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IN PURSUIT OF A
SUPER NES

When we asked what you would do to get a Super NES, we had no idea just how far you would go! Many of you promised to do your homework, watch less television (yeah, right!) and be kind to your brothers and sisters. We've featured some of your wackier proposals.

The wildest thing I'd do is wear my sister's clothes while sitting on top of the house singing "My Country 'Tis of Thee" and having fish sticks in my ears.

Jason Destroismaison
Tynsboro, MA

Won't the neighbors be surprised!

I would do the most dreaded thing on the planet for a Super NES. It hurts just to think about it! I would eat green beans, mushrooms and the most dreaded vegetables on the planet: brussels sprouts and broccoli.

Andy Burton
Fort Riley, KS

Believe it or not. Andy, some people like brussels sprouts and broccoli. (Not us!)

To get a Super Nintendo I would walk around the United States dressed up as a chicken dancing the Cha Cha and singing "Yankee Doodle Dandy!"

Jamie Overstreet
Mobile, AL

Never seen a patriotic chicken. Could be interesting.

To get a Super Nintendo Entertainment System I would: swim the Pacific Ocean, build a snowman at the North Pole, go down Angel Falls in a barrel, jump out of a Space Shuttle in orbit and...yes, I would even do my homework.

James Saunders
Mattapan, MA

What a thrillseeker!

If you could play your Nintendo Game Boy anywhere, where would you choose? A distant planet, a tropical island, your 5th period math class? Write in and let us know all about your ideal location.

Nintendo Power
Player's Pulse
PO Box 97033
Redmond, WA
98073-9733
Mario Gets His Day In Miami

Eleven-year-old Miami resident Frankie Andollo found out that Los Angeles Mayor Tom Bradley had declared a Nintendo "Fun Day" in the city of Los Angeles. Not one to be outdone, Frankie sent a letter to the mayor of Miami, Xavier Suarez, asking if their city could do the same. Obviously, Mayor Suarez thought it was a great idea and was quick to proclaim November 5, 1991 as Nintendo "Fun Day" in Miami. Congratulations go out to Frankie, Mayor Suarez and the city of Miami!

DR. MARIO CARES ABOUT YOU!

We've had phone calls from some concerned people who have heard stories or read news articles about players suffering seizures while playing video games. Nintendo wants you to know that video games do not cause epilepsy or epileptic seizures. It's true, though, that some people who have epilepsy may have seizures while looking at certain kinds of flashing lights or patterns, like those in some television programs or video games. Unfortunately, some people might have epilepsy but not know it because they've never had seizures. Dr. Mario recommends that you consult your physician before playing video games if you have an epileptic condition. Even if you don't, you should check with your doctor if you have any of the following symptoms while playing video games: altered vision, mental confusion, loss of awareness of your surroundings, muscle twitching, convulsions or other involuntary movements.

Gail Tilden
Editor-in-Chief

PHONE DIRECTORY

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YOU'RE IN TROUBLE, AVENGERS!

Iron Man and Vision have disappeared—victims of the evil Red Skull. Captain America and Hawkeye, with the help of Wasp, can set them free, but they'll have to battle their way across America. Data East brings home the Marvel comic heroes with fast, side-scrolling action, excellent control and a wide variety of stages. A two-player option lets you fight as either a super hero or super villain in a best of five series of matchups. Any way you play it, you'll be stormin' the USA.
An American Trail

Captain America and the Avengers

Cap is in Miami and Hawkeye is in New Orleans. From these starting points you'll have to make your way up the Eastern Seaboard, and then west. Follow the routes as you hunt for the missing Avengers. You can switch back and forth between Cap and Hawkeye at any time or return to a previous location to build up your power.

Switch Hitting

In some stages you can hit a Switch with Cap's Shield, Hawkeye's arrow, or by kicking or punching. Some of the Switches activate lights or deactivate barriers.

Power Items

Since every stage of the journey is filled with traps and enemies, you'll have to refill your energy by knocking items out of the Power-Up Pods along the way. Hearts refill lost Life Points and Power Stones increase your Life Meters when 100 Stones are collected. Build up both Cap and Hawkeye.

Power Stones

Break open Pods to find Power Stones. Cap and Hawkeye generate defined sections of Life Meter for 100 Points. With 200 Stones, Cap's Shield becomes twice as strong and Hawkeye's arrow explodes on impact.

1-Up Item

When you find a 1-Up Item, you will increase the number of Continues for the game up to a total of nine.

Rescue Item

The Rescue Item represents Hawkeye or Captain America and it's located somewhere in the stage where he was captured.

Energy Item

Large hearts completely refill your Life Meter, while smaller hearts refill only a few sections of the Life Meter. These heart-shaped Energy Items can be tossed by hitting Power Pods.

Five-Point Items

Add to your score by collecting Five-Point items from Power Pods. You will often find multiple Five-Point items in a single Pod.

Key Crystals

Hit them somewhere in every stage to increase your energy. A glowing Key Crystal on the Exit Sign lights up indicating that the Exit is now open to you.
A MASTERMIND WITH A MASTER PLAN: RED SKULL NIGHTSTANDS YOU ON THE RUN.

BLACK HOLES
Black Holes appear along the routes between cities. Inside the Event Horizon, you will find crushing enemies like Fire Man and Dynamite Napalm. Avoid them by taking an alternate route.

TAMPA
TOTAL OF FIVE-POINT ITEMS
30
The woodlands and swamps around Tampa are Cap's first proving ground. Collect Power Stones and grab all the Hearts to keep your power at full force.

POWER UP YOUR SUPER HEROES
The swamps around Tampa are a good place to collect Power Stones in order to Power Up Captain America. He begins the game nearby in Miami, so this is his first stop. Have him return to Tampa repeatedly to reach his max power.

MIAMI
TOTAL OF FIVE-POINT ITEMS
30
The city of Miami has been overrun by gun-toting bad guys and mutant freaks. The streets are tough, so use the ledges and roofs to reach the Exit.

ROOM-1

A: DUCKING DOMESTO
Domesto is a robotic soldier who carries a multiple rocket launcher on his shoulder. Since he takes several hits to destroy, he is one of the most dangerous characters you'll meet early on.

A: WINDOW WATCH
Johnsons lean out of windows and fire triple shots. Attack when they duck into the window.

B: DOMESTIC TROUBLE
Sometimes Domesto fires homing missiles. Jump off the ledge if you can't dodge a missile.

BZZT
COLUMBIA

TOTAL OF FIVE-POINT ITEMS 30

Look for tricks and traps in Columbia. The enemies are easy to defeat, but you'll have to make difficult jumps, swing from bars, and explore everywhere.

ROOM-1

B: CIRCUIT BREAKER
Hit the switch above the door to turn off the electric barrier, then enter.

A: VANISHING PLATFORMS
Jump to the platform when it appears, then quickly jump up to the solid ledge.

ROOM-2

A: THE AIMING GAME
Hit the mounted gun with the Shield or an arrow to redirect its aim. Now head for the Switch.

B: LET THERE BE LIGHT
This Switch isn't easy to reach, but if you hit it, the stage will suddenly be brighter, and easier.

MONTGOMERY

TOTAL OF FIVE-POINT ITEMS 30

Power is out in Montgomery, so Cap's first job is to hit the lights. Once you can see, look for the enemies more! But if you step on the floor, you'll be hurled into the air.

ROOM-1

A

B

ROOM-2

A

B

START

CIRCUIT BREAKER

VANISHING PLATFORMS

THE AIMING GAME

LET THERE BE LIGHT

NES
Moving platforms and a mutant fishoid freak named Gigi make this river journey difficult. Hawkeye's arrows will get you through to the end.

A: GIGI STRATEGY
These mutant piranhas can fly once they leap out of the river. Make sure to attack them as quickly as they appear or they will start blasting away at you.

B: GIGI STRATEGY II
Flying Gigs and homing missiles along the mighty Mississippi might even leave Mark Twain at a loss for words. Although sometimes you can keep moving to the right, most often you'll have to leap over the missiles to evade them.

NEW ORLEANS — TOTAL OF FIVE-POINT ITEMS 30
Bourbon Street just ain't what it used to be. Gone are the Cajun Clubs and jazz bands. In their place are dangerous enemies like Dynamite Napalm who greets you at the start.

NEW ORLEANS: HOME OF THE BLUES

DYNAMITE NAPALM
Hit D.N's explosive barrel three times, dodge his other attacks, then go after him Jump to avoid his charges and strike from a distance.

FIRE MAN
When Fire Man turns into a flaming ball, stay out of the way. Attack when he's human.

RUNNING INTO TROUBLE
Running Man pops up everywhere, which means he might attack you at any time. Be careful when jumping to ledges.

A: PUTTING GIGI DOWN
One of Captain America's best moves is the Shield Stomp. From a high Spin Jump, push Down and Tap Jump. You can also fight from the ledge.
CHARLESTON — TOTAL OF FIVE-POINT ITEMS 30

Don’t expect that old southern hospitality. Red Skull has been here before and left his mark. Now the elusive Wizard is in charge, the first of four Masterminds.

A: BAD NEWS TIMES TWO

Both Domesto and Running Man attack from both sides. With Cap, use the Shield to clean up the street.

The Wizard leaps on high and fires energy beams at you. You’ll have to dodge the beams by jumping, then attack him when he lands. Hawkeye is the best choice, because he can fire arrows while jumping to avoid the Wizard’s beams.

No one can stop me!

PITTSBURGH — TOTAL OF FIVE-POINT ITEMS 30

The city of steel is rusting away, but someone has defended it with gun turrets and electrical barriers. Look for the Switches and knock the guns out of position.

A: RUN AND GUN

Run past the guns and take the damage like a real superhero.

B: HIT THE LIGHTS

You’ll miss a lot of Pods in the dark, so turn on the lights.

C: INSTANT FRIES

Dash through the barrier when it briefly disappears.
RICHMOND
TOTAL OF FIVE-POINT ITEMS 30

Richmond was once the seat of power in the South, but now it is home to Fire Man. Watch the floors, some are covered with spikes.

FIRE MAN FLAMES ON

Fire Man takes a lot of punishment before fizzling out. Use Hawkeye to dodge his flames by jumping while continuing to fire arrows into the inferno. Cap can stomp on Fire Man, but you can't damage this guy when he's on fire.

ROOM-1
1-UP

A: MORE SWITCH HITTING

Throw this Switch to reach the lower right portion of the Richmond stage. If you're already powered up, however, don't bother. All you'll find is a Power Stone.

PHILADELPHIA
TOTAL OF FIVE-POINT ITEMS 30

Nobody would call Philly the City of Brotherly Love if they got the welcome that Hawkeye and Cap receive. This is life on the edge—the edge of disaster.

A: MOVIN' ON

Avoid the missile battery's shots and keep moving. You can't destroy it.

B: RUNNING MAN PLUS

This new Running Man fires three-way bullets that will keep you jumping. In fact, you should hop up to a higher ledge to avoid the shots, then drop down and attack.

C: MAKE A RUN FOR IT

This exit is guarded by a squad of Running Men who are guaranteed to make your life miserable. Cap's crushing tackle can help you survive the gauntlet run.

START
The Big Apple has never been the safest of towns, but for our heroes it's a nightmare. Make sure to get the 1-Up. Hawkeye can easily shoot down the upper Red-Skull's secret army, but an even larger battlefield looms near. The kidnapped Avengers have been taken out West, and that is where you must follow. Your next challenge is to blow through the Southwest, where law and order has always been measured by the quickness of a draw. Then you'll race to Salt Lake City where you'll encounter the third of Red Skull's evil lieutenants, Ultron, and then Crossbones, will give you fits with their special attacks, but that is nothing compared to what waits for you at the end of the road.

A: FALLING MEN

Running Men jump at you from above in this area, but while they are in the air they aren't a threat. Only when they land are they dangerous. Use Hawkeye's arrows or Cap's shield to knock them out of the sky.

NEW YORK

THE MANDARIN

Acid floods the floor of the Mandarin's chamber, forcing you onto the higher platform. Dodge the Mandarin's energy beams as he flies from side to side. Attack when he's close, then prepare yourself to dodge more beams.

I am invincible!

GO WEST, YOUNG FAN

GO WEST

You've already covered a huge territory and defeated countless thugs of Red Skull's secret army, but an even larger battlefield looms near. The kidnapped Avengers have been taken out West, and that is where you must follow. Your next challenge is to blow through the Southwest, where law and order has always been measured by the quickness of a draw. Then you'll race to Salt Lake City where you'll encounter the third of Red Skull's evil lieutenants, Ultron, and then Crossbones, will give you fits with their special attacks, but that is nothing compared to what waits for you at the end of the road.
Stop monkeying around and take off for seven massive stages of board-breaking action in T&C II: Thrilla's Surfari from LJN. Weird Wazula's on the loose. You've got to stop him before he gets out of control.

LEVEL 1-1 THE JUNGLE

Your race to find Wazula begins in Africa. Luckily someone built a big ramp through the gnarly jungle. Start skating, Thrilla, and watch for obstacles in the middle of the road. In this first stage, you'll encounter pits, logs, turtles and a giraffe. The turtles act as ramps if you hit them square on the backs of their shells. Then you'll be able to fly over the logs in your path.

LOG JAM

There are plenty of logs in the trail here. If you jump, you might clear one log just to hit another one. It's best to just slow down and slalom.

RAMP ROCKIN'

After you roll down the first hill, hit the ramp and fly over the gap. If you miss the ramp, you'll have to make a pretty awesome leap to get to the other side.

COCONUT COLLECTION

Pick up coconuts when you see them in your path and cash them in at the end of the stage for chances at the shell game. If you're lucky, you can earn a ton of 1-Ups.
BOARD BONANZA

When you're screaming down the trails and rivers of out-of-the-way locals, it pays to be in control of your board. Whether you're skating or surfing, the moves are the same. You can speed up, slow down, turn around and jump over awesome obstacles with easy and intuitive button-pressing maneuvers. The board really moves when you're heading downhill. Keep both eyes on the course and get ready for evasive action.

● GET MOVIN'
You can move in the right direction by pressing the direction keys on the Control Pad. Press Right on the Control Pad to move to the right and pick up speed, then press Left to slow down in tricky terrain.

● PULL A U-TURN
After you screech to a halt, you can roll off in another direction by hitting the Control Pad in the direction that you want to go. You can also do an about face by hitting certain obstacles.

● CATCH SOME AIR
In most cases you can leap into the air by hitting either the A or B Button. If you're fighting a level leader, the B Button lets you leap and the A Button is used for your attack.

THE BIG JUMP
By gathering up enough speed before you hit this ramp, you can fly over the gap and clear the log that follows. If you're not moving at a steady clip, turn around and put some space between you and the ramp. Then come back at full speed and launch off the ramp. You'll probably just clear the log by the width of a wheel.

EAT AND ROLL
There's a flashing banana at the end of the stage. If you pass it, turn around and pick it up. By gulping it down, you'll add another notch to your energy meter.

THE OLD SHELL GAME
At the end of the stage, you'll have a chance to play the shell game once for every coconut that you collected. Watch the three coconut shells carefully and pick the one that hides the small coconut. If you're right, you'll earn a 1-Up.
**LEVEL 1-2**

**MORE JUNGLE**

The jungle gets crowded in this second wild roller. Watch for lots of critters and obstacles. Towards the beginning of the level, you'll come across a fork in the road. If you take the high road, you'll have to make a tricky leap over three logs immediately. Hit the low road instead and you'll glide through a relatively obstacle-free course. You'll end up bouncing off barriers in the middle of the stage and changing directions. Take it easy!

**GO UP**

Nasty natives lurk in the lower parts of the path in this last leg of the stage. Try to favor the top side and leap over logs 'til you reach the end.

**LEVEL 1-3**

**THE RIVER**

Your first rockin' ride in the river zig-zags through a waterfall-riddled course. Don't worry about the drop over the falls. You'll always land with your head above the water. You should be wary of the rocks, fish and other assorted water creatures, though. Contact with these obstacles could sink your surfboard.

**GO LOW**

The rocks in this section are all in the upper reaches. Surf on the lower side and you'll be safe from hitting a boulder and dumping into the river. If you decide to ride on the rocky side, be ready to jump and watch your landings.

**BANANA SPLIT**

If you manage to cut through a break in the bottom of the waterfall in this area, you'll drop into the next leg of the river and collect a banana on the way down. It's pretty tricky, but you can give it a shot.

Move to the edge just before you fall. You'll drop through the waterfall and collect a banana on the way.
When you hit the end of the path, you'll bounce back and keep going in the opposite direction. Collect the coconut on your way back and watch for a bird that circles this small area.

If you jump to avoid the giraffe, you may also leap over an energy-giving banana. Slide to a stop and go back to collect this valuable item.

The two-headed beast that guards the end of the first stage floats near the center of this small area and tosses horns in your direction. Roll up to the left side and toss exploding coconuts at this monster by hitting the A Button. When you see a horn coming your way, jump to avoid being blasted.

Stay on the left edge of the area and combat the Killer Rhino with exploding coconuts.
LEVEL 2-1
THE ALUZAW RIVER

This stretch of rapids is about as nasty as its backwards namesake. When you hit the outside edges, you'll bounce back and continue along with the current. Watch for a menagerie of merciless marine life and a quarry full of rocks. You'll only make it through the river in one piece if you master the moves of your board.

ELEPHANT STOMP
An elephant pops its head out of the middle of this stretch, shooting water out of its long snout. Jump as you approach this creature and bop it on the head with your board.

SHOCKING SITUATION
Be careful Thrilla! The electric eels that float back and forth in this area are definitely something to avoid. If you just touch one of these high voltage vipers you'll light up like the New York City skyline. Slow down on your approach and watch the movement of the eels carefully. If you're on a collision course for one of them, jump quickly and avoid contact at all costs.

TAKE A PLUNGE
Work your way to the right after you go over the edge of this first waterfall. At the bottom, you'll cut to a windy section of the river with just as many rocks, but fewer swimming creatures.
LEVEL 2-2
The Cannibal Jungle course is one of the trickiest sections that you'll come across in your entire adventure. There are a lot of bottomless pits in the area. Try to stay on the ground and slalom around the logs and animals. That way, you'll be ready to hit the ramps and leap over the pits.

LEVEL 2-3
This big drop is a head on plunge over a large group of boulders. Move to the left and right to avoid the boulders and work your way to the bottom. For every boulder that you hit, you'll lose a unit of energy.

THE THRILLS CONTINUE!

LEVEL 3
It's out of the water and into the desert for this hot series of skateboard courses. The Sahara Desert is packed with rocks, pits and other surprises. Once you've made it through several areas, including a strange blue mirage section, you'll take on a gigantic Scorpion. Ouch!

LEVEL 4
The desert, jungle, a waterfall and another underwater battle are all part of this big series of courses. The Level 4-2 Purple Jungle is even trickier than the Cannibal Jungle of Level 2-2. Watch it Thrilla!

LEVEL 5
This section starts with a shark riding scene and continues with several river runs. Levels 6 and 7 are still ahead of you, Thrilla! Collect as many coconuts as you possibly can and go for 1-Ups in the shell game. If you're tough enough, you'll put away Wazula in no time.
Direct from his Super Mario World debut, Yoshi, the green gulper, is about to be rehatched in a new game for both the NES and Game Boy. Mario and Luigi twist and turn through a shower of crazy critters while Yoshi drops in to keep the party from getting out of hand. Your job is to match pairs of falling fiends and put together the halves of Yoshi's egg. Once the egg is whole, Yoshi can break out and give you a hand!
AN AIRBOANE PUZZLE INVASION

One or two players can participate in this fast-paced puzzler that plays like Dr. Mario with a twist. Goombas, Bloobers, Boo Buddies and other Super Mario Bros. characters drop from the top of the screen while Mario and Luigi turn trays at the bottom in order to match up and cancel out the critters. If the characters are caught between the top and bottom halves of Yoshi's Egg, our happy new hero hops out and gobbles them up. There are two game types. Type A begins with empty trays. The goal is to make as many matches as possible. In Type B the trays are loaded with characters from the start. Clear them and you'll win.

MATCH AND HATCH

You'll earn maximum points by matching the halves of Yoshi's Egg when there's a big stack of critters in the mix. If a single critter is caught between the halves, you earn 50 points. If a stack of seven critters is sandwiched between the shells, 500 points will be awarded. Big stacks are doubly important in a two-player simultaneous match. When you catch characters between the halves of Yoshi's Egg, they'll be sent over to the opposite side of the screen for the other brother to deal with. A couple of eggshell matches can turn a helpless situation into a win for your side.

SMALL STACK

Yoshi's appearance depends on the number of creatures that have been enclosed by the halves of his egg. When zero to four critters make up the stack, Yoshi pops out of the egg in his smallest form.

MEDIUM STACK

A stack of five or six creatures caught between the halves of an egg will make for a more impressive Yoshi. This newly hatched hero shows off a pair of wings before he disappears.

MAXIMUM STACK

The largest number of creatures that can be caught in one egg is seven. When this big group shrinks into a shell, Yoshi breaks out and sparkles with a star at the end of his tail!
■ MARIO MOVES
You can move your Mario Bro. to the left and right by using the direction keys on the Control Pad and you can make him twist by tapping the A or B Button. When your character turns, he'll switch the positions of the trays that he's holding. This will allow you to match critters on the trays with the critters that are dropping. Bring a pair of characters together and they'll disappear.

■ KNOCK 'EM OUT
The goal of the game is to eliminate all of the characters that drop into the screen. You can do that by catching the characters between the halves of an egg or by matching pairs. If you keep an eye on the characters that are about to fall, you'll be able to decide where to place the characters that are currently falling. If a Boo Buddy, for example, is about to drop and another Boo Buddy is covered by a Goomba below, you should try to eliminate the Goomba with a currently falling character to clear the way. If there's no match for a character, try to drop it onto the bottom half of a shell.
FACE OFF WITH A FRIEND

The greatest way to play is to challenge a friend to a two-player match. The game begins with at least one creature on every tray. You'll win if you can clear your trays before your opponent clears his or her trays or if the creatures on your opponent's side stack up to the top of the screen. When you catch a lot of critters between the halves of Yoshi's egg, more critters will appear on your opponent's side. That'll keep the advantage on your side of the screen. If one player is more experienced than the other player, you can even up the match at the beginning by selecting a more difficult level of play for the better player.

THERE'S MORE!

If you just can't get enough of our hatching hero, you'll be happy to know that Yoshi is coming to Game Boy as well as the NES. That way you can take him on the road and challenge friends to a Game Link match. You'll also see more of Yoshi if you complete a Type B game at Level 5. A celebration screen will appear, then the game will move on to a higher level.

Even though Level 5 is the highest difficulty that you can set, you'll move up to higher levels with a victory.

Yoshi's Game Boy puzzler is almost identical to his NES game. You can challenge a friend to a match with a Game Link.

GREAT! LET ME GIVE IT A TRY!

BLEEP BLEEP

WHOA! LOOKS LIKE I'M IN BIG TROUBLE!

LUCKY BREAK! HERE COMES YOSHI!

EEK! A MIXED UP MONSTER!

YOSHI?

KAPOW!!

WEIRD!
From Agent #909

Stage Select

By entering a quick two-controller code, you can skip to any part of this challenging ghost-hunting mission. Choose the option mode from the title screen and single out the Exit option. Then press and hold the L and Start Buttons on Controller II and press the Controller I Start Button. You'll switch to a new option screen where you can choose your starting stage and area and sample the sounds of the game before you play. When you exit both option modes and start the game, you'll see the standard opening, then move on to the stage and area that you selected.

Before you begin your mission, choose the option screen and single out the Exit option.

You can sample the assorted sounds of the game by changing the appropriate numbers and pressing the R Button.

The game will begin with the standard opening, no matter what stage it is that you've selected.

You'll switch to a new option screen by holding L and Start on Controller II and pressing Start on Controller I.

Select the desired starting stage and area, then exit both option screens and start the game.

Once it's time for the option to begin, you'll be sent to the selected stage and area.

From Agent #312

Advanced Bonus Areas

In a previous issue we showed the locations of three bonus areas which our agents discovered in Stages 2, 3 and 4 of this space thriller. They've now found hidden areas in Stages 5 and 7 which feature tons of valuable Power-Ups. Stage 5 is filled with flames and volcanic dangers. Fly into the area pictured below when the hundreds digit (third digit from the right) of your score is a 3, 5 or 7. Your ship will disappear, then reappear in an area filled with breakable pink orbs. Clear them away and you'll uncover several point-producing devices.

Fly into the ceiling of Stage 5 when the hundreds digit of your score is a 3, 5 or 7 to enter a bonus area.

The high-tech fortress of Stage 7 holds another bonus area. There are several routes that you can take while you're zipping through this challenging stage. The condition upon entering the bonus area is that you fly through the center section of the course. When you get to the point pictured below, your ship will warp to another bonus-filled area. If you fly above or below the center of the course and attempt to warp to the bonus area, your ship will crash into the wall. Try to stay in the middle of the course, warp to the bonus area and power up for the final challenges of this thrilling trek through space. The going gets tough in the final stages. Any items that you can find will help.

Fly close to the wall in Stage 7 here to warp to a bonus area.
**From Agent #599**

**Hidden Areas**

In exploring the huge world of the latest brave Belmont, our agents have discovered three hidden areas where you can collect plenty of Hearts, Weapons and Food. In Stage 3-1, you'll work your way to the right, then begin to descend into another big area. As you are climbing down, you'll notice a column-like wall to the left. If you hit it with your Whip, this wall will give way and reveal a Candlestick-filled area. Hit the Candlesticks for bonuses.

Break into a hidden area in Stage 3-1 by hitting the left wall with your Whip.

There are several crashing chandeliers in Stage 6-2. On your approach to the third chandelier, hit the floor with your Whip, straight down. One of the rocks on the ground will disappear to reveal a stairway to another bonus area.

Hit the floor between the second and third chandeliers in Stage 6-2 to reveal a stairway.

Stage 9-2 is full of very strong magnetic rocks. You'll come to one of these rocks on a platform with a stairway on either side. Climb the platform and stand next to the rock. Then, when the magnetic power of the rock is temporarily gone, jump to the next platform. You'll be mysteriously sent to another bonus area for a short time. Hit as many Candlesticks as you can and collect the items that fall before you're sent back.

By leaping to a high platform in Stage 9-2 you can zip to another bonus-filled area.

**From Agent #712**

**Gamer Level**

If you're looking for a real challenge in this world-saving Mission, you can check out the incredible Gamer Level of difficulty with a quick button-pressing maneuver. Select the option screen and single out the Game Level entry. Then press and hold the A and X Buttons on Controller II and tap Right on the Controller I Control Pad until the Game Level selection reads "Gamer." When you exit the option screen and begin the game, the enemy forces will be at their toughest. Good luck!

While you're holding the A and X buttons on Controller II, press Right on the Controller I Control Pad to select the Gamer Level.

**From Agent #117**

**Change In The Weather**

Our agents have discovered a code that creates a change in the Super E.D.F. demo. As the huge letters “E.D.F.” slide onto the screen, you’ll see several ships flying over the planet’s surface. On Controller II, Press and hold the Start Button and Up on the Control Pad. Then press the Reset Button on the Control Deck. You’ll see the same opening scene with dramatically different weather on the surface.

The normal demo shows ships flying over a calm Earth atmosphere. Press and hold Start and Up on Controller II and reset to make a change in the weather.
Switch Sides

When you challenge a computer controlled team in this Baseball exercise, your team is usually the first to bat. If you'd like to pitch first for a change, you can switch sides by pressing and holding the Select Button while you're choosing your team and opponents. When the game begins, you'll start on the mound.

Press and hold Select to begin your one-player game on the mound instead of the plate.

Sound Test Plus

You can tune-in to the sounds of Extra Innings without actually playing by activating a Sound Test. When the Mode Select screen appears, press the Select Button until the Edit II Team, Set Up or Watch Modes are highlighted. Then press and hold the L and R Buttons and press the Start Button. The Sound Test screen will appear. Press Up, Down, Left or Right on the Control Pad to change the number and press the B Button to listen to the selected sound. If you try this maneuver when any of the other modes in the Mode Select screen are highlighted, you'll call up assorted celebration screens that appear in the game.

When one of the last three modes is highlighted, press and hold the L and R Buttons and press Start to call up the Sound Test.

Speed Mode

You can dramatically speed up the pace of the game with a quick code. While you're choosing your team, press and hold the L and R Buttons, then press the Start Button to begin the game. The players on both sides will move at least twice the speed as in a normal game. This will give you the advantage over your opponent if you've got a fast eye and quick reflexes.

From Agent #123

From Agent #015

Power Player

Last issue we discussed a rather long and involved code which allows you to change the abilities of your player and your opponents. Our agents have now discovered a shorter code which will put your player at the top of his or her game in an instant. On the Player Select screen, highlight the name of the player that you intend to choose. Then, on Controller II, press the L Button five times, the X Button once, the R Button seven times and the X Button once again. When you begin playing with the highlighted pro, you'll have incredible speed and power and you'll easily march through the rounds of the tournament.

From Agent #707

Sound Test

Here's how to listen to the sounds of Over Horizon before you play the game. Press and hold Up on the Control Pad and the Start and Select Buttons. Then press the Reset Button on the Control Deck. Press Left and Right on the Control Pad to select sounds and press the A Button to start the music and sound effects.
item that appears to have been randomly chosen. The item that you receive is actually determined by the hundreds digit (third digit from the right) of your score. Look at the table below to determine what your prize will be if you enter a Question Mark Door when the digit is a certain number.

<table>
<thead>
<tr>
<th>Hundreds Digit</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>0,1</td>
<td>Shotgun</td>
</tr>
<tr>
<td>2,3</td>
<td>Machine Gun</td>
</tr>
<tr>
<td>4,5</td>
<td>Pistol</td>
</tr>
<tr>
<td>6,7</td>
<td>Grenade</td>
</tr>
<tr>
<td>8,9</td>
<td>Heart</td>
</tr>
</tbody>
</table>

Enter the doors labeled with question marks and earn a wide variety of items.

**From Agent #023**

**Level 20 Leap**

You can take a quick jump from Level 10 to Level 20 in this tricky maze game with a super simple warp. As soon as you see the Level 20 exit, turn around 180 degrees and fire at the wall. A new exit will open up, leading you to Level 20.

When you reach the exit to Level 10, turn and fire. You'll reveal a warp to Level 20.

**From Agent #777**

**Mystery Bonus**

Our Agents have uncovered the secret behind the Question Mark Doors in this arcade classic. When you open the doors that are marked with a "?" and leave, you end up with an item that is determined by the hundreds digit (third digit from the right) of your score for each screenshot.

The 'FREE PLAY' message will appear on your game over screen.

Press and hold Down and Select before you start the game.

Begin your quest to rid the world of menacing monsters.

Press Start and hold Select Button and Down on the Control Pad, then press the Start Button to begin. When the game is over, the message "FREE PLAY" will indicate that you can continue as many times as you'd like.

Our Agents have developed 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.
I CAN'T CRACK ITS ARMORED SHELL!

It's no use!

Grrrooaaarrp!
Sahasrahla! Am I glad to see you! I need water!

This desert goes on forever!

Unnh...

Link! Your priority should be finding the next pendant.

Go to the tower of Heka atop Death Mountain.
WHERE IN MYRUL IS DEATH MOUNTAIN?

IT'S TV TOWER...

IT'S THE TOWER OR JUST ANOTHER MIRAGE.

WELL, IT'S AS GOOD A DIRECTION AS ANY TO GO.

IF I CAN MAKE IT THAT FAR.
WHAT IS THIS?

YIKES!

SHOOOO!

LINK LINK.

G G-ghosts? Who... who were you?

WE ARE HERE WITH OUR BROTHER...

UNCLE?!

ARE YOU MY FATHER AND MOTHER? IT CAN'T BE!!

IN THE WORLD OF DARKNESS
You penetrated the gate to the Dark World. That wicked realm has the power to change your body to reflect your heart.

The emotions now in your heart are negative and evil! You nearly became a beast!

Mother:

WHAT HAPPENED TO MY ARM?!

ARRRGH!!
BUT SAHASRAHLA, AGAHNIM KILLED MY UNCLE! AND NOW HE'S HOLDING ZELDA!

YES LINK BUT YOU CAN NEVER WIN WITH HATRED ALONE EVEN IF YOU WERE VICTORIOUS, DARKNESS WOULD CONSUME YOU!

HMMMM

WHAT HAPPENED TO SAHASRAHLA?!

NOW ZELDA! MORE ILLUSIONS!!

WHY ARE YOU HERE?!

WE ARE IN OUR DREAM IF TWO PEOPLE DREAM THE SAME THING THEY WILL MEET

DREAMS MIRAGES IT'S ALL SO CONFUSING!

IT'S MAKING ME EVEN MORE EXHAUSTED THINKING ABOUT IT!

THIS IS A DREAM!
YOU MUST BE VERY TIRED. YOU HAVE GIVEN US SO MUCH HOPE...

...YOU CAN'T GIVE UP NOW

MY ARM... IT HURTS...

PLEASE REST. DON'T WORRY...

UHHH...

THAT WAS A STRANGE DREAM!

BUT MY ARM! WHO DID THIS?!
I'M THIRSTY.
MY ARM ACHES.

IT'S HOT. I HOPE IT'S WORTH IT!
WHO TURNED ON THE LIGHTS?

WHAT IN THE WORLD!?
SHHIIKK!

LINK: THE PENDANT IS THE THIRD EYE

I OUGHT TO BE PRETTY GOOD AT THIS BY NOW!

THUNK!

ARE YOU KIDDING?!

IT'S IMBEDDED IN THE MONSTER'S FOREHEAD!

YOU SHOULD BE ABLE TO JUST LIFT IT OUT!

SHLOP!

MONSTER EYES!

I'M GLAD THIS IS THE LAST PENDANT!
WHOA!

AFTER THOSE STAIRS, I GET A FREE RIDE DOWN!

KA-SPLAT!

LINK! YOU HAVE DONE WELL! YOU RECOVERED THE PENDANTS! NOW GO FORTH TO THE LOST WOODS!

FSH

CAN'T I REST FOR A WHILE?

FSHHH....

NO. IF YOU REALLY ARE THE LEGENDARY HERO OF HYRULE.
The Sword of Evil's Dane will select you as its bearer?

The sword will select me?

What if it doesn't?

You will never be able to enter the Dark World and find your parents?

Are my mother and father really still alive?

They dwell now in the Dark World.

Your parents were Knights of Hyrule but they stumbled into the Dark World.

After they disappeared, your uncle adopted you and shielded you from the intrigues of the royal family.

A-ha!
THE MASTER SWORD!
THE MASTER SWORD ITSELF WILL...

...SELECT YOU!!

AT LAST!!

TO BE CONTINUED...
TO SEEK OUT NEW SYSTEMS...

The crew of the Starship U.S.S. Enterprise™ is seeking out a Game Boy in your galaxy. It may even be your Game Boy! Captain James T. Kirk and his loyal crew will be beaming down for their next new adventure. The Game Boy version of Star Trek is quite long. Scenes vary from space-fighting action where you pilot the U.S.S. Enterprise to scenes on various planets in which you, as Captain Kirk, must find the pieces of a disassembled super weapon which the Federation has created. Once again, those terrible Klingons have thrown a wrench in the works! This time they may have gone too far. Their actions could have grave consequences for the entire population of the galaxy. Use your skills to help Captain Kirk complete this critical mission. The fate of the galaxy is in his hands. It's in your hands, too!
ESTABLISH YOUR MISSION

At the beginning of your mission, Admiral McQuillen from Star Base 4 will tell you all about your goal. A proto-matter fusion disruptor was built to combat the Doomsday Machine, an enormous planet-killer machine. When the disruptor was completed and installed on the U.S.S. Excalibur, it was to be taken to Sector 9 to wait for the Doomsday Machine. The Klingons, not knowing what the disruptor was intended to be used for, feared that it would be used against them and their empire. They stole it and then quickly disassembled it. The Klingons have unwittingly doomed countless worlds to extinction. Twelve pieces of the disruptor have been hidden on three different planets. Your mission is to recover the pieces of the disruptor and stop the planet killer.

BOARD THE ENTERPRISE

The Starship U.S.S. Enterprise is much more maneuverable than it may appear to be. The ship is an extremely powerful fighting machine, as well. It is armed with an unlimited supply of Phasers and is loaded up with four devastating Photon charges before each mission. The Photon charges, although limited in their number, will blast through any obstacle in their way. They will take out asteroids, amoebas and alien ships. Use them only when you get in tight spots. Press the B Button to shoot a Photon. A single Photon shot will spread out into four separate energy blasts. It will cut a wide swath through space. There's no need to contact Scotty to get a status report on your ship because the status of your shields and firepower is displayed at all times right on the screen.

BLAST AWAY

The U.S.S. Enterprise can shoot in Phasers in any one of five directions. Adjust the direction of the shot with the directional keypad. It's very simple to understand, but may take a bit of practice to perfect. Increase or decrease the range of the Phaser by pushing the Start Button and accessing the control panel screen.

POWER-UP

This handy item is a Power-Up boost for the U.S.S. Enterprise's Shields. The items appear at the top of the screen and drift toward the bottom. Pick up every one of these that you can. They are extremely important. If you pick one up when your Shield level is completely full, you will receive a Power-Up.

HYPER-WARP!

Going through the warps which appear in the shooting stages is a great way to gain ground (or should we say gain space) Each warp looks like a small patch of twinkling stars. Run into it from any angle and the ship will be accelerated forward at hyper-speed for a short period of time.
There are several types of shooting stages throughout the game. All of them scroll horizontally. There are treacherous asteroid belts which may seem overwhelming at times because there are so many asteroids floating around the U.S.S. Enterprise. The Amoeba fields are really strange. It's like the ship is flying through slime. There are also stages with asteroids and enemy Klingon ships. The Klingons have several methods of attack. Dodging them is one of the best defenses.

Planet Neural is the first planet which the crew of the U.S.S. Enterprise will come across. It's a very desolate place. The Klingons have hidden four pieces of the disruptor under large stones. Captain Kirk must use his Tricorder to locate all of them. Avoid the thorny bushes at all costs— they are poisonous and reduce Kirk's health. Use your Phaser to destroy them. The four pieces of the disruptor are found in different locations each time you play.
The Tricorder has different uses. Most importantly, it guides you to find the pieces of the disassembled disruptor. The direction which you need to move to locate a piece will be highlighted when you look at the Tricorder reading. The Tricorder also gives you information about the plant life and other formations on each planet. A small question mark will appear on-screen prompting you to access information about a nearby object. This will become more important on the last planet.

As you know, your mission on each planet is to collect four pieces of the disruptor. It's best to stick to that mission. There's no time limit in this game, but don't waste your time dealing with Mugatas. You don't get points or other help by destroying them, so the only time you should nail them is if they are ganguing up on you and you can't find an escape route. To conserve Phaser energy, make sure the setting is on STUN when dealing with the Mugatas. This will give you more than enough time to escape.

Shedding, running into these reduces your Health. Destroy them with your Phaser to clear a path.

Force Field. The Klingon probably placed these to distract you from the disruptor pieces. They turn on and off.

Firing your Phaser on STUN uses less energy than firing on FULL. Get the Power Pok if you're low on Phaser energy.

PHASERS
You will always be able to see the status level of your Phaser because the gauge is always on the screen. Captain Kirk can change the setting of his Phaser between STUN and FULL. Press the B Button to change the setting. The STUN setting will knock down a Mugata for a short period of time, but to destroy things, the Phaser needs to be on FULL.

GAME BOY
Kalanda brings new territory for the Starship crew. Mr. Spock, Bones and Captain Kirk beam down into jungle-like surroundings to find new creatures. However, the mission is the same: find four pieces of the disruptor. Notice the odd rectangular area. It's the Kangor Pit. Klingons used to hunt with these types of traps. The panels slide away to reveal slicks of Argan Death Oil. Blast through the two trees on the right side of the Pit to avoid the oil.
This area looks as if it could be a space station, but no—it's a planet. It's very maze-like and, again, has four pieces of the disruptor located within its walls. The pieces are left out in the open to find, but some of the pieces are fake and will explode if you try to pick them up. Use the Tricorder to detect whether they are the real thing or not. You must activate and use all of the transporters.

**TELEPODS**

Activate the teleport console by shooting it and then step into the teleport. Where will you go?

**WARP CHART**

A → B  C4 → G
C1 → D  H → I
C2 → E  J → K
C3 → F  L → M

**IT AIN'T HOPSCOTCH!**

The secret to getting out of this room is stepping on more dark-shaded tiles than light-shaded tiles. The door at the left side of the room will slide open a fraction for every dark-shaded tile stepped on and will close a fraction for every light-shaded tile stepped on. Plan your route carefully, but watch out for the menacing Kirk clones who appear right as you enter the room.

**ELECTRO-BRIDGES**

Captain Kirk must travel across two of these bridges. He must dodge the energy impulses which are moving horizontally across each bridge.

**KIRK CLONES**

Using nematic waves, an advanced organic replicator scans organic tissues and produces remixed clones. The enemies here all look like Captain Kirk. Don't shoot them, though. Kirk will take the same damage as the clones would.
For years game players have been taking their Game Boys on airplanes, but now there are two games that put the airplanes inside the Game Boy. Turn And Burn from Absolute and Top Gun: Guts and Glory from Konami are jet fighter simulations that deliver challenge, fun, and a real sense of pushing the envelope.

**TURN AND BURN AT MACH 2.3**

Turn And Burn, a true flight simulator for one player, puts you in control of taking off and landing as well as carrying out your mission. Impressive sound effects and a realistic control panel with radar and weapons systems add to the "real feel." The mission briefing and long-range radar screens give vital info, which is especially important as your missions become more difficult.

**DOGFIGHTING 101**

Every mission begins on the carrier deck. Push your Pratt & Whitney turbins to full thrust and wait for clearance.

Your mission is to intercept hostile bogeys, engage them in combat, and destroy them with extreme prejudice.

When the skies are safe for democracy again, the Computer Landing Display helps you set the big bird down on the hard deck.

The Flight Log screen indicates the number of bogeys, their headings, and your armaments for the mission.

The Long-range Radar Grid picks up intruders within a large area.
Top Gun: Guts & Glory is less a flight simulator than an air combat game. The emphasis is on options for missions, planes, missiles, and two-player, head-to-head, Game Link combat. Once you've made all the choices and get into the air, the dogfighting is fast and furious. You also have bombing missions, a Career option that combines missions, and a Password so you can save your progress.

**CHOICES, CHOICES, CHOICES**

**AIR COMBAT 1**
- Choose from Career, Air Combat or Bombing Run, and enter your call sign or Password using the Flight Log option.

**F-14 THREAT**
- Pick either the F-14 Tomcat, F-16 Falcon, Mig-29 Fulcrum, or F-117A Stealth Fighter. Each has its own flight characteristics.

**MISSION 1**
- Victory in the air depends on quick reflexes and cunning moves that will fool the enemy pilots and trap them in Radar Lock.

**Complete a mission and move on to a tougher assignment.**

**Fail and you'll bail out over the ocean.**
The survival skills for every mission include precise control of your aircraft, navigation and aerial tactics. Once you're in the air, begin tracking inbound bogeys on the radar. Maneuver to intercept them, but keep an eye peeled for incoming missiles. Once you have radar lock, fire a missile at the intruder, then head home to face the challenge of landing on the carrier deck.

The Flight Log shows how many bogeys have appeared, their headings, and the number of missiles you have.

Up in the air, the plane throttles back to 50% at 1000 feet. Acclimatize yourself to the controls.

The Long range Grid shows all bogeys over a wide area. Press Select to check a particular target.

When you've lined up the bogey in your Heads up Targeting Display, fire a missile or 50mm cannon.

The Mission: Learn or Burn

Call Sign: Mean Machine

Pick your mission, your plane, and even your own call sign. Once you get in the air, there's no need to track down bogeys—they're already in your face! Hit the afterburner or air brake to maneuver, and watch your radar. You'll be packing heat-seeking or radar-guided missiles plus a cannon. When the action is over, you'll automatically return to the carrier.

Top Gun

Career

If you choose the Career option, prepare for a mixed bag of orders, including aerial combat and bombing runs. You'll be flying at Ace level with limited supplies. As you win ever more difficult dogfights, you'll be rewarded with promotions.

Air Combat

There are five levels of increasing difficulty if you choose Air Combat. Each level has more bogeys to intercept. You'll have to be a master with your missiles. Luckily, you can't run out of gas, so be patient and look for opportunities.

Bombing Run

Five levels of challenge await the flyer who goes in for bombing missions. You'll have to fight off swarming bogeys and then zero in on a destroyer target. The action is basically the same as in Air Combat because the dogfighting is the key to victory.

Two Player

Use the Game Link cable for head to head combat. Choose your call sign and the best of three, five or seven dogfights, then stay close to your opponent because it's easy to lose each other. If you don't engage quickly, you'll have to start over.

Heat-seeking missiles are "fire and forget," while radar guided missiles must be guided to the target.
DYNAMIC DISPLAYS

Turn And Burn features a wide variety of Control Panel displays to help you find the enemy, avoid attack, fire with accuracy and return home safely.

THE VIEW FROM THE COCKPIT

RADAR
The radar screen changes to show incoming missiles, bogey targets, and the glide path as you attempt to land.

WINDOW
The cockpit view shows the ocean, enemy aircraft during battle and the center as you approach for landing.

CANNON TEMP
If your cannon gets overheated, the OK light changes to HOT and your gun will become inoperative for a while.

HORIZON
The Artificial Horizon shows the aircraft's position in relation to the Earth below, or above.

FUEL GAUGE
A warning buzzer sounds when your fuel supply begins running low. You can be refueled by an A-6 Intruder.

BOGEY
The Bogey's position and relative speed is shown. Hit Select to identify the type of intruding plane.

YOUR POSITION
The arrow indicates your position, direction of flight and approximate speed in relation to the bogey.

A SONIC BOOM WITH A VIEW

Since Top Gun is more of a game than a simulation, it doesn't have as many gauges or controls as Turn And Burn. The cockpit is stripped down for action.

BOGEY
Bogies can be targeted and shot down. Wait for the targeting brackets to appear.

WINDOW
Use the gun to maintain yourself after a 360° roll.

ALTIMETER
See how fast your wings are above the waves!

RADAR
The radar shows your position in the radar and any enemy intruders within the vicinity. The radar allows you to engage the enemy in a wide patrol area.

WEAPONS SELECT
The lights indicate your choice of 50mm cannon, heat seeking sidewinder or radar guided Phoenix missile.

AIRCRAFT
Konami's manual can help you select your favorite plane. Each is rated for speed, maneuverability, altitude, and tolerance. The F-14 is best all around.

AIR-TO-AIR MISSILES
Sidewinders can be guided immediately after they have been fired. Phoenix missiles guide themselves, but you should fire only after you hear "Home!"

COMBAT SKILL
Choose the skill level appropriate to your experience: Amateur, Average or Ace. More planes attack during Ace-rated missions.

THROTTLE
Your throttle has three positions. Military speed, afterburner for super-sonic speed, and Air brakes for slowing down and turning sharply.

GAME BOY
The Gulf, 0705 hours—Intruder detected at heading 120. Scramble initiated. Lt. Burns, call sign "Vapor," on deck in F-14 Tomcat armed with four air-to-air Sidewinder missiles and twin 50mm cannons.

0707—Vapor brings engines to 99%. Receives launch signal from Flight Deck Officer.

0708—Airborne. Vapor switches from Standard Radar to Long-range Grid. Acquires one bogey. Intruder's heading changes to 170. Altitude: 27,000 feet. Vapor boosts engines from 50% to 90% and initiates climb.

0712—Levels off at 26,000 feet, switches between Standard Radar and the Long-range Grid while moving to match bogey's heading, now 270.

0713—Directly behind bogey. One hostile transport identified. Vapor matches speed of intruder.

0714—Radar display automatically switches to DDD (Detail Data Display). Lt. Burns closes on enemy plane and tracks bogey's movement on HUD (Heads-Up Display). Switch from 50mm cannon to AIM-9 Sidewinder missiles.

0715—Second bogey appears on Vapor's tail, acquires radar lock the Long-range Grid helps Vapor sneak in from behind the bogey.

Stalker engages two hostiles head-on. Target Distance Indicator rapidly decreases as aircraft converge. Capt. Belmont fires six rounds of 35mm cannon. No apparent damage as bogeys fly by.

1839—Stalker tracks bogeys into sun on control panel radar. Both aircraft turn. One bogey directly behind Stalker. Second off port wing.

1840—Target Distance Indicator shows lead bogey closing to 1500 meters. Stalker goes vertical, hits Air Brake. Elevation drops. Bogey now in front and pulling away. Stalker increases speed, waits for HUD to show Missile Lock. Tar-
and launches missile. DDD switches automatically to ECM Display (Electronic Counter Measures). Vapor tracks incoming missile then takes evasive action, increasing throttle to 99° and banking sharply left. Missile loses contact. Second bogey continues pursuit.

0716—Vapor commences tactical maneuvers, reduces power suddenly and enemy aircraft passes. Afterburners activated to initiate pursuit. Vapor lines up target using DDD, gets tone and launches missile number one.

0717—Second bogey goes vertical, then cuts power and drops down. Vapor cuts speed and switches to 50mm cannons. HUD (Heads Up Display) appears with crosshair sights centered on hostile aircraft.

0718—Vapor takes shot. Second intruder destroyed. Vapor switches to Long-range Grid to reacquire transport aircraft.

0720—Heading and speed of bogey matched. Standard Radar and DDD activated.

0721—Missile number two launched. Transport hit.

get acquired. Firing missile. One hostile down.

1841—Second bogey bugs out. Capt. Belmont follows last heading and reacquires target.

1842—Third bogey appears on tail of F-16.

1843—Missile Lock Alarm sounds. F-16 in radar lock. Stalker breaks, rolls left then right. Incoming missile loses radar lock.


1846—Remaining bogey joined by fourth intruder. Stalker keeps airspeed low. Bogeys close from behind.


1848—Final intruder rolls, banks right, then hits Airbrake. Stalker matches each move and fires cannon at close range. Intruder vanishes from radar.

1859—Stalker returns to carrier. Receives Badge of Courage.

Firing cannons at close range, Stalker takes out the final bogey and returns to a hero's welcome on the carrier.
Hello! Welcome to the Ultra Open. It looks like great weather for our tournament today. This is the second golf game for Game Boy and is on par with Nintendo Golf. It’s a fun game and provides a good challenge. The game play is easy to understand and the controls are easy to operate. A video golf game can teach a person about playing the real thing out there on the links—especially about the effects of wind on your ball.

**PRACTICE**

The Practice Mode allows a golfer to select and play any hole on either course.

**COURSES**

Ultra Golf consists of two 18-hole courses. Every hole on each course is well detailed. Some of the holes are truly imaginative in their layout which makes for a good challenge.

**MASTER COURSE**

The first course you will run up against is the Master Course. It’s fairly simple to negotiate. However, there are some tricky spots to look out for. Practice is a golfer’s best ally.

**TOURNAMENT**

You’ll definitely be matched up against some pretty tough competition in the Tournament mode. Keep your level of concentration up and keep your eye on the ball.
Master the Master Course and you will be able to move on to the Champ Course. This is where the pros play.

It can be difficult to hit out of the rough.

If you hit a really bad shot or think you’ll end up with a poor score on a certain hole, just reset your Game Boy by turning it off and then back on again. When you re-start the game, you’ll begin after the last completed hole. Ultra Golf has a battery to backup the memory.

Choose your club according to your lie, the wind and the distance remaining to the hole. Push the A Button to start and stop your backswing and to strike the ball.

By utilizing the Game Link, two video golfers can go head-to-head in Match Play or Stroke Play. Each player must have an Ultra Golf game inserted.

By using the Game Link, two players can go head-to-head. The number of holes won determines the winner in Match Play.

The winner in Stroke Play is determined by the actual number of strokes it takes to finish all 18 holes. The golfer with the lowest score wins the tournament and takes home the trophy.
Attention word wizards! Parker Brothers has adapted popular word board games for use with Game Boy, and you can bet that beaucoup brains will be boggled as a result. A puzzler, Boggle Plus lets you choose from among five games, each a challenge to your word power. You can puzzle yourself or try your luck against a friend or brainy computer opponents in single or tournament modes. Put on your thinking cap, take out your dictionaries, and get ready to have your mind Boggled.

Begin with a box of 16 lettered squares. Your goal is to create words using the letters given, but each must connect with the next. You have three minutes to create as many words as you can. The longer the word, the higher the score.

Find one word at a time in the Anagram game. Use all the letters to create one word, then move to a new screen. It's a good idea to play Anagram to learn to recognize words in the jumbled letters.

Categories is a great challenge! You must find four words on the 36-block square within the given category within the three minutes allowed.

Another good challenge, Use All requires that you use as many letters as possible. They disappear when you use them, and the number of bonus points increases as the number of blocks left decreases.

Boggle and Big Boggle are scored as follows:

<table>
<thead>
<tr>
<th>Letters in Word</th>
<th>Number of Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>1</td>
</tr>
<tr>
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When you're playing against opponents, use unusual words. Words that appear on more than one list cancel each other out, so don't waste time making common words.
Accolade's Game Boy version of their shoot 'em up classic takes you to major cities worldwide to defend the people and save them from certain annihilation. Fans of the original will have a blast with this fast-moving remake as they take control of the twin missile silos and take aim on incoming fire. Whether you challenge yourself to better your score or take turns with a friend, you have to protect your silos and the city buildings in order to rack up points.

**INCOMING FIRE!**

The enemy fire comes in many forms. Track the flight path of the various weapons and shoot them down before they can take out any of your buildings or silos.

**MISSILE**

Missiles appear as thin, straight lines that drop from the top of the screen.

**BOMBER**

The planes that appear are far from harmless. They drop short range bombs.

**SATELLITES**

Satellites drop bombs as they cross overhead. Fire missiles to explode in their paths.

**SMART BOMBS**

They home in on their targets but they sense firebursts and go around them.

**STRATEGIC BATTLE**

**HIT THE TARGET**

Lead the target fire at its flight path, but set the missile to explode before your target reaches it. The enemy fire becomes fast and furious as the game progresses.

**OEFEND YOURSELF**

If one silo blows, use the other to defend what remains of the city. Don't waste missiles attacking incoming fire that won't hit either the city buildings or your remaining silo. Stay close and try to protect what's left.

**BOMB BURSTS**

When incoming fire hits the cloudburst created by your exploding missile, it explodes, too, making a bigger blast that can take out any enemy weapons flying nearby.

**SAVE THE SILOS**

Use both silos so you don't depletion either one of ammunition. For a direct hit, fire from the silo closest to the target.

**BONUS SCORING**

**PLAYER 1**

1 x points

**DEFEND CAIRO**

**BONUS POINTS**

115

600

You earn bonus points for every missile remaining after the battle. In Cairo each missile is worth five points, but they become more valuable with every stage. You also get big bonus points for every building standing at the end of the fight. In the beginning they're worth 100 points, but they rapidly rise in value.

**GAME BOY**

LAST MONTH, PRINCESS TOADSTOOL WAS HOT-FOOTING IT THROUGH THE DESERT IN PURSUIT OF BOWSER, AND MARIO AND LUIGI RODE YOSHI TO YOSHI VILLAGE WHERE FRIENDLY FLOYD, THE TRAVELING SALESMAN, TOOK THEM FOR A RIDE OF A DIFFERENT KIND. THEN THEY LEARNED THE BAD NEWS ABOUT THE PRINCESS' KIDNAPPED...AGAIN

STOMP 'EM!
BLOOP!
TROMP HIM!

BE COOL, LUDWIG! GO FOR THE 1-UP!

BLOOP!
BLEEP BLOOP BLOOP BLOOP!
LISTEN UP!

THAT'S MUSIC TO MY EARS!

I TOLD YOU KIDS TO KEEP THIS VIDEO LINE OPEN!

WHAT AN UGLY MUG!

WHAT...?

THIS IS SERIOUS!

HAHAHA!

SHAD-DUP!

I'VE DONE A MIGHTY FINE JOB OF RAISING YOU KIDS.

BUT I'VE BEEN THINKING... YOU NEED A MOTHER.

SO I HAVE PROPOSED TO PRINCESS TOADSTOOL.

EXCUSE ME, SIR...

I HAVE THE MODEL OF YOUR WEDDING CAKE.

DAH-DA DA-DAH!

WELL, LET ME SEE IT!

PRESENTING...
OF COURSE, THE REAL THING WILL BE TWICE AS BIG WITH LOTS OF CHOCOLATE.

I'M VERY BUSY! MAKE SURE THAT MY BRIDE DOESN'T DISAPPEAR BEFORE THE BIG DAY!

I WANT IT TO BE 100 TIMES BIGGER!

O.K.?

DO YOU HEAR ME????

IS HE TENSE...

OR WHAT

SHE'S SAFELY BEHIND BARS!

UH OH--SHE'S GONE!

SHE'S WHAT???

LOOK!

SHE FLEW THE KOOP!

WE'RE DEAD MEAT!
HIEEE-YAH!

TAKE THAT!

FOOLING YOU KOOPALINGS IS TOO EASY!

DART

HOLD IT!

WAIT! LET'S MAKE A DEAL!

HASTA LA, VISTA, BABIES!

SHE'S ESCAPING!

OVER MY DEAD BODY!

AFTER HER!
SO THAT'S WHERE THEY'RE HOLDING HER!
I SAW THEM TAKE HER IN.
WE'LL NEED A BOAT TO CROSS THE MOAT.

LOOK!

WHO NEEDS A BOAT?
C'MON, LET'S SWIM!
DASH
I CAN'T SWIM!
SPLOP!

PIRANHAS!
EEEK!
Noooop

ON TO PLAN B...
CODE NAME: SURVIVAL.
There she goes!
Puff, puff!
Huff, gasp!

PITTA PATTAA

Whomp!

There! Got her cornered!

ZING ZING

Stop!
Stay back or I'll shred it!
Let her go!

Oh, no! That's my favorite!

YOWCH!
WE HAVE HER NOW!

RIGHT, MOM?

TROMP TROMP

OLÉ!

KER-SPLAT

ME, JOIN THIS FAMILY? NEVER!

CLICK

I'M OUTTA HERE!
GIVE IT UP, MOTHER DEAREST!

PITTA PITTA PITTA

SCRATCH!

NOOOOOOOO!

SHHOOOOO

SHE MAY BE FALLING HEAD OVER HEELS, BUT THIS ISN'T WHAT BOWSER HAD IN MIND—or is it? TUNE IN NEXT MONTH TO FIND OUT THE FATE OF OUR FREE-FALLING PRINCESS.

SHE SURE STOLE THE SPOTLIGHT THIS MONTH!

BREAK A LEG, PRINCESS!
The word is in, and that word is CD-ROM for the Super NES! January at the Winter CES in Las Vegas, Nintendo announced that a CD-ROM drive for use with the Super NES would be introduced in January of 1993. Shortly thereafter, Nintendo’s third-party licensee developers received technical specifications for the new drive and were invited to a conference devoted to explaining the new hardware in detail. There they will learn about the outstanding capabilities of the Super NES CD-ROM drive including full-screen, full-motion video, XA compatibility and the unit’s 9 meg of RAM. Unless you’re an engineer, however, much of that technical jargon might not mean much, so let’s start at the beginning.

The beauty of the CD format developed by Philips in the early ‘80s is that it can store a vast amount of digital information— as much as 250,000 text pages on a single disc. This Read Only Memory (ROM) device was ideally suited for storing huge files such as video images or audio that would otherwise waste valuable hard drive space. By the end of the decade, people began talking about Multimedia applications for CD-ROM. The idea is to bring audio, video, and text together in an interactive program—a program that is controlled by the user, unlike a video tape, which is passive.

The current generation of Super NES video games is limited by the memory capacity of expensive ROM chips. The largest games, such as Street Fighter II, require 16 megabits of memory. As a result, developers cannot practically include full-motion video sequences or real voices, which require huge amounts of memory storage. A single CD-ROM, however, can store more than 500 megabytes of information. With that kind of capacity, you could store more than 1000 games the size of Super Mario World (4 megabits) on a single disc! In addition to that, CD-ROM discs are cheaper to manufacture than microchips. Clearly, CD-ROM technology offers a lot, and it is an offer too good to refuse.

Nintendo’s CD-ROM is not a game system by itself. It will work together with the Super NES, combining the superb graphics and sound capabilities of the 16 bit Control Deck with the enormous memory power of the CD-ROM drive. The result may be games in which you see digitized characters and settings of a quality not realized by

Super NES Game Paks with their limited memory capacities. Not only may characters look like the real thing, they may sound real, too. In fact, part of the creation of some future games will certainly include filmed scenes, which will
be digitized and stored on the CD-ROM. Nintendo has joined with Philips to make the Nintendo CD-ROM compatible with its XA Bridge. The XA Bridge is a world-standard system allowing CD-ROM programs to run on various machines, much like the VHS format for VCRs. Other notable features include full-screen, full-motion video comparable to actual TV or motion pictures, which is not offered by any of the systems currently on the market. The 8 meg of RAM (Random Access Memory) is used as a buffer where memory can be stored until it is needed. Since it is faster to retrieve data from RAM than from a disc drive, larger RAM size translates into quicker retrieval of information. One last feature of full-motion video images. As you explore the house, you'll manipulate objects and encounter ghosts who slowly reveal an intriguing story. Only with a CD-ROM can you store all the information necessary to render the rooms and characters in such realistic detail.

In addition to games, CD-ROM is excellent for information-based programs. Today such programs run the gamut from Grolier's Electronic Encyclopedia for the CDTV to Beethoven's Symphony #9 from Voyager for the Macintosh. Most of these programs use a multimedia approach that lets you read text, listen to music or speeches and see pictures (usually still pictures) or video animation. Virtually any sub-

Although the Super NES CD-ROM is the icing on the cake. The price tag of approximately $200 is about half that of competing drives today and as much as five times less expensive than some.

It's fast and affordable, but what will it do for you? To answer that, we can look at current games, games in development, and finally sneak a peek into our Power crystal ball.

Some of the early games like Cosmic Osmo are really compact universes that you explore without any goal. More recently, story games like Guest are good examples of what developers can do with graphics in a CD-ROM game. Guest is a ghost story that combines exceptional computer graphics with the Super NES CD-ROM.

they'll be more diverse than current games. Single-frame cinema scenes will probably be replaced by full-motion video. In games based on movies like RoboCop, you may see scenes from the movie played out. In fact, you may actually control one of the characters. Sports games may include your favorite athlete, whom you control, or who plays against you! How would you like to go one-on-one with Michael Jordan? Simulations should be more real than ever when they make use of full-screen, full-motion video and voices. Imagine yourself in the cockpit of a F-14 with mission control directing you toward your target. Adventure games will certainly be bigger, with more dungeons to explore and more realistic enemies. Although we can't say anything definitive about the games yet, one thing is for sure. The Super NES CD-ROM will open up great new worlds of fun, and it's just around the corner!
Use the WALL spell on Asura to reflect her healing spells back onto your party. She tends to cast three or four Cure spells for every attack, and she also casts many Life spells. Due to the frequency of the Cure spells, and with a little luck, you can even defeat Asura with only one surviving party member. Continue to attack with everything you've got. When Asura attacks, expect to lose more than a thousand HP.

To reach the Cave of Eblana, you'll need the Hovercraft, which Cecil abandoned long ago. Follow Cid's directions and return to Baron Castle. In a courtyard on the right side of the castle you'll find two men who can attach the Hook to the Airship. With the Hook in place, you can lift the Hovercraft (press the A Button) and carry it to Eblana, which is located on an island southeast of Baron. Look for the top of the Tower of Bab-Il, and take the Hovercraft over the reefs to reach the Cave of Eblana entrance and continue your journey underground.
Time and money are both important in Chocolate Island 2. In order to get the Key to reach the Secret Exit, you must finish Area Two with 250 or more remaining on the Timer. The trick is to get as many Coins as possible in Area One. If you collect 11 or more Coins, Area Two is an easy one where you can fly. With 9 Coins in Area One, you'll find Area Two to be a bit more difficult. If you have eight Coins or less, Area Two will be slow going. Look for hidden blocks for those extra Coins, then get the Key in Area Three for the shortcut to the castle.

WHERE'S THE SECRET EXIT IN CHOCOLATE ISLAND 3?

The secret to clearing Chocolate Island 3 so Mario can reach the Fortress is to find the second Goal, which you can reach either by flying or double-jumping off of Yoshi. Midway through the course you can pick up a Feather. If you have visited the Green Switch Palace, look for a Green Block near the end for a Feather. The Vine leads to an exit that will get you nowhere. Ignore it and fly up to the second Goal to the right.

HOW DO I FIND ALL 96 WORLDS?

There are 96 worlds in Super Mario World, but you can defeat Bowser without visiting them all. If you've missed a world, here's what to do. First, make sure that you've found all the Secret Exits. If an area is marked on the map with a red dot, there are two exits. Make sure you find all the exits in the Star Worlds, too, or you won't find the Special World. In Bowser's World, you'll want to make sure that you've gone through all the pipes.
Medusa's Cave can only be entered by following the mysterious directions given to you by a boy in the town of Jadd. Unfortunately, the boy first requires a bribe. Look for the Bag of Fang in the desert south of the town and, when you find it, return to Jadd and give it to the boy. The clue he gives you is: "Palm trees...and 8." He is referring to the desert oasis with the figure eight shaped pond and the two palm trees that grow just to the north. The clue also suggests that you must walk around the trees in a figure eight shaped pattern. If you do all this, the cliff above the trees will shake and rumble, revealing the long lost entrance to Medusa's Cave. Amanda will be your helper in the cave, where you will find the Ice Spell and lose a friend.

In Medusa's Cave, and other caves later on in the game, you'll find the Ice Spell to be a great help. Whenever you enter a room and find door triggers that operate only when something is standing on them, you can put the Ice Spell to work. Freeze one of the enemies in the room by casting the Icicle Ice Spell. Once the creature has turned into a snowman, push it onto the door trigger. Now the door will stay open and you can pass through without a hitch.

In some of the later dungeons of Final Fantasy Adventure, you'll need to know a useful technique for controlling the movement of your Ice Spell. Use the Control Pad to guide the Icicle to its target! By facing in different directions, you can bend the path of the spell as it flies toward the enemy. This is particularly useful in rooms with internal walls that would block a straight shot. It can also be a difficult technique in narrow passages. Only the Ice Spell can be manipulated in this manner.

In rooms with door triggers that don't automatically stay open, freeze one foe using the Ice Spell. Frozen enemies look like snowmen, and they can be pushed over a door trigger, which opens the door.

Use the Control Pad to control the path of the Ice Spell as it flies toward an unsuspecting target. The ability to guide the Ice Spell Icicle will become crucial in later stages of the game.
There are two very tricky areas inside the Ghost Tunnel that can keep Mike stuck in the dark. When you meet the Slug, you'll be very close to a secret passage. Defeat the Slug and walk through the wall to the right. The second area also seems like a dead end, but it isn't. Here, Mike must jump up onto what looks like a narrow ledge at the top of the screen. From the ledge above you'll be able to continue on.

**HOW DO I DEFEND MAGAMA THE FIERCE?**

Magma the Fierce can't be destroyed by conventional means like an attack from a well-aimed YoYo. Instead you'll want to destroy the two links that hold Magma's platform out of the water. Once the links are gone, the platform will sink and Magma will be doused. While dodging Magma's fiery shots, first hit the trigger at the upper left corner of the room to make the button appear next to the left link. When you hit that button, the left link vanishes. Now hop to the second trigger on the bottom right corner of Magma's platform, then hit the button that appears on the right side of the link. Once the final link is severed, Magma's platform will sink and his flames will sputter out.

**GET IT STRAIGHT FROM THE SOURCE!**

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

CALL:  
(206) 885-7529  
Nintendo Game Play Counselors are on call Mon-Sat. 4:00 am to Midnight and Sun. 8:00 am to 5:00 pm Pacific time.
EGAD! I SEEM TO HAVE LOST MY FAMILY!

They're gone, all right, and in the Addams Family's new adventure, produced for the Super NES by Ocean, Gomez leaves no gravestone unturned as he searches for his lost loved ones. Great graphics, down to the impatient tapping of Gomez's toe, and the game's great depth, from attic to basement and beyond, make it hauntingly good fun, especially for fans of the creepy, kooky family. It's a good thing that the game has a Password feature—the mansion and its grounds are huge!
I KNOW A THING OR TWO ABOUT THIS HOUSE!

Thing really gets around in this spooky old mansion. When you see his box, check it out. He might have a tip that will help you make sense of what's coming up. You'll begin your search in the Hall of Stairs.

What's behind door number one? The only way to find out is to press Up on the Control Pad and open it! Some doors lead to ooky rooms; others lead to the ghastly grounds outside.

SEARCH FOR THE SECRET DOOR

1-UPS GALORE!

All of the rooms have treasures, but one has a ledge that is too high for you to jump to. You'll have to use the Fezzi-copter to reach the door on that ledge. Go to the room with the copter, get it and return to the room with the ledge in time to fly up to the door. Enter to collect tons of 1-Ups.

It's not easy to get the hat and return to the room in time to fly up to the door above, but it's definitely worth trying until you make it. Inside the door are enough 1-Ups to keep you in the game through fast and furious enemy attacks.
Crazy Abigail Craven has bewitched Uncle Fester, and now he's about to hand over the family fortune! She has also enlisted some conniving cohorts to capture and cage the other members of the family. Only Gomez can stop her. Thing advises you to increase your strength before you start searching for the family. When you begin, you have only two Hearts in your life meter. By defeating some major enemies, you can add three more.

**HAVE A HEART: CLIMB THE OLD TREE**

To collect your first extra Heart, climb the Old Tree and defeat the dive-bombing Bird at its top. This tree is no place for a tree house—it's a crotchety-looking old bag of bark with bare branches.

**THE OLD TREE**

Approach from the right and jump up onto the lower right branch. From there, jump to higher branches on the left.

**THE BIG BIRD**

This Bird is really big, and you have to hit it on the head when it dips below you. Stay on the branches to the sides of its nest, moving right when it moves left and left when it moves right. Wait for it to swoop down before attempting to pounce.

**HAVE ANOTHER HEART: TAKE THE ICY STEPS**

If you enter the Kitchen and go left through the Pantry to the door there, you'll find yourself in a slippery, slidy world guarded by a sinister snowman. Are you ready for the snowball fight of your life?

**PENGUIN PROBLEMS**

The pesky, pecking Penguins here come after you in flocks, and the slick surface makes finding your footing icy and dicey. When you come to the Invincibility Shield, bounce off a Penguin to reach it. Now you can charge through the little gents.

**ROLLING SNOWBALLS**

Huge Snowballs will flatten you like steam-rollers if you cross their paths. Keep moving and jump over them as they roll towards you. Watch out for dangers in the air too. Take the time to look at what's ahead before you leap.

**ICY STEPS**

Yikes! The ceiling is lined with deadly ice spikes, and some stretches of the floor are, too. You'll have to jump over the spikes below without flying so high that you hit the ones overhead. Don't slide off the steps!

**THE SNOWMAN**

The Snowman is a cool character with a hot temper. He rolls back and forth as a simple snowball, then stops to form a face. Jump on his head just as he forms, then get ready to dodge the ice spikes that fall from above when he rolls to the left.

---

**ROUTE TO FOLLOW:**

- Hall of Stairs
- The Old Tree
A THIRD HEART: STROLL IN THE GARDEN

Finding a third Heart will bring your life meter total to five. You can earn it by defeating the huge Centipedes that guard the area just past the Wormy Way.

CONSERVATORY

The Conservatory seems serene enough, but those merrily chirping birds will gladly rob you of Hearts, and some of the plants explode, sending life-threatening debris in all directions. Stay on the safer upper routes as much as possible.

THORN PASS

You'll make a quick jog through Thorn Pass. Inside the door is a field of spikes that you can cross safely by using the big spider for a stepping stone. When you land on the other side, watch out for a spiky enemy.

BIRD BOUND

Walk under the door and wait at the highest point on the right. When a bird flies by, rebound off it to land up by the door.

WORMY WAY

Hit the Switch above the door, then go left and jump onto the platform and walk back to the right. Near the end, you'll come to a series of ropes above a spiked expanse. Jump from rope to rope, avoiding the spikes above and below.

THE CENTIPEDES

The Centipedes aren't as tough as they look. Stay in the safety zone as they approach and jump on them as they retreat. Hit them anywhere except their heads! With some well-timed jumps, you'll squash the crawly critters in no time.

PASSWORD POWER!

Every time you save a family member or earn a Heart, you'll get a Password. Use it to collect mass 1-Ups! Carefully write the Password down, then reset the game and start again using the Password. All of the 1-Ups will be back, and you can collect them again. Save as many lives as possible when you beat a major enemy—you'll still have them when you start again with your new Password.
Now that you have five Hearts and some extra lives saved up, start looking for family members. Though far from helpless, Wednesday is the youngest, so start by searching for her. Her morbid curiosity might have taken her to the graveyard. Look for a secret underground passage that will lead you there, then search for clues about Wednesday's whereabouts.

**THE ROUTE TO FOLLOW:**

- The Hall of Stairs
- The Old Tree
- Under the Tree
- Under the Graveyard
- The Upper Tomb
- Spooky Drop
- The Arch Vault
- Jester's Jump
- The Stone Steps
- The Crazy Crypt
- The Firing Fish
- Chamber of Walls
- The Anteroom
- The Ghastly Goblin

**UNDER THE TREE**

Take the elevator in the lower left down to a secret room filled with money and a Fezcopter. Don the hat and fly up and over to an opening on the right. Collect the money, then continue to the platform on the upper right to pick up 1-Ups and Hearts. Next, get the Invincibility Shield from the lower right.

**UNDER THE GRAVEYARD**

Keep heading towards the lower right to enter the area Under the Graveyard. When you get down to the lowest level, you'll find a tunnel that takes you there. If you want to collect more 1-Ups, dive down and swim to the left.

**DON'T MISS THE HIDDEN PASSAGE!**

Follow the upper route and bounce off the bunny up to a hidden passage. It looks like a dead end, but you can walk through the wall. Enter the Graveyard through the overhead opening.

**THE GRAVEYARD**

With its weirdo werewolves and fire-spewing pumpkins, the Addams Family Graveyard is enough to give anyone the heebie-jeebies—except for Wednesday. She likes to hang around the tomb and play, so she might be here somewhere.

**THE ARCH VAULT**

Enter the mausoleum and fall down the Spooky Drop to the Arch Vault. Tombs are supposed to be silent, but this one has bubbling lava pools, marching mummys, jousting jesters and huge crystal stars that drop at a deadly rate.
JESTER'S JUMP
Here, you'll learn to leap at the last minute to keep from hitting the blocks above. First, jump down to the lower left and hit the Switch to make the wall disappear so you can hop into the right chamber. Next, jump down to hit the Switch in the lower right corner to dissolve the wall blocking the exit.

THE CRAZY CRYPT
In the Crazy Crypt and the Firing Fish stage that follows, you can use the cannon balls that the Fish fire to jump higher and cross dangerous gaps in the ground. It's all in the timing.

HURRY WITH THE HAT
Jump up to get the hat and hurry into the Crazy Crypt. Fly up to hit the Switch in the upper left, then fly up to the secret room above.

THE CHAMBER OF WALLS
Hop down, hit the Switch just beneath you, then skip across the block to the next Switch. Cross over to the Switch at the dead end to the right, then return to dive off the new opening it creates. Keep tripping Switches as you work your way to the next stage.

THE GHASTLY GOBLIN
The ghoulish Goblin bobs up and down, shooting skulls from his fingertips. He fires six at once, off to the sides, so you'll be safe if you stand directly below him while he's above the blocks. Be patient. When he drops lower, jump onto one of the blocks and spring from there onto his head.

TAKE A SHORTCUT
Instead of fighting your way back to the mansion after you save a family member, press Start and Select. The game will display "Select to Quit." Press Select to return to the Continue/Quit screen. Don't go in the Continue door immediately; instead, walk off the screen to the left into a secret area with four 1-Ups. Collect them, then walk back to the right and through the Continue door.

SEEK SECRETS
There are many secret rooms and areas in the game, and they all hide special treasures. Sometimes you must walk through a wall to find them, other times simply jumping at the right spot will yield 1-Ups or lots of points. Look for secret doors, try to walk through walls, and jump all over to find special bonuses.
YOU HAVE TO BE CLEVER TO FIND ME!

If you find—and use—the right secret doors, this can be the shortest stage. Many of the regular doors have hidden doors above them. Jump to the top of the doorjamb and press Up on the Control Pad to see if one is there. Look for a couple of special hidden elevators, too.

THE ROUTE TO FOLLOW:
- The Hall of Stairs
- The Games Room
- The Toy Box
- The Rack
- The Toy Tower
- The Playroom
- The Wacky Scientist

THE GAMES ROOM
Start your search for Pugsley in the Games Room, and get ready for fun and games. Watch out for huge maces that swing from the ceiling, and don’t lose your head when you come to the guillotines!

THE RACK
Put a spring in your step! Stand on the springs and hold the A Button to bounce higher. Before you exit, enter the hidden door above the regular one and collect cash.

THE PLAYROOM
Only the Playroom stands between you and the Wacky Scientist. Dodge bombs, Boom Booms, and circling swipes, and don’t miss the money and 1-Up behind the hidden door.

TAKE A SHORTCUT
Don’t exit the Games Room by the regular door. Stand above it and press Up to open the hidden door that leads to the Toy Box. From there, exit to the Rack.

THE TOY TOWER
The exit leads to the Playroom. See the lower tower by using a secret elevator. Stand near the left wall and press Down. Press Up to return.

BOUNCING BULLETS
It’s no stroll across the stretches of spikes. Jump down and rebound off the flying bullets to save your Hearts.

THE WACKY SCIENTIST
The manic scientist holding Pugsley prisoner bobs up and down with protective orbs circling him. Sometimes he suddenly stops and sends the orbs out in all directions. That’s when he’s vulnerable. Dodge the orbs, hit him on the head, then retreat to safety and wait for the next good opportunity to pounce.

Wait until the orbs circle away from you, then jump before they come back around.
After you rescue Wednesday and Pugsley, start looking for Granny, Fester, and, finally, Morticia. Make sure that you stock up on extra lives, because the going gets tougher all the time. Get ready to explore more of the gnarly nooks and creepy crannies of this mysterious old mansion.

The last time you entered the kitchen, it was a chilling experience. To find Granny, you'll have to jump from the freezer into the fire! Timing becomes more important than ever as you hot-foot it from the stove to the furnace and beyond. Don't give up! Granny's getting hot under the collar waiting to be rescued. To save her, you'll have to slow roast her hot-tempered host.

**YOU HAVE TO KEEP YOUR ENERGY UP!**

The action heats up when you enter the Oven, but if you flip the right Switches, you'll find a shortcut to the Last Oven. To reach it, though, you'll have to dodge fireballs, leap over lava, and sidestep slimy, bobbing, boiling blobs.

**GRANNY'S STOVE**

Before you can enter Granny's Stove, climb up and turn a Switch off. This time, go right when you enter the kitchen. You'll see a blue cap surrounded by blocks. When you flip the Switch, upper left, the blocks disappear. Stand on the cap and press Down to drop into the stove.

**THE FURNACE**

The Furnace is full of hot shots. Don't take on the Flame Men—you'll just get burned if you do. If you aren't flambeed in the Furnace or sauteed on the Grill, you'll find yourself hoping to hop through the Hob. Stay cool and figure out how to use the moving blocks as transportation.

**SHORTCUT**

Leave the Switch pictured on. When you come to the wall of blocks, jump up to a hidden passage in the upper right.

**THE LAST OVEN**

The Last Oven is long and hot. Most of the enemies here are unbeatable, so don't work up a sweat trying to fight them. It's best to keep hopping, dodging, and darting as best you can to avoid them.

**THE FIRE DRAGON**

Granny's captor, the Fire Dragon, is a fire-breathing fiend who flies out of the lava pools to attack. Its only vulnerable point is its head—if you touch the spiny body you'll surrender a Heart.
HURRY, GOMEZ! THIS WITCH IS DRIVING ME BATTY!

This whole mess really isn't Fester's fault. He's under the sinister spell of wily, wicked witch Abigail. If you can follow the complex path that leads to her jail, perhaps you can talk some sense into him and find out what he's told her about the family fortune. The future of the family is at stake, so go to the Portrait Gallery and start searching.

THE PORTrait GALLERY
Press Up when you reach the dark doorway. You'll enter a Dark Room. Sure, you can't see, but there aren't any enemies here, only money. Just don't step down onto the spikes!

THE HALL OF CLOCKS
What a clock collection! Time flies as you dodge pendulums and soar over spikes, but stop when you see a Switch above a bear rug's head. Jump up to make a block appear. Bounce off a baby bear to hop onto it and flip the Switch, which makes blocks appear over the spikes.

THE WEAPONRY & FLY, FLY, FLY
In the Weaponry stage, suits of armor swing massive maces and minnenaces make progress difficult. You'll also have to do some fancy footwork to cross gaps lined with tooth-like spikes.

THE READING ROOM
You can't jump to the door above the books, if you read the right book, though, you'll find a hidden door that leads up to it. When you find an interesting title, press Up to read.

THE TRAIN ROOM
All aboard! Hop on the steam engine to make the train pull out from the station. The safest place is either just beside or on top of the smoke stack. Jump and duck to avoid the obstacles along the route. It's a non-stop trip—you have to go back to the terminal to start again if you don't make your destination.

THE WITCH
Crabbed Abigail Craven has worked her wicked magic on poor Uncle Fester. He's wandering back and forth in some kind of trance while she flies gleefully overhead on her broom, bombing below with magic balls. Fester can help, though. With careful timing, you can bounce off his head high enough to bop Abigail when she dips down to attack.
WHERE ARE YOU GOMEZ? I'M WAITING.

After rescuing Fester, return to the Music Room. They’re all there, listening to Lurch play. When he finishes his tune, the wall of blocks disappears. Enter the door to search for Morticia. It’s tough going because every time your life meter expires you must begin again at the beginning of the stage.

THE ROUTE TO FOLLOW:

THE HALL OF STAIRS → THE MUSIC ROOM →
THE CHAIN ROOM → AMAZING CHAINS →
HALL OF CHAINS → STEPS DOWN → CHAIN OF COINS →
THE CAVERNS → DOWN DEEPER → THE CATACOMBS →
THE MINE SHAFT → THE BIG CAVERNS →
THE VOLCANOES → TO THE RIVER →
THE GONDOLA → ADDAMS' VAULT →
THE TREASURY → THE NASTY JUDGE

THE CHAIN ROOM

It’s Tarzan time! Except instead of leaping from vine to vine, you'll be swinging between the chains that hang from the ceiling. Jump from low on the chains to avoid hitting obstacles overhead.

THE CAVERNS

All kinds of creepy crawlies inhabit the Caverns and Caves below the mansion. You really have to be careful to avoid hits from now on, because when your energy is up, you start back at the beginning.

THE VOLCANOES

The Volcanoes explode suddenly in a barrage of lava balls that cause serious damage. To play it safe and rack up points, stand on top of the mound and stop the lava flows. Move on between eruptions.

ADDAMS' VAULT

There it is! The Addams Family Vault. You don't need a combination—it looks like someone beat you to it. Stand in front of the open door and press Up to enter the next stage and find the culprit.

CHAIN OF COINS

It's a chain of a different kind, fortunately. Simply drop into the room and collect as much money as you can on your way down. From your landing site, find the door that leads to the Caves beyond.

THE CATACOMBS

Boom Booms and spikes make life difficult in the Catacombs. If you find the shortcut through the Mine Shaft, it's easier going. Rebound off a bird to get up to the door, then drop down the Shaft.

THE GONDOLA

The Gondola looks fun and inviting, but it may not be the safest mode of transportation. There are lots of enemies in the upper route. Try swimming, avoiding the piranhas, to the end of the stage.

THE TREASURY

The Addams' Treasury is a cache of wealth in the form of money, Hearts and 1-Ups. You’ll need all the strength you can gather to succeed against the Judge in the final trial. What will the verdict be?

WHEN YOU MEET THE JUDGE, YOU'RE ON YOUR OWN.

ARGUE YOUR CASE!
The war in the ring is on! Ten of the WWF's top contenders fight for bragging rights in LJN's WWF Super WrestleMania, an action-packed slamfest for one or two players. Set up a grudge match between the Hulkster and the Undertaker, pair up the Million Dollar Man with Sid Justice against the Legion of Doom, or join the Survivor Series and make a team of your favorite pros to take on another group of brawlers in a fight to the finish. The action takes place with big, bold characters, super sound effects and great play control. You'll really feel like you're in the ring with the toughest guys around!
There are three ways to play; one-on-one, with a tag team or in the Survivor Series. Set up the match using any of the ten pros in the game and come out of your corner fighting! In a one-player game you take on computer-controlled opponents that are set to wrestle at one of three difficulty levels. Two-player matches put your pros up against an equal number of wrestlers controlled by your opponent.

**ONE-ON-ONE**
Two wrestlers battle until one is down for the count in a no holds barred match up.

**TAG TEAM**
When a fighter is feeling the effects of his opponent's power he can call on his partner for a two scraper attack.

**SURVIVOR SERIES**
Teams of four fight to the finish. The game is over when all the pros on one side are panned.

The wrestlers in WWF Super WrestleMania look and move like their real-life counterparts. We talked to these masters of the mat and found out about their own personal WWF Super WrestleMania strategies. They all contend that their own characters are the best to choose. Find out why in exclusive Nintendo Power interviews on pages 86-89.
MAT MOVES

You can perform just about every move in the book. Start with a combination of punches and kicks. Then, when your opponent's strength is wavering, let him have it! When you lock up with the other guy, you can toss him to the mat with a body slam or suplex, or you can give him a headbutt that he'll never forget. Here are a few of the most impressive maneuvers.

PUNCH

KICK

HEADBUTT

SUPLEX

CLOTHESLINE

FLYING DROP KICK

OUT OF THE RING TOSS

TURNBUCKLE

SURVIVOR SERIES

This two-team tourney isn't over until all four members of one team have been pinned. It works like a tag team match. If your fighter is low on energy, he can switch places with the fighter on the side of the ring by giving him a high five. Then you can switch the player on the side with a tap of the Select Button.

If your energy is low, it's time to tag

Give your teammate a high five and let him rumble

You'll be victorious when all opponents have been pinned
Randy Savage has been a mainstay in the WWF for years and a holder of both the WWF Championship and the Intercontinental Championship Belts. In an exclusive interview with Nintendo Power, he told us that he’s very big on the new game. “It’s just like getting in the ring, especially when the Macho Man’s winning!” And why is Randy the man you should take to the ring? “Because I’m the Macho Man and the madness is out of control! Strike me down with a bolt of lightning. My moves are the real deal on WWF Super WrestleMania!”

**TURNBUCKLE TIME!**

Being on the top of the WWF, Randy Savage knows about climbing to new heights. So it should come as no surprise that his favorite move is “The big elbow off the top rope! Oh yeah!” Try it on Randy’s arch enemy, Jake “The Snake” Roberts.

“**JAKE “THE SNAKE” ROBERTS**

“it’s not how big you are,” says Jake “The Snake” Roberts, “it’s how well you play with your opponent’s mind. And I can do that very well.” While the subtleties of Roberts’ hypnotic wrestling style may not be apparent in WWF Super WrestleMania, Jake contends, “When you choose me, you’re choosing somebody who is capable of anything. This slippery fellow is a real fan of the game. I think that no snake, I mean player, should be without it. It’s just like being in the ring. Trust me.” Who are his favorite WWF Super WrestleMania opponents? “I’ll take on any stinkin’ one of them. That goes for Randy Savage and the Undertaker.”

**TAKE DOWN**

Since Jake’s own DDT move is such a winner in the ring, you can give your video opponents a similar slam by grabbing them and pressing the B Button rapidly. They’ll go down in a hurry.
THE UNDERTAKER

While the Undertaker would rather speak with his fists and macabre moves like the Tombstone, he did stop to tell us, "WWF Super WrestleMania is as close to the dark side as you will get." His argument for putting him on your side is, "because the Undertaker makes sure his opponents rest in peace." The Undertaker has been in the WWF circuit for quite some time, but won't say just how long it's been. "I've been here for eternity and I have held the WWF Title." If he ever tires of wild antics like locking his opponents in coffins, the pale powerhouse will be "tending to my funeral parlor with Paul Bearer." For now though, he'll continue to bury his opponents with headlocks and body slams. Randy Savage has confessed that he'd like to join up with this cool customer and take on the Natural Disasters. Talk about a terrific tag team match!

AN EARLY END

By keeping your opponent out of the ring for ten seconds, you can bury him before the match is over. Throw 'em out.

THE NATURAL DISASTERS

While the terrifying team of Earthquake and Typhoon haven't yet won the WWF Tag Team Title, Typhoon proclaims, "When we do win the title, we'll hold it forever." Earthquake knows just exactly who they'd like to meet in a title match, "We would like to beat the tar out of the Legion of Doom." And what do they think of the game? "We think it's great," bellows Earthquake, "but they could have made us a lot bigger!" Typhoon shares Earthquake's enthusiasm, "It's so much like the real thing that we were breaking into a sweat the last time we played it." When asked if the game captures the team's style Typhoon says, "It's captured all right, just like the way we capture our opponents. We're the biggest, the baddest and crudest men in the WWF!"

KNOCK 'EM DOWN

Since Earthquake and Typhoon are so big, they can win on sheer momentum. Have 'em bounce against the ropes and fly into your opponents.
There's no question that the mighty Hulk Hogan is a big fan of WWF Super WrestleMania. "Oh, it's the best Nintendo game I've seen in a while, Hulkamaniacs. There's nothing like it," he says. "It's like being in the war zone, brother." Hulk's ultimate Survivor Series match would be him alone against the Natural Disasters, Ted Dibiase and Sid Justice. And Hulk knows that he could win, "because the power of Hulkamania can't be stopped by any force in the universe."

**HULKAMANIA!**

The Hulkster doesn't confess to having a special move because, he says, "Every move I have is the best. Just ask my Hulkamaniacs!" The key to victory with Hulk is weakening your opponents with basic moves as soon as you begin.

**THE LEGION OF DOOM**

"We've been in the WWF long enough to know who's who and what's what," says Hawk, one half of the Legion of Doom. "We held the WWF Tag Team Title for a long time," growls his partner, Animal, "and we're gonna hold it again once we get another title shot." Meanwhile, the pair can go for all of the glory in WWF Super WrestleMania and "annihilate the Natural Disasters," says Animal, "because they cost us the WWF Tag Team Belts." His fellow doomer exclaims that the game is "definitely a rushhh. It's about as close as you're gonna get to busting bones in the ring." If the pair weren't stars in the WWF, Hawk says that they'd be in their hometown of Chicago, "and we'd be beating up the toughest gangs in the city." Sounds like they'll get into the upcoming Super NES adaptation of Street Fighter II.
**SID JUSTICE**

The massive mauler, Sid Justice, says he knows that he's the best choice in a WWF Super WrestleMania match against any other challenger, "because I am big, and justice always stands alone and always wins." His ultimate match in the video ring or elsewhere would be one-on-one against Hulk Hogan. Of the game, Sid says it's as close to the real thing as you can get. "It's a game for every wrestler, because it's just like being in the ring and taking someone's head off? When asked if his enormous size is helpful when he's up against other WWF brawlers Sid says, "Being big makes beating up people all the easier. Just ask any of my opponents!" If Sid ever hung up his tights, he'd take up another hard hitting profession. "I would be a professional bone breaker. I would break bones and get paid for it." Perhaps he should just stick to wrestling.

**UP AND OVER**

Sid is one of the strongest men in the WWF and capable of tossing any of his opponents over his shoulder. Have him grab his opponent, then press the X Button as quickly as you can. He'll pull the other guy over his shoulder and toss him to the mat!

**TED DIBIASE**

Ted Dibiase, the self-proclaimed "Million Dollar Man," says, "Everybody's got a price and I can buy anybody in WWF Super WrestleMania." That may be true, but he'll have to throw around much more than his incredible riches in order to defeat his video opponents. "In addition to a big bank account, I've got a big body," boasts Ted, "and that's enough to scare the daylights out of anybody!" Ted says that he doesn't have any particular arch enemies "because when you're a millionaire, everybody is your enemy." Of the game, Ted exclaims, "It's so great that I think I'll buy the company that makes it, and this magazine, because WWF Super WrestleMania is just like being in the squared circle."
The Year is 1999

Television has adapted to the more violent nature of man...
STUDIO 1 TOTAL CARNAGE!

Studio 1 will be your first test. Compared to the other Studios, the enemies aren't too fast and there aren't a lot of them, but it will certainly keep your trigger finger busy. Notice the room with the $ sign in it. If you get into this room you will be rewarded with a bonanza of cash and prizes. When you enter the room, check out where the mines are because the prizes will usually appear in those areas. Tricky.

WEAPONS 'R US

You will always be equipped with a gun. It does a good job, but your firepower will be increased if you pick up any of the items which randomly appear throughout the game.

NO WAY!!! IT'S MUTOID MAN!

This brute of a machine looks like a tank on the bottom half, but looks almost human on top. Mutoid Man has several methods of attack. He shoots lasers out of his eyes and can also run over you with his tank tracks. Amazingly, Mutoid Man can maneuver quickly to the left and right. Don't stand too close. Regular bullets from your gun will do no harm to Mutoid Man. You must pick up the special weapons which appear randomly.

KA-BOOM!!! Mutoid Man goes down in defeat and crumbles in a giant ball of flames. Keep your distance while he is exploding because the flames can burn you. Don't spend too much time celebrating your victory, move on to the next stage.
STUDIO 2 IN YOUR FACE

The enemies which appear in Studio 2 look more like machines than the enemies in Studio 1. Their pattern of motion is a bit different and they tend to gang up more often. By this time it's important to have learned what each weapon and item can do for you and how long it will do it. One of the best defenses is to avoid the enemies. Pick up any Acceleration icon that appears.

PRIZES 'R US

If you're looking to get a high score you'll definitely have to pick up a ton of prizes. When you score a prize, you'll be able to see what you won in the corner of the screen. Don't worry about the prizes if you're just trying to stay alive.
This character is the ultimate pizza-face... deep pan variety with extra sauce! Scarface is your last obstacle before you can exit Studio 2. There is no safe spot to stand so keep moving and blast away at his perimeter. His face will blow off when all of the perimeter panels are damaged. A skull mask remains for you to deal with.

The corners of the room are not safe from Scarface. He'll get you there.

Keep pelting Scarface with any weapon you can grab. Never stop shooting! Scarface's outer shell is about ready to blow, but you're not done yet.

The mask will give you a tremendous challenge. It's very fast and will shoot sparks from the eye sockets.

After a tremendous battle, Scarface finally buys the farm. You can only accomplish this feat through speed and persistence.

There are several items which can be used for defense. Some of them can be used for offense as well! All items and weapons will usually appear in every room. Learn the use of each item to take full advantage of it.

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Keep pelting Scarface with any weapon you can grab. Never stop shooting! Scarface's outer shell is about ready to blow, but you're not done yet.

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STUDIO 3  TOO INTENSE!

Get set for the ultimate Smash TV challenge! There are more enemies here than you ever thought you'd be able to handle—maybe you can't! Only the best Smash TV contestants will arrive in Studio 3. However, only an even more elite group may ever make it out. Members of this group must have comprehensive knowledge of the enemies, weapons, and special items. They must also have unflinching nerves, lightning fast fingers and an uncommon amount of game finesse. Studio 3 is laid out in the same manner as Studio 2, but the rooms are much more terrifying. The amount of enemies can be overwhelming in most of the rooms.

NEW PRIZES!

A year's supply of good meat is just one of the prizes which Studio 3 offers. The prizes are sometimes used as decoys. Watch out for the mines.

A LITTLE LESS HUMAN

The enemies of Studio 3 vary much more in shape and form. However, it doesn't really matter...just shoot them!

Don't let the groups of scorpions gang up on you. They can deliver a mighty sting.
TWIN TERRORS

Smash TV is totally fantastic in the 2-Player simultaneous mode. Contestants can compete against each other for cash and prizes, but each player is definitely on the same team when it comes to the ultimate objective—destroy enemies and get to the next room! Bullets from the gun of a contestant will not harm the other contestant. Both contestants have the same abilities and can use any item or weapon with the same effectiveness. If a 1-Player game is started, a second contestant can pick up a controller and join in at any time during the battle. Working as a team is probably the best way to progress through the game.

COBRA TWINS

This deadly Cobra couple is doubly dangerous. Not only are they deadly to the touch, but they can reach anywhere on the playfield. They will also shoot streams of molten venom from their mouths. Keep moving and shoot at both of the elongated Cobras.

M.C. MUTOID MAN

Remember Mutoid Man? Well, he's back! This time his upper half takes on the form of the Master of Ceremonies. It will take more hits to defeat this new and improved Mutoid Man. He will still shoot lasers out of his eyes, but the thing to watch out for is his deadly tank tracks. He moves very fast and can easily run you over if you're close enough!
NESTER'S ADVENTURES

AH-HA, A MYSTERIOUS STRANGER! JUST WHAT I NEED! HELP ME FIND MY FAMILY. DOWN LUNCH.

HELP! IT'S SWALLOWING ME!

I ALREADY LOOKED IN THERE! FOLLOW ME TO THE KITCHEN.

I FEEL LIKE A FRENCH FRY.

LUNCHTIME? SO IT IS! LET'S TAKE THE SHORTCUT.

I BEGAN TO SUSPECT THE OVEN WHEN I FOUND ONE OF WEDNESDAY'S DOLL HEADS IN MY OMELETTE THIS MORNING.

YOU SHOULD STICK TO TOAST.

DON'T TOUCH THAT SWITCH! YOU'LL DEACTIVATE THE HIDDEN SHORTCUT THROUGH THIS WALL.

NOW WHY DIDN'T I THINK OF THAT.

I JUST LOST MY APPETITE.

NO! TO WORRY OLD MAN, WE'LL LOOK FOR IT AFTER LUNCH.
Win RoBoC

Grand Prize:
Imagine yourself behind the RoBoCop really used to pat

More Robo-Mania!

Second Prize:
10 Winners!
- The RoBoCop Game Pak of your choice from Ocean

Third Prize:
50 Winners!
- Nintendo Power Jerseys
  If you aren't wearing RoBo-armor you'd better have a Team Power jersey on your back!
wheel of a Ford Taurus that roll the streets of Detroit!

AND MORE!

• The RoboCop Game Pak of your choice from Ocean's Robo lineup

• A RoboCop II videotape so you can see your car star in Robo-action

OFFICIAL CONTEST RULES
(No Purchase Necessary)

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

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

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

On or about May 15, 1992, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of “Nintendo Power” magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 1:1,350,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after May 30, 1992, send your request to the address provided above.

GRAND PRIZE: The car used in the RoboCop II movie will be awarded to the winner if he or she is over age 18. If under 18, the winner must designate a parent or legal guardian over age 18 to receive the car. The winner must also provide written release to Nintendo of America Inc. Estimated value of the grand prize is $8,000. Some restrictions apply.

This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.
GEORGE: We're here at Cafe Mario to have lunch and discuss recent releases. I suppose that the most important issue on the table is what's for lunch. I'm having soup, salad, onion rings and a Coke.

ROB: Not exactly your usual food groups but probably more substantial than a sandwich and a bag of chips, which is what I'm having.

GEORGE: Let's talk games. We'll go over the list in alphabetical order starting with NES releases. A.D. & D. Pool of Radiance is on its way. We seem to cover at least one first-person perspective RPG like this game per issue. It's very much in the tradition of The Bard's Tale, the Wizardry series and several other PC conversions. In the hour or so that I played it, this game didn't really distinguish itself from any other game of the same genre.

ROB: Yeah, I didn't play it long enough to really get into it. I like role playing games, but this type requires a lot of set-up from the very beginning and it takes several hours to really get going. I spent a lot of time going around in circles and didn't seem to be breaking new ground.

GEORGE: Captain America and The Avengers is next.

ROB: I like this one. It's really cool. Captain America is a comic book character that everyone is familiar with. He can do a lot of the same types of things in the game that he can do in the comic book, like toss his shield and beat up enemies.

GEORGE: Hawkeye is also in the game. He's controlled by Player Two. We should mention that even though this game does have a two-player simultaneous, one-on-one battle, the main adventure takes place with two players taking turns fighting through different locations. It's also nothing like the Captain America arcade game.

ROB: No, but it's still a lot of fun. The characters are interesting and they do a lot of cool stuff.

GEORGE: What's your opinion of Gemfire?

ROB: That's the new historical simulation from Koei, the company that brought us Bandit Kings of Ancient China among others. The setting for Gemfire is Medieval times. I like this subject more than Ancient China or Feudal Japan actually. A game like this requires a lot of work and setting up though, without immediate payback.

GEORGE: It's not a game that I would just pick up and play if I had a spare half hour. If you're going to play it right, you've got to set aside sessions of several hours at a time.

GEORGE: Personal Power Meters for Captain America and the Avengers George 3535 3535 Rob 3535 4040

ROB: Personal Power Meters for A.D. & D. Pool of Radiance George 3530 3030 Rob 3035 3530

GEORGE: Personal Power Meters for Gemfire George 4030 3535 Rob 3030 3535
Next up are the adventures of the grown up Peter Pan in Hook...

...Available for the NES and Game Boy, both virtually the same game. I'd have to say right away that this is a pretty disappointing movie adaptation. The characters are there: Peter Pan, Tinkerbell, plenty of pirates and Captain Hook, but it doesn't really follow the story of the movie.

You've got this character that doesn't look at all like Robin Williams running and jumping around the woods and caves of Neverland and he's collecting thimbles, but we don't know why.

The one thing that seems to have been salvaged from the movie is the story about Peter Pan saving his children from Captain Hook. In the end, though, it turns out to be an average running and jumping game with a pretty weak character and sluggish play control. The movie is good, but the game falls short.

Race America is a two-player racing game with a unique split screen. The player that is ahead views the action in a large window that takes up the top two thirds of the screen, while the racet in second place sees his or her car in a smaller window at the bottom.

It's kind of like a rear view mirror view...but not really.

Nothing like that actually.

OK, I'm attempting an analogy, but it's not working.

Like any two-players simultaneous game, I think that Race America is more fun when you've got two players going head-to-head instead of just one player racing against computer-controlled opponents. This game has the split screen that favors the player in the lead and an overhead view of the action when the cars are very close to each other. There are no pit stop feature, there are no Power-Ups, there are no machine guns; it's just a straight racing game.

My only complaint is that switching gears is a little tricky. You've got to let go of the accelerator, press Up on the Control Pad to shift up, then hit the accelerator again. It's kind of like shifting in a real car. I'd rather just race and avoid obstacles than have to think about the mechanics of my car.

Even though it's featured elsewhere in this issue, we should mention T&C II: Thrilla's Surfari.

It's the sequel to Town and Country Surf Design. I think that this game has incredible action and very good play control. You control a gorilla who races through these skateboard and surfboard courses at breakneck speed, jumping off ramps and flying over obstacles. It's a lot of fun.

Yeah. But I don't think the graphics are all that great. In the first stage, for example, you have to lunge around or jump over these obstacles in the ground and I can't tell whether they're potholes or very large peanuts.

Peanuts? They're logs.

They look like logs.

They look like large peanuts or big oblong potholes.

They're logs.

If you would have given me a choice between peanuts, potholes and logs, I would have chosen logs third, because they don't look like logs to me.

The graphics aren't dazzling and the plot is just a standard save the damsel in distress deal, but the action really moves.

There's an NES game that is based on the cartoon Toxic Crusaders which was, in turn, based on a B movie from a couple years back.

The main character is a green, slimy guy who apparently fell into a vat of toxic waste and has now resolved to clean up the environment with his mop.

I don't think that the cartoon or game would exist if it weren't for the Teenage Mutant Ninja Turtles, "mutant" being the operative word here.

The Turtles have opened up the doors for a lot of pretty strange superhero heroes in comics, cartoons and video games.

The game is a lot like the last two Turtles games for the NES, and the character sort of swings his mop the way that Donatello swings his bo. It seems to me that this is just an ecological and contemporary version of the Turtles with the "don't be a litterbug" type of message. Running around and slamming bad guys with a mop just doesn't work for me.

And you lose the mop very quickly. Then you're just a slimy creature fighting with your slimy hands. As a game, it's all right. The graphics and play control are decent. I would say that if you really get into Toxic Crusaders then you'll probably enjoy it.
Let's talk about Wacky Races, another game based on a cartoon. This cartoon was on television several years ago. It starred Dick Dastardly as the bad guy and his dog, Muttley. Muttley is the character that you control. His job is to help Dastardly win the race by finding parts for the car and stuff like that.

It all boils down to another running and jumping, side-scrolling action game. If you remember the cartoon and you like the character, it probably makes for a more enjoyable playing experience.

Muttley collects bones along the way that give him special abilities. Once he's collected enough bones, for instance, he can toss bombs or defeat enemies with a bark. You see the word "BOW" come out of his mouth and it mows down enemies like a little missile. I think that's kind of fun and true to the character.

Moving on to new releases for Game Boy, I think that Missile Command is a pretty good arcade translation. Since the game was monochromatic in the arcade, the fact the Game Boy is black and white doesn't make any difference. The biggest change is in the controls. In the arcade version, you fired missiles from three silos, using three different buttons and you changed the aim with a trackball. Since Game Boy has only two action buttons, there are two silos and the aim is controlled with the Control Pad. Otherwise, it's virtually the same game.

Only portable! I think it's really cool. I put a lot of quarters into the arcade game when it was big in the early '80s and now, here it is on Game Boy! I like it and I like liking it.

Prophecy: The Viking Child is next. It's a side-scrolling game that is quite a bit like the Hook adaptation. The graphics are very simplistic and the character is pretty hard to control. Those things may not matter after you've played the game for a while, but the first impression is not very favorable.

My first impression came from the opening still picture of the character which is large and well-drawn. The game itself doesn't quite live up to that potential. I think that I'd rather be playing Missile Command. Maybe if the Viking child had a missile it'd be more fun. Maybe not.

The Super NES games that are featured in this issue. I like The Addams Family quite a bit, better than the movie in fact.

I wasn't that impressed. I don't feel that it's that much of an upswing from the NES or Game Boy games of the same title. It's just another Mario-like game where you run around and stomp enemies.

Yes, but it's a good Mario-like game where you run around and stomp enemies. At the beginning of the game, when you step into the Addams family's mansion, there are several doors that you can open, each one leading to a different action-packed stage. That's a good invention and it leaves the player with a lot of choices. I also like the enemy characters. Many of them are quite funny and well thought out. I think that it's an all around solid effort that will satisfy a lot of players.

Following a successful adaptation to the NES, the arcade hit Smash TV is now being released for the Super NES.

This game makes really good use of the Super NES Controller. It allows you to run in one direction and fire in another direction. That really comes in handy in a game where the enemies are attacking from all sides.

There's very little down time in this game. You're constantly blazing away at everything that moves. You don't have to worry about whether something is friend or foe because it's always foe. You just blast, blast, blast!

Not for the squeamish.

Not at all. The graphics, action and play control of the Super NES version really take the arcade game home. So, if the shoot-'em-all style of game appeals to you, then you'll definitely get a kick out of this one.
The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

**YOUR GUIDE TO THE LATEST RELEASES**

<table>
<thead>
<tr>
<th>NES TITLE</th>
<th>COMPANY</th>
<th>PLAY INFO</th>
<th>POWER METER RATINGS</th>
<th>GAME TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>A D &amp; D: POOL OF RADIANCE</td>
<td>FCI/PONYCANYON</td>
<td>1P/BATT</td>
<td>3.1 2.7 3.3 3.2</td>
<td>ROLE PLAYING</td>
</tr>
<tr>
<td>CAPTAIN AMERICA AND THE AVENGERS</td>
<td>DATA EAST</td>
<td>2P-S</td>
<td>3.6 3.4 3.5 3.8</td>
<td>SUPER HERO ADVENTURE</td>
</tr>
<tr>
<td>GEMFIRE</td>
<td>KOEI</td>
<td>2P-A/BATT</td>
<td>3.2 2.7 3.1 3.4</td>
<td>ROLE PLAYING</td>
</tr>
<tr>
<td>HOOK</td>
<td>SONY IMAGESOFT</td>
<td>2P-A</td>
<td>3.1 2.6 2.9 2.9</td>
<td>COMIC PLAYING</td>
</tr>
<tr>
<td>RACE AMERICA</td>
<td>ABSOLUTE</td>
<td>2P-S</td>
<td>3.9 3.6 3.6 3.9</td>
<td>RACING</td>
</tr>
<tr>
<td>T &amp; C 2: THRILLA'S SURFARI</td>
<td>ACCLAIM</td>
<td>1P</td>
<td>3.3 3.1 3.1 2.9</td>
<td>COMIC ACTION</td>
</tr>
<tr>
<td>T.M.N.T. III: THE MANHATTAN PROJECT</td>
<td>KONAMI</td>
<td>2P-S</td>
<td>3.6 3.6 3.6 3.9</td>
<td>COMIC ACTION</td>
</tr>
<tr>
<td>TOXIC CRUSADERS</td>
<td>BANDAI</td>
<td>1P/PASS</td>
<td>3.0 3.4 2.8 2.8</td>
<td>COMIC ACTION</td>
</tr>
<tr>
<td>WACKY RACES</td>
<td>ATLAS</td>
<td>1P</td>
<td>3.3 3.3 3.3 3.8</td>
<td>COMIC ACTION</td>
</tr>
<tr>
<td>WIZARDS AND WARRIORS III</td>
<td>ACCLAIM</td>
<td>1P</td>
<td>3.1 3.0 3.1 3.1</td>
<td>HERO QUEST</td>
</tr>
<tr>
<td>YOSHI</td>
<td>NINTENDO</td>
<td>2P-S</td>
<td>3.7 3.5 3.8 3.8</td>
<td>PUZZLE ACTION</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>GAME BOY TITLE</th>
<th>COMPANY</th>
<th>PLAY INFO</th>
<th>POWER METER RATINGS</th>
<th>GAME TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOGGLE PLUS</td>
<td>PARKER BROS.</td>
<td>2P-A</td>
<td>3.0 3.4 3.4 3.6</td>
<td>WORD GAME</td>
</tr>
<tr>
<td>HOOK</td>
<td>SONY IMAGESOFT</td>
<td>2P-A</td>
<td>3.4 2.7 2.5 2.6</td>
<td>COMIC ACTION</td>
</tr>
<tr>
<td>MISSILE COMMAND</td>
<td>ACCOLADE</td>
<td>2P-A</td>
<td>2.6 3.6 3.2 3.2</td>
<td>ARCADE CLASSIC</td>
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<tr>
<td>MOUSETRAP HOTEL</td>
<td>ELECTRO BRAIN</td>
<td>1P</td>
<td>3.2 2.6 2.6 2.8</td>
<td>ACTION</td>
</tr>
<tr>
<td>PROPHECY: THE VIKING CHILD</td>
<td>GAMETEK</td>
<td>1P</td>
<td>2.8 2.7 2.5 2.7</td>
<td>HERO QUEST</td>
</tr>
<tr>
<td>SOCCER MANIA</td>
<td>SONY IMAGESOFT</td>
<td>2P-S</td>
<td>2.8 2.8 2.5 2.9</td>
<td>SOCCER</td>
</tr>
<tr>
<td>STAR TREK</td>
<td>ULTRA</td>
<td>1P</td>
<td>3.3 3.2 3.3 3.4</td>
<td>SCI-FI ADVENTURE</td>
</tr>
<tr>
<td>TOP GUN: GUTS AND GLORY</td>
<td>KONAMI</td>
<td>2P-S/PASS</td>
<td>3.0 2.7 2.5 3.4</td>
<td>FLIGHT MISSION</td>
</tr>
<tr>
<td>TURN AND BURN</td>
<td>ABSOLUTE</td>
<td>1P</td>
<td>2.8 2.5 2.7 3.3</td>
<td>FLIGHT MISSION</td>
</tr>
<tr>
<td>ULTRA GOLF</td>
<td>ULTRA</td>
<td>2P-A</td>
<td>3.4 3.3 3.3 3.3</td>
<td>GOLF</td>
</tr>
<tr>
<td>YOSHI</td>
<td>NINTENDO</td>
<td>2P-S</td>
<td>3.5 3.5 3.8 3.8</td>
<td>PUZZLE ACTION</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SUPER NES TITLE</th>
<th>COMPANY</th>
<th>PLAY INFO</th>
<th>POWER METER RATINGS</th>
<th>GAME TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>THE ADDAMS FAMILY</td>
<td>OCEAN</td>
<td>1P/PASS</td>
<td>4.0 3.6 3.3 3.6</td>
<td>COMIC ADVENTURE</td>
</tr>
<tr>
<td>SMASH TV</td>
<td>ACCLAIM</td>
<td>2P-S</td>
<td>3.5 3.9 3.4 3.4</td>
<td>COMIC ACTION</td>
</tr>
<tr>
<td>WWF SUPER WRESTLEMANIA</td>
<td>LJN</td>
<td>2P-S</td>
<td>3.8 3.3 3.3 3.6</td>
<td>WRESTLING</td>
</tr>
</tbody>
</table>

**CHART KEY**

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

**PLAY INFO**

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

**POWER METER**

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

- **G** = GRAPHICS AND SOUND
- **P** = PLAY CONTROL
- **C** = CHALLENGE
- **T** = THEME AND FUN

**VOLUME 35 103**
Could Mario be losing his grip in the Game Boy category? Anything is possible, but only time will tell! Check out Contra III. This month it makes a monumental leap up the Super NES chart. It's a well-deserved leap!

**TOP 20**

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### NES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game</th>
<th>Points</th>
<th>Months</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>SUPER MARIO BROS. 3</strong></td>
<td>9,971</td>
<td>30</td>
</tr>
<tr>
<td>2</td>
<td><strong>BATTLETOADS</strong></td>
<td>7,529</td>
<td>8</td>
</tr>
<tr>
<td>3</td>
<td><strong>THE LEGEND OF ZELDA</strong></td>
<td>5,768</td>
<td>43</td>
</tr>
<tr>
<td>4</td>
<td><strong>MEGA MAN IV</strong></td>
<td>4,404</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td><strong>DR. MARIO</strong></td>
<td>4,310</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td><strong>FINAL FANTASY</strong></td>
<td>4,093</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td><strong>TETRIS</strong></td>
<td>3,977</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td><strong>MEGA MAN III</strong></td>
<td>3,406</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td><strong>TMNT II: THE ARCADE GAME</strong></td>
<td>3,306</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td><strong>TECMO SUPER BOWL</strong></td>
<td>3,036</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td><strong>MEGA MAN II</strong></td>
<td>2,639</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td><strong>METROID</strong></td>
<td>2,610</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td><strong>SUPER MARIO BROS. 2</strong></td>
<td>2,448</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td><strong>BATMAN</strong></td>
<td>2,105</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td><strong>CRYSTALS</strong></td>
<td>1,938</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td><strong>ZELDA II: THE ADVENTURE OF LINK</strong></td>
<td>1,719</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td><strong>THE LITTLE MERMAID</strong></td>
<td>1,713</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td><strong>BATMAN: RETURN OF THE JOKER</strong></td>
<td>1,713</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td><strong>CASTLEVANIA III: DRACULA'S CURSE</strong></td>
<td>1,605</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td><strong>TEENAGE MUTANT NINJA TURTLES</strong></td>
<td>1,361</td>
<td></td>
</tr>
</tbody>
</table>

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The Bros. are still going strong at Number Uno, although the gap between #1 and #2 is becoming much narrower.

Safely situated with the Pros, the Toads are still trying to make a major breakthrough with the Players.

Link is being called upon again! The definitive classic still resides in the Control Decks of many.
### Super NES

<table>
<thead>
<tr>
<th>Rank</th>
<th>Points</th>
<th>Title</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>15,034</td>
<td><strong>SUPER MARIO WORLD</strong></td>
<td>A minor slip in popularity with the Pros isn't enough to loosen the Mario Brothers' grip on first place.</td>
</tr>
<tr>
<td>2</td>
<td>12,109</td>
<td><strong>F-ZERO</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>3</td>
<td>9,175</td>
<td><strong>THE LEGEND OF ZELDA: A LINK TO THE PAST</strong></td>
<td>Can Mario make up the 187-point difference to earn the coveted top spot next month? We'll see!</td>
</tr>
<tr>
<td>4</td>
<td>7,324</td>
<td><strong>FINAL FANTASY II</strong></td>
<td>Final Fantasy II is getting similar votes from the Players, Pros and Dealers. It's a well-rounded game!</td>
</tr>
<tr>
<td>5</td>
<td>7,093</td>
<td><strong>SUPER CASTLEVANIA IV</strong></td>
<td>Simon Belmont is whipping his way through his most lengthy journey! Hasn't Dracula bit it yet? No!</td>
</tr>
<tr>
<td>6</td>
<td>6,216</td>
<td><strong>METROID II</strong></td>
<td>Displacing Mario at #1 was no easy task, but Samus still has an even greater task to tackle with the Metroids.</td>
</tr>
<tr>
<td>7</td>
<td>6,082</td>
<td><strong>SUPER MARIO LAND</strong></td>
<td>Can Super Mario Land make up the 187-point difference to earn the coveted top spot next month? We'll see!</td>
</tr>
<tr>
<td>8</td>
<td>5,586</td>
<td><strong>ACTRAISER</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>9</td>
<td>5,255</td>
<td><strong>CONTRA II</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>10</td>
<td>3,999</td>
<td><strong>SUPER GHUDULS 'N GHOSTS</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>11</td>
<td>3,758</td>
<td><strong>JOHN MADDEN'S FOOTBALL</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>12</td>
<td>3,170</td>
<td><strong>SIMCITY</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>13</td>
<td>3,170</td>
<td><strong>U.N. SQUADRDN</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>14</td>
<td>1,679</td>
<td><strong>SUPER BASES LOADED</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>15</td>
<td>1,473</td>
<td><strong>R.P.M. RACING</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>16</td>
<td>1,456</td>
<td><strong>LEMMINGS</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>17</td>
<td>1,436</td>
<td><strong>SUPER TENNIS</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
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<tr>
<td>18</td>
<td>1,347</td>
<td><strong>SUPER R-TYPE</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>19</td>
<td>1,277</td>
<td><strong>GRADIUS III</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
<tr>
<td>20</td>
<td>1,265</td>
<td><strong>THE ADDAMS FAMILY</strong></td>
<td>This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.</td>
</tr>
</tbody>
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### Game Boy

<table>
<thead>
<tr>
<th>Rank</th>
<th>Points</th>
<th>Title</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>11,544</td>
<td><strong>METROID II</strong></td>
<td>Displacing Mario at #1 was no easy task, but Samus still has an even greater task to tackle with the Metroids.</td>
</tr>
<tr>
<td>2</td>
<td>11,357</td>
<td><strong>SUPER MARIO LAND</strong></td>
<td>Can Super Mario Land make up the 187-point difference to earn the coveted top spot next month? We'll see!</td>
</tr>
<tr>
<td>3</td>
<td>7,137</td>
<td><strong>BATTLETOADS</strong></td>
<td>Not quite a contender for #1 yet, but the Battletoads are locked into the upper echelon of Game Boy titles.</td>
</tr>
<tr>
<td>4</td>
<td>6,418</td>
<td><strong>DR. MARIO</strong></td>
<td>Those shady viruses keep Dr. Mario busy. From the looks of his rank in the Top 20, they keep him very busy!</td>
</tr>
<tr>
<td>5</td>
<td>4,918</td>
<td><strong>MEGA MAN IN DR. WILLY'S REVENGE</strong></td>
<td>Votes from the Players play a big role in keeping Mega Man up in the top spots. We can't blame them a bit!</td>
</tr>
</tbody>
</table>

**Final Rankings:**

- **SUPER MARIO WORLD**
- **F-ZERO**
- **THE LEGEND OF ZELDA: A LINK TO THE PAST**
- **FINAL FANTASY II**
- **SUPER CASTLEVANIA IV**
- **METROID II**
- **SUPER MARIO LAND**
- **BATTLETOADS**
- **DR. MARIO**
- **MEGA MAN IN DR. WILLY'S REVENGE**
PLAYER'S PICKS

WHAT ARE YOUR FAVORITE NES GAMES?

S.C.A.T
TMNT II
WURM
Dr. Mario
Die Hard

Battleteads
Double Dragon II
Batman
Dr. Mario
The Simpsons: Bart vs. the Space Mutants

Final Fantasy
Dragon Warrior
Robin Hood: Prince of Thieves
The Legend of Zelda
Terminator 2

Marble Madness
Batman: Return of the Joker
Battleteads
Super Off Road
Metroid

Final Fantasy
StarTropics
The Legend of Zelda
G.I. Joe
Mega Man II

Take 5

Super NES Sports Games: Player's Picks for April 1992

1. Super Off Road
2. Super Bases Loaded
3. Nolan Ryan's Baseball
4. Bill Laimbeer's Combat Basketball
5. HAL's Hole-In-One Golf
Nintendo Power: How were you discovered?

Eddie Furlong: I was just hanging out with my friends at the Pasadena Boys Club, and the casting director came in and thought I looked like Linda Hamilton's son. After three auditions, I got the part. It was amazing.

NP: How has your life changed since you've suddenly become so popular?

EF: It feels weird, but in a good way, and I've definitely gotten used to it. As much as my life has changed, it's still the same in many ways—I still have to do chores and stuff. Overall, it's fun and exciting to suddenly be a celebrity. It makes life feel like a party.

NP: What do you do for fun?

EF: I love playing Nintendo games, even if I'm not the greatest video game player (although I try to be!). The main thing is to have fun with video games without getting too frustrated. I like to play basketball and other sports, to go to the movies, and to look at girls. I also like to hang out with my friend Soleil Moon Frye.

NP: Tell us about yourself.

EF: I'm outgoing and definitely not shy. I like to have fun and to be active. I don't like to be bored, which is one of the reasons I'm such an avid Nintendo fan. Most of the time I'm funny when I don't mean to be.

NP: Who do you play Nintendo games with?

EF: I play Nintendo games with my friends, my aunt and uncle, with whom I live, or by myself. My uncle's addicted to playing, and we sometimes fight over who gets to be the first player.

NP: Why do you like to play video games?

EF: Nintendo games are fun and adventurous. I love the graphics and the action. You can just lose yourself, which makes playing games relaxing and exciting at the same time.

NP: When did you first start playing Nintendo games?

EF: I started playing in the fourth grade. Super Mario Bros. was my first game and I got totally addicted to it. Then I got Baseball, and the rest is history. I have the Super NES and I love Super Mario World, Super Ghouls 'n Ghosts and Super R-Type. Basically, I love adventure and action games. I can't wait to play the video game, T2.

NP: What was it like making T2?

EF: Arnold [Schwarzenegger] and Linda [Hamilton] were great to work with. It was hard work, but a lot of fun—Arnold and I used to play Game Boy on the set. Even though I had never acted before, everyone made the experience fun and easy for me. Although I had thought about being an actor, I never expected it to happen. Only after T2 was released did I begin to take it seriously. Now I want to be an actor always!

NP: What are you working on now?

EF: I just made the movie American Heart with Jeff Bridges. I play his son, Nick, and the movie's about our relationship. It should be released next spring. This winter I'm working on a suspense-thriller called Fertile Ground.
If you've been in an arcade anytime this last year you've probably noticed that one game always seems to have a line of waiting players. Maybe the lines were so long that you didn't even get a chance to play the game. Well, thanks to Capcom, your wait will soon be over. Street Fighter II is coming to the Super NES sometime in June, and it looks and plays like the original. Some people even think the Super NES version is better than the arcade game. Start saving your quarters for this version of Street Fighter II, with its record-setting 16 megabits of memory.

So what does this Pak Watcher think of the game when we played it? The word excellent comes to mind along with the word fun. One player can battle computer-controlled opponents at seven levels of difficulty, but the real strength of this game is the one-on-one challenge with a friend. The graphics and animation are truly arcade quality, and they are also the reason for the incredible amount of memory required. For those of you who aren't familiar with Street Fighter II, the idea is that you adopt a character and take on the best street fighters from around the world. Each of the eight fighters has his or her own unique fighting styles and strengths. Some of the super moves are intense, like the elastic kicks and punches of the Guru Dhalism whose limbs stretch halfway across the screen! The energy bars at the top of the screen show how well you're doing in the match. If you run out of energy, that's all she wrote. If you win, you move on to the next opponent. Already, Street Fighter II is being called the action game of the year.
The Turtles keep coming back for more, and this time you'll get more from the Turtles. Konami's TMNT IV: Turtles In Time for the Super NES will be coming out in the next few months, and it promises to be a hit with die-hard Turtle fans. If you've played TMNT II: The Arcade Game and TMNT III: The Manhattan Project for the NES, you'll be familiar with the ninja sewer-fighting techniques of the fabulous Green Gutter Guys. In fact, Turtles In Time is based on the second TMNT arcade hit, but it features some newly added levels and enemies. When we first plugged this cart into the Super NES Control Deck, it was just like coming home...only home seemed to have been redecorated! The graphics and animation put Turtles In Time in the same arcade-quality category as Street Fighter II. Like the two TMNT games mentioned above, you can play this Super NES sequel with one or two players, but the two-player option is where the real action and fun is. Working as a team, two Turtles (of your choice) set out to clobber Shredder's Foot Clan Forces, which consist of endless streams of ninja fighters and mutant bosses. This Pak Watcher was a little disappointed by the similarity of the enemy attacks to previous TMNT games. The same strategies as those you used before apply in most cases.

Data East is moving to the cutting edge of gaming with its single-player futuristic, robotech simulator titled Ultrabots: Sanction Earth. Although this Super NES game is still in development, you should see it in the stores by June or July. The basic idea behind the game is that alien robots have invaded Earth and the only hope for humanity is to capture and refit the massive metal stompers so they can fight robo-a-robo. In the game itself, you operate ultrabots on a strategic level from a command post or inside an ultrabot with a cockpit view in direct combat. You can operate a fire team of up to six ultrabots in a given sector, and you can switch from one 'bot to another for direct control.

In addition, you'll have units spread all across the planet, so while you're shucking up the competition say in North America, you might have a strategic ambush set up in Africa. The ultrabots were designed on a CAD system by Novalogic. The pictures shown below and left are in fact computer images. In the game, the bots in the foreground are animated with 16 frames per second for super realistic motion and detail, while more distant bots use fewer frames. If only there were a two-player interface...
Top Gear

Top Gear from Kemco (the Kemco-Seika partnership has split into two independent companies) is a 4 meg, Super NES racing game for one or two players due out in May. With eight race tracks around the world, three levels of difficulty and multiple track conditions, the variety of races you can run numbers more than eighty. Of course, when you’re racing against a human opponent, the variety is even more noticeable. The split-screen, over and under format is about as good as you can get for two-players on a single screen, but it takes some imagination to place yourself in the same race as your opponent. Kemco is also working on an RPG for the NES called White Lion, due out this summer, and a Spy vs. Spy title for Game Boy called Trick & Trap.

Pebble Beach Golf Links

T&E Soft has gone back to the links with its second Super NES game in the True Golf Classics series. This time the famous Pebble Beach course in Monterey, CA, has been reproduced from the actual blue prints of the course. Several improvements have been made over the first game, Waialae Country Club, set in beautiful Hawaii. Changes include a Demo mode, a “Skins” game and Shot replays. You can also save up to five holes, which provides a crafty method of achieving sub par scores. Other features remain the same, such as the graphic depiction of the ball’s flight path and the exacting shot control sequence that closely resembles real golf. This game is scheduled for a May release...just in time for the U.S. Open, which is being played this year at Pebble Beach.

Wings 2

Namco (Nam as in Sam) isn’t a name most American game players are familiar with, but that is about to change. Wings 2: Aces High is a WWI dogfight and bombing simulator based on the classic Wings for the Amiga computer. The version this Pak Watcher played was only about 50% complete, but that was enough to impress me. First off, the view is basically the same behind-the-plane view as in Pilotwings. Second, the control commands are exactly the same as in Pilotwings. In other words, Namco is creating a dogfighting game for people who like Nintendo’s flight trainer, which is just about everyone who plays Pilotwings. The action is basically swoop and shoot during the dogfighting missions and dodge and drop during the bombing runs. Bombing is particularly difficult because you must consider the forward motion of the plane when making your release. The graphics looked good even with a lot of detail yet to be added. Look for this one later in the year.
When people mention PC RPGs, one of the first titles to spring to mind is Might & Magic. American Sammy is producing a graphically impressive version of this classic game for the NES, Might & Magic: Secret of the Inner Sanctum. Might & Magic is a traditional role-playing fantasy game in which your party of characters wanders on overhead-view maps and then plunges into 3D, first-person perspective dungeons and battle scenes. One of the common complaints about first-person games is that you never know where you are in dungeons. Might & Magic takes care of that problem by introducing a Mapping system that allows you to see where you have been and what you have accomplished. The new version of the game is also much faster, making it easier to get through the game and enjoy the story.

Might & Magic: Secret of the Inner Sanctum is a game of strategy and action. You must manage your party of characters, explore the dungeons, and battle the enemies. The game is designed to be challenging, with many different ways to approach each challenge. The graphics are impressive, with detailed character models and intricate dungeon design. The music is also excellent, providing a fitting backdrop to the action.

The new version of the game includes many new features, such as a more detailed mapping system, improved character abilities, and new enemies. The game is also much faster, allowing you to progress more quickly through the story. Overall, Might & Magic: Secret of the Inner Sanctum is a great addition to the Might & Magic series and is sure to please fans of the game.
Sunsoft's latest Batman game, Batman: Return of the Joker for Game Boy, isn't based on the sequel movie due out this summer, but it still features the Caped Crusader and that means action and fun. This game has four stages, the first three of which can be played in any order. Only after completing the first three stages can Batman move on to the final stage. In addition to the Stage Select, there is also a Difficulty Level option and a Sound Test. The action is fast and the control may take a while to master. Batman's chief moves are a double jump, which allows him to scale walls, and a swing move, using the Bathook. There are some great effects, as well. When the Sewer Stage is flooded, the screen below the waterline becomes a sort of wave-form magnification—it actually looks as if it's underwater! There are also weapons to pick up along the way, like the Batarang. Look for this game very soon.

Sunsoft has lots of strong titles scheduled for later this year for all three Nintendo systems. Our Pak Watch sources inside Sunsoft say that work has already begun on the Super NES Superman game, which is tentatively scheduled for release next December. Other Super NES titles include Death Valley Rally, with the Roadrunner and Wile E. Coyote, and Tazmania, starring the Tazmanian Devil. For the NES, look for a version of the award-winning Lemmings.

Interplay has been a developer of excellent games for Nintendo systems and PCs for years, games like Star Trek and Castles to name a few. But now Interplay is beginning to market its own games, and it's starting with four of the most classic games of all time. 4-in-1 combines Chess, Checkers, Backgammon and Reversi in one Game Pak for Game Boy. Sargon Chess is one of the classic computer chess programs. This version has six difficulty levels, Take Back and Hints. Backgammon and Reversi both have three levels of difficulty plus Take Back and Replay. Checkers has four levels of difficulty. Interplay is also working on Out Of This World, an excellently animated PC type adventure for the Super NES. Out Of This World was one of the star attractions at last January's CES.
From Maxis SimEarth, the intellectually challenging game of planetary engineering and evolution, came out a few months ago in Japan for the Super Famicon. The game contains all the elements of the PC original, but the graphics are larger and more accessible. One drawback, however, is that you don’t have the option to bring up different windows for comparing data. Pak Watch had the chance to play an English language version. The first thing you should know is that SimEarth and SimCity are not at all the same. SimCity gives you lots of visual feedback whereas the changes taking place on your SimEarth are often difficult to discern. The challenge is to coax life to evolve into intelligent species, but it isn’t easy. You must balance atmospheric and geospheric forces to provide the ideal conditions for life on the planet. The process is fascinating and educational, but it is not for everyone. At this time there is no word on when or if SimEarth will eventually appear for the Super NES.

GOSSIP GALORE

Capcom and Sunsoft are positioned to challenge Acclaim’s title of licensed property king. The strength of Capcom’s Disney character based properties will continue with two games based on upcoming Disney TV series starting with Goof Troop this fall. Pak Watch has also learned that Capcom is developing what Disney movie title would be best for a future game. Apparently The Little Mermaid did so well that another Disney movie title is almost assured. Sunsoft’s deal for the Looney Tunes characters gives them some of the strongest licenses in the industry. Now we just have to wait and see what the games look like. We hope they are as classy as Sunsoft’s earlier Batman games. Speaking of Batman, Konami has the license for the second Batman movie, but don’t expect to see anything for several months. They’re keeping it under wraps. Other long-term projects include Seta’s Nosferatu. Our Pak Watch sources have known of the development of this Super NES project for many months, but only recently has Seta allowed anyone a peek. This game has exceptional animation similar to that of Prince of Persia. Nosferatu, of course, is the German name for Dracula. Seta has also been sitting on a wild action game, Bioforce Ape, which we covered in Pak Watch last year. The development is complete, but unfortunately, it seems as if Bioforce Ape will remain sidelined for the immediate future. Apparently Seta doesn’t want any monkey business right now. One of the best-looking projects we’ve seen recently is the Super NES version of Spot undergoing development at Virgin Games. Although only a few sequels had been put together when we saw the game, this Pak Watcher was impressed. This time Spot is not a dot on a board, but a cool surfer setting out on an adventure. Word also has it that Virgin is working on M.C. Kids for Game Boy. FC1’s Dragon Strike for the NES is a twist on the traditional non-action AD&D game. In this one, you get to pilot a dragon in aerial battles. Finally, from Hudson Soft, Super Adventure Island for the Super NES and Felix the Cat for the NES both have great graphics and fun play and themes.
**NEXT ISSUE**

COMING NEXT MONTH IN VOLUME 36

**DARKWING DUCK**

Drake Mallard, a suburban dad by day and super-hero by night flaps his way into the NES courtesy of Capcom. This glory-hound is bound to make a big splash, but he won't get wet.

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**BATMAN: RETURN OF THE JOKER**

More action, more danger, more twisted plots and more of those great toys—that's what you'll find in Batman: Return of The Joker for Game Boy. Who will laugh last?

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**CONTRA III**

Inventive play control, massive characters and wild action with all guns blazing! Truly an awe-inspiring Super NES game. Look for an extensive Contra review next month.

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**SUPER ADVENTURE ISLAND**

Hudson's main man, Master Higgins, sets off on an extended island journey filled with new items, enemies and other surprises. We'll map it out for you in the upcoming issue.

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**BACK ISSUES**

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

- **Volume 22** (March '91) - Metroid, StarTropics, Q.E.D., Joe, Hudson's Adventure Island III.
- **Volume 23** (April '91) - Power Blade, Sword Master, Totally Rod, Metropolis
- **Volume 25** (June '91) - Battlesnakes, Day Dreamin', Donkey Kong Country, NES Open Tournament Golf
- **Volume 26** (July '91) - Robin Hood: Prince of Thieves, Rockin' Kats, The Little Mermaid
- **Volume 27** (Aug. '91) - Ninja Gaiden 3, Dr. Paul Jones, Super Mario World, Star Wars, Smash TV, Kick Master
- **Volume 28** (Aug. '91) - Star Trek, F-Zero, Metroid, Shattered, Roger Clemens MVP Baseball
- **Volume 29** (Oct. '91) - Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego, Flintstones
- **Volume 30** (Oct. '91) - Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego, Flintstones
- **Volume 31** (Dec. '91) - Tiny Toon Adventures, Bermet
- **Volume 32** (Jan. '92) - Mega Man II, Monster In My Pocket, Terino Super Bowl
- **Volume 33** (Feb. '92) - TMNT III, The Manhattan Project, The Simpsons: Bart vs. The World, Rampart
- **Volume 34** (Mar. '92) - The Empire Strikes Back, Terminator 2, Nightshade, M.C.Kids, Lemmings, Zelda: A Link To The Past

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Game Atlas

Get the inside scoop on NES games! Think of it as your road map to NES success!

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

Mario Mania

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

Super NES

This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!

POWER TRIVIA

For Nintendo Power Animals Only!

Are you an avid Nintendo Power reader? You'll have to be in order to answer all of these questions correctly! Some of the questions deal with past issues, so break out your stack of old Nintendo Power Magazines.

As of February 1992, approximately how many games have been released for each Nintendo System?

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<th>System</th>
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For how many years has Nintendo Power been published?

R. 3 Years
B. 3 1/2 Years
C. 4 Years
D. 4 1/2 Years
E. 5 Years

Which game was NOT featured on a cover of Nintendo Power?

R. Super C
B. Super Mario Bros.
C. Tetris
D. Truxx & Field H.
E. None of the above

Which game has not been released yet, but has been reviewed in Nintendo Power?

R. Day Dreamer/Davey
B. Power Blade
C. MetalStorm
D. M.U.N.K
E. Ironsword

How many issues of Nintendo Fun Club News were published?

R. 4
B. 5
C. 6
D. 7
E. 8

Which person has not been featured in our Celebrity Profile Column?

R. Joy Love
B. David Lissman
C. Brian Roberts
D. Michael Dorn
E. Fred Savage

How much did a subscription to Nintendo Power cost when the magazine was first published?

R. Free
B. $5.00
C. $19.95
D. $18.00
E. $15.00

How many games has Mario made an appearance in?

R. 7
B. 10
C. 16
D. 19
E. This guide doesn't specify.

Well, how do you think you did? We will print the answers to these questions in the next issue of Nintendo Power. Stay tuned!
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