielberg movie starring Robin Williams, Dustin Hoffman and Julia Roberts), Mega Man IV from Capcom (starring the one and only Mega Man), and Lagoon from Kemco-Seika (a Super NES adventure from the company that produced Shadowgate, Déjà Vu and Drakkhen). These are just a few of the highlights.

COMING SOON
Attack of the Killer Tomatoes
Avengers
Barbie
Bio Force Ape
Bucky O'Hare
Contra Force
Cyberball
The Empire Strikes Back
The Flintstones
G.I. Joe 2
Hammerin' Harry
Mega Man IV
Might & Magic
Nightshade
Overlord
Rocky
Secret Ties
Space Shuttle Project
Terminator 2: Judgment Day
The Addams Family
Tiny Toon Adventures
TMNT III
Toki
Toxic Crusaders
Ufoirus
Ultimate Air Combat
Uncharted Waters
Wizards & Warriors III

COMING SOON
Castlevania IV
Joe & Mac: Caveman Ninja
Final Fantasy II
Final Fight
John Madden’s Football
Lemmings
Nolan Ryan’s Baseball
PGA Tour Golf
Populous
RPM Racing
Super Battletank
Super Play Action Football
True Golf Classics: Waialae
Wanderers From Ys
Nintendo Power’s back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 14 (July/Aug. ’90) — Rescue Rangers, Snake’s Revenge, Solace, Crystals.
Volume 21 (Feb. ’91) — StarTropics, TMNT II, The Arcade Game, Quantum Fighter, Magician, Ultimate Quest of the Avatar.
Volume 22 (March ’91) — MetalStorm, StarTropics, G.I. Joe, Hudson’s Adventure Island II.
Volume 23 (April ’91) — Power Blade, Sword Master, Totally Rad, Monopoly.
Volume 25 (June ’91) — Battletoads, Day Dreamin’, Dog, NES Open Tournament Golf.
Volume 26 (July ’91) — Robin Hood, Rockin’ Kats, The Little Mermaid.
Volume 29 (Oct. ’91) — F-Zero, Star Trek, Roger Clemens Baseball, Metroid, Shatterhand.

To order your back issues, use the form in the Player’s Poll section of this issue.

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Volume 19: 4-Player Extra

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— How to Win at Super Mario Bros.

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- The First-Year Set includes in-depth reviews of the following games:
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  - Final Fantasy
  - Castlevania II — Simon’s Quest
  - Zelda II — The Adventure of Link
  - Teenage Mutant Ninja Turtles.

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  - Dragon Warrior
  - Super Mario Bros. 3
  - Tecmo
  - Final Fantasy

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**PLAYER’S POLL CONTEST WINNERS FROM JULY 1991**

**GRAND PRIZE: A TRIP TO NINTENDO HEADQUARTERS AND A SUPER NES**

**WINNERS:**
- Michael Delao, Carano, CA
- Laura McSpadden, Pound Ridge, NY
- Chris Ruggieri, Pittsburg, PA

**SECOND PRIZES: GAME BOY SYSTEMS**

**WINNERS:**
- Jedediah Jay Allen, Boards Fark, WV
- Alex Curtis, Sandy, UT
- Anthony Eilers, Milan, IL
- David L. Hite, Warsaw, IN
- Kyle Paulette, Spout Springs, VA
- Timothy S. Williamson, Sitka, AK

**THIRD PRIZES: NES ADVANTAGE JOYSTICKS**

**WINNERS:**
- Ed Breslin, Selden, NY
- Jeff Hignite, Hazard, KY
- Timothy B. Hall, Bradenton, FL
- Travis A. Maxwell, Annadale, VA
- Hannah Mello, Milwaukee, WI
- Mike Prude, North Roohan, OH
- Todd Tescher, Minneapolis, MI
- Ben Thompson, Hawthorne, NV
- Mike Vescovo, Des Peres, MO

**FOURTH PRIZES: NINTENDO POWER JERSEYS**

**WINNERS:**
- Jason Adams, Hape Mills, NC
- Michael Best, Nine Mile Falls, WA
- Clark Bongiavanni, Lancaster, CA
- Robert Bueck, Olmstead Falls, OH
- Ben Burrage, Lexington, MA
- Nate Dailey, St. Louis, MO
- Michael Dick, Cleves, OH
- Justin Duplas, Omaha, NE
- Jason Edington, Broomfield, CO
- Robert Fresia, Newark, NJ
- Bobby Garrison, San Antonio, TX
- John M. Gates, Eureka, CA
- Brandon S. Gleason, Elk Rapids, MI
- David Greenberg, Danbury, CT
- Lucas Hardison, Ellsworth, ME
- Derek Hines, West Linn, OR
- David Hobday, Brea, CA
- Cliff Hudson, Ketchikan, AK
- Lucas Jolly, Houston, TX
- Ryan D. Jones, Bartlett, TN
- Allen C. Knapp, Artesia, NM
- Vernam Lasneros, Tacoma, WA
- Juan Leal, Miami, FL
- Jason Longoza, Oak Harbor, WA
- Paul Marks, Jackson, MI
- Alex Misura, Verma, CA
- Ross Smith, Bel Air, MD
- Alexander Sue, Hanalulu, HI
- Christopher Williams, Ft. Huachuca, AZ
- Buddy Wilson, North Palm, AK

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COMING NEXT MONTH:

**METROID II: RETURN OF SAMUS**
The longest awaited sequel ever is about to arrive! Space adventurer Samus Aran rockets to the home planet of the evil blob-like Metroids and discovers that they're more sophisticated than originally thought.

**TINY TOON ADVENTURES**
Montana Max has rabbit-napped Buster Bunny's buddy Babs and now Buster's got to hop to her rescue. Toon into this wacky thriller next issue and you'll learn how to make sure that the story has a happy ending.

**BATMAN: RETURN OF THE JOKER**
While the Joker did take a dive off Gotham Cathedral in Sunsoft's last Batman adventure, he's back again to battle a bigger, badder Batman and this time he's not going to let the Joker off the hook so easily.

**ACTRAISER**
We gave you a glimpse of this Super NES adventure a few issues ago and now we're coming back with a full-blown review. Get set for great graphics and heart-stopping action along with more strategy-oriented play.

Dear Readers,

Early this summer, as the movie Robin Hood: Prince of Thieves was about to be released to theatres, we decided to ride on the coattails of Robin Hood mania and feature the NES adaption of the movie on our cover. As I write this in late September however, the game is yet to be released and may not hit the shelves until snow hits the ground. While we try to cover games that you can immediately find at your local NES retailer, the long lead time for designing, writing and printing articles for the magazine often makes it difficult to know which games will be out when the magazine is sent to you. We do let a few reviews slip by, but we've caught some too. We were, for instance, planning to put Metroid II: Return of Samus on this issue's cover but, the programmers are still fine tuning the game, so we've held off for another issue. Here's hoping that future games and future reviews are released within closer proximity.

George Sinfield
Power Editor
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