

NINTENDO POWER™

March/April 1989

\$3.50

Ninja Gaiden

New Hit in Cinema Display

Explosive "TMNT"

Red Hot Preview

More "Link" Adventures

CES Report

Game Tour and Contest



Nintendo

THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS

Title Wave

You're riding the biggest, fastest, most powerful wave in video games. Powerful titles. Powerful graphics. Powerful choices. Right now you can play over 100 blockbuster video games on your Nintendo Entertainment System. And the video game wave of the future is rolling in looking bigger, badder and more power packed than ever. Are you ready for awesome?

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Welcome!

Are you ready for the hottest issue of *Nintendo Power* to fly off the presses? This is it. And it may be too hot to hold! This is your first chance to read all about the new hit game, *Ninja Gaiden*. The tale unfolds in an all-new Cinema Display format. Chapter by exciting chapter, the big screen story leads you through an action-packed tale of a young martial arts master out to avenge the death of his father. Our big five-page "CES Report" gives you an insider's tour of all the exciting new games, accessories and video news shown at the recent Consumer Electronics Show in Las Vegas. The feature also includes a chance to win a trip to the next CES this June in Chicago to meet the insiders and see the CES booth displays for yourself. Imagine, you could fly to Chicago as our guest to report on everything coming this Fall for the NES.

We're also kicking off a new "Preview" section in this issue of *Nintendo Power*. Read up on four new hits of the future - *Teenage Mutant Ninja Turtles*, *Bayou Billy*, *Strider* and *Cobra Triangle*. The 1988 *Nintendo Power* Awards ("Nesters") give you a chance to cast your vote for the titles you think deserve to win a coveted "Nester" in eight exciting categories. You could even win a complete library of the top titles! Go for it! And while you're comparing the action and challenge of your favorite games, take your first look at our new "Power Meter" rating system. It's a new way to see how all your favorite games rate. We've heard from *Nintendo Power* subscribers that "Classified Information" is one of your favorite sections. This issue has a whopper. Our pros have been working overtime to make this "Classified Information" the biggest ever. And now for the first time, we're selling back issues of the world's best video game magazine - "*Nintendo Power*," of course. Find out how to order one or all of the back issues, and also how to get your hands on the newest, latest, greatest, insider tips book for *Super Mario Bros. 2*. A special April Fools' Day article, a huge new game directory and more surprises await you in the pages ahead. So "hunker" down in your favorite reading spot, and fasten your seat belt for some powerful news, powerful tips and powerful fun - only from Nintendo, only in *Nintendo Power*. It's all the power you need.



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C.E.S. REPORT — 15.

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Check out this action/mystery thriller. It cooks! We promise.

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NOW



Strider Poster
Super Sci-Fi artwork
for your wall.

GAME DIRECTORY

The Complete NES Game Directory. Here it is! A full listing of all the action available for your NES. Eight pages to help you choose your next challenge. How does your own library of games stack up?



1989 MAR-APR

HOWARD & NESTER 60.

Nester's book report is due, but he thinks this one's in the Bagu.

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NINTENDO POWER AWARDS '88 88.

Proudly presenting: The first annual awards for the best there are. Is my bow-tie on straight?

PAK WATCH

100.

Duck Tales * Rescue Rangers * Adventures in Disneyland *
Street Cop * Athletic World * Bad Dudes * Super Dodge Ball *
Guerilla War * Thundercade * Pinbot * Rollerball * Super
Sushi Pinball * and a glut of Gossip Gremlins!



PLAYERS' FORUM

MAIL BOX 6.

The stacks of mail are beginning to "envelope" us.

TOP 30 70.

Players and pros pick the premiere Paks.

NES JOURNAL 84.

A.F.D. Reality System * Trivia * A picture puzzle page * so much more!

VIDEO SPOTLIGHT 96.

Let the Vid-light Special shine its everlovin' light on you!

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Mail Box



from Players

FUN FOR ALL AGES

I am 83 years old. I bought a Nintendo Entertainment System two years ago. I love Nintendo. I presently live at Rose Wood Retirement Home. We play at least five hours a day and we have a Nintendo Fun Club. We have six members in our club and over 43 games. We have completed Super Mario Bros., Metroid, Metal Gear, Kid Icarus, Double Dragon, and Super Mario Bros. 2. Our club has recently subscribed to Nintendo Power. The message our club wants to convey is that you're never too old to play the NES.

**Ryan Maul and friends
Bakersfield, CA**

We agree! With a wide variety of action, adventure, and sports games, there's something for everyone on the NES.

VIDEO INCENTIVE

I just thought I'd write to tell you about your game system. I had not heard of the NES until Christmas of 1987. My children really wanted it. I talked with several other parents about the game. They had a set already. Their biggest complaint was that the kids didn't do their homework.

I was concerned over this so we made a rule. I promised my boys that I would buy it for them if they stay on the Honor Roll all year. Needless to say, Honor Roll it was! My eldest son then was promised another Game Pak if he

got an extra great report card. He pulled all A's except for one B+. I thought that was fantastic.

We have enjoyed the game so much, we even took it to Yosemite this past summer.

My eldest boy was really shy around the other kids, but since we got the NES he has made a lot of new friends.

I really see this as a plus. Chores and whatever else get done a lot faster around the house now. I just ordered a Nintendo Power subscription. My five year old is working on his reading with the first issue. I am limiting game playing to one hour a day during the school year. They earn Game Paks by earning good grades. I can tell you, this was a great investment, especially with three boys. Thanks again.

**Ruth Garcia
Pomona, CA**

Good thinking Ruth. While the NES does provide a lot of enjoyment, there are other things that must be done as well and the NES can be an incentive to do them.

FARAWAY PLACES

I teach piano at home and use a computer in my teaching. Software and synthesizers have become almost as much a part of the lessons as the piano. After the assigned lessons have been completed, the students are free to play any games they choose. One of their favorites is the NES.



My husband, Robert, was invited by the People to People Citizen's Ambassador Program to go to China with other Civil Highway and Bridge Engineers and meet with their counterparts over there. I went along on the trip with other spouses, and that's how we got this photo of an NES being played on the Great Wall!

**Carol Stein
Mount Prospect, IL**

Terrific! Thanks, Carol.

TIP SOURCES

You have great hints for Nintendo games, but I was wondering how I can get hints for games designed for the NES by other companies?

**Kevin Nick
Erie, PA**

You'll find that in Nintendo Power. We feature the hottest tips for games designed both by Nintendo, and by our assorted licensee companies. Also, our Game Play Counselors at (206) 885-7529 would love to help you with hints for all games made for



the NES. And, if we don't know the answers to your toughest questions about licensee games, we'd be happy to let you know who to contact for more information, as many of the licensee companies also now have game counseling services.

THE ART OF PLAYING

I am a 15-year-old 9th grade student at St. Edward's Upper School. I have a 13-year-old brother who attends St. Ed's Middle School. We live about a mile from school. So, being under the legal age to drive, I take my custom made golf cart to school while my brother prefers to get a ride from Mom.



My brother and I are very different from each other. He is the athlete of the house and I am the artist. While he wants to swim and play basketball, football, and tennis, I would prefer to draw, sculpt, make home videos, and create.

One thing we do have in common is that we both love the NES! We spend hours playing games on it and eating popcorn in our spare time. It's a great way for us

to spend time together as brothers.

As I said, I am the artist of the house. I enjoy working with modeling clay and animating my clay figures on video. The cover of the first Nintendo Power interested me very much. So, I tried to make my own Mario with clay. It was a success. I also made a Mouser, Cobrat, and Pokey. I thought you might like to take a look at them.

Trevor Moynihan
Vero Beach, FL

Terrific clay figures Trevor! We'd like to thank all of the artists that send us their interpretations of scenes and characters from NES games. There are a lot of talented Nintendo enthusiasts.

PROBLEM SOLVED

I am a high school English teacher, a newspaper columnist, and a father of an 11 year old who received an NES for Christmas. I want to compliment you on the quality of your equipment and games. He is totally absorbed and in love with this new toy, as is every child in the neighborhood who has taken up secondary residence on my living room floor.

As an educator I am concerned with video saturation. I've always been mildly approving of video games as long as the cash and time involvement was not too great. They are fun. I play them myself. However, I want my son to develop more than hand-eye

coordination. I believe your company offers great potential for being accepted by parents as well as children because several of your game cartridges require so much more than simply quick reflexes. I'm referring specifically to The Legend of Zelda and Zelda II—The Adventure of Link. The level of critical thinking and problem solving required make these games an acceptable challenge for the son of a school teacher, and I am able to whole-heartedly defend you against the critics among my peers.

I am writing with a suggestion for the future that you expand your line of "thinking games". The buzz word "critical thinking" is a hot issue in the educational world. Conferences abound on this topic. Teachers and parents are stressing children's deeper involvement in problem solving, strategic planning, and inductive and deductive logic. This could be one of Nintendo's trends for the future.

Steve Gibbs
Benicia, CA

Thanks for your comments Steve. A growing number of NES games use problem solving, map making and other activities that require thought. This makes them both challenging and educational.

PLEASE SEND US YOUR LETTERS!

If you have a question, or comment, write:

NINTENDO POWER-MAILBOX
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Redmond, WA 98073-9733

The Adventure of LINK™

In the last issue we followed our hero Link on his great quest. Many secrets were revealed in the first four palaces, but now is the time to go beyond!

Link now makes his way to the Fifth Palace, located on a storm battered island off the coast of Hyrule. Already his thoughts have turned to the hidden Sixth Palace, but an item of great importance must first be found. As he continues, enemies become meaner and the palaces more puzzling. Link must always be prepared, and he raises his levels of Life and Magic at every opportunity.

Items Link must have

easier. On these maps you can see where Link discovers some helpful items. He knows it is a good idea to find these Power-Ups as soon as possible, as increased levels of Magic and Life will help him to defeat most enemies, which in turn will help him earn the critical Experience Points that he needs to build the strength of his sword and arm. Just as in his previous adventures, Link knows that half the battle is staying alive, and in time both Magic and Life will play a role in his success.

1-Up

1-Up Link dolls allow him an extra play.



Fairy

Find one of these to restore Link's life.



Magic Container

The Jar adds 16 points to the Magic Meter, and fills it up, too.



Heart Container

Increases the Life Meter by one and refills the meter to its maximum.



Treasure Bag

Experience Points are stored thus—sometimes hidden or won in battle.



Bagu

Before Link can cross the river in Saria he must speak to Bagu.



Important Locations:

ZELDA II
The Adventure of
LINK

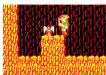
Magic Container

The Magic Jar will be much easier to find if Link already has the candle from Parapa Palace, for it is hidden here in the dark cavern.



Goddess Statue

From a cave in the Tantari Desert Link will get a statue of a goddess. With this he returns to the town of Ruto and speaks to the wise man who lives there. He teaches Link Jump Magic for having brought the precious statue back to its rightful home. The ability to leap high using Jump Magic will be vital to Link's quest.



Heart Container



Link makes sure to pick up this and other Heart Containers, as the extra Life he will gain from them is invaluable.

Fairy



In a patch of woods near the cave, Link will come upon a fairy who will restore his Life before he enters the dark cave.

1-Up



In a formation of stones near a blocked cave by the swamplands he discovers a small Link doll, which gives him a 1-Up.

Treasure Bag



In the cave north of the Midoro Swamp, Link finds a Treasure Bag worth 200 experience points.

Bagu



In this forest, teeming with pesky Megmats, Link comes upon a log cabin and its owner, Bagu.

Fairy



To fill up his Life Meter before venturing further, Link visits the Fairy near the bridge.

King's Tomb



In the middle of the graveyard is the King's Tomb. Find the Red Jar in the graveyard and take it.

Red Jar



With his Magic nearly spent, Link comes here to claim the Red Jar, which refills his Magic.



The Fifth Palace

Off the coast of East Hyrule lies the island of the Fifth Palace. Inside Link encounters the Fiery Moa, and though later he will battle this creature, for now he decides to leave it alone. Somewhere ahead he will also walk through a wall as in *The Legend of Zelda*.

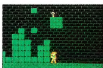
Before challenging the Palace, Link builds up his Attack and Magic to seven and adds Life by taking the path over the

sea—going north then east—and finds a hidden Heart Container.

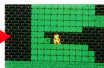


Experience Wanted!!

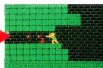
In the room where blocks rain down, Link can greatly increase his Experience Points. With each shot he can earn 50 or 200 points.



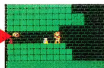
He waits for all the blocks to fall.



Makes a stairway up to the third block.



Attacks the Moas that fly at him.



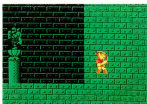
Keeps attacking for the maximum points.

!!!
It looks like a dead end, but it's not.

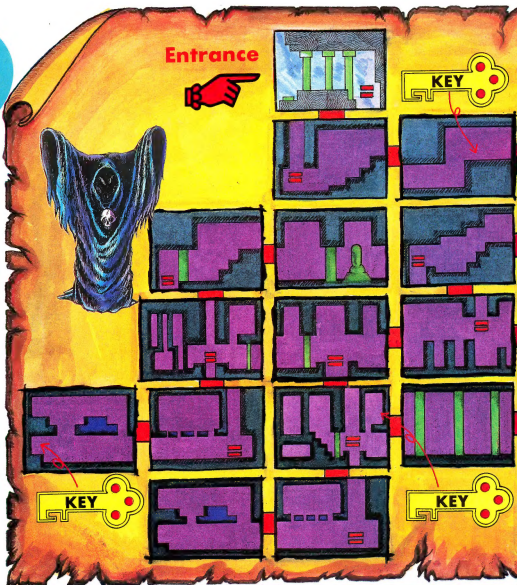
Ironknuckle seems to be guarding a blank wall, but Link presses on, undeterred.



When battling Ironknuckle, Link keeps close, using his Shield Magic for defense against the swords he throws.



Once Ironknuckle is defeated, he can pass through the solid wall at the back of the room.



How to beat Gooma!



ZELDA II
The Adventure of
LINK

Gooma, the giant troll who swings an iron spiked mace, protects the statue in which Link must place the fifth crystal. Avoiding his mace by jumping and dodging, Link then leaps in close and uses his sword when Gooma tires.



Link prepares for battle by using Shield and Jump Magic, then stays well back when Gooma swings the heavy mace.



Even Gooma cannot forever swing his weapon. When he rests, Link ducks in quickly and attacks low!



Link's advice: take the opportunities as they come; be patient; dart in and dodge back.

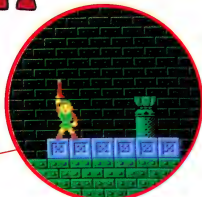


Using Reflect against the Fiery Moa.

What now?



Back in the Fourth Palace he learned to use Reflect against wizards. Here it might be a waste of time.



Beyond Ironknuckle and the walk-through wall, he will find keys and an ancient flute, which is the prize of this island palace. With the flute, Link can reach the southeast of Hyrule and Old Kasuto.



The Sixth Palace-a Dragon's Maze.

The home of Barba the dragon extends seven levels deep with many secrets and pits to trap the unwary. In places, Link must use the Fairy Magic to continue, and throughout the maze he must battle enemies with his other magical options. It is vital that he keeps his Magic levels filled, as he must be ready at every moment to use Reflect or Jump or Shield. Studying the map below, he plans a route to Barba. He will also make notes as he passes through the maze on where the pits are located, because a hole may turn out to be bottomless if he is not careful. Since Link has built up his Attack, Life and Magic back in palace number five, he is ready to begin.

Use Magic!!

The key to success is the wise use of magic.

Entrance



Fairy

Jump

Reflect

Shield

Get the Magic Key!

SHIELD...	016
JUMP...	008
LIFE...	050
FAIRY...	040
FIRE...	016
REFLECT...	016
SPELL...	016
THUNDER...	054
0x1	000
0x0	000
0x1	000

Since he cannot find any keys in this palace, Link must first get the Magic Key. Search for it in Kasuto. With the

Magic Key he can proceed to the Sixth Palace and open up its secrets.



The Battle with Barba!

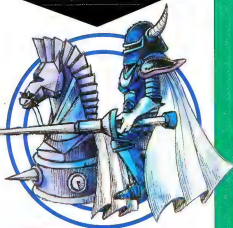
In Barba's chamber Link comes to three fiery pools from which the dragon rises in flame breathing horror. He prepares for the battle by using Jump, Shield, and Reflect, then stands on the middle column. As soon as Barba appears, Link attacks, then dodges his flames and attacks again when the dragon dives back into the pool.



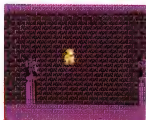
By standing on the middle column Link is positioned perfectly to attack Barba when he first appears.



With the help of Jump Magic Link can dodge Barba's blistering breath and counter-attack. Timing is critical.

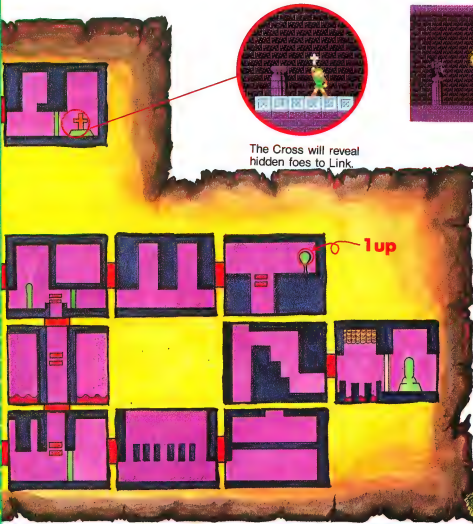


The Pit!



Not far away from the entrance, Link will find an endless pit that passes through four levels of the maze. He will keep falling over and over through

those four rooms unless he sails to the right where in the third room he can land on a ledge and duck through a door.



The Cross will reveal hidden foes to Link.





Nine steps to the Great Palace

Before entering the Great Palace, Link must return each of the six Crystals to the statues in the six palaces. He also must increase all his levels to eight. Here are nine crucial steps that prepare Link for the end.

Step 1:

On the west end of Maze Island, before going to the palace, he searches for a Magic Container to boost his Magic Meter.

Step 2:

On a beach to the east of Darunia, towards Maze Island, Link will find a 1-Up, which increases his life by one.

Step 3:

Close to the Fourth Palace on Maze Island a kidnapped child is being held captive. If he finds the child and returns him, Link will receive a great treasure.

Step 4:

Northeast of the Fifth Palace Link can find a Heart Container in the sea. With his Magic Boots he walks to it, following a secret, watery path.

Step 5:

A river devil blocks the path to the southeast of Hyrule. To get past, Link will need the flute, which can be found inside the Fifth Palace.

Step 6:

In the dangerous swamps north of Old Kasuto Link looks for a 1-Up. Once he finds it, though, he goes on knowing that he can come back for it later.

Step 7:

East of Old Kasuto, on the coast, Link can pick up another Heart Container and boost his Life Meter. By this time his Life levels are completely full.

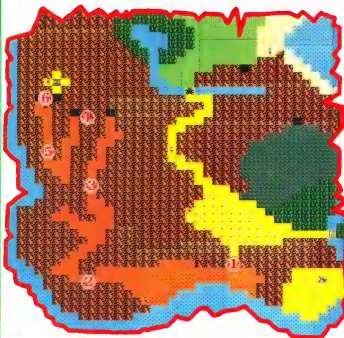
Step 8:

Northeast of Old Kasuto lies a cavern that leads to the coast. Pass through it, then go into the forest and search for the hidden village of New Kasuto.

Step 9:

In the village of New Kasuto a Magic Container boosts Link's Magic level as high as it will get. Here, also, he will find the Magic Key.

On to the Great Palace...



Step 1

The path to Ganon's lair is guarded by many determined foes. Getting through this section can be a trial.



Step 2

Here on the path Link meets enemies who attack him. He must take care not to tumble into the lake.



Step 3

With a powerful Spell you can change a Moa into a Boto, making it all the easier to finish them off.



Step 4

Coming to a cave, you will find the Lowder and Acheman monsters which you defeat using your sword and Fire Magic.



Step 5

As in Step 2, this area is difficult to pass without using the Magic spells.



Step 6

Once through the last cave, Link will arrive at the Great Palace and the final step of his long quest.



Live from
'Vegas...
Your ace
reporter.



NESTER'S C.E.S. REPORT!

1989 International Winter Consumer Electronics Show



On Day 1

(Saturday, January 7)

Nester travelled to Las Vegas for his first Consumer Electronics Show (C.E.S.). Over 100,000 people attend the show, looking for all the latest on what's new in TV's, VCR's, stereo's and best of all, video games. The Nintendo booth showcased Nintendo's own games, as well as played host to its 35 licensees and their titles. We knew he wouldn't have a problem finding the booth, it was the biggest one at the show.



Finally found the booth it's bigger than a football field. How am I going to cover all of it in only 4 days?



There are so many people. I don't know where to start!



Nintendo Power! ... Hello everyone!!

This reporting
stuff is hard
work.





On Day 2 (Sunday, January, 8)

This is incredible! There are so many games I'll never get to see them all. I'll cover as much as I can and let Pak Watch pick up the slack.

START

BANDAI	CAPCOM	SUNSOFT	JALECO
 10:00 AM—My first report. This is great! This Mega Controller is like a mini-computer.	 10:50 AM—These games look hot! Mega Man 2 has mega graphics. More later.	 11:30 AM—Saw Terminator prototype... plays like Dragon's Lair. An Addams Family game? I'll come back.	 12:00 PM—These guys are into sports. First, Bases Loaded and Racket Attack... Now Hoops and Goal.

DATA EAST	 1:40 PM—Bad Dudes, one of my favorite arcade games is coming. Robocop still not complete. And now, Heavy Barrel too!
TECMO	 2:30 PM—Met the Ninja from Ninja Gaiden plus this baseball guy.

NINTENDO




Nintendo showed two new Zapper games—To the Earth and Trick Shooting. And, a really hot NES version of the Pinball game, Pinbot!

SNK	ACCLAIM	KONAMI	ULTRA
 3:30 PM—I was hoping Lee Trevino would be here.	 3:30 PM—Wrestlemania's a big hit here. I'll cover new title Ironsword later.	 4:05 PM—Bayou Billy is really wild... I'm running short on time!	 4:30 PM—TMNT is ULTRA cool! Out of time... That's it for today!



On Day 3

(Monday, January, 9)

So little time, so many games. I could spend weeks and still not cover everything.

AMERICAN SAMMY 10:00 AM—Another Ninja game? Ninja Taro. I've got a lot to see today. 	HI-TECH 10:25 AM—More Sesame Street and muppet madness here. 	VIC TOKAI Kid Kool  10:40 AM—First Gotgo 13, now Kid Kool...?
--	---	--

Faxanadu is a great adventure game like Simon's Quest. Good news... Power Pad now sold separately. The World of Nintendo area has cool stuff.



ACTIVISION	11:30 AM—Classic Comedy... digitized voices... different, but I like it. 
GAMETEK	1:30 PM—These guys really know their game shows.  Future programs—Double Dare, Family Feud, Password and Concentration.
FCI	2:00 PM—They turned their space into a castle to match the theme of Ultima. 
LJN TOYS	2:45 PM—Jason makes me nervous. I think I'll come back later. 



MILTON BRADLEY 4:15 PM—Bird vs. Jordan, One-on-One. I count 3 B-ball games! That's all for today. 	BRODERBUND 4:00 PM—This place is really crowded... and it's not just to see the game Guardian Legend. I'll tell you later. 	HAL 3:20 PM—This same guy hogged the Air Fortress game all day! 
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GOAL



Finally I get to spend some time playing. Now you'll get the real inside story from someone who's there.



I liked *Wizards & Warriors* and I love this sequel—*Ironsword*. They put in greater depth, graphics, role playing and a password feature.

FESTER'S QUEST



Remember Uncle Fester from the *Addams Family*? Sunsoft sends him on a bizarre adventure with really radical background music. I like it.

Who Saved Roger Rabbit? Save Toontown yourself. They've got stuff stashed everywhere. There's a car you can drive and you have to tell jokes to keep Roger out of hot water. Looks great!



Mega Man 2

This game is incredible. Graphics are huge and detailed. A major challenge, but the new style password helps.



T.M.N.T.

Worth the wait, this game's a lot of fun. Take it from me, or read the preview in this issue.



LJN

I want to share this exciting news. Plans are in the works for *Back to the Future*, *Beetlejuice*, *Pictionary*, and *Punisher*! I love it!!

Broderbund *U-Force* is the future. It's a controller that senses the movements of your hands without you ever touching it. It doesn't work with all games but imagine playing *Punch-Out!* with just your fists. Due out this fall, should be priced around \$75.



Lucky kid. Reed got to demonstrate *U-Force* for 4 days!

Power Glove
By Mattel

BIG SURPRISE!!

Move over Michael Jackson. This glove will make you a video superstar. Called the Power Glove, this controller by Mattel should be out by Christmas. It works when you move your hand in front of the screen, flexing your fingers, or by pressing the control buttons on your wrist. It's super high-tech, like something out of a sci-fi movie. Technically, it works with ultrasound. The demo games included a handball game (looked easy) and a tank commander game. The hand on the screen followed every move you made—flipping switches, pressing buttons, firing the cannon. Mattel says it should be under \$90. This is amazing! Part Player, Part Machine, you've got it all.

I'm bad!
...I'm bad!!
...I'm baad!!!



WIN A TRIP
TO SUMMER
C.E.S. IN Chicago

Who knows
what we'll see
in Chicago...?
maybe
SMB.3!

CONTEST RULES

Contest Rules

To enter, just print your name and address on a postcard, and mail to:

NINTENDO POWER
Summer CES Contest
P.O. Box 97033
Redmond, WA 98073-9733

One entry per person, please. All entries must be received no later than May 1, 1989. No responsibility is assumed for lost, stolen, or misdirected mail.

Winners will be selected in a random drawing from among all eligible entries received, on or about May 15, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after May 15, 1989 by sending a self-addressed envelope to the address listed above.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.

Trip for 2 to Summer CES Show: Nintendo will arrange air travel and hotel accommodations 3 nights for the winner and the other of his/her choosing. If the selected winner is under the age of 15, the winner must be accompanied by parent or guardian. The Summer CES Show is effective through June 6th 1989, subject to accommodation and airfare availability. Some restrictions apply.

Ryu is the ultimate Ninja. He's out to avenge his father's death and save Earth at any cost. He has a purpose, he has skill, and now he has you to help him.

NINJA 外伝™

GAIDEN



How you play

Ninja Gaiden is more than a game. It's also a tale told in Cinema Display scenes. But it's action-packed, too. During the Action Scenes you defeat enemies and find weapons. So the more Action you clear the more story you'll see.



Action Screen: With sword in hand, Ryu battles his way forward into a tide of crass creatures and low-life, evil Ninja zombies.



Cinema Display: Solve the riddle of Ryu's legacy, or, if you've seen it before, push Start and skip ahead to the Action.

Ninja Ways & Means

For thousands of years Ninjas like Ryu have practiced the arts of breaking and entering. Now you must learn these skills.

Wall-Spring Jump

Push B, and away from the wall on the Control Pad, and Ryu springs off the wall and attacks.



Wall Climb

Use Wall-Springs back and forth to climb chimney spaces formed between walls and columns.



Select Options

Each time you choose a new Option it will replace the previous Option. Take the best Option for the area.



Vertical Climb

Push the Control Pad away from the wall, jump, then push back toward the wall quickly.



The Right Stuff

In each Action area you will find hidden items inside streetlights and torches. Hit the lamp with the sword and an item will appear. Sometimes it is an Option and at other times a Power Boost or Bonus.



Fire Wheel

For a limited time the Fire Wheel revolves around Ryu, burning all his enemies.



Power Boost

Ryu needs to gain power so he can use the Options. The Red Boost=10 and the Blue=5.



Bonus Points

Score big with the Red Bonus worth 1000 points, or the Blue, worth 500 points.



1-Up

Take this little Ninja and Ryu will gain one extra Life.



Time Freeze

Once you claim this hourglass, all enemies will freeze for five seconds.



Regain Physical Strength

This item restores up to six damage units on Ryu's Life Meter if he has been wounded.

Ninja Items



Ninja Options

To use one of these super Ninja weapons, Ryu must expend Power points. The Ninja Star uses three points. All others use five points.



The Ninja Throwing Star

Ryu never misses a throw straight at the enemy if he is within range.



The Ninja Windmill Throwing Star

Like a boomerang, the Windmill Star lashes out then returns to the thrower.



Jump and Slash Ninja Fighting

A secret of the old Ninja schools. Spin through the air and your sword is like a buzz saw.



The Art of the Fire Wheel

Ryu, like all Ninjas, is a master of weapons. Perhaps this is the best. A hot fistful of flaming rockets shoots upwards and diagonally at the enemy.





Act 1

Destiny

Area 1

Galesburg

Map

Start

Use the Wall-Spring Jump to get beyond the store. Jump to the platform and then to the sign.



Attack Dogman while crouching. If you don't beat him here, he'll hound you to the end.



Act 1-Screen 2: The Hidden Items in this screen are inside the Mooking. When Ryu attains his sword, an Opium or Bonus is revealed. When touching the prize, Ryu takes it for his own.



Action Screens scroll in a straight line.



Climb atop the sign and hop from one sign to the next to avoid enemies. Ninjas do not fight unless they must.



The Fire Wheel gives Ryu "Invincibility", but the cost is high as all his Power will be used up in a very short time.



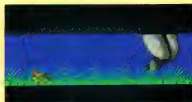
Prologue

Ryu's father, like his father before him, was a master Ninja, too. One night in the glow of a full moon he met an evil Ninja who had a secret purpose and a sword as sharp as his wits. In anger and loathing the two master warriors rushed at each other across a sea of grass like rams determined to butt heads. At the height of the leap their swords clashed with a flash of lightning and a



clap of thunder. Ryu's father fell, smitten by the enemy Ninja who escaped into the night. The next morning, Ryu Hayabusa learned of the mysterious duel, and he found a letter, which read . . .

If you are playing a second time, or third or fourth time, you may wish to skip the opening Cinema Display. By pushing Start you can launch straight into the Action.

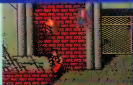


Story of Act 1

Five Wall-Spring Jumps in a row will take Ryu to the top and keep him on the move.



Leap over this man and whirl around as soon as you land. He won't stand a chance against such tactics.



NINJA GUY
GALILEO



To
Area 2

Time Freeze



Bonus (Blue)



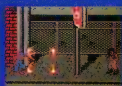
Power Boost (Blue)



Ninja Star (Windmill)



Power Boost (Blue)



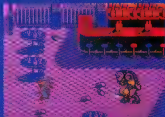
Ninja's don't hack and slash; they use skill and finesse. A stroke too close or timed poorly will not fail.

Area 2

Jay's Bar

Area Guard

Ducking into Jay's Bar to escape the enemies converging outside, Ryu runs into the Barbarian, who not only owns the tavern, but has been waiting for this very meeting with Ryu—a meeting with a dark purpose. Luckily, the Barbarian is not as strong as he looks. Attack low, avoiding his ax, and you can't fail to win.



Since the Barbarian waits patiently in the bar, you must defeat him here on his own turf or return to the start of the game. Try to avoid injury before arriving at Jay's.



Barbarian



Keep your head when he comes at you with his ax, and crouch low. Then use your sword and be patient.



With service like this don't bother to leave a tip. Once you have won, move on to the next Act.

Alias-The South American Executioner. He is from the dark reaches of the Amazon and leader of the "Malice Four." His mission is to stop Ryu.

"My dear Ryu: I am about to set out on a duel. If I do not return, take the Dragon Sword, the one kept by the Hayabusa clan from generation to generation, and go to the U.S. There



meet my old friend, Walter Smith... Ryu, be brave!" So Ryu

was given the mission by a letter which seemed to



bring a message from beyond the realm of the living, and Ryu vowed to do whatever was necessary to right the wrong. In the Ninja code this meant he must bring justice

to the guilty or chase them to the ends of the Earth! But in his heart he was worried, for not only didn't he know the face or name of the evil

Ninja, he didn't even know why the man had done such a terrible thing. Was it for money? Power? Or something else that no one could guess...?

I'll avenge the death of my father at any cost!!!





Act 2

The Escape

Area 1

Outpost

Map

Start



At the end of the level, the boxer will be waiting for you. Stay low and wait 'til he's near.



The boxer won't let up if you let him get the better of you. Stay low and wait 'til he's near.



Jumping is a key skill of the Ninja arts. But if you fall in the gap, you lose your life.



Here's a spot to try Jump & Slash, but to do so make sure you have some Power.



If you are here with no Ninja Option, it will be really hard work.



For a quick escape, use the invincible Firewheel, but don't forget it has a time limit.



At the end of the level, the boxer will be waiting for you. Stay low and wait 'til he's near.



To Area 3



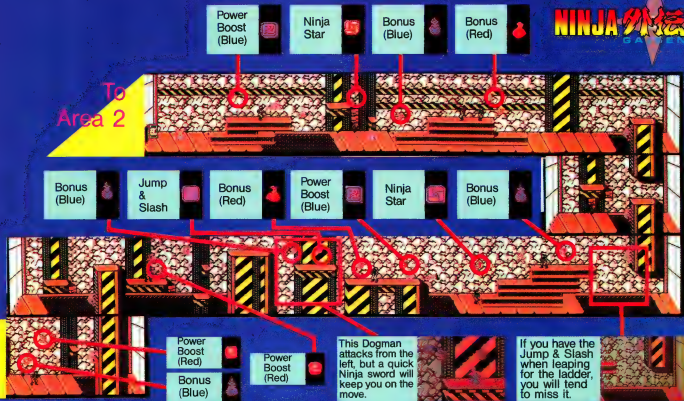
When the action starts getting too hot, push forward and attack each enemy quickly.



Here is a perfect spot to use the Art of the Firewheel. It should take you to the end of the area.

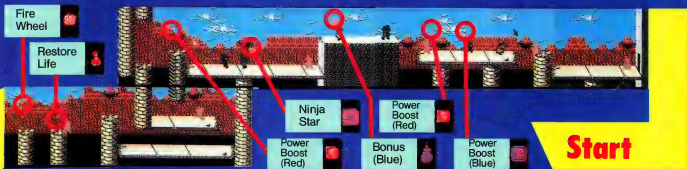


To
Area 2



Area 2 — Death Valley

Map



Story of Act 2

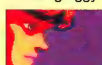
After defeating the Barbarian, Ryu discovers that a mysterious woman is there. "You have nothing to worry about anymore. You may go now," says Ryu. "Yes, but . . . I must do something before that," she answers, pulling out a gun. Then a shot rings out, and Ryu knows only the dark void of unconsciousness.

Waking up, Ryu finds himself in a prison cell. But the mystery woman ap-



pears and approaches him.

"Run away with this, please!" She pushes a statue toward him, urging him to take it. Still groggy and confused from the



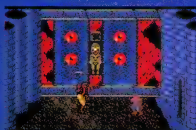
long ordeal, Ryu takes the statue and finds his way out of the cell. Knowing nothing of his

whereabouts, he sets off to escape from the Outpost.



Act 2 Area 3 == Amura's Altar == Area Guard

Bomberhead, the master of Act 2, waylays the unwary with his sickle and chain. Although he is as mean as a South Bronx sewer rat, he's not too tough to beat if you use all your Ninja tricks.



You already know that the Malice Four are part of the plot, but who is the mysterious boss, who's known as Jaquio? Stay tuned to Act 4.



If you have a rapid fire equipped controller, Use It Now! Quickly slice your way to Act 3.



To a trained Ninja, Bomberhead is not a problem. Now it's on to Act 3.

He's New York's worst, the Lord of Evil, the man with an iron fist. He has the mind of a villain and the strength to take what he wants.



As with the Barbarian, crouch and dart in.



Story of Act 3

Still as confused as ever, Ryu sets out to meet Walter Smith, his father's friend and a well respected archeologist. But at their meeting, Smith does not recognize the serious and determined young man. "Who are you?" Smith asks. Then in a rush Ryu begins to tell Dr. Smith about his trials. He tells Smith about his dad's untimely end and the letter that he found. He describes how he has fought his way passed leop-



pards, boxers, Ninja soldiers, a barbarian and a New York street-



Walter Smith, the good American archeologist, reveals the secrets of the Demon Statues to Ryu.

lord and how he met a mysterious nameless woman who shot him then gave him a statue. At this point Smith tells Ryu about the Demon Statues.





Act 3

The Chase

NINJA 外伝

Area 1 Crystal Lake

Map

Start

The Eagle's Attack takes away 3 levels of Life, and the Eagle never quits. Beat it quickly!

The Time Freeze can make the going easy through this area, but fast Ninja reflexes are best.

On July 2, 1999, I was finally able to beat this area. It was a long time, but I did it!

Power Boost (Blue)

Power Boost (Blue)

Power Boost (Red)

Time Freeze

Ninja Star

Bonus (Red)

Power Boost (Red)

Art of the Fire Wheel

Power Boost (Red)

Restore Life

Bonus (Blue)

Sometimes it's best to leave items when the action around a hidden location gets too hot.

With good timing you can avoid the Eagle, but to take the Restore Life will take more skill.

The Eagles might attack at any time, so don't let down your guard until you reach the end.

To Area 2

Smith goes on to say that the two statues were once used by Shinobi, Ryu's ancient Ninja ancestor. Using the same sword that Ryu carries, Shinobi defeated a demon who owned the statues. Sealed inside each sta-

tue is a magical force; one holds the spirit of Light and the other holds the Shadow spirit. Ryu already has the Shadow Statue, for it was given to him by the strange woman in Act 2. Finally he begins to understand some of what has been happening. His father's death was somehow linked to the fate of the statues, and so too is Ryu's destiny. But no sooner does Smith finish his tale than a stranger appears and steals the Statue of Shadow.

A Swift Turn of Events!

Act 3 Area 2 = Lizard Mountains = Map

Start

Leap quickly to the upper level and attack the soldier before he can fire the bazooka.

Attack quickly and keep moving. From the column leap to the ledge on the right in one motion.

Power Boost (Blue)

Power Boost (Red)

Bonus (Blue)

Ninja Star (Windmill)

Power Boost (Red)

Bonus (Red)

Power Boost (Blue)

Art of the Fire Wheel

Bonus (Blue)

Step down to the lower ledge. If you try jumping you may end up on a higher ledge.

Take a breather, but only for a moment as the pursuit is hot on your trail. Jump up to the ledge.



What is a Ninja?

The origins of the Ninja are lost in the mists of time. Some say these Asian arts were first developed by Chinese priests who lived in hiding from a despotic emperor. But others believe the skills of stealth were used first in Japan more than 500 years ago by Samurai warriors whose lives were dedicated to the Shogun. The secret arts of the Ninja made it possible for the Shogun to defeat his many enemies and stay in power.

The Ninja Arsenal

Not all of the Ninjas' weapons are used in this game. Ryu must finish his quest without the aid of the Rope Ladder or the Water Spider that are part of Ninja tradition.

Throwing Star



The most basic Ninja weapon. Some are shaped like a cross, some have many points.

Makibishi



A four-pointed thorn scattered by the Ninja on the ground to stop enemies.

Ninja Sword



The Ninja blade is forged of lightweight but strong alloys and is more durable than other swords.

Sickle and Chain



The chain wraps up the enemy's sword and the sickle is used for close combat.

Ninja Know-how

With Eagles and bazookas ganging up on Ryu it's time to use your Windmill Ninja Star.

Time your jump to avoid the Eagles and land when the enemy soldier is away from the cliff edge.

NINJA 外伝
GAMEN



To
Area 3

Bonus
(Red)

Power
Boost
(Blue)

Power
Boost
(Red)

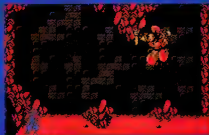
Bonus
(Blue)

Ninja
Star
(Windmill)

Power
Boost
(Red)

Area 3 == Yomi's Cave == Area Guard

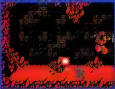
At the end of Act 3 Ryu encounters Basaquer, a Chinese master form-changer and Ninja who was once expelled from an organization called the Five Ranges of Doom for being too cruel. He has since joined Jaquio and the Malice Four. His frightening attack technique includes terrible leaps and filling the room with bullets.



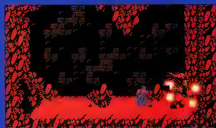
Basaquer was the agent who stole the Shadow Statue from Ryu earlier. He must be defeated, at any cost, but he is not as easy as his predecessors.



Basaquer



Block the bullets with your sword and stay near the spot shown above. Be patient and don't let up.



By daring in to attack Basaquer each time he jumps near you will defeat him.

Formerly a member of the F.R.O.D. (Five Ranges of Doom), Basaquer joined the Malice Four on the insistence of Jaquio.

Many Ninja Arts

The true Ninja uses his arts sparingly, for there are times and places where other simpler methods may be more effective. Shown here are just a few of their secret techniques.



Scroll

A long sheet of paper upon which is writing. It is the manual all Ninjas study in the pursuit of their special arts. Ninja schools even keep false scrolls in their libraries to confuse the enemy.

Art of Flame Throwing



In addition to protective rings of fire, truly great Ninjas can set mountains afire to escape.

Art of Suiton



The art of hiding beneath the surface of lakes or streams while breathing through a hollow reed.

Konoha Gakure

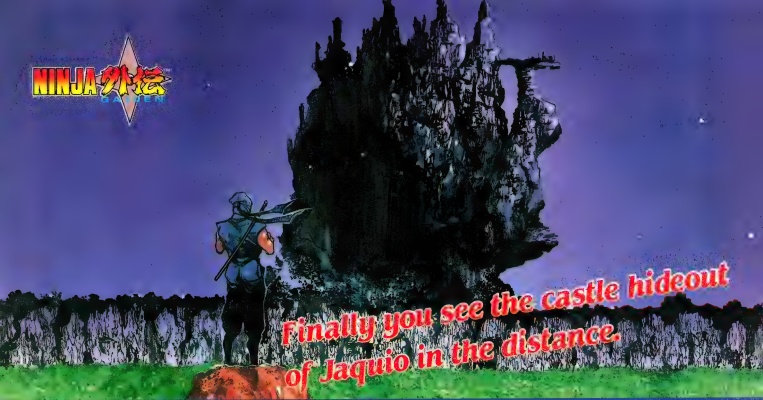


The art of concealment. A Ninja stirs up a whirlwind of leaves in which to hide.

Art of Doton



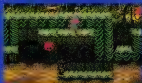
This is the Ninja's method of hiding under the ground to spy on his enemies.



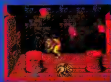
Finally you see the castle hideout of Jaquio in the distance.

Act 4 A Trap

Ryu finds himself in the ruins of a jungle shrine deep in the uncharted jungle of the Amazon. Here he is beset by the minions of Jaquio, but sensing that the end is not so far away he valiantly pushes forward against the assault.



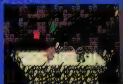
The Battle in the Jungle



Kelbeross: The guardian of Act 4.

Act 5 Mortal Combat

Caught by Jaquio, Ryu plunges into the dungeon depths through a trap door. He must return quickly.



Act 6 The Fall of the Demon

Across the Death Bridge Ryu enters the inner shrine only to find an unexpected foe waiting within.



Once Ryu finds the statue for the second time, he returns only to find that Dr. Smith has been killed by Jaquio's men. At that moment, Ryu is surprised by more strangers who appear suddenly and command, "Come with us."

The strangers take Ryu to meet Mr. Foster of the CIA. There he learns of the sad circumstances of Dr. Smith's untimely demise. Then



Foster comes to the point of their meeting and he asks Ryu to penetrate the South American stronghold of Jaquio who now has the other



statue, and to bring it back—an offer no Ninja could refuse. And so Ryu continues his quest.



Help guide young Master Higgins on his grand adventure to find Princess Leilani.

The Evil Witch Doctor has kidnapped the Princess and is holding her somewhere on Adventure Island. It's up to Master Higgins to rescue her. Plenty of challenges await him as he races across the island and maneuvers through a series of traps and obstacles in a desperate attempt to foil the Evil

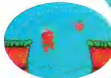
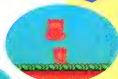


Getting hit's not the only way to lose energy, so keep moving.

Witch Doctor's demented plan. Will Master Higgins be able to find Leilani in time? It's all up to you.

It's Game Over!!

When you run into an enemy.



When you fall off a cliff or platform.

When you run out of energy.



Items

Break the eggs and you can find all sorts of useful items.

Stone Axe.



This is the easiest weapon for Master Higgins to find. Throw it by pressing the B Button.

Skateboard



Master Higgins will be able to move much faster on the skateboard, but will be unable to stop.

Fireball



This weapon is much stronger than the Stone Axe, as it can destroy rolling boulders and rocks on the path.

Honey Girl



When Honey Girl flies next to Master Higgins for a few seconds he is temporarily invincible.

Flower



This item will double the amount of energy Master Higgins receives from energy fruits.

Milk



Milk is very good for growing young boys like Master Higgins. Find it and fill up his energy level.

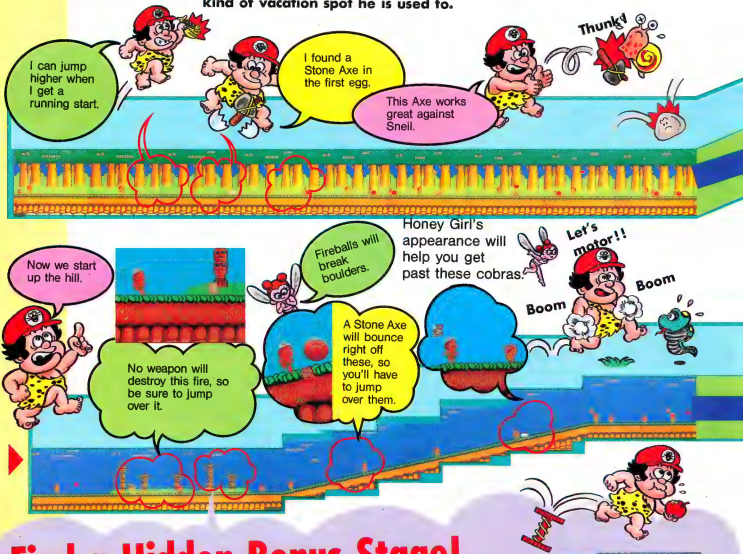
Eggplant



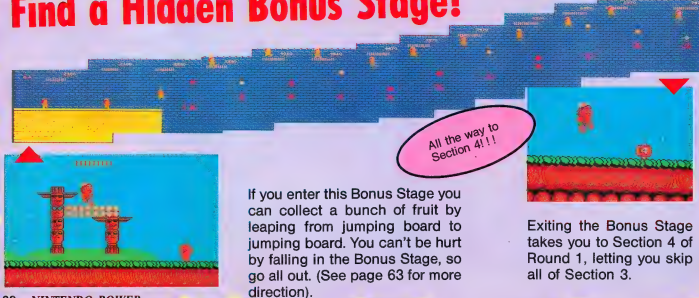
Master Higgins should try and avoid any Eggplants he finds, as they will eat up all of his energy.

Area 1 Map of Round 1

The adventure begins in a remote forest on the far side of Adventure Island. Master Higgins is very confident that he will be able to rescue the Princess easily, but he will soon learn that this island is not the kind of vacation spot he is used to.



Find a Hidden Bonus Stage!





Wow! A hidden egg!

You can find hidden eggs by jumping in the right place.

If an enemy hits me while I'm on the skateboard, I'll lose the board, but I won't get hurt.



Oops! I hope this ground is soft.

Find a Skateboard in this Egg.

Darn! I missed the egg!

There is an egg hidden here.



Continued below.

Whoa! I almost fell in!

If you trip up, you'll land on Snell.

Get the egg hidden on this edge.

All right! I made it through Round 1! Hold on Leilani, here I come!

Did you forget this special egg?

THE LEADING CHARACTERS



Snell
10 Pts.

Kello
200 pts.



Brown Kellos are nasty, but the green ones are harmless.

Basser

50 pts.



Blue Oct & Red Oct

100 pts.



Ha! You have to hit me twice.

Stone
100 pts.

Cavas
100 pts.

Zigmo
50 pts.

Skeleton
10 pts.

Ice
200 pts.

The Boss of Area 1

Stones and Boulders can only be destroyed by fireballs or Honey Girl.

Boulder
100 pts.

You can only "beat the heat" when you're invincible.
100 pts.

At the end of each of the eight Areas, Master Higgins will have to defeat the Big Kahuna of that Area below on.

After finishing all 8 stages, you must defeat the dreaded King Quiller.

We'll get back to maps of the rest of Area 1 on the next page, but here's a quick look at some of the action from Area 2.

Area 2

The long road to Princess Leilani is just beginning, but Master Higgins will not give up until she is out of danger.

Round 1

This time you start on the beach.



This section is a lot like Area 1, Round 4.



Some of these clouds will drop out from under you.



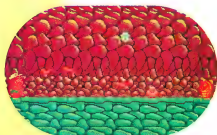
Don't Panic! You're almost there.

You won't want to try and rush through this Area. Let the enemies pass by, and then go on.

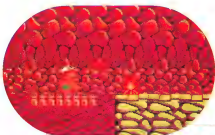
Round 2

Round 3

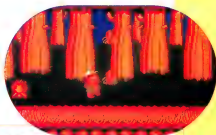
Round 4



There are a lot of Cobras in this cave, and they'll spit firesnakes at you if you don't defeat them before they get a chance to spit.



This cave is very tricky because of the moving platforms. Don't let them fool you into jumping too soon.



Round 4 is in one of Adventure Island's many forests. This Round will be very difficult if Master Higgins does not have a weapon.

The Boss of Area 2

If you can beat this Boss, you're off to Area 3.

Well, two Areas down and only six to go. I hope the Princess will be all right. This may take me awhile.



Area 1

Now let's get back to Area 1 and take a look at the maps of Rounds 2 through 4.

Key to the symbols

-  **Danger Zone : Beware of enemy attacks.**
-  **Danger Zone : Places where it is easy to fall off clouds or ledges.**

Be sure to make your own notes on these maps of any spots that you find difficult.

 **Hidden eggs.**

Round 2

Jump from island to island.

Watch out! This cloud moves up and down.

Another up and down cloud.

This is the third up and down cloud so far.

Watch out for this falling cloud.

And this one moves left and right.

You must hit this Blue Oct twice.

Honey Girl is hiding in this egg.

Jump to avoid Waler. Or use the Stone Axe.

These 3 descending clouds can be tricky.

Stop here and relax for a few seconds.

Round 3

Enter the Evil Cave, if you dare.

Don't give Cobra a chance to spit at you.

Find a key and a Bonus Stage here.

Beware of the Eggplant in this Egg.

You'll need great timing to get this Pot.

Use the Axe to beat all 9 Bassers.

Watch out for the falling boulder.

Run to avoid the ice falling from above.

Don't be surprised by this tricky Basser.

Jump to avoid this rolling Boulder.

Round 4

Journey deep into the Black Forest.

Use the Stone Axe against the Cavases.

Jump quickly to avoid the two coyotes.

Proceed slowly or you may get burned.

Running Coyotes are worth big bonus points.

Avoid Cobra's shot and get this egg.

The Boss of Area 1 is waiting for you in this building.

Watch out for all the Zigmos.

Hit the Kello before it will jump at you.

This forest is loaded with Zigmos.

Battle the Area 1 Boss!

Even though he is only the first Boss, he can be more than a match for an inexperienced Master Higgins.

The Round 4 map continues right here.



He's big, he's tough, and he's mean!



Now, on to Area 2.

Go get him!

Keep your distance and wait for a chance.



Jump as high as you can and aim for his head.



STRIDER 飛竜™



NINTENDO
POWER™

New Title

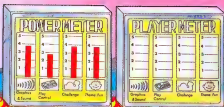
4 NEW TITLES

- STRIDER
- COBRA TRIANGLE
- BAYOU BILLY
- TEENAGE MUTANT NINJA TURTLES

starbase, floating silently above the Earth and receive a message that your best friend Kain has been captured by an unknown enemy. With little to go on except bravery, determination and the incredible Cipher, the weapon of the Striders, you begin the seemingly impossible task of searching an entire world for one man. Join Hiryu, in his single-handed mission to stop the only force that can threaten even the Striders! Coming soon for your NES.

And so.....

The story unfolds...



TM Capcom USA Inc.





The Blue Dragon floats invisibly above the atmosphere!

High above the Earth in the vicinity of your spaceship, Blue Dragon, the agents of Strider watch with silent but all-seeing eyes. From here, agents are presented with three options: Transfer, Analysis and Password. Transfer sends an agent down to Earth. Analysis examines data collected on Earth, and Password gives you a password to continue your game. Once it's released, this game will provide plenty of excitement.

Transfer



With the Transfer option you will be able to teleport down to several locations on Earth.

Analysis



Use Analyze to look at Data Disks you find in various locations. It will provide you with valuable clues.

Password



This option will allow you to obtain a password that will let you continue Hiryu's quest to find his friend Kain!

Find the missing data files!

The well guarded Data Files are scattered about and hidden all over Earth. You'll need to find a Data Disk in Kazakh to be able to teleport to other sections of the world. There may be more than one Data Disk per area so you may have to double check for a Data Disk you miss.



A Data Disk may appear if you stand in the right place!



A Data Disk! Return to the Dragon to analyze it for clues!

Watch out for keys!

As you move about the bases, look for keys. You will come across many doors that you can't open unless you have the proper key. You may need to move back to previous areas to try new keys and see if they open doors that you could not open before. Watch for more tips in later issues.



Certain characters within the bases hold the keys!



In Kazakh are doors marked S2 and S3. You'll need to find the matching keys.

ITEMS

H Capsule



You have two types of capsules. The large one lets you recover ten Hit points, the small one only one point.

E Capsule



E is for Energy. There are large and small sizes worth ten and one, respectively. You need them to perform certain tricks.

Boots



The boots are all colored differently. Magnets are red, Aquas are blue, and the Attack Boots yellow. They function automatically whenever you have them.

Magnet Boots

The bottom of these boots contain powerful magnets that allow you to scale iron walls and ceilings!

Aqua Boots

Somewhere in Egypt you'll find these boots that will give you the power to walk on water.

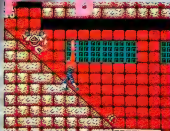
Attack Boots

With these boots you will be able to use a sliding attack through narrow spaces. Very handy!

You have four different defensive maneuvers!

Besides his weapon and his normal ability to leap, Wilyu has the ability to use four different moves to pass a variety of different obstacles. You must evaluate each to determine which of the moves will work best in the various situations you encounter. Most of these maneuvers will require practice and patience as they often use complicated Control Pad directions. Brush up on your skills so you'll be ready when the game is released!

Plasma Bullets



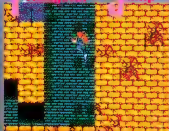
Hold Up for five seconds, and you can fire Plasma Bullets!

Slide In



This skill allows you to slide through small spaces.

Triangular Jump



Jump to the wall, then point the opposite way and jump again.

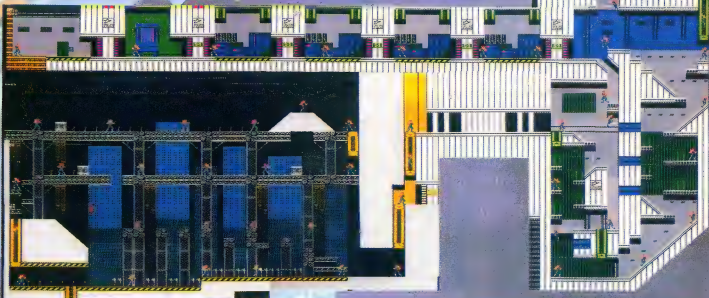
Accelerating Jump



Leap while running down a slope. You will leap further.

STAGE 1 KAZAKH

The first area you go to is Kazakh. This area is a maze of slanting passageways, vertical transport tubes, and sword wielding henchmen who constantly attack you. Movement through this area is often tricky providing an interesting challenge for even an advanced player.



Defeat an enemy overhead with an upward thrust!

You can defeat an enemy that is overhead by jumping up and holding Up on the Control Pad to keep the Cipher over your head.



If you find a Data Disk, head back to the Dragon!

Back on Blue Dragon you can use the ship's massive computers to analyze the Data Disks. There's no telling what may be on the disks.



Where's the Commander?

Several men are hidden around Kazakh. Stationary characters will often have information for you. It's very interesting to discover who is your friend and who's your foe!

Next, on to the sands of Egypt?

THIS IS COBRA TRIANGLE!

We give you this sneak-preview look at an upcoming Nintendo speedboat mission. Check it out, as we pilot the awesome, sleek Cobra Triangle through treacherous waters.

Which path will you take?

As you see by the sneak-preview map at right, the river splits in two directions. The path you choose will determine the order in which you will progress.

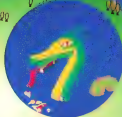
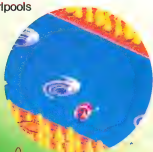


There are no enemies here. Just "Collect Pods" and Power Up.



To "Dispose of Mines," tow each mine to the disposal site.

Avoid the nasty whirlpools and menacing logs.



At the Monster Stage, shoot your missiles and avoid his fireballs.

BONUS STAGE

The missiles you receive for Powering Up will get you some high scores by firing them at the targets on shore during the Bonus Stage.



A variety of challenges await at each stage.

STAGE 1



Pick up the Pod!



A pod near the start can give you a Turbo Engine for speed.

Take the T-up!



TM Nintendo of America Inc.
© 1988 Rare Ltd.

START

COBRA Triangle™

You'll control the Cobra Triangle just like you handled the R.C. Pro-Am racing car. You will be able to obtain up to five Power-Up Options from which to choose. Determine the Power-Up

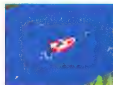
Option you desire and press the Select Button when that Option flashes. These special abilities will come in handy when facing hazardous waters, perilous obstacles, and fast and fierce enemies.

The hyper-speed boat with the R.C. feel!



Use the Power-up Options!

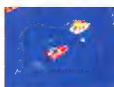
The more pods you get, the more Power Options you'll receive, up to a maximum of five. You'll be able to choose from "Turbo," "Fire," "Speed," "Missile," and "Force." Select the desired Option and hold on tight!



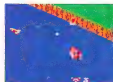
TURBO: Increases your acceleration.



FIRE: Lets you fire more bullets.



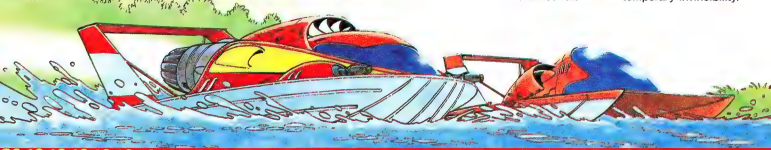
SPEED: Increases your top speed.



MISSILE: Better than bullets!



FORCE: Gives you temporary invincibility.



THE ADVEN

BAYOU

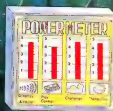


ADVENTURES OF

Billy™

Fast action found in Konami's latest!

There's crack shoot'n, four-wheeling, mud-flying, fist fighting action packed into Konami's soon-to-be-released game, The Adventures of Bayou Billy, and this one's as steamy as the swampland itself!



Fight

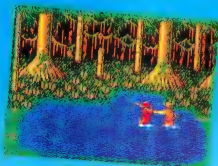
There's a heap of brawling here!

The bulk of Bayou Billy is played in these hand-to-hand stages. The action never stops!



The fist fights and scrapes in the swamps are displayed with the horizontal scrolling method, often providing

surprises at the edges of the screen.



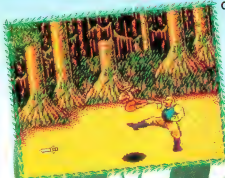
Bayou Billy offers you a control choice between the Zapper or the Control Pad at the beginning of the game.



The bayou has been Billy's home for some time now, but that still hasn't taken the danger out of living there.

Gators and quicksand, plus

the maze of the swamps themselves provide a great deal of natural peril. Now that the smugglers have taken Annabell, there's sure to be a boat load or two of bushwackin' tough guys rustling amongst the cattails for sure! Billy will have to move very carefully as trouble will strike as fast as an angry anacondo for anyone who doesn't stay on guard here.



ing!!



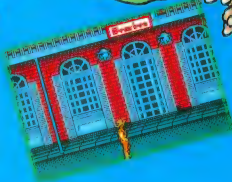
Here's a look at scenic Bourbon St. which sets the backdrop for Stage 6. Who knows what danger may be lurking?



If you make it this far you'll be doing pretty good. Boss Gordon's place is guarded like Fort Knox! Better use your wits!



With skill and some practice, you'll make it into Gordon's Estate. What surprises await? If you keep moving you'll certainly find out!



Watch out for that guy, he's no tourist! The Boss has hidden some of his men all over town just waiting to see if Billy will make it. Since Billy is the kind of guy who never gives up, it's certain he will. These thugs appear from all kinds of places, left, right, even straight out of the blue! Watch for some good tips here in an upcoming issue.



Here you'll run into pistol toting baddies, knife wielding nasties, and one mean guy with an army of attack dogs. Maybe you can find something to help?

Figuring out how to get through all of this may take some doing. Still good old persistence and a few handy tips from an upcoming issue of NP will have you knocking them down like bowling pins!

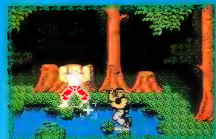


Could this be the end for Billy? We'll have to wait for the game and see.....

Shooting

STAGE
2

In this stage, Billy's walked right into an ambush. You play this scene from Billy's vantage point and get the choice of using the Zapper or the Control Pad to test your sharpshooting skills to the limit.

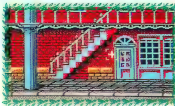


When using the Control Pad, this cross will mark your aim.

STAGE
7

New Orleans

Gordon's gotten together with some local gangsters to try to jump Billy as he heads for the Estate. What will he do?



How many guys are there?

The lead is really flying around here!

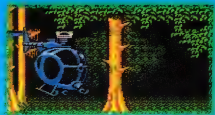
The screen will provide opportunities to gain extra ammunition and some medical attention if you need it. But you have to shoot it to get it.



Keep your eyes peeled for a 1-Up to get an extra man.

You'll find the action in these stages intense!

The sound of whirling rotors warns you of a nearing helicopter?



Men start popping out of the chopper like a swarm of locusts. Look out!

Oh no! Another ambush outside of Gordon's Estate, get ready!



Enemies pop out from every nook and cranny!



Watch your ammunition, you've only a little.

There are two lightning fast thugs guarding the gate to the Estate. You'll have to be fast to beat them. We'll give you more help in this area later.

A great feature of Bayou Billy is that you can choose to play with or without the Zapper!



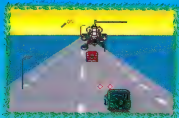
Driving

STAGE 4
&
STAGE 5

*Bayou Billy features
a hot car chase!*

They've got Annabell and they're getting away. Better get some wheels!

Enemy vehicles and bomb dropping helicopters surround you. It's a high speed challenge as you weave your way through them.



You'll need to find some gas somewhere.

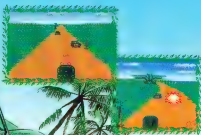
When you find a gas can on the road, run over it and it will fill you up and repair some of the damage to your vehicle.



▲STAGE 4

Your jeep comes with fire power and some dynamite

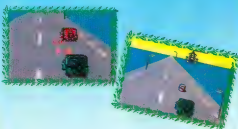
Using the dynamite can be tricky. Once you get the game, it will take some practice.



▲STAGE 5

If you can't out run 'em, out smart 'em.

Your dynamite tossin' arm better be warmed up by now.



**Will Billy save Annabell?
It's really up to you!**

**Join Billy's exciting
adventure in
Gator Country!**



TEENAGE MUTANT NINJA TURTLES

LEONARDO



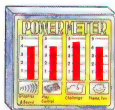
RAPHAEL



MICHAELANGELO



DONATELLO



*We'll be
coming to life
soon in a game
for your NES.*

STORY

This game is based on the characters created in Eastman and Laird's hit comic book of the same name, and will feature all of the fast action and crazy ninja tactics that you love in the comic book.



The Turtles use the weapons they're famous for.

LEONARDO

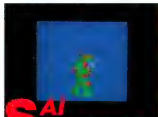
No reptile wields a katana like Leonardo. Disarm those enemies seemingly just out of reach.



KATANA
His katana is dangerous.

RAPHAEL

The sai specialist. The sai attack field is limited, but Raphael's speed is unmatched.



SAI
Raphael wields the speedy sai.

MICHAELANGELO

He is an expert with the nunchuku, an effective weapon against enemies in lower locations.



NUNCHUKU
His nunchuku is quick & effective.

DONATELLO

Don's powerful bo is inherently slower, but causes more damage than any other weapon.

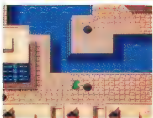


BO
The bo stick packs quite a wallop.

You'll find two types of maps.

When you are outside, you can see the Turtles from a birds-eye view and the screen scrolls both horizontally and vertically. In the Action Scenes you see the Turtles from a side view, and the screen scrolls horizontally.

Birds-eye view



Go down into a manhole and get into the action.



Don't get squashed by the steam roller.

Action screen



Use your ninja skills to jump and attack in mid-air



The tougher enemies have their own energy meters

ITEMS

BOOMERANG



This weapon is very effective. Be sure to catch it when it comes back.

STAR



The Chinese Throwing Star is capable of going through several enemies in a row.

TRIPLE STARS



This weapon allows you to throw three stars and can damage more than one enemy at a time.

SCROLL



Use this magic scroll to send a shock wave through your enemies.

Pizza: The miracle food.

You know that Turtles love pizza—especially T.M.N.T. In fact, the Turtles featured in the comic book hardly eat anything else. Look for pizza in the Action Scenes to keep your energy levels up.



A whole pizza!!! You can recover all of your stamina.



A single slice will only give you back 2 boxes of energy.

Area 1

Here's a quick look at the first stage. Be sure to save these maps and look for more detailed information on the Turtles and their exploits in future issues of Nintendo Power.



You'll have to use all four Turtles.

When a Turtle is injured, switch to a healthier team member. This way you won't have to start over at the beginning of the stage every time one of the Turtles is captured. Also, be sure to feed any pizza you find and feed it to the weaker Turtles.



Most of the tunnels contain valuable weapons and even more valuable pizza.



The sound effects and music in the tunnels and buildings are excellent.



Great graphics and excellent character control in the Action Scenes make this an exceptional game.

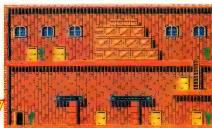


Some of the sewers can be incredibly challenging.

Get down!
The Turtles will have to travel in the sewer tunnels to get to some places in Area 1.



Can you find the slice of Pizza pie?



All of these things have earned T.M.N.T. some high play-test ratings from our game-testers. (In fact, without the instruction booklet, this writer could only make it to stage three.)

Where's that bad guy?

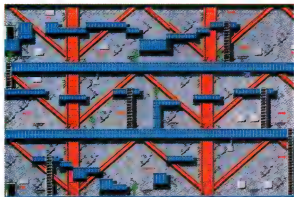
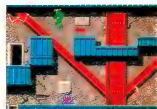
Area 2

MAP OF AREA 2



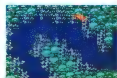
Get on top of the dam.

There are only a few enemies inside the dam, but the real challenge won't start until you get up to the top. Area 2 features less combat than Area 1, but requires speed and the ability to maneuver the Turtles past various obstacles.



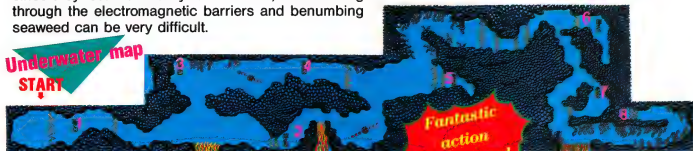
Suddenly, hold your breath... it's Turtle time!

One of the things that makes Area 2 so challenging is that the Turtles have only a limited amount of time to find and deactivate all of the bombs, and since they lost their ability to swim well, maneuvering through the electromagnetic barriers and numbing seaweed can be very difficult.

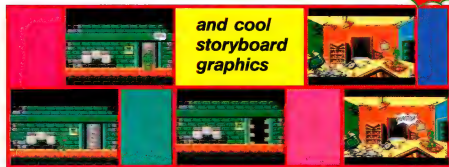


You can fight, but you sure can't swim.

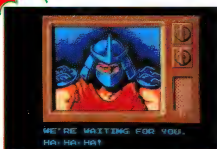
Underwater map START



**Fantastic
action
and control.**



**and cool
storyboard
graphics**



All this adds up to a game you can really look forward to.

COUNSEL



Bionic Commando

Sometimes I get stuck behind a barrier with no way out. What should I do?



Occasionally, you may enter an area without being fully equipped to pass the barriers. If

this happens, you can easily leave the section by pressing and holding the Start Button and pressing the A and B Buttons at the same time. This will lift you out onto the main map. This technique also works well if you have equipped yourself with the wrong communicator.

Any of the barriers will give way if you have the right weapon. Make sure that you have the



Unprepared to move on? Press Start, A and B here and you'll leave the area.

Rocket Launcher before you go into Area 6, and steer clear of Area 7 until you've found the 3-Way Gun.

There is a barrier in Neutral Zone Area 15 that is impassable unless you use a weapon. Since Neutral Zones quickly turn into combat zones when a weapon is fired, your first instinct will be to avoid shooting this barrier. In this case, however, you must. Shoot the barrier and quickly fight your way to a doorway. There you'll find a valuable item.



Bionic Commando

Where is the Machine Gun? Where are the hidden passages?



Once you save Super Joe, he will tell you where to go and exactly who to see to obtain this important item. When looking for it, pay close attention to what the characters say and how they identify themselves. Many characters may offer you the Machine Gun, but only one will actually give it to you. Don't let someone trick you into thinking that he is the right person.

In Area 17, a character in a room will let you in on the loca-

tions of the hidden passages. He'll talk to you from a distance, but he'll only give you the information that you are seeking if you cross the spiked pit in the room and meet him directly. With a few well placed swings of your Bionic Arm, you'll be able to reach him. After you talk to him, the passages will show on your map. You'll find the helmet in one of these passages. This is a valuable item in heavy combat areas.



Swing over for important info.

Game Play Specialists clue you in.

RS' CORNER



Castlevania II Simon's Quest

How do I get to Brahm's Mansion? Where are the Daggers?



The ferryman will take you to Brahm's Mansion, but only if you are holding Dracula's Heart. If the arrow on the Sub-Screen is pointing toward the heart, the ferryman will help you. If you are not holding the heart, he will take you across the Dead River to the town of Alba. The Count's Heart is hidden somewhere in the Mansion of Lauber.



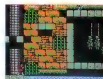
The Daggers are useful weapons that will help you fight your way on to the very end. You'll be able to buy the first



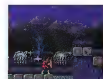
Drop garlic here to meet the character that has the Silver Dagger.

one in the town of Veros. The Silver Dagger will be given to you by a stranger when you drop garlic in the Camilla Cemetery. The Golden Dagger will be yours when you defeat the Grim Reaper.

There are some spots that look like dead ends but are not. This is the platform on the right side of the Camilla Graveyard. From the graveyard, you won't be able to reach the platform.



A particular item will help you overcome this barrier.



You'll have to find another way to get to the right side here.



Blaster Master

How do I defeat the last enemies in the third and fourth stages?

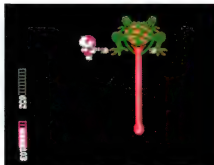


Nearing the end of Stage Three you should power-up the gun to at least half of its maximum strength. There are sixteen moving turrets at the end of this stage. They appear and attack one at a time and after a few seconds they become stationary. You should be able to avoid the two different types of fire from these opponents. When all sixteen enemies have appeared, the ones that you haven't yet defeated will take turns coming back to life until either you, or they, remain.



Close contact with dangerous materials have made the frog at the end of Stage Four a tough opponent with three deadly attacks. When he lashes out his stinging tongue, position yourself just to the left of the mouth. Since you are holding your weapon in your right hand, you should be able to aim directly for the frog's mouth and still avoid the tongue. The shower of fireballs that the frog unleashes next can be avoided with a quick dodge. A very large fireball can

also be avoided. Get out of the way quickly and retaliate if you can.



Open wide and say ah. Position yourself here for valuable hits on the deadly boss frog.

COUNSEL



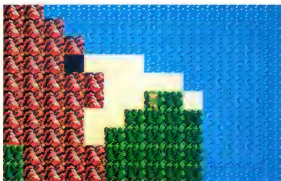
Zelda II-The Adventure of Link

**Where is the Hidden town of Kasuto?
How do I find the Magic Key?**



"The Wizard got all of the people of Old Kasuto together. He said 'There are too many ghosts here. Go East.' They went East past the three rocks, looked over their shoulders and saw the ghosts following them. The townspeople were smart. They knew that some ghosts couldn't go through caves. They went north to a cave and when they went through they found a sandy beach and a clump of trees. They built a new town amongst the trees to hide them from other ghosts that might happen by, and have lived there ever since." Follow the path of the townspeople of Kasuto and use the Hammer to chop down trees and reveal the location of the hidden town.

Once you find the Hidden Town of Kasuto you'll discover within the town the last Magic Container, a new spell, and the Magic Key. If you have seven Magic Containers, you'll find someone here that will give you an eighth container. Once you've reached this level of magical expertise you'll meet someone else who will teach you a spell. The spell that he teaches you, used somewhere in the town, will be the key to finding an item that will help you get through the remaining palaces.



Use the Hammer to clear this area in search of the hidden town.



When you have all of the Magic Containers, this man will teach you a new spell.



Use the spell at a deadend.

Game Counselor Profiles: 4 more hotshots!



Rich Lind/Agent 357

Became Game Counselor: January, 1988
Hobbies: Drag Racing, Video Games, and Computers
Highest Game Score: Mighty Bomb Jack 27,953,250
Favorite NES Game: Mike Tyson's Punch-Out!!



Brian Ullrich/Agent 013

Became Game Counselor: January, 1988
Hobbies: Writing, Record and Comic Book Collecting, Basketball
Highest Game Score: Castlevania 614,280
Favorite NES Game: Mega Man



Tony Stanczyk/Agent 257

Became Game Counselor: June 6, 1988
Hobbies: Gaming, Computers, Special Effects
Highest Game Score: Legend of Kage 422,000
Favorite NES Game: Zanic



Tim Dale/Agent 721

Became Game Counselor: May 1, 1988
Hobbies: Swimming, Weight Lifting, Sports, Dancing
Highest Game Score: Galaga Stage 76
Favorite NES Game: Castlevania II—Simon's Quest

RS' CORNER



Zelda II-The Adventure of Link

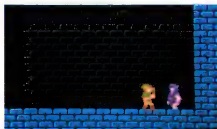
How do I enter the building in Darunia that gives a clue? What is the secret to the Churchbell clue in Mido?



One of the closed doors in Darunia will give you the clue, "There's someone behind this door." There's no way to unlock or open the door but you will be able to get inside the building. Entering a building can only be done in a limited number of ways, and the way to enter this building is one of the most un-

conventional. One of the Spells that you have in your possession will help you reach this entrance.

The same spell will help you in the Harbor town of Mido. Someone tells you, "No one is here but a Churchbell will ring." This should point you in the direction of the Church. There's an entrance here but you'll need certain abilities to reach it.



The door is locked and there seems to be no way in. How will you get inside? Try your Santa Claus impression.



Mickey Mousecapade

How do I get through the Woods?



It's important to pay close attention to the color of the trees in this stage. You'll begin in the Spring. The trees will be pink and white. Enter the second door, then you'll be in the Summer with green trees. Enter the second door here as well. Next will be the Fall. The enemies are very tough here. After you defeat the second group

of bears, jump and throw Stars at the third tree to the right of the gap. A door will open in the tree. This leads to the Winter. Advance to the right until the section wraps around to the beginning, then jump and fire

at the tree to the right of the Start sign. A door will open here that will lead you on to the end of the stage.



Shoot the third tree away from the pit and an entrance will open.



I'm waiting for your letters.

Write to:

NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

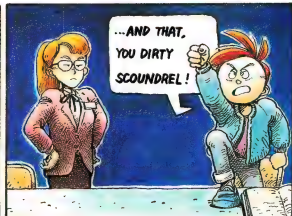
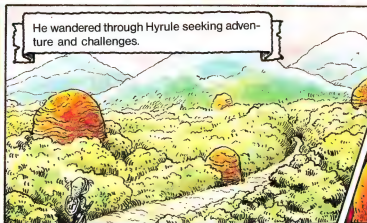
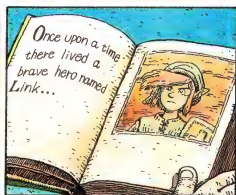
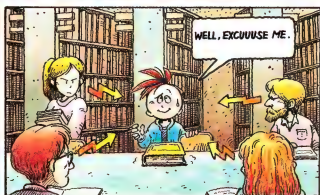
Call us!

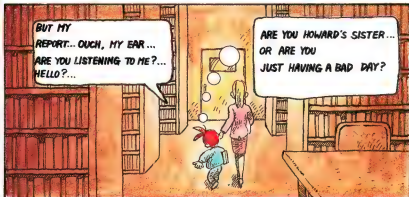
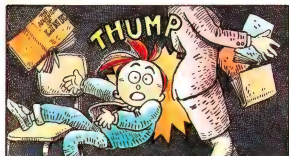
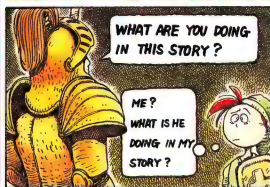
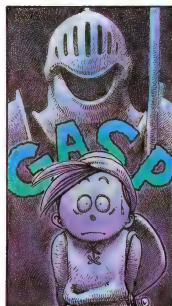
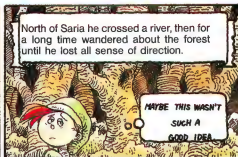
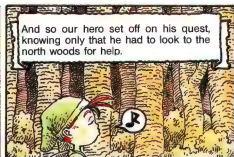
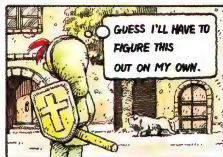
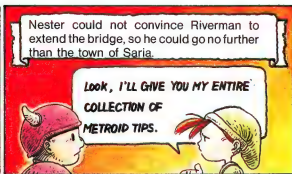
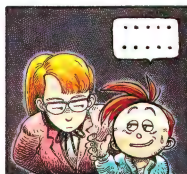
1-(206)885-7529
Nintendo Game Counselors
are on call from 4:00 am to
10:00 pm Pacific Time.



NESTER

HOWARD & NESTER





CLASSIFIED INFORMATION

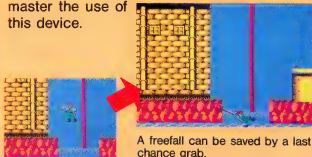


GOLGO 13

From Agent #260

Apparatus Applications

The Bionic Arm, while slightly difficult to get the hang of, is an extremely useful apparatus. Mid-air swings timed just right will help your character move across wide gaps easily. A freetail tumble can be saved out of nowhere with a last chance extended reach. The Bionic Arm can also be used to grab items that may be too far away, or too dangerous to run to. A key to your success in Bionic Commando will be to master the use of this device.



A freetail can be saved by a last chance grab.

To prepare for the higher levels, it's best to build up your energy toward the beginning. In the second section of Area One, there are a few areas where weak enemies will come down with great frequency. Each one you defeat will leave a bullet, and each bullet will contribute to an increase in your energy level. You can build up a tough fighter in just minutes. One helpful strategy is to collect bullets until you are just one



Defeat enemies here for energy increasing bullets.



Collect bullets and you'll have a fighter that can last longer when facing the enemy.

From Agent #615

Stage Select!

Golgo 13 has only 52 chances to capture the leader of the evil DREK. We've developed a way you can choose exactly which stage to start from. This procedure requires a lot of button pushing on both Controllers, so you may need help from a friend. Toward the end of the demonstration sequence, just after the words "Top Secret Episode" appear and fade, you will see a close-up of Golgo 13's eyes. Press and release the Start Button on Controller I, then press and hold Up and the A and B Buttons. On Controller II press and hold Up and Left and the A and B Buttons. While the buttons on both controllers are being held, press Start again on Controller I. "00" will appear on the screen. Change this number by pressing Up and Down on Controller I. When you get to the desired stage (see the key below), press the A Button and be prepared to face the challenges ahead.



Press Start on Controller I. Hold Up, Left, A and B on Controller II. Hold Up, A and B on Controller I, and press Start again.

KEY:

CODE	ACT	CODE	ACT
00	1	32	7
08	2	38	8
0A	3	3B	9
12	4	40	10
1E	5	49	13

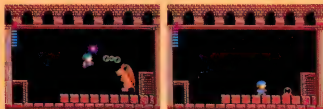
Milon's Secret Castle

Getting Started

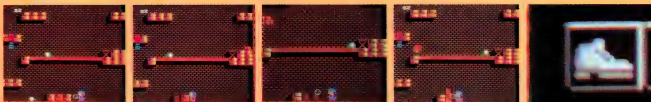
The first floor demon will only make an appearance if you have purchased the Shrink Potion and the Spring Shoes. The Spring Shoes are difficult to find at first. In the first room, walk along the floor until you come to three blocks. Shoot the blocks on the left and right and push on the remaining center block for several seconds. When the block moves, shoot at the space where the block was. A door will appear and you'll be able to enter a shop to buy the Spring Shoes. The shop that has the Shrink Potion will be in the second

From Agent #705

Intelligence reports tell us that there is Continue Code. It will, however, only work if you have defeated the first floor demon and have retrieved the first crystal.



Defeat the first floor demon, and collect the Crystal to continue. door. When you have these items, the demon will make his appearance. Once you've defeated it and possess the crystal, you'll be able to continue by holding Left on the Control Pad and pressing the Start Button.



Shoot the left and right blocks.

Push the remaining block.

Fire where the block was.

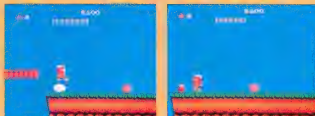
A door will appear.

You can buy the Spring Shoes here.

HUDSON'S ADVENTURE ISLAND

Bonus Stage and Continue

The Continue Code is similar here to the Milon's Secret Castle code. Here, though, you must find the Bee at the end of Area 1-1 to have the ability to continue. Then when the game is over, hold Right and press Start.



Jump around near the Area 1-1 goal and an egg will appear that contains the Bee that will enable you to Continue.

From Agent #706

Bonus Stages on Adventure Island will let you reap in a crop of ripe fruit for extra Life and points. When you get to the last two totem poles in Area 1-1, defeat the enemy and wait between the poles. In a few seconds, a platform will appear and take you to this special stage. You'll find other Bonus Stages by searching for hidden eggs containing keys and keeping an eye open for upward bound platforms.



Stand between the Totems and wait for a platform.

OPERATION WOLF

- From Agent #099
- Greater Gratitude

Our agents on the front line have discovered alternate endings for this popular combat game. The president will greet you with varying degrees of gratitude depending on how many prisoners you save in the last stage. Your financial reward and the size of the president's smile will be larger with each prisoner saved.



More survivors will make for a happier president and a greater reward.

The challenge of the last stage is to defeat all of the enemy tanks and soldiers and save the prisoners in spite of the proximity of the enemies and the constant attacks. We've found that a helicopter, if destroyed by a grenade, will cause a greater radius of explosion than a helicopter that has been shot down with the gun. If a helicopter is close to a prisoner, the prisoner has a better chance for survival if the helicopter produces less shrapnel.



A helicopter hit by grenades will be dangerous for those on the ground.

Using the gun to take out helicopters will help insure the safety of the prisoners.

SPY HUNTER

- From Agent #086
- Get a car with all the extras!

Here's how you can start with the ability to create Oil Slicks, a Smoke Screen, and launch Missiles. When the title screen appears, press and hold the Select Button, the A and B Buttons, and the center of the Control Pad. Press Start and your car will be loaded with all the extras. Press Select in order to change from one option to the next.



Press and hold Select, A, B, and the center of the Control Pad. Then press Start and get moving!



This code will give you an extra car too!

ZINAC

- From Agent #123
- Choose your own stage.

Warp to expert levels instantly! Just press Reset

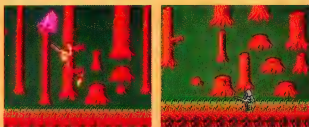
on the Control Deck 13 times and press Start on the Controller. You'll discover that you can change the stage number on the screen by pressing Left and Right on the Control Pad! Choose to Continue and you'll start on the desired stage! It'll only work for the first ten stages though. You'll have to get to Stages 11 and 12 on your own.



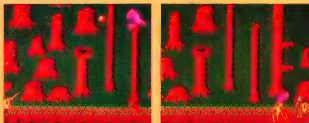
WIZARDS WARRIORS™

■ From Agent #015 ● Bypass the Wizard!

When you get to the second forest scene, which is just after the red caves, walk all of the way to the left until your character is at the edge of the screen. Then levitate and stop levitating very quickly by tapping Up on the Control Pad repeatedly. Your character will go off the screen to the left and appear again on the right side. You'll find that the scene has now changed and you will be back to the first forest. Go to the end of this stage and defeat the Skull. The princess that you save this time will be Penelope, the princess that you usually save at the end of the second forest! Continue playing, and in a few stages the last princess will be saved!



Fight your way to the second forest stage.



Tap Up on the Control Pad while on the left edge.



Defeat the Skull and save Penelope!

DOUBLE DRAGON

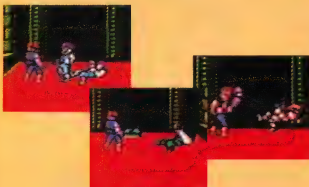
双截龍

■ From Agent #207 ● Strange Weaponry

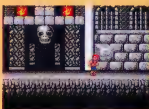
This trick requires incredible timing, but the results are worth it. This way you'll have weapons to take on Willy! In Mission 4, drop kick the Chintais and leave the knife where it falls. After you've defeated them, wait until the last Chintai blinks for the fourth time and pick up the weapon. It will transform into something like a golf club. Use this weapon against the Linda, but near the end of the battle, let one knock it out of your hand. Defeat the enemies and when the last one blinks for the fourth time pick up the weapon again. This time it will look different.



Grab the weapon when the last enemy blinks for the fourth time. It will result in a strange transformation.



Here's something else that requires good timing. You'll be able to pass the wall of cement blocks that pop out without a scratch most of the time. Just wait for the closest top block to come out two times in a row, and walk quickly to the right. All of the other blocks will miss!



ZELDA THE ADVENTURE OF LINK

● Ironknuckle Strategies

The Ironknuckles have always been among the most fierce opponents in Hyrule. Our team of experts has studied the Ironknuckles and have come up with several strategies that will help you avoid, defeat, and even take advantage of these tough characters.

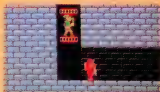


The Jump Spell, can also be used to avoid conflict with some of the stronger enemies. In some cases, especially before your character has achieved very high levels of experience, it's better to leap over an Ironknuckle.



■ From Agent #113

If you happen to be close to an elevator while encountering an Ironknuckle, you can get on the elevator, go up slightly and hover just above the Ironknuckle, then move off just as the Ironknuckle lunges toward the elevator.

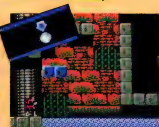
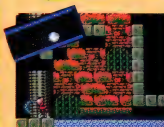


One strategy that we have found works very well in fighting the durable Ironknuckle is to crouch down and jump and jab as quickly as possible. The quicker the better. If you have the NES Advantage or NES Max, the turbo features will help with this method.



At Palace Two and beyond, you can jab at the visor of the Ironknuckle statue to either produce Red Magic Potion or make the statue come to life. If the potion appears, you can use the Life Spell to replenish your Life and then take the potion to replenish your Magic. If the statue comes to life, you can defeat the Ironknuckle for 100 Experience Points, leave the Palace and come back. When you return, you can repeat the same process.

Battleman II Simon's Quest



■ From Agent #072 ● Invisible Elevator!

Here's a quick tip. Our agents have found that the moving platform at the beginning of Berkeley Mansion is always in place, but it's only visible when Simon is holding a Crystal. If he has not selected a Crystal, Simon will not be able to see the platform.

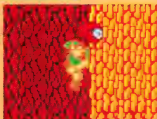
Note: We've seen two different endings for this game. But our agents have not found how the endings are determined yet. If you have Ideas, let us know.

ZELDA II THE ADVENTURE OF LINK

● Experience Transfer



Use skills of one character to advance the abilities of others.



You've saved Zelda from her long sleep and now you would like to go through the game again with another character. With a simple procedure, you'll be able to start this new character with advanced abilities and experience.

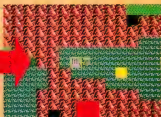
First select the character that has completed the game. This character will start with the maximum levels of Magic, Life and Attack. With his advanced skills it will be simple for him to conquer the lower level palaces, as each enemy can be defeated with only a few hits and he will know spells to aid him in his journey.

When the character conquers the First Palace and places the jewel in the statue, he will be awarded with enough Experience Points to bring him up to a total of 9,000. As the character's Experience Points begin to go up, press the Start Button to pause the game. Then, on Controller II, press the A Button and Up on the Control Pad at the same time. The game will give you the option to Continue or Save. Elect to Save and choose another character to play. This new character will begin by earning the points that were intended for the other character. Instantly, he will receive thousands of Experience Points and move up several levels on the way.

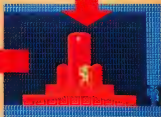
If you want even more points for this character, you can use the same procedure and have the more experienced character go through the Second Palace.

■ From Agent #104

The fulfillment of Link's mission is to build enough Experience Points for abilities and the increased strength that some of the more difficult palaces require. With more experience, Link will be able to defeat enemies more easily, he'll have increased stamina, and spells will be easier for him to cast. Here's a way to build experience quickly and easily. If you have a character that has been through the entire game, you can use his advanced abilities to earn Experience Points for your less accomplished characters.



Choose a character that has been through the entire game. Conquer an easy level and as you are collecting your points, pause the game and save the character.



Choose a new, inexperienced character and watch the points build up! You'll be on the fourth or fifth level of experience in no time.

SKATE OR DIE!

● Super Skateboard Strategy

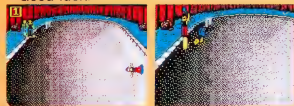
The Downhill Event has been the subject of a large part of our agents' investigation. They've determined that the pipe near the center of the course can be negotiated for big bonus points. The trick is getting in and staying in. If you crouch down just before you enter, stay down, and don't turn while in the pipe, and you'll be successful. Remember, the more tricks, jumps and turns that you can do without taking up too much time, the better. Each extra move will earn you valuable bonus points.



In the High Jump, if you've jumped as high as you're going to go, press the A Button to kick up your board. This way you'll add a couple of inches to your jump height.

The Pool Joust is a tough event that can be mastered with practice. A good strategy is to stay on the very edge of the pool and watch to see exactly what your opponent is going to do. Be careful! If you stay in one place too long it will be your downfall.

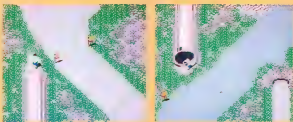
Good luck!



Here's a quick note on The Legend of Zelda. We have discovered that inside some labyrinths, where there are rooms that have more than one kind of enemy, you'll be able to avoid defeating some of the tougher monsters. Simply defeat the less difficult creatures, so all that remains are the tough ones. Leave the room, come back, and sometimes some of the tough enemies will have changed into easier-to-defeat enemies. Repeat this procedure and you'll be able to breeze by some challenging areas!

■ From Agent #013 Codename: Shred Head

There are a few tricky spots in this fast thriller that our agents have been working on. They've donned their skating helmets and protective pads and have hit the pavement, so to speak, to come up with some tactics that will help you be the champ of the ramp.



Crouch down, stay down and skate straight.



Jump, turn and hot dog for extra points.

Agent #013 has discovered a building halfway through the Jam Event that looks like an obstacle but actually turns out to be no problem at all. Just after the first wire fence, veer sharply to the left and go straight in one doorway and out the other to gain a few precious seconds on your opponent.

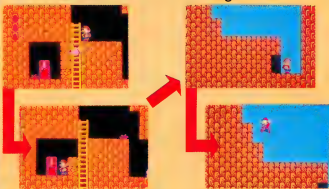


Defeat the lesser enemies, leave, come back, and some of your foes will have transformed!

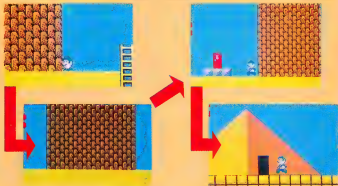
SUPER MARIO BROS. 2

● Short cuts to Birdo

In Stage 1-1, after you enter the cave where the waterfall is, climb the vine and jump across the waterfall to the left with super speed. You'll find bombs and a break-away wall, with a door on the other side. Pick up a bomb and drop it down to the wall as it's flashing. If your timing is right, you'll be able to blow open the wall and make it to the door. The door will lead to an area that ascends to the left. Jump up to the top and off the screen. Then move left and soon you'll meet up with Birdo and the end of the stage.

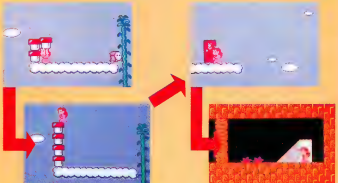


Here's one from our desert survival corps. In Stage 6-3, just after you climb up the ladder, walk to the left until you touch the wall. Let your character sink into the sand and when you're almost covered with sand, move to the left and press the A Button repeatedly. You will swim through the sand under the wall to the other side. There will be a door here that will lead to an area in the clouds. This is not a mirage. Advance to the left and you'll see the pyramid entrance to Birdo's lair. You're almost to the end!



■ From Agent #826

Agents have uncovered alternate routes that will lead from an early point of a stage to the Birdo character in that same stage. Here they are:

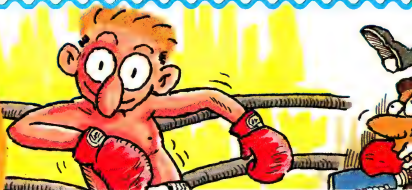


In Stage 3-1 you can cut some corners. First go through the door at the beginning. When you come out, climb the clouds to a magic carpet and float up to a vine. When you climb the vine, there will be clouds to the left that you can't stand on. You will, however be able to put a mushroom block on the clouds and then stand on the block. Then advance to the left to a door. This door will open to an area with two bombs and a wall. Bomb the wall, and move on to the left to the Birdo at the end of the Stage.

Calling all agents!

Have you ever come across anything really special in your game playing exploits? We'd like to hear about it! Send your tricks to:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733





See where your favorite game ranks in America's Top 30!

Tabulated January 20, 1989

TOP 30

Lots of new games. Lots of changes. Lots of great contenders making their move. Some veterans who refuse to go down for the count. A couple of fiery newcomers. And each one a sure winner! Check the chart to see how your favorites stacked up.

Use this key to find out how your favorites are doing.



These titles are new to the Top 30. Keep a close eye on them.



Games that are really on the move. These games have jumped up several places on the poll.



Favorites that have maintained their popularity among the Top 30.



1

22,534
POINTS

SUPER MARIO BROS. 2

A solid lead for the second issue in a row. Number one and climbing higher all the time!

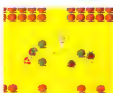


2

5,622
POINTS

ZELDA II— THE ADVENTURE OF LINK

Up one spot from number three, Link's star is still on the rise and holding second place.



3

5,563
POINTS

THE LEGEND OF ZELDA

Zelda traded places with her sister Pak and is still maintaining unwavering popularity.



PLAYER'S FORUM



4

**4,747
POINTS**

MIKE TYSON'S PUNCH-OUT!!

Nothing keeps the champ down for very long and he's back up to number four from sixth last month.



5

**3,979
POINTS**

CONTRA

Continuing its steady climb, Contra checks in at number five, four up from number nine.

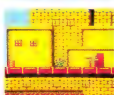


6

**3,841
POINTS**

CASTLEVANIA II- SIMON'S QUEST

First time in the top ten, Simon's new sequel works in at an impressive number six.



7

**3,732
POINTS**

BIONIC COMMANDO

Whoa! Check it out. B. C. is swinging in past the rest at lucky number seven.



8

**3,533
POINTS**

BLADES OF STEEL

First time in the Top 30 and it's "checking" in at number eight! This ice is definitely hot!



9

**3,387
POINTS**

DOUBLE DRAGON

Back at number nine from two issues ago, Billy Lee is still holding his own.



10

**3,384
POINTS**

METROID

After more than a year in the top ten, the greatest SciFi mission of all is still here.

11 3,371
POINTS

BASES LOADED

12 3,156
POINTS

BLASTER MASTER

13 3,043
POINTS

MEGA MAN

14 2,795
POINTS

CASTLEVANIA

15 1,947
POINTS

TOP GUN

16 1,872
POINTS

R.C. PRO-AM

17 1,712
POINTS

KID ICARUS

18 1,559
POINTS

RAMPAGE

19 1,438
POINTS

MILON'S SECRET CASTLE

20 1,428
POINTS

GOLGO 13

21 1,350
POINTS

HUDSON'S ADVENTURE ISLAND

22 1,331
POINTS

MEGA MAN II

23 1,305
POINTS

METAL GEAR

24 1,267
POINTS

PAPERBOY

25 1,253
POINTS

1943

26 1,241
POINTS

ICE HOCKEY

27 1,225
POINTS

LIFE FORCE

28 1,205
POINTS

WIZARDS & WARRIORS

29 1,075
POINTS

BUBBLE BOBBLE

30 1,048
POINTS

DOUBLE DRIBBLE

TOP 30



Players' Picks



GAME

PTS

1 MIKE TYSON'S PUNCH-OUT!!	2,402
2 BASES LOADED	2,363
3 CONTRA	2,361
4 DOUBLE DRAGON	2,212
5 CASTLEVANIA	1,920
6 BLASTER MASTER	1,863
7 ZELDA II-THE ADVENTURE OF LINK	1,683
8 BLADES OF STEEL	1,564
9 SUPER MARIO BROS. 2	1,562
10 RAMPAGE	1,559
11 BIONIC COMMANDO	1,499
12 PAPERBOY	1,267
13 KID ICARUS	1,178
14 R.C. PRO-AM	1,001
15 ICE HOCKEY	975
16 CALIFORNIA GAMES	971
17 LIFE FORCE	849
18 DOUBLE DRIBBLE	725
19 GOLGO 13	724
20 THE LEGEND OF ZELDA	655
21 T & C SURF DESIGN	646
22 1943	617
23 XENOPHOBIA	609
24 TOP GUN	605
25 METROID	591
26 THE GOONIES	539
27 ULTIMA	536
28 PLATOON	522
29 SUPER MARIO BROS.	501
30 WIZARDS & WARRIORS	501

IN THIS CORNER...THE CHAMP IS BACK!

What an upset! The Dynamite Kid comes back from sixth to claim the title.



Pros' Picks



GAME

PTS

1 THE LEGEND OF ZELDA	3,633
2 SUPER MARIO BROS. 2	3,424
3 ZELDA II-THE ADVENTURE OF LINK	3,405
4 MEGA MAN	3,043
5 CASTLEVANIA II-SIMON'S QUEST	2,301
6 METROID	2,225
7 BIONIC COMMANDO	1,598
8 MIKE TYSON'S PUNCH-OUT!!	1,541
9 MEGA MAN II	1,331
10 BLASTER MASTER	1,293
11 MILON'S SECRET CASTLE	970
12 CASTLEVANIA	875
13 METAL GEAR	875
14 HUDSON'S ADVENTURE ISLAND	799
15 SOLOMON'S KEY	780
16 DOUBLE DRAGON	723
17 WIZARDS & WARRIORS	704
18 GOLGO 13	704
19 TECMO BOWL	552
20 CONTRA	533
21 ZANAC	533
22 BLADES OF STEEL	456
23 SUPER MARIO BROS.	456
24 R.C. PRO-AM	342
25 THE GUARDIAN LEGEND	342
26 BASES LOADED	342
27 1943	323
28 DOUBLE DRIBBLE	323
29 SIDE POCKET	304
30 BUBBLE BOBBLE	266

ZELDA TRULY IS... LEGENDARY!

There's some new blood at Nintendo and the Queen of Video Games has increased her following of loyal subjects.

PLAYER'S FORUM



Dealers' Picks



GAME

PTS

1 SUPER MARIO BROS. 2	17,548
2 BLADES OF STEEL	1,512
3 TOP GUN	1,342
4 THE LEGEND OF ZELDA	1,275
5 CONTRA	1,085
6 BUBBLE BOBBLE	809
7 MIKE TYSON'S PUNCH-OUT!!	805
8 BASES LOADED	666
9 BIONIC COMMANDO	635
10 CASTLEVANIA II-SIMON'S QUEST	578
11 METROID	568
12 HUDSON'S ADVENTURE ISLAND	551
13 RAD RACER	549
14 ZELDA II-THE ADVENTURE OF LINK	534
15 KID ICARUS	534
16 R.C. PRO-AM	529
17 DONKEY KONG CLASSICS	512
18 MILON'S SECRET CASTLE	468
19 GOLF	457
20 DOUBLE DRAGON	452
21 METAL GEAR	430
22 COBRA COMMAND	414
23 10-YARD FIGHT	413
24 TOWN & COUNTRY SURF DESIGN	412
25 MICKEY MOUSECAPADE	398
26 LIFE FORCE	376
27 EXCITEBIKE	325
28 1943	313
29 ICE HOCKEY	265
30 PINBALL	244

THE BROS. SEEM TO BE AN UNBEATABLE TEAM!

A runaway favorite among dealers, Super Mario Bros. 2 bounces away with the number one spot for the second time in a row—with over eleven times the number of votes of number two! Go guys!

Compliments of

NINTENDO POWER™

THE COMPLETE NES GAME PAK DIRECTORY

This is our first Complete NES Game Pak Directory. We put it together to give you a handy reference for all of the games you can plug into action on your NES. Keep it handy for quick reference on what kinds of challenges each hot title has to offer. We've created a complete list of titles including a breakout per game giving you the important details like what series, how many can play, whether or not it has a password feature and more. We've also included a list of companies with phone numbers and addresses to make it easy for you to go straight to the source for answers. So keep your new directory close to your NES. It's a powerful source of information.

THE NAMES OF THE GAMES This is a list of software and accessories released by Nintendo and Nintendo licensees. Some games are in limited supply and may not be in all video games stores. In the "future" section of this listing, you'll see our best projections of what's coming. Watch for updates!

Game Title	Category	# of Players	Password Battery	Release Date	Company
10-Yard Fight	Sports	2 S		Oct-85	Nintendo
1942	Arcade	2 A		Nov-86	Capcom
1943	Arcade	1	Password	Sep-88	Capcom
3-D WorldRunner	Action	1		Sep-87	Acclaim
A					
Adventure of Lolo	Action	1	Password	Apr-89	Hal America
Adventures of Bayou Billy	Action	1		Future	Konami
Adventures of Tom Sawyer	Action	2 A		Future	Seta USA
Airhawk	Action	1		Future	Romstar
Airwolf	Action	1		Future	Acclaim
Alpha Mission	Arcade	2 A		Oct-87	SNK
Amagon	Action	1		Apr-89	American Sammy
Anticipation	Family	4 S		Dec-88	Nintendo
Arkanoid	Arcade	2 A		Aug-87	Taito
Athena	Action	1		Aug-87	SNK
Athletic World	Power Pad	1 S		Feb-89	Bandai
B					
Bad Dudes	Arcade	2 S		Future	Data East
Balloon Fight	Action	2 S		Jun-86	Nintendo
Bandai Golf - Challenge Pebble Beach	Sports	2 S		Feb-89	Bandai
Baseball	Sports	2 S		Oct-85	Nintendo
Bases Loaded	Sports	2 S	Password	Jul-88	Jaleco
Bionic Commando	Arcade	1		Dec-88	Capcom

S: Play is simultaneous A: Play alternates

Game Title	Category	# of Players	Password Battery	Release Date	Company
Blades of Steel	Sports	2 S		Dec-88	Konami
Blaster Master	Adventure	1		Nov-88	Sunsoft
Bomberman	Action	1	Password	Jan-89	Hudson Soft
Breakthru	Arcade	2 A		Nov-87	Data East
Bubble Bobble	Arcade	2 S	Password	Dec-88	Taito
Bump 'N Jump	Arcade	1		Dec-88	Vic Tokai
Burgertime	Arcade	2 A		May-87	Data East

C

California Games	Sports	8 A		Mar-89	Milton Bradley
Castlevania	Arcade	1		May-87	Konami
Chubby Cherub	Action	2 A		Oct-86	Bandai
City Connection	Arcade	2 A		May-88	Jaleco
Clu Clu Land	Action	2 S		Oct-85	Nintendo
Cat Runner	Action	1	Password	Future	Seika
Cobra Command	Arcade	1		Nov-88	Data East
Cobra Triangle	Action	2 A		Future	Nintendo
Commando	Arcade	2 A		Nov-86	Capcom
Contra	Arcade	2 S		Feb-88	Konami

D

Dance Aerobics	Power Pad	1		Dec-88	Nintendo
Deadly Towers	Adventure	1	Password	Sep-87	Broderbund
Defender II	Arcade	2 A		Dec-88	Hal America
Defender of the Crown	Role Playing Games	1		Future	Ultra
Desert Commander	Role Playing Games	2 S		Future	Seika
Donkey Kong	Arcade	2 A		Jun-86	Nintendo
Donkey Kong 3	Arcade	2 A		Jun-86	Nintendo
Donkey Kong Classics	Arcade	2 A		Sep-88	Nintendo
Donkey Kong Jr.	Arcade	2 A		Jun-86	Nintendo
Donkey Kong Jr. Math	Education	2 A/S		Jun-86	Nintendo
Double Dragon	Arcade	2 A/S		May-88	Tradewest
Double Dribble	Sports	2 S		Sep-87	Konami
Dragon Power	Adventure	1		Mar-88	Bandai
Dragon Warrior	Role Playing Games	1	Battery	Future	Nintendo
Dr. Chaos	Adventure	1	Password	Nov-88	FCI
Dr. Jekyll & Mr. Hyde	Action	1		Mar-89	Bandai
Duck Hunt	Light Gun	2 S		Oct-85	Nintendo

E, F

Elevator Action	Arcade	2 A		Aug-87	Taito
Excitebike	Programmable	1		Oct-85	Nintendo
Faxanadu	Adventure	1	Password	Future	Nintendo
Fester's Quest	Adventure	1		Future	Sunsoft
Fighting Golf	Sports	4 S		Sep-88	SNK
Fist of the North Star	Action	1		Mar-89	Taxan
Flying Dragon	Action	1	Password	Future	Culture Brain

Game Title	Category	# of Players	Password Battery	Release Date	Company
Freedom Force	Light Gun	2 A		May-88	Sunsoft
Friday the 13th	Adventure	1		Feb-89	LJN Toys
G					
Galaga	Arcade	2 A		Sep-88	Bandai
Ghostbusters	Adventure	2 A		Oct-88	Activision
Ghosts 'N Goblins	Arcade	2 A		Nov-86	Capcom
Golf	Sports	2 S		Oct-85	Nintendo
Golgo 13: Top Secret Episode	Adventure	1		Oct-88	Vic Tokai
Gotcha!	Light Gun	1		Nov-87	LJN Toys
Gradius	Arcade	2 A		Dec-86	Konami
Gumshoe	Light Gun	1		Jun-86	Nintendo
Gun.Smoke	Arcade	1		Feb-88	Capcom
Guerilla War	Action	2 S		Future	SNK
Gyromite	Robot	2		Oct-85	Nintendo
Gyruss	Arcade	2 A		Jan-88	Ultra Soft
H, I					
Hogan's Alley	Light Gun	1		Oct-85	Nintendo
Hoops	Sports	2 S		Future	Jaleco
Hudson Adventure Island	Action	1		Sep-88	Hudson Soft
Hydride	Role Playing Games	1	Password	Future	FCI
Ice Climber	Action	2 S		Oct-85	Nintendo
Ice Hockey	Sports	2 S		Mar-88	Nintendo
Ikari Warriors	Arcade	2 S		May-87	SNK
Ikari Warriors/Victory Road	Arcade	2 S		Apr-88	SNK
Indiana Jones & the Temple of Doom	Arcade	1		Dec-88	Mindscape
Iron Tank	Action	1	Password	Jul-88	SNK
Ironsword	Adventure	1	Password	Future	Acclaim
J					
Jackal	Arcade	2 S		Aug-88	Konami
Jaws	Action	1		Nov-87	LJN Toys
Jeopardy!	Family	3 S		Sep-88	Gametek
John Elway's Quarterback	Sports	2 S		Future	Tradewest
Joust	Arcade	2 S		Oct-88	Hal America
K, L					
Karate Champ	Arcade	2 S		Nov-86	Data East
Karate Kid	Action	2 A		Nov-87	LJN Toys
Karnov	Arcade	1		Jan-88	Data East
Kid Icarus	Adventure	1	Password	Aug-87	Nintendo
Kid Niki	Arcade	2 A		Nov-87	Data East
Kung Fu	Action	2 A		Oct-85	Nintendo
Kung Fu Heroes	Action	2 S		Feb-89	Culture Brain
Legacy of the Wizard	Adventure	1	Password	Mar-89	Broderbund
Legendary Wings	Arcade	2 S		Jul-88	Capcom
Life Force	Arcade	2 S		Oct-88	Konami
Lode Runner	Programmable	2 A		Sep-87	Broderbund
Lunar Pool	Sports	2 A		Oct-87	FCI

Game Title	Category	# of Players	Password Battery	Release Date	Company
M					
Mach Rider	Programmable	1		Oct-85	Nintendo
Magmax	Arcade	2 A		Sep-88	FCI
Major League Baseball	Sports	2 S		Apr-88	LJN Toys
Mappyland	Arcade	1		Apr-89	Taxan
Marble Madness	Arcade	2 S		Feb-89	Milton Bradley
Mario Bros.	Arcade	2 S		Jun-86	Nintendo
Mega Man	Adventure	1		Dec-87	Capcom
Mega Man II	Adventure	1	Password	Future	Capcom
Metal Gear	Adventure	1	Password	Jun-88	Ultra Soft
Metroid	Adventure	1	Password	Aug-87	Nintendo
Mickey Mousecapade	Action	1		Oct-88	Capcom
Mighty Bomb Jack	Arcade	1		Jul-87	Tecmo
Mike Tyson's Punch-Out!!	Sports	1	Password	Oct-87	Nintendo
Millipede	Arcade	2 A		Oct-88	Hal America
Milon's Secret Castle	Adventure	1		Sep-88	Hudson Soft
Monster Party	Action	1		Future	Bandai
Mystery Quest	Action	1		Dec-88	Taxan
M.U.S.C.L.E	Sports	2 S		Oct-86	Bandai
N, O					
NFL Football	Sports	2 S		Future	LJN Toys
Ninja Gaiden	Arcade	1		Mar-89	Tecmo
Ninja Kid	Action	1		Oct-86	Bandai
Ninja Taro	Action	1		Future	American Sammy
Nobunaga's Ambition	Role Playing Games	8 A	Battery	Future	Koei
Operation Wolf	Arcade	1		Mar-89	Taito
Othello	Family	2 S		Dec-88	Acclaim
P					
Paperboy	Arcade	2 A		Dec-88	Mindscape
Pinball	Action	2 A		Oct-85	Nintendo
Pinbot	Arcade	4 A		Future	Nintendo
Platoon	Action	1	Password	Dec-88	Sunsoft
Popeye	Arcade	2 A		Jun-86	Nintendo
Predator	Action	1		Apr-89	Activision
Pro Wrestling	Sports	2 S		Mar-87	Nintendo
P.Q.W.	Arcade	2 A		Future	SNK
Q, R					
Q-Bert	Arcade	2 A		Jan-88	Ultra Soft
Racket Attack	Sports	2 S	Password	Oct-88	Jaleco
Rad Racer	Sports	1		Oct-87	Nintendo
Raid on Bungeling Bay	Action	1		Sep-87	Broderbund
Rambo	Adventure	1	Password	May-87	Acclaim
Rampage	Arcade	2 S		Dec-88	Data East
Renegade	Arcade	2 A		Jan-88	Taito

Game Title	Category	# of Players	Password Battery	Release Date	Company
Ring King	Sports	2 S	Password	Sep-87	Data East
Robo Warrior	Adventure	1		Dec-88	Jaleco
Robocop	Arcade	1		Future	Data East
Rush 'N Attack	Arcade	2 S		Apr-87	Konami
Rygar	Arcade	1		Jul-87	Tecmo
R.C. Pro-Am	Sports	1		Feb-88	Nintendo

S

Section Z	Arcade	1		Jul-87	Capcom
Seicross	Arcade	2 A		Sep-88	FCI
Sesame Street 123	Education	1		Jan-89	Hi-Tech Expressions
Shooting Gallery	Light Gun	4 A		Future	Bandai
Side Pocket	Sports	2 S		Nov-87	Data East
Simon's Quest	Adventure	1	Password	Nov-88	Konami
Skate or Die	Action	2 A		Dec-88	Ultra Soft
SkyKid	Arcade	2 S		Sep-87	Sunsoft
Slalom	Sports	1		Mar-87	Nintendo
Soccer	Sports	2 S		Mar-87	Nintendo
Solomon's Key	Arcade	1		Jul-87	Tecmo
Spelunker	Action	1		Sep-87	Broderbund
Spy Hunter	Arcade	1		Sep-87	Sunsoft
Spy vs. Spy	Action	2 S		Oct-88	Seika
Spoon	Action	1		Sep-87	Irem
Stack-up	Robot	1		Oct-85	Nintendo
Stadium Events	Power Pad	6 A		Sep-87	Bandai
Star Force	Arcade	1		Nov-87	Tecmo
Star Soldier	Action	2 A		Jan-89	Taxan
Star Voyager	Action	1		Sep-87	Acclaim
Stinger	Action	2 S		Sep-87	Konami
Street Cop	Power Pad	1		Future	Bandai
Strider	Adventure	1	Password	Future	Capcom
Super Dodge Ball	Arcade	2 S		Future	CSG Imagesoft
Super Mario Bros.	Action	2 A		Oct-85	Nintendo
Super Mario Bros. 2	Adventure	1		Sep-88	Nintendo
Super Pitfall	Action	2 A		Nov-87	Activision
Super Team Games	Power Pad	6 S		Nov-88	Nintendo
Superman	Adventure	1	Password	Dec-88	Seika

T

Taboo	Family	1		Apr-89	Tradewest
Tag Team Wrestling	Sports	2 S		Oct-86	Data East
Tecmo Baseball	Sports	2 S	Password	Jan-89	Tecmo
Tecmo Bowl	Sports	2 S		Feb-89	Tecmo
Teenage Mutant Ninja Turtles	Adventure	1		Future	Ultra Soft
Tennis	Sports	2 S		Oct-85	Nintendo
The Goonies II	Adventure	1	Password	Nov-87	Konami
The Guardian Legend	Adventure	1	Password	Apr-89	Broderbund
The Legend of Kage	Arcade	2 A		Aug-87	Taito

Game Title	Category	# of Players	Password Battery	Release Date	Company
The Legend of Zelda	Adventure	1	Battery	Jul-87	Nintendo
Tiger-Heli	Action	1		Oct-87	Acclaim
To The Earth	Light Gun	1		Future	Nintendo
Top Gun	Arcade	1		Nov-87	Konami
Town & Country Surf	Sports	1		Feb-88	LJN Toys
Track & Field	Sports	2 S		Apr-87	Konami
Track & Field II	Sports	2 S		Feb-89	Konami
Trick Shooting	Light Gun	1		Future	Nintendo
Trojan	Arcade	2 A/S		Feb-87	Capcom

U, V, W

Ultima	Role Playing Games	1	Battery	Feb-89	FCI
Urban Champion	Action	2 S		Jun-86	Nintendo
Volleyball	Sports	2 S		Mar-87	Nintendo
Wheel of Fortune	Family	3 S		Sep-88	Gametek
Who Framed Roger Rabbit?	Adventure	1		Future	LJN Toys
Wild Gunman	Light Gun	1		Oct-85	Nintendo
Winter Games	Sports	2 A		Sep-87	Acclaim
Wizards & Warriors	Action	1		Dec-87	Acclaim
World Class Track Meet	Power Pad	6 A		Aug-88	Nintendo
World Games	Sports	8 A		Feb-89	Milton Bradley
Wrecking Crew	Programmable	2 A		Oct-85	Nintendo
Wrestlemania	Sports	2 S		Feb-89	Acclaim

X, Y, Z

Xenophobe	Arcade	2 S		Dec-88	Sunsoft
Xevious	Arcade	2 A		Sep-88	Bandai
Zanac	Action	1		Oct-87	FCI
Zelda II - The Adventure of Link	Adventure	1	Battery	Dec-88	Nintendo

ACCESSORIES

Hyper	Joystick			Avail. Now	Shinsei Corp.
Hyperstick	Joystick			Avail. Now	Shinsei Corp.
Jazz Stick	Joystick			Avail. Now	Beeshu
Mega Controller	Controller			Avail. Now	Bandai
NES Advantage	Joystick			Avail. Now	Nintendo
NES Max	Controller			Avail. Now	Nintendo
Power Glove	Controller			Future	Mattel
Power Pad	Power Pad			Avail. Now	Nintendo
Roll & Rocker	Controller			Avail. Now	LJN Toys
Super Controller	Controller			Avail. Now	Bandai
The Remote Ultimate	Joystick			Avail. Now	Beeshu
The Ultimate	Joystick			Avail. Now	Beeshu
The Zinger	Joystick			Avail. Now	Beeshu
The Zipper	Joystick			Avail. Now	Beeshu
The Zoomer	Joystick			Avail. Now	Beeshu
U-Force, The Forcefield Controller	Controller			Future	Broderbund
Wireless Remote Controller	Controller			Avail. Now	Acclaim
Zapper	Light Gun			Avail. Now	Nintendo

THE NAMES BEHIND THE GAMES Here's a list of the many top game companies that meet Nintendo's high standards of quality for the NES. Use it as a handy resource when you have questions on how to play to win these all-time favorite games.

ACCLAIM ENTERTAINMENT, INC.
189 South Street
Oyster Bay, NY 11771
516-624-9300 (Game Counseling)

ACTIVISION
3885 Bohannon Drive
Menlo Park, CA 94025
415-329-7699

AMERICAN SAMMY CORPORATION
2421 - 205th St., Suite D-104
Torrance, CA 90503
213-320-7167

BANDAI AMERICA, INC.
12951 East 166th Street
Cerritos, CA 90701
213-926-0947

BRODERBUND SOFTWARE, INC.
17 Paul Drive
San Rafael, CA 94903
415-492-3500

CAPCOM USA, INC.
3303 Scott Blvd.
Santa Clara, CA 95054
408-727-0400
1-800-843-4632 (Outside California)

CSG IMAGESOFT INC.
9200 Sunset Blvd., Suite 820
Los Angeles, CA 90069
213-858-3777

CULTURE BRAIN USA
15315 NE 90th
Redmond, Washington 98052
206-882-2339

DATA EAST USA, INC.
470 Needles Drive
San Jose, CA 95112
408-286-7074

FEI
150 East 52nd Street, 34th Floor
New York, NY 10022
312-968-0425 (Game Counseling)

GAMETEK
2999 N.E. 191st Street, Suite 800
N. Miami Beach, FL 33180
305-935-3995

HAL AMERICA, INC.
7873 S.W. Cirrus Drive 25-F
Beaverton, OR 97005
503-644-4117

HI-TECH EXPRESSIONS
584 Broadway, Suite 1105
New York, NY 10012
212-941-9703

HUDSON SOFT USA, INC.
601 California Street, Suite 2004
San Francisco, CA 94108
415-391-1494

IREM CORPORATION, USA
7310 Center Avenue
Huntington Beach, CA 92647
714-895-3483

JALECO USA
5617 W. Howard St.
Niles, IL 60648
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213-542-6444

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New York, NY 10010
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Hawthorne, CA 90250
1-800-421-2887

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East Longmeadows, MA 01028
413-525-6411

MINDSCAPE, INC.
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Northbrook, IL 60062
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Game Counselors: 206-885-7529
Nintendo Power Subscriptions:
1-800-521-0900

The graphic features the words "More tips," "More tricks," and "More wins" stacked vertically in a playful, rounded font. Each line is preceded by a large, stylized letter 'M' that is part of the word's design. The 'M' in "More tips" is white with a blue outline and is set against a blue triangle. The 'M' in "More tricks" is blue with a white outline and is set against a white circle. The 'M' in "More wins" is white with a blue outline and is set against a blue diamond. The text is primarily blue with white outlines, and the entire graphic is set against a light blue background.

Nothing else matches Nintendo Power for inside information on tricks, tips and blockbuster ways to win big with all your favorite video games for the NES. You can also use it as a game guide to help you pick the paks you like best, and make your game investments wisely! Nintendo Power also gives you the scoop on hit titles to come. So you can keep your eye out for the ones you want when they hit your local NES dealer. Nintendo Power. It's all the power you need.

To subscribe to Nintendo Power, call toll free 1-800-521-0900. Right now, a one year subscription is only \$15 for six issues.

Nintendo®

POWER PAD™

PLAY-OFFS '89

Hello folks. Welcome to the Power Pad Play-offs. I'm Steve Sportsguy and live at the scene is Mike Motormouth. Motor-mouth?



The contest begins. New from Nintendo, the Power Pad invites you to test your athletic abilities along with your friends or against a video challenger.

Thanks Steve, I'm here in Trevor's living room, the site of today's games, and I think its going to be a close one. The teams have been warming up and they're ready to show their stuff.

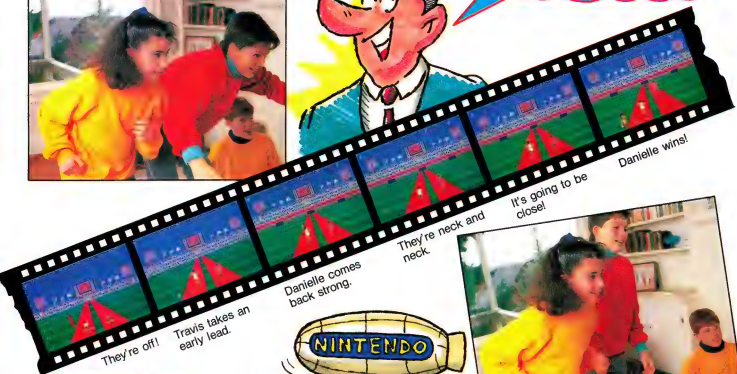
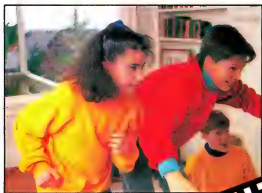


Introducing... in red, the Power Pros, and wearing gold, the Nintendo Nuts. Let's Go!



WORLD CLASSTM TRACK MEET

Our competitors meet first at the World Class Track Meet, where they run and leap for the Gold! Looks like our challengers in the 100 M Dash, Travis and Danielle, are ready to take off. Let's watch the action.



They're off! Travis takes an early lead.

Danielle comes back strong.

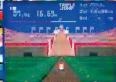
They're neck and neck.

It's going to be close!

Danielle wins!



Terri is the 110 M Hurdles Champ!



The Triple Jump Trophy goes to Travis.



Bryant leaps to the longest jump!



The teams finish with a tie in this game. Let's move on.

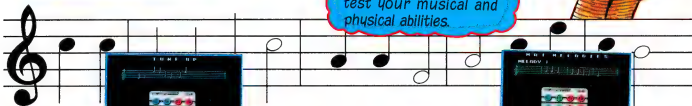
DANCE AEROBICS™



Aerobic exercise in the Dance Aerobics studio is fun and entertaining, as our Aerobics Superstar, Jeanna, demonstrates.



There's much more to Dance Aerobics. Tune Up, Mat Melodies, and Ditto test your musical and physical abilities.



Everyone agrees that Terri's own Tune Up composition tops the charts and Danielle follows the bouncing ball and scores a perfect 100 on Mat Melodies!



There are no clear winners in the Ditto event. Everyone is all tied up while trying to match the computer's moves. The Power Pros win the overall Aerobics contest and they lead going into the final event!



SUPER TEAM GAMES

Our teams trade victories in two popular Summer Camp events. The Power Pros win the Relay Race and the Nintendo Nuts claim victory in the Six-Legged Race.

TM



The whole group gets into the action at the Super Team Games. Good teamwork is essential here, as many of the events require each team member to work together toward a common goal.

CAMP NINTENDO



Danielle turns in a sturdy performance in the Obstacle Course and wins easily.



The Competition was tied going in to the Tug Of War. And the winner is ...



Trevor pushes the Nintendo Nuts to a free wheeling victory in the Skateboard event.



Well Mike, it looks like everyone had a lot of fun. Who won?



It was great fun, Steve, and the Power Pros came out victorious.



Everyone is really a winner with the Power Pad and these three terrific games.



Fun, fast paced action and physical fitness. That's the new Power Pad, now sold separately with World Class Track Meet.



VIDEO SHORTS

This time around in Video Shorts, we go from 16th Century feudal Japan to modern day Mexican jungles where we'll do battle with a futuristic alien. In between, we'll be put through our paces in military strategy and helicopter action. We will explore the mystic arts of kung fu and tarot readings. Roll 'em.

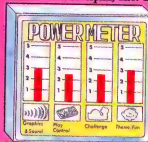


CALIFORNIA GAMES™

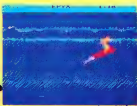
from MILTON BRADLEY

TM&© 1987 Epex, Inc. Licensed to Milton Bradley Co.

You'll be in a state of excitement with the variety of "fun-in-the-sun" activities to choose from in California Games. For you free-wheeling types, there's a treacherous trail biking course, an intense skateboard half-pipe, and a bad obstacle-laden sidewalk course to challenge the best rollerskaters. Hit the park for a little foot bag or flying disc toss or board your board and grab some waves. C'mon, dude, bring your baby oil and let's catch some rays.

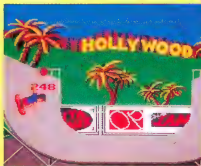


ISURFING



Maneuver your board near the edge of the tube for more points.

SKATE BOARDING



Executing a critical turn requires good height and precision timing.

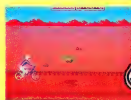


Perform many different kinds of moves to rack up big scores.

FOOT BAG



BICYCLING



Time your jumps accurately. Remember, speed isn't always best.



ROLLER SKATING



The sidewalk is weather worn and there are some killer cracks.



Monitor the inset screen to judge distance.

FLYING DISC



TABOO, THE SIXTH SENSE™

from TRADEWEST

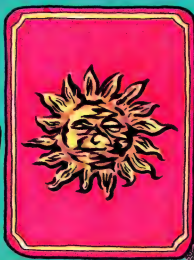
TM&© 1988 Rare, Ltd.
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SWORD



Cup

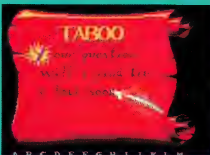


Coin



STAFF

Ancient folk traditions meet state-of-the-art technology! Tarot cards are the centuries-old traditional cards used by fortune tellers to predict the future. Taboo is the modern day technological version of a typical Tarot reading. All 78 cards of the regular Tarot deck (from which our modern day 52 playing card decks have evolved) have been incorporated into a Game Pak. Simply input your name, birthdate, sex, and ask a question about a specific upcoming situation or event. The electronic Tarot deck is shuffled and one particular card is selected to represent you, while ten more cards are laid to provide you with the answer to the question you just asked. After your reading, select a state and lucky numbers will be displayed. They could be your winning numbers. Taboo even comes wrapped in a black silky velvet cloak, the traditional wrap of a Tarot deck.



To what question do you dare seek an answer?



The Tarot cards are in the positions forming the Celtic cross.



Select a state and get your lucky numbers.

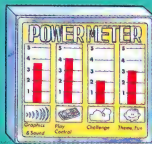
Taboo is intended strictly as entertainment and as a curiosity. No other use is encouraged or implied. Taboo deals with a subject matter that may not be appropriate for some players.



The mystic hand with the quill pen will write your personal information.

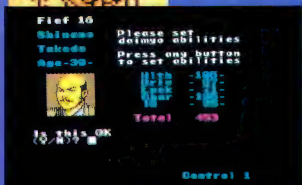


The deck is shuffled and a card is displayed to represent the questioner.





TM Koei Corporation



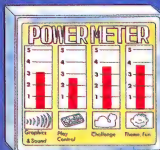
A 21-command menu allows a Daimyo many choices.

Define the character of your Diamyo with number amounts for characteristics.

Welcome to 16th Century feudal Japan, rampant with chaos as there is no single ruler or government to unite the people. Many Daimyos (leaders of smaller sections of the country) attempt conquest and growth of their individual empires and vie for control of the entire nation. The most notorious of the Daimyos is Oda Nobunaga and his ambition, like the other Daimyos, is total conquest. With a 'Zelda'-like memory, this game is rich in the flavor of Japan's civil war period, relating the uncertainty and brutality of the times. Accept the role of one of 50 Daimyos and define his characteristics. Soon you'll have an understanding for the problems which face the Daimyos as a menu screen with 21 commands appears and you must make decisions which will determine the future of your followers. If you tax the people, will they revolt? Should you sell your surplus goods and hire ninja spies or simply declare war or...?



Watch the information insert to learn news of other fiefs.

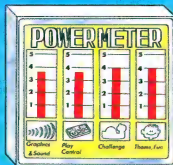




DESERT COMMANDER™ from KEMCO-SEIKA

TM Kemco-Seika

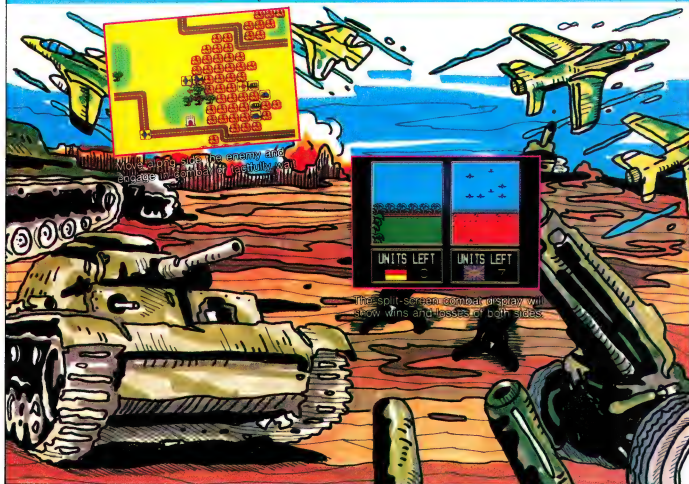
"General, we got enemy fighters coming in from the east and our reconnaissance team reports a division of infantry and armored units to the south, but they've left their base unguarded. Request orders, sir! Over!" "Ready the antiaircraft weaponry, send our fighters south, and mobilize our bombers to take out that base! Yesterday, Mister!!!" You are in command of your country's defense. With your limited budget, select the equipment and personnel that you think will be most effective. The large overview map will keep you updated as to the enemy's positions and movements. Using your world renowned combat ingenuity, you must command your forces to maximize their effectiveness. You must protect your base and keep supplies replenished. When your forces meet the enemy and engage in battle, a split screen shows the action and keeps track of casualties and equipment loss. Play against the computer or a fellow general.



Determine your needs and set allotments for equipment and aircraft.



Place your squadrons in strategic places to gain an early advantage.

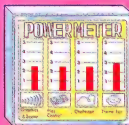




MAPPYLAND™

from **TAXAN**
TM&© Namco Ltd.

Here's a bouncy little quest to get your spirits hopping and move you to spring into action. Mappy, a policeman mouse on vacation, has some hurdles to vault. You see, Mappy is having a bad day. It's Mappy's girlfriend, Mapico's birthday and the Guchi Gang has stolen and hidden the presents that Mappy had bought for her. Guide Mappy through the eight areas where the presents are hidden, while the Guchi Gang chase you and try to prevent you from finding your treasures. Use quick



thinking and the many trampolines available to outmaneuver these rascals. Get the jump on the gang with available weapons like fireworks, bowling balls, and fish. Mapico's party starts soon and the clock is ticking!



Get the special items for protection or to bump the Guchi Gang.



Grab the "brass ring" for a happy escape or to knock over the gang.



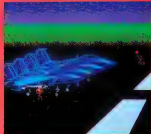
AIRWOLF™

from **ACCLAIM**

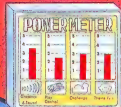
TM of and licensed by Universal Atg Studios, Inc.

©1984 Universal Atg Studios, Inc.

Your name is Stringfellow Hawke and you pilot Airwolf, the world's fastest, most formidable helicopter. You and your partner, Dominic Santini, are summoned out of retirement by Michael Coldsmith Briggs III (code name: Archangel) of Central Intelligence. Your mission is to infiltrate enemy bases and pick up prisoners previously thought missing in action. If possible, take out enemy aircraft and control towers. But beware. The enemy has learned of your mission and will be ready. However...you are in command of Airwolf!



Destroy the enemy's control tower and you'll prevent them from sending up more aircraft.





PREDATOR™

from ACTIVISION

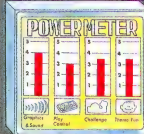
Predator title and characters © 1987 Twentieth Century Fox. Program © 1988 Activision Inc.



Deep in the heart of the tropical jungle is Major Dutch Schaefer who, along with his team of commandos, has just completed a rescue mission. However, one by one his men have disappeared, victims of a savage alien with an uncanny invisible camouflage. Now, it is one man, a trained combat strategist against a deadly powerful and mysterious alien. The major will have to use all his experience and cunning to defeat this alien foe and the enemy soldiers that still lurk about. "Soon the hunt will begin." Inspired by the hit action thriller.



With the grenade, make stairs out of the stone wall.

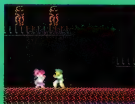


FLYING DRAGON™

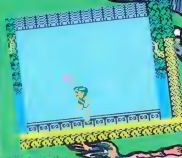
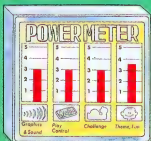
from CULTURE BRAIN

TM Culture Brain USA Inc.

Ryuh, a young man trained as a master in the martial art of Kempo, sets off on a journey to take part in a tournament of contact sports. His challengers are the criminally brutal Tusk Soldiers, who six years earlier had robbed Ryuh's mentor of several Secret Scrolls. Throughout his journey, Ryuh must defeat the Tusk Soldiers to recover the stolen sacred writings and reveal the Soldier's true identities. Each scroll will also increase Ryuh's abilities and powers, enabling him to be the tournament champion.



Defeat MinMin, grab the Power label, and you'll receive new power.



THE WORLD'S FIRST

We've had so many questions lately that we thought we'd answer them here in the NES Journal. However, rather than just give you the answers straight out, we decided to create this little quiz to test your video game comprehension and to do away with false rumors. There are no prizes; just the inner pride of knowing that you met the challenge of this grueling ordeal. And your mother will be so proud.

NES TRIVIA TEST

CHOOSE THE BEST ANSWER.

- How many Minus Worlds are contained in Super Mario Bros.?
 - Only one: at the end of 1-2. (Accept no substitutions.)
 - Twelve: in the middle of 4-6.
 - Four hundred and thirty-nine: at the beginning of World 83-14a.
 - Four minus worlds, three positive dimensions, two neutral planes, and a partridge in a pear tree.
- How does one get out of the "8%(!!!) Minus World at the end of World 1-2?
 - With the Power-Up crowbar.
 - Find the magic scuba gear and warp out to 8-4.
 - Go through the warp pipe that leads to Hyrule where Mario will surface and help Link battle Gannon.
 - You don't. You are trapped. No one has ever found a way out. (If you do, send us a picture. We'd love to see it.)
- Is Nester the son of Howard Phillips?
 - Yes. Note the family resemblance.
 - No. Nester is Howard's little brother. Note the family resemblance.
 - No. (Though there does seem to be a strong resemblance.)
 - No. Nester is a fictional character created by Howard Phillips. His name means "NES-ter." Though there is a strong family resemblance.
- Is there an adapter which allows one to play another video game system's games on the NES?
 - No, nor can you play our games on any other system.
 - Yes, but it requires strong mental powers to operate it.
 - Yes, and it sells for only \$20,000,000.95. Donald Trump owns the only one we know of.
 - Oh, sure, and we gave one to...uh, the...Tooth Fairy, yeah, that's it, the Tooth Fairy, yeah. And one to...uh...Santa Claus, yeah, that's the ticket, and the Easter Bunny, too, yeah. And we're...we're sending one to everybody in the countr... universe. Yeah, that's it. The entire universe. Yeah.
- Will a player get free games, money, a trip to Europe, true love, a place in Heaven, etc. if he or she defeats Gannon, Mike Tyson, Bowser, Wart, the Mother Brain, Medusa, etc.
 - No. Only immortality and a guest spot on "Letterman."
 - No. Nintendo is not conducting a contest which awards prizes for defeating any specific character in our games.
 - You mean you haven't got yours yet?
 - No. You only receive an adapter like the one Donald Trump has.
- Was Nintendo on strike; did it burn down; was it buried in an earthquake; or did any other catastrophic event take place at Nintendo during Christmas of 1987.
 - No, just the giant meteor.
 - No, just that Amityville thing.
 - No, fortunately nothing like that happened; just the usual chaos.
 - Yes, all of it happened. But it was just another typical day here at Nintendo.
- Is it possible to order games directly from Nintendo?
 - No. We do not sell directly to the public!
 - No. We do not sell directly to the public!
 - No. We do not sell directly to the public!
 - Read our lips. We do not sell directly to the public! You should visit your local retailer.
- If you hold the map of Hyrule up to a mirror, which state does it appear to resemble?
 - The state of Antarctica.
 - The state of Mars.
 - The state of Washington.
 - The state of confusion.
- When sending a letter to Nintendo, it is best to include which of the following in the letter and on the envelope?
 - My full name, address, and zip code.
 - Super Bowl tickets.
 - Very legible handwritten (or preferably typewritten) words.
 - All of the above.
- How does one find the Rainbow World on Super Mario Bros.?
 - You don't. There is no such thing.
 - By looking through a prism.
 - By creating a fine mist in front of your video monitor and then shining a light through it.
 - Duck under the lava at the base of the Mother Brain's pedestal.
- When does Kid Icarus' adventure take place?
 - B.C.
 - A.D.
 - A. A. and B.
 - We're confused.
- The very best way to get video game information, secrets, and tips is.
 - To trade your little brother for them.
 - In institutions of higher learning.
 - To read Nintendo Power.
 - To call Nester.
- One of the very first video games was called.
 - Super Wheel Bros.
 - Donkey Saur.
 - Og's Punch-Out
 - Pong (or something like that).

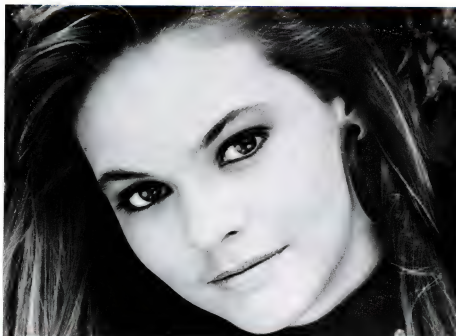
Funny, I don't see any resemblance.

Related to him?
No way!

Answers: 1.A.; 2.D.; 3.D.; 4.A.; 5.B.; 6.C.; 7.D.; 8.C.; 9.C.; 10.A.; 11.A. or D.; 12.C.; 13.D.
Each question is worth 10 points. If you even read this page, give yourself 20 points. Add up your score. If you scored less than 50, you've led a wasted life. 50 to 60—Power Player to be. 61 to 70—Cooking with a microwave. 71 to 80—Power Player in training. 81 to 90—Power Player extraordinary. 91 or more—“Whoa, get down!” If you can't figure your score, you're better off. Congratulations to all.



The Former "Dallas" Star is Tuned into Nintendo



Model, actress and NES Pro.

This Star has it all.

It all started back in December, 1986. Celebrity teens gathered together in Beverly Hills to participate in the "Super Mario-a-Thon" developed as an event to help raise funds for the Scott Newman Foundation, an anti drug organization. What started, you may ask? Shalane McCall's love for Nintendo! Just as millions of us have found a place in our hearts and homes for Nintendo, sixteen year old McCall has as well. Best known for her five year role as Charlie Wade on the hit TV series, "Dallas," McCall has recently left the show to pursue her modeling career and has completed production of a new home video called "Modeling: What It Takes With Shalane McCall."

But this home video is not the only one you'll find on her shelves; Nintendo home video games are stacked up there, too.

"Super Mario Bros. is my favorite game," explained McCall. "I learned how to play the game while participating in the Super Mario-a-Thon and have loved it ever since. I'm really looking forward to Super Mario Bros. 2!"

Shalane even has her own "how to" video on modeling.

And, McCall does not experience the fun and excitement of Nintendo alone. Friends such as Ahmet Zappa, son of Frank Zappa, and Ryan Lambert from Kid's Inc. take time out from their busy

schedules to challenge McCall's Nintendo game playing skills. "I often go to a friend's house to play Nintendo," said McCall, "and it's fun to see my friend Steve Dorf on the Double Dragon ads."

Since completing production of the modeling video, McCall has been on radio and has made appearances at various charity events and numerous publicity appearances on television shows. When not traveling, working, or playing Nintendo, McCall likes to listen to music, especially from favorite groups such as The Smith, U2, and Jane's Addiction.

To her credit, in addition to "Dallas" and a successful modeling career, McCall has won more than 100 beauty pageant awards and has received several other awards including Youth in Film's "Best Young Actress in a Daytime or Nighttime Television Series." Will an award for being a hot video game player follow? Only time will tell.





“Out Of Sight” Page!

Here are a couple of eyeball-bending picture puzzles to test your powers of observation. Be thorough and look carefully at the puzzles, but see how quickly you can solve them. Time yourself and race a friend!

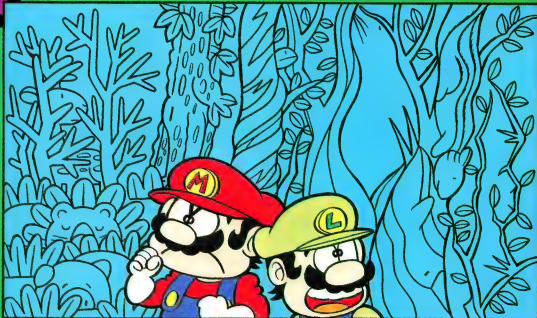
Q

The two drawings below show Link having a typical day in the forest. However, there are six differences between the two pictures. Can you spot them all?



Q

Mario and Luigi, lost in the forest, are being observed by seven forest creatures who have hidden themselves. See how many animals you can discover.



A

Link differences: Cross on shield is upside down. Tree branches are different. Darknuts eyes are different. Letter on bag P and R. Lanmola's whisker's and body are different. Mario Bros: Lion, pig, squirrel, bird, snake, crocodile, seal and deer.

NINTENDO POWER AWARDS '88



OFFICIAL RULES (No Purchase Necessary)

To enter, just fill out the Nintendo Power Awards '88 ballot. Or, print your name and address on a plain 3x5 piece of paper and mail to:

NINTENDO POWER Awards '88
P.O. Box 97062
Redmond, WA 98073-9762

One entry per person please. All entries must be postmarked no later than April 15, 1989. No responsibility is assumed for lost, stolen, or misdirected mail.

Winners will be selected in a random drawing from among all eligible entries received, on or about May 1, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after May 1, 1989 by sending a self addressed stamped envelope to the address listed above.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families. This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.



Nintendo Power Ballot and Survey

Using the postcard below, answer the following questions and your name will be entered in our Nintendo Power Awards '88 drawing. More importantly, you'll help us decide which games win the Nesters. Refer to Nester Awards article on pages 88, 91, 92 for nominees.

- A. Best Graphics and Sound
- B. Best Challenge
- C. Best Theme, Fun
- D. Best Play Control
- E. Best Character
- F. Best Ending
- G. Best Player v.s. Player
- H. Over All



I. How old are you?

- 1. Under 6
- 2. 6-11
- 3. 12-14
- 4. 15-17
- 5. 18-24
- 6. 25 or Older

J. Sex

- 1. Male
- 2. Female

Please use the list of game titles (1-118) on the next page to answer the following questions.

- K. What two games would you like to see reviewed in a future issue of Nintendo Power?
- L. What three games are you planning to purchase next?
- M. Please indicate, in order of preference, your five favorite games.

Ballot

Name _____ Tele. _____

Address _____

City _____ State _____ Zip _____

Subscriber No. _____ (Fun Club Member No.) _____

Vote for the Nesters using the article on pages 88, 91, 92.

- | | |
|----------------|----------------|
| A. _____ (a-e) | E. _____ (a-j) |
| B. _____ (a-e) | F. _____ (a-e) |
| C. _____ (a-e) | G. _____ (a-e) |
| D. _____ (a-e) | H. _____ (a-i) |

I. 1. under 6 _____ 2. 6-11 _____ 3. 12-14 _____

4. 15-17 _____ 5. 18-24 _____ 6. 25+ _____

J. 1. Male _____ 2. Female _____

K. Indicate Numbers 1-118 (list on next page) a. _____ b. _____

L. Indicate Numbers 1-118 (list on next page) a. _____ b. _____ c. _____

M. Indicate Numbers 1-118 (list on next page) a. _____ b. _____ c. _____

d. _____ e. _____

GAME LIST



MAR/APR ISSUE PLAYER'S POLL GAME LIST

1	1943	34	Guerilla War	64	N.F.L. Football	97	Tecmo Bowl
2	Adventure of Lolo	35	Gun.Smoke	65	One-on-One	98	Teenage Mutant Ninja Turtles
3	Airwolf	36	Gyruss	66	Operation Wolf	99	Terminator
4	Athletic World	37	Hoops	67	Othello	100	The Adventure of Bayou Billy
5	Bad Dudes	38	Hudson's Adventure Island	68	Paperboy	101	The Goonies II
6	Bases Loaded	39	Ice Hockey	69	Pinbot	102	The Guardian Legend
7	Bionic Commando	40	Indiana Jones & The Temple of Doom	70	Platoon	103	The Legend of Kage
8	Blades of Steel	41	Ironsword	71	Power Glove	104	The Legend of Zelda
9	Blastar Master	42	Jackal	72	Predator	105	Thundercade
10	Bubble Bobble	43	Jeopardy, Jr.	73	Pro Basketball	106	To the Earth
11	Bump 'N Jump	44	John Elways Quarterback	74	Pro Wrestling	107	Top Gun
12	California Games	45	Kid Icarus	75	Q*Bert	108	Trick Shooting
13	California Raisins	46	Kid Kool	76	Rad Racer	109	Ultima
14	Castlemania	47	Knight Rider	77	Rampage	110	Vegas Dream
15	Clash at Demonhead	48	Kung Fu Hero	78	R.C. Pro-Am	111	Wheel of Fortune
16	Cobra Command	49	Legendary Wings	79	Robo Warrior	112	Wheel of Fortune, Jr.
17	Cobra Triangle	50	Life Force	80	Robocop	113	Who Saved Roger Rabbit?
18	Contra	51	Magic Johnson's Fast Break	81	Rollerball	114	Wizards & Warriors
19	Defender of the Crown	52	Major League Baseball	82	Rygar	115	World Games
20	Desert Command	53	Mappyland	83	Sesame St. 123	116	Wrestlemania
21	Double Dragon	54	Marble Madness	84	Skate or Die	117	Xenophobe
22	Double Dribble	55	Mega Man	85	Spy vs. Spy	118	Zelda II-The Adventure of Link
23	Dragon Warrior	56	Mega Man II	86	Star Soldier		
24	Dr. Jekyll & Mr. Hyde	57	Metroid	87	Star Trek V		
25	Faxanadu	58	Mickey Mousecapade	88	Stealth Eagle		
26	Fester's Quest	59	Mike Tyson's Punch-Out!!	89	Street Cop		
27	Flying Dragon	60	Monster Party	90	Strider		
28	Friday the 13th	61	Ninja Gaiden	91	Super Dodge Ball		
29	Ghostbusters	62	Ninja Taro	92	Super Mario Bros.		
30	Ghosts 'N Goblins	63	Nobunaga's Ambition	93	Super Mario Bros. 2		
31	Goal			94	Super Sushi Pinball		
32	Godzilla			95	T & C Surf Design		
33	Golgo 13			96	Taboo		

MORE TO COME!



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The Nominees Are...

Best Graphics & Sound



Which of these five games has the brightest graphics and the best sound effects? Do you go for the music of one, or characters and background design of another? Cast your vote.

A	DOUBLE DRAGON
B	SIMON'S QUEST—CASTLEVANIA II
C	METROID
D	BLASTER MASTER
E	WIZARDS & WARRIORS

Best Challenge



Some games might be too easy. And some are just too hard. This is your chance to pick the one you think is just right!



A	THE LEGEND OF ZELDA
B	HUDSON'S ADVENTURE ISLAND
C	SOLOMON'S KEY
D	BIONIC COMMANDO
E	CASTLEVANIA

Best Theme, Fun



These games all have something a little special. The storyline makes them a blast to play again and again. Vote for your fav'.

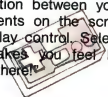


A	SUPER MARIO BROS. 2
B	ZELDA II—THE ADVENTURE OF LINK
C	GOLGO 13
D	BIONIC COMMANDO
E	SIMON'S QUEST
F	BLASTER MASTER

Best Play Control



When you feel like there is a direct connection between you and the movements on the screen, that's great play control. Select the one that makes you feel like you're "really there!"



A	SUPER MARIO BROS. 2
B	METROID
C	CASTLEVANIA
D	BLADES OF STEEL
E	BLASTER MASTER

Let's Vote!

Cast your vote using the postcard on page 90. You could win a library of the best games of '88. Twenty Five lucky winners will get the eight best games of '88 for their own NES collection. (If one title wins more than one category, the second place title will be substituted).

Best Character



Now's your chance to vote for your favorite hero. Which one of these characters has the most video charisma?

A	LINK (Zelda II)	F	SIMON BELMONT (Simon's Quest)
B	MEGA MAN (Mega Man)	G	COMMANDO JOE (Bionic Commando)
C	SAMUS (Metroid)	H	KUROS (Wizard & Warriors)
D	MARIO (Super Mario Bros. 2)	I	JASON (Blaster Master)
E	DUKE TOGO (Golgo 13)	J	MASTER HIGGINS (Hudson's Adv. Island)

Best Ending



After all is said and done, which ending made it most worth all the effort?

A	SUPER MARIO BROS. 2
B	CASTLEVANIA
C	ZELDA II
D	BLASTER MASTER
E	BIONIC COMMANDO

Best Player V.S. Player



Which of these makes it the most fun to challenge a friend instead of a computer opponent?

A	BLADES OF STEEL
B	BASES LOADED
C	PRO WRESTLING
D	DOUBLE DRIBBLE
E	WHEEL OF FORTUNE

Over All



These titles are the best of the best, cream of the crop, top of the heap. It will be tough to pick just one all-time favorite.

A	ZELDA II—THE ADVENTURE OF LINK
B	THE LEGEND OF ZELDA
C	GOLGO 13
D	SUPER MARIO BROS. 2
E	MEGA MAN
F	DOUBLE DRAGON
G	MIKE TYSON'S PUNCH-OUT!!
H	METROID
I	BLASTER MASTER
J	BIONIC COMMANDO

Sept/Oct Issue Players's Poll Contest Winners

Grand Prize

Joel Cazzell Manteca CA

Second Prize

Andy Butcher Mukwonago WI
James Lenamond Carrollton TX
Marcos Jimenez Sacramento CA
Michael T. Sharpe Englewood OH
Scott Atwood Astoria OR

Third Prize

Aaron Gardiner Brush Prairie WA
Axel Hadida Miami Beach FL
Bryan Pizzi Washington WA
Bryan Nielsen Glendora CA
Carolyn Hughes Griffithville AK
Dusty Chandler Carlsbad CA
Janis Hansen Langhale AFB MO
Joe Middleworth Baltimore MD
Michael Randall Fowlerville MI
Scott Philemon Neenah WI

Fourth Prize

Adam Walker Wallingford CT
Adam Degener Louisville KY
Alex Soran Twin Falls ID
Andrew L. Daugherty Elba AL
Anthony Gallo Wilkesville OH
Ben M. Kunkel Shiloh OH
Brad Cole Bloomington IL
Brian J. Tischler Woodbury MN
Bubba Davenport Greenwood SC
Chris Katsberg Hastings NE
Chris Knud Waukesha WI
Chuck Haber Highland Park IL
Craig Benton Hutchinson MN
FL Crystal Wilson St. Louis MO
Ganny Caropreso Mason City IA
Daniel Mekendrick Palmer AK
Darren Sanders St. Charles MO
Darrin Bistline Colorado City AZ
Dennis Lee Union City CA
Donald Stolt Westley WI
Doug Hazelberg Kenosha WI
Erwin Choi Kingston NY

Gary M. Corbin Washington MI
Heather Wagner Langhorne PA
Henry Kurtz Philadelphia PA
Hesham Samaan Modesto CA
Jason Lapinski Waldorf MD
Jay Mack Ocean NJ
Jennifer Mays Henserson KY
Jimmy Bell Philadelphia PA
John Michelson Action MA
Kara Miller Nineveh IN
Kenny Fowler Millersville MD
Kyle Gerhard Monroe WA
Larry Liermann North Canton OH
Lennard Bautista Virginia Beach VA
Matthew Stacey Rockville MD
Nicholas Amos Los Angeles CA
Richard L.J. Hallam Vista CA
Rob Tudor Columbus Grove OH
Roger Allen Leaghe City TX
Shane West Lake Lure NC
Shannon Middleton Glenview IL
Stephen Craig Festus MO
Stephen Yuen Denver CO
Stephen Martin Littlefield ME
Steve Pittman Houston TX
Stuart Rice New York City NY
Tim Lyons Corville IA
Todd Sprang Michell SD

You could be next!

NOV/DEC Issue Player's Poll Contest Winners

Grand Prize Winner

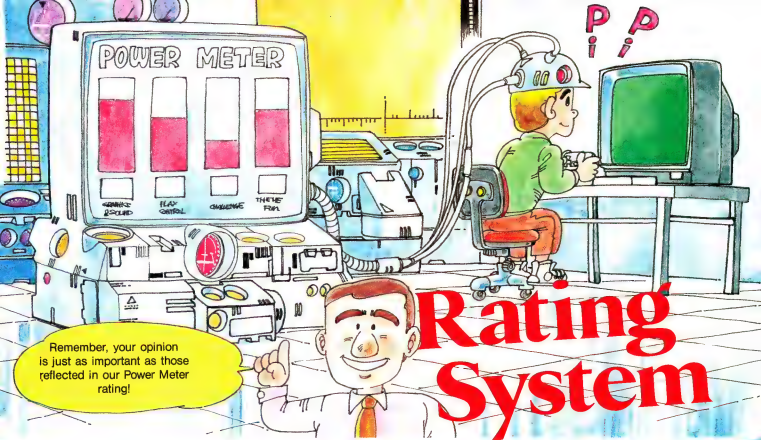
Mike Lee, Edmonds, WA

Trip for 4 to Disneyland!

Second Prize Winners: Games, games and more games

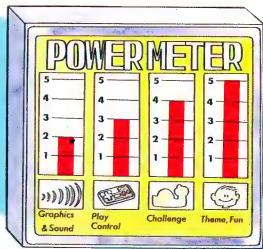
Aaron McBride, CA, Ahmad Aslami, GA, Aimee Zucco, WI, Alan Gibson, CA, Alan Campbell, SC, Alec Taylor, MD, Alex Scott, PA, Alex Kerby, VA, Alex Gard, KS, Allen Ejercito, CA, Allen Yau, TX, Allie Loundermilk, KY, Alonzo Collard, UT, Amy Leavitt, OR, Amy Saragusa, LA, Andrew Law, IL, Andrew Kozlowski, NJ, Andrew Smith, VA, Andrew Phillips, MN, Andy Lauridsen, WI, Andy Marshik, MI, Andy Crane, VA, Angelo Stern, VA, Anne Alo, CA, Anthony Brooks, OH, Anthony Rhinehart, VA, Anthony Trani, NY, Anthony Leone, KS, Arnel Genodhi, HI, Arshad Khan, TX, Asa L. Hiles, KY, Ben Smith, TN, Ben Harris, OR, Ben Williams, CA, Ben Villareal, TX, Bennamin Holt, TX, Bill Dravojan, HN, Bill Mohr, IL, Billy Cripe, OK, Bob Rosner, CA, Bobby Diehl, NJ, Bonnie Elster, PA, Boris Usztan, MI, Brad Carson, CO, Brad Kingsburg, NJ, Brad Fike, IN, Brad Klotzsh, IN, Brian Kerr, AL, Brandon Krouse, UA, Brant Ford, MI, Brendan O'Riordan, CA, Brent Kregelberg, MN, Brent Lee, CA, Brian Fitzgerald, VA, Brian Harguy, CA, Brian Lewings, OK, Brian S. McKinstry, IA, Brian Piffer, IA, Brian Hale, OK, Brian Wagner, AR, Brian Burns, MA, Brian Tomasso, NJ, Brian Hopkinson, WI, Brian Wilder, OK, Brian Kuehn, ND, Brian Imhoff, ID, Brian Detrick, PA, Brian Emmerich, WI, Brian Metzgen, NJ, Brian Reese, NY, Brian Sandvall, SD, Brian Tracy, FL, Brian Balinto, HI, Brown Robertson, MA, Bruce Lawler, AL, Bryan Bronczek, IL, Bryon Sampson, UT, C. J. Del Vecchio, Jr., C. Johnson-Reynolds, PA, Cahries M. Atkins, VA, Casey Brown, IN, Casey Fivecort, OR, Casey S. Yoo, HI, Casey Canine, CA, Chad Richter, WI, Chad Kane, UT, Chad Orr, ND, Chad Heriaud, IL, Chad Lockhart, IL, Chad Walker, SC, Charles Huckyb, TN, Charles Brawner, WI, Chase Maleoni, SD, Chris Balsom, NC, Chris Meek, IN, Chris Gutierrez, CA, Chris Fischer, IN, Chris Brown, NY, Chris Abbate, MA, Chris Dennis, IA, Chris Marsh, CA, Chris Stevens, CA, Chris Heiber, GA, Chris Preller, PA, Chris Rauschuber, TX, Christopher Weger, CA, Christopher Bennis, NJ, Chrissy Wilhelm, NC, Chuck Phillips, AL, Chung W. Lee, MA, Chyle McMahon, IL, Cindy Sikora, MI, Cliff H. Bendixen, AK, Clydeville Jr., LA, Cody Hook, AR, Colin Kreuziger, WI, Craig McCann, OH, Craig LaFleur, LA, Craig Millies, AR, Craig Adams, UN, Curtis Grullon, RI, Dallas Robinette, UT, Dallas Short, DE, Damin Booker, MI, Dan Maagley, PA, Dan Maruska, MA, Dan McDonough, MN, Dan Moffett, IL, Dan McGaffigan, Daniel Blackshear, GA, Daniel Lee, CA, Daniel Pineda, VA, Daniel Lindner, WA, Daniel Grubbs, MO, Danny Witt, KS, Dante DelaCerna, CA, Darrin Tucker, IN, Darryl Matthews, NY, Dave Walters, CA, Dave Deyoung, IL, Daven King, CA, David Lee, NY, David Chen, PA, David Bohner, NJ, David L. Hutton, IN, David Rosch, NC, David Chertow, IL, David Bergand, MA, David Patterson, MD, David Tacy, NH, David Tappan, WA, David Ezell, DC, David Mikkelsen, AZ, David Lee, CA, David Linkingsworth, AL, David Horner, CA, David Maberry, KS, David Mason, FL, David Goldstein, CA, David Merkel, TX, Dennis Fels, PA, Dennis Pettas, NY, Denny Tan, CA, Deron W. 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Echols, MI, Idre Stiles, IA, Ivan Castillo B, CA, Ivan Kiano, MI, Jack Mooneyham, TX, Jack Russell, SC, Jack Green Jr, GA, Jackie Aims, TX, Jacob B. Mueller, NE, Jacob Hosteller, OR, Jacob Cossart, MI, Jaime Douglas, PA, Jake Weinstein, MD, James Giddings, OR, James Calise, RI, James C. Pfingsten, MD, James Issa, CA, James Hinds, CA, Jerry Haefel, WI, Baker III, OK, James Mlanto, LA, Jami Kaup, NE, Jamie Curtis, KY, Jamie Cox, VA, Jamie Scott, NY, Jarrod Moore, VA, Jarrod A. Tollett, OK, Jason Reuter, WI, Jason Malagutti, CT, Jason Jones, IL, Jason Hulise, LA, Jason Palik, MD, Jason Stoecker, MI, Jason Thaxton, UT, Jason M. Kida, MA, Jason Fresia, OK, Jason Moss, MD, Jason Meyer, MN, Jason Phillips, SD, Jason Krich, IL, Jason Vincent, OK, Jason Giddens, DE, Jay W. West, ID, Jayme Brame, MI, Jeff Sadler, MI, Jeff Pribe, MN, Jeff L. Fuller, IN, Jeff Jacobs, AZ, Jeff McCarthy, MI, Jeff Gould, VT, Jeff Grodsky, MD, Jeff Estes, CT, Jeff Hensley, OH, Jeff Arango, NJ, Jeff Whitson, TX, Jeffrey Parsons, OK, Jeremy Walter, OR, Jenny McCord, MA, Francisco Castronjey, Jr., CA, Frank Polizzi, NY, Frankie Pardo, TX, Garner Field, TN, Gary Vandal, FL, Jerry Drescher, WI, Jerry-Lu, CA, Jessica Thompson, UT, Jim Smith, OK, Jim Cooley, IL, Jim Smith, KS, Jimmy Penney, PA, Jimmy Previs, CT, Jimmy Wehrfriz, MO, JD Dumont, NH, Joe Meeks, UN, Joe Meeks, UN, Joe Belu, OH, Joe Richardson, PA, Joe Perrone, PA, Joe Ashley, MT, Joe Self, MO, Joe Baker, MD, Joel Bradley, KY, Joe Pittaway, MI, Joe Conway, IL, John Cain, FL, John Robinson, LA, John Moore, GA, John Robert Zentgraf, MI, John Iovachiro, NJ, Jojo Chung, TX, John Turner, IN, John Mallari, MN, John Woolley, AL, Jon Frost, VA, Jon Van Matre, AZ, Jonathan Shelton, VA, Jonathan Dodd, WA, Jonathan Mead, PA, Jonathan DeAngelis, MA, Jonathan Pwitt, TN, Joseph Curtis, TN, Joseph Dildred, ME, Joseph Allen, MD, Joseph Parker, AL, Joseph Semana, CA, Josh Conway, IL, Josh Lesnick, TX, Joshua Land, MA, Joshua McLean, CA, Joshua A. 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Continue on Page 105



Remember, your opinion is just as important as those reflected in our Power Meter rating!

Rating System



Note

Our Pros have rated each characteristic on a scale of 1 to 5. If you especially go for graphics, or love a great challenge, you'll find these ratings helpful as a quick reference guide.

EXPLANATION

To further help you decide which games are right for you, we've developed the Power Meter Rating System. Every new game introduced for the NES will be rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme, Fun.

Note



We know our expert's opinions may not always be the same as your own. Everyone has different things that they think are important in a game. That's why we're giving you your own Player Meter to fill out and compare with ours.

Graphics & Sound

Bright, sharp graphics and sensational sound effects will win a game high marks in this glitzy category.

Play Control

When you can actually feel the connection between your controller and the screen, that's Play Control!

Challenge

Make sure you match your skill level to the challenge rating. You'll maximize your fun if a game is not too easy or too hard.

Theme, Fun

Who knows why, but some games are just fun, fun, fun. We'll give you our impression with this rating.

NINTENDO POWER™

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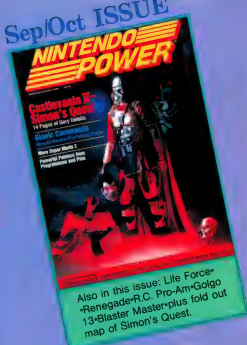
Also in this issue: Double Dragon•Contra•Wheel of Fortune•Jeopardy•plus foldout map of Zelda's Second Quest.

Jul/Aug ISSUE



Also in this issue: Blaster Master•Anticipation•Blades of Steel•Cobra Command•Racket Attack•Mickey Mousecapade•plus fold out Blaster Master Poster.

Nov/Dec ISSUE



Also in this issue: Life Force•Renegade•R.C. Pro-Am•Golgo 13•Blaster Master•plus fold out map of Simon's Quest.



Also in this issue: Wrestlemania•Sesame Street 1.2.3•Marble Madness•Operation Wolf•Metal Gear.

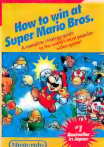
Jan/Feb ISSUE

Zelda Tips & Tactics

SUCCESS STORY. Here's just what you need to conquer the evil and mysterious Ganon. You'll discover shortcuts. Find out how to get information. And discover clever ways to conquer enemies and save the Princess! You can order this booklet for \$4.95 by giving your VISA/Master Card number to our Customer Service Department at 1-800-422-2602. 102 Pages.



BOOKS



Super Mario Tips

How To Win At Super Mario Bros. STRATEGY GUIDE. Here's just what you need to find your way through the exciting worlds and levels of Super Mario Bros. Find out how to get past Bowser. Get extra lives. Warp into new worlds. Discover hidden surprises with tips that work like magic. You can order this booklet for \$4.95 by giving your VISA/Master Card number to our Customer Service Department at 1-800-422-2602. 112 Pages.

VIDEO SPOTLIGHT

POWER PLAYERS

The spotlight's on you! We think you'll agree that these players possess video prowess!

If you are looking for the best Power Players that exist, you have found them. But I mean REAL Power Players (the ones that are hard to find). Our team is composed of two brave adventurers called Master K and Master R. We are well trained with good reflexes and good hand-eye coordination. We have good memories, and best of all, we have our secret weapon which is self-confidence. There is no game in this whole world that we can't finish or no princess that we can't rescue. We are the best, the greatest and they don't come any better. Please forgive us for not being modest at all but it's just that we have finished so many games. To mention just a few, they are Castlevania, Commando, Contra, Deadly Towers, Double Dragon, Ghosts 'N Goblins, Goonies II, Ikari Warriors, Iron Tank, Karnov, Kid Icarus, Kung Fu, Metal Gear, Metroid, Mike Tyson's Punch-Out!!, etc. . . .

**Kristian Ferreira
Humacao, PR**

My son Kelly has been playing video games since he was three. He sharpened his skills and instincts on other video game systems. Then for his fifth birthday (October '87) he received his NES. In my opinion, a Power Player was born that day.

I'm sure he's one of the youngest players to get through The Legend of Zelda, and it only took him about six weeks. He beat Rygar in two nights, Wizards and Warriors in one day, and he has scored 9,999,950 on Super Mario

Bros. He has completed Kid Icarus in five days and in three



days he has defeated the Mother Brain in Metroid. Next up is Super Mario Bros. 2 and Zelda II—The Adventure of Link.

Kelly seems to play with a sixth sense. I can't even come close to his accomplishments. He gets calls from all the neighborhood kids on his "hot line" wanting to know more information.

His favorite games are Mike Tyson's Punch-Out!!, Goonies II, and Kid Icarus.

Kelly's best tip is when fighting Twinbellows in Kid Icarus, trap him in the bottom right corner, facing away from you. He can't turn around, and you can blast him at will.

Thanks!

**Vance E. Evans
Salt Lake City, UT**

I have yet to play a Nintendo game that has stumped me. I have beaten The Legend of Zelda in two weeks (both quests), Super Mario Bros. in two weeks,

Metroid in one week, Kid Icarus in four days, 1942 in two days, and Commando in two days. I beat the Great Puma in Pro Wrestling with every possible character and in Double Dribble I can beat the third difficulty level as any team (L.A. is my best).

In The Legend of Zelda, I have won without getting any swords except for the Magic Sword. In Mike Tyson's Punch-Out!! I can beat the first four boxers blindfolded.

I am still looking for challenges. I hope to buy Ultima, Double Dragon, Super Mario Bros. 2, Zelda II—The Adventure of Link, Dragon Warrior and Wrestlemania. So, keep those games coming!

**Josh Zimmerman
Grass Valley, CA**



My brother, David and I would like to consider ourselves Power Players. After owning an NES for six months we have found it to be the most enjoyable thing we've ever played. Our technique is to have the person not playing take notes and guide the other. This way the person playing only has to con-



Calling all Power Players

Would you like to see your name up in lights? Send us a letter and pictures recounting your own video achievements (or a friend's).

We'll profile several Power Players in each issue.



centrate on the screen. Using this method, we have conquered many of the most challenging games.

The first game we completed was *Wizards and Warriors*. After purchasing it in the afternoon we played it the rest of the evening. In six hours we had defeated the wizard and rescued the princess. *Contra* was a bit more challenging, taking us a week to reach the end. We have now defeated Red Falcon three times in the same game. *Super Mario Bros.* took us two weeks and we both completed the First Quest of *The Legend of Zelda* in a week. We completed the Second Quest in the following two weeks. While borrowing Mike Tyson's *Punch-Out!!* for three weeks from a friend, we managed to get to Mr. Sandman. Double Dragon took a mere week to be completed.

We love our NES and are eagerly awaiting many of the new games—especially *Zelda II—The Adventure of Link*.

Bradley and David Messmer
Newport News, VA

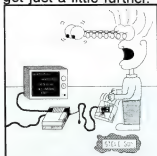
I think I'm a Power Player. I saved the princess in *Super Mario Bros.* without warping. I can beat *Contra* seven times in one game. In *Major League Baseball*, I can beat the computer 122 to seven. Honest! I can finish *The Legend of Zelda* in six games but my average is about 20 because I goof around a lot. I can get to the 25th round on *Duck Hunt*. I am only 10 years old.

Jeremy Hopkins
Richardson, TX

Hello! My name is Steve and I think I should be considered a Power Player. I have had the NES ever since it was invented. Since then I have defeated Ganon in *The Legend of Zelda* twice, mastered *Kung Fu*, defeated Mother Brain in *Metroid*, mastered *Spy Hunter*, completed all the levels in *Gyromite*, got 999,900 on *Duck Hunt* staying about five and a half feet away from the screen, got 999,000 on *Hogan's Alley* from five feet away,

defeated Medusa in *Kid Icarus*, and beat Great Puma in *Pro Wrestling*. My most recent accomplishment was defeating the Red Falcon six times in *Contra* and achieving a score of 6,553,500.

I have too many tips to list, but here are a few. As your character is being defeated in *Contra*, he blinks for a few seconds. At this time, he is invincible. You may be able to use this time wisely to walk through enemies and bullets and get just a little further.



Here's a drawing that I did on my computer of me at my NES when I achieved my high score in *Contra*.

Steven "Zoid" Guy
Moorestown, NJ

Power Player Profile: Brian Michaels

Age: 16
City: Rockford, IL

Favorite Games: I like *Super Mario Bros. 2*. It's different. You have to figure a lot of things out.
Outstanding Video Accomplishments: I finished *Super Mario Bros. 2* in two days, beat Mike Tyson in Mike Tyson's *Punch-Out!!*, and pinned *The Great Puma* in *Pro Wrestling*.
Strategies: I could go on for hours



about tips but instead of having hints for specific games, my advice is to be patient, because anger and frustration lead to mis-

takes. It's also a good idea to plan a strategy. Pause the game when you get in a trouble spot, and look through issues of *Nintendo Power*. You could also talk to other players and trade tips.

Other Interests: I like to read a lot of books. Stephen King is my favorite author. I like *Eyes of the Dragon*.

Future Games: I'd like to get *Zelda II—The Adventure of Link*, *Rampage*, and *Track and Field II*.



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

■1943			Kristopher Sutton ▶ Alpine, CA ▶ 1,127,600		
Dan Vacura ▶	Bloomington, MN ▶	918,200	■GOLF		
■ARKANOID			George Nunes ▶	New Bedford, MA ▶	-23 49
Douglas Gardner ▶	Binghamton, NY ▶	776,740	Brent Castleman ▶	Minot, ND ▶	-23 49
Jerry B. Lemler, M.D. ▶	Mobile, AL ▶	769,510	■GOTCHA		
Danny Collarini ▶	Slidell, LA ▶	746,440	Erik Zandt ▶	Waxahachie, TX ▶	999,990
Ted Gengler ▶	Denver, CO ▶	728,370	Robert Diaz ▶	Lorain, OH ▶	999,990
■CASTLEVANIA			■GRADIUS		
Tim Trolinger ▶	Columbia, MD ▶	999,990	John Duff ▶	Kailua, HI ▶	9,918,600
David & Mike Kalkstein ▶	New Kensington, PA ▶	999,990	Jason Kalayjian ▶	Huntington Beach, CA ▶	8,759,400
Ricky Keegan ▶	Bethpage, NY ▶	999,990	■GUN.SMOKE		
■COMMANDO			Nadav EnBer ▶	Worcester, MA ▶	999,990
Andrew Weyrich ▶	Annandale, VA ▶	999,950	Frankie Weag IV ▶	Union, NJ ▶	999,980
Jeff Bovitz ▶	Hibbing, MN ▶	999,950	■HOGAN'S ALLEY		
Matt McGee ▶	Midland, VA ▶	999,950	Michael Kirsch ▶	Clayton, NC ▶	999,900
Kevin Cooke ▶	Centereach, NY ▶	999,950	Brian Wong ▶	Orange, CA ▶	999,900
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Stacy Zepp ▶	Hornell, NY ▶	999,950	Wayne Costa ▶	Brentwood, NY ▶	118,180
Wayne Genualdi ▶	Niles, IL ▶	999,950	■IRON TANK		
■CONTRA			John Phung ▶	Novato, CA ▶	955,500
Brian Shukla ▶	Fairmont, MN ▶	6,553,500	■JAWS		
Clarence Miller ▶	Springfield, OH ▶	6,553,500	Josh Huyler ▶	Toms River, NJ ▶	1,289,170
David Rutledge ▶	Ada, OK ▶	6,553,500	Brendon Sutton ▶	Altmore, AL ▶	1,020,350
Kris Weaver ▶	Indiana, PA ▶	6,553,500	Mike Friedman ▶	Paramus, NJ ▶	1,018,330
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David Solomon ▶ Seguin, TX ▶ Finished
E. Dale Pegg ▶ Claremore, OK ▶ Finished
Erick Drake ▶ Carson, CA ▶ Finished
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Jonathan Costanzo ▶ Taylor, MI ▶ Finished
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Marc Terry ▶ Columbia, MS ▶ Finished
Matt Rohr ▶ Ofallon, IL ▶ Finished
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MEGA MAN

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MICKEY MOUSECAPE

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Linda Papsodero ▶ Brooklyn, NY ▶ 792,680

R.C. PRO AM

Dan Cudmore ▶ Newhall, CA ▶ 405,712
Thomas Franklin ▶ Lockland, OH ▶ 345,381
Pankaj Wadhwa ▶ Houston, TX ▶ 334,573
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Send your high Score and be a Power Player!

Have you been bragging about your great scores lately? Why not send them in and see how they stack-up against the best players from Coast-to-Coast?

Send your Screen Photos to:
Nintendo Power
NES ACHIEVERS
P.O. Box 97033
Redmond, WA 98073-9733



NINTENDO POWER PRESENTS

PAK WATCH

A LOOK INTO THE FUTURE OF NES GAME PAKS

As you know, things happen rapidly in the video game world: New releases, old arcade favorites adapted for home use, sequels, delays, new equipment and accessories, innovative techniques, games based on the latest movies, and so much more. And, as always, PAK WATCH is right here with all of the up-to-the-minute inside info. There are even changes from last time and we've brought you those, too. But first, a request: Please, PAK WATCHERS, don't write us asking for more information on the games. We will tell you everything we can right here in Nintendo Power just as soon as we can. Promise.

**BIG
NEWS**

**From
Capcom**

Capcom is continuing their association with Disney. They produced Mickey Mousecade by developing three Game Paks based on Disney themes: Duck Tales, Rescue Rangers, and Adventures in Disneyland, based on the different areas of the theme park.



**Adventures
in Disneyland**

**Rescue
Rangers**

Duck Tales

GOSSIP

STAR TREK V

Well, we finally managed to nail down who it is that is producing the Game Pak based on Star Trek. Bandai has announced their Enterprise-ing intentions, but so far, all we have is a brochure.

CLASH AT DEMONHEAD

Vic Tokai proved that they can make a terrific video game with Golgo 13 and we're waiting to see if the quality will continue with this hot new adventure game. The game has tremendous play feel and a bit of role playing.





NEW POWER PAD GAMES!

STREET COP

Introducing the first Nintendo Power Pad action/adventure game. For the first time, utilizing the Nintendo Power Pad, you'll be able to take part in an action mission. You'll be closer to actually being in the video game as the main character because you will be performing the action in real life that your video counterpart performs on the screen. When you turn, the cop turns. When you run, the cop runs. As the title character, you will chase criminals through the streets and bring them to justice. You will also utilize the regular Controller with the Power Pad to help subdue the villains once you catch up to them. Look for a release of this one later on this year.

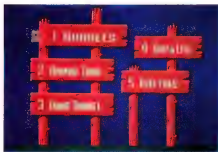


Use your nightstick on sneaky criminals hiding behind the trash cans.



ATHLETIC WORLD

This is a one-player version similar to the Power Pad hit, Super Team Games. The obstacle course is fairly hard and will challenge even the toughest athletes out there. Springing your way this Spring.



CHESSMASTER

Hi-Tech has announced a couple of new Paks: Chessmaster and Remote Control. The latter is based on the new hit game show seen on MTV.

BATMAN

There is a megahuge-budget motion picture of Batman due out this summer. Sunsoft has visited the set at Pinewood Studios in England and decided to produce a game based on the Masked Manhunter.



ARCADE ALLEY

Arcades have always been a natural source of inspiration for home video games. In development are four favorites which should convert nicely to the NES. We are delighted to be able to say that all of these reportedly have two-player simultaneous play! Look for all of them sometime this year.

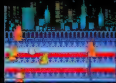
E AD DUDES

Data East is bringing you the NES version of this arcade giant. We're not sure what the fascination is for urban brawls in video games these days or why this one became a mega hit, but we hope it lives up to its arcade counterpart.



S UPER DODGE BALL

We've heard it (or variations) called Bombardment, Soak'em, Prison Ball, Bean Ball, and Slaughter Ball. Whatever name you used in the schoolyard, Super Dodge Ball will require a lot of those same techniques.



G UERRILLA WAR

This popular military game by SNK appears to follow the storyline of the arcade version pretty closely with its theme of revolutionaries overthrowing a dictatorship.



T HUNDER CADE

Though the release of this American Sammy project is reported to be far away, we understand that it still has the double motorcycle assault as in the arcade.



GOSSIP



WHEEL OF FORTUNE, JR. and JEOPARDY, JR.

Both of these Paks from Gametek are junior versions of their previous offerings, aimed at teens and younger players. Word has it they use a new program technique to help avoid the repetition of boards and questions, and offer a more random selection.

STEALTH EAGLE

Big news. This will be the first flight simulator made for the NES. From what we hear, it should send Activision flying high.



PINBALL ALLEY

Before video arcades, there were Pinball machines. A few years back, Nintendo introduced an NES version of Pinball. Now all of you Pinball wizards will have to make room as three new Pinball Game Paks (including one from Nintendo) are heading your way. Personally, we've always "tilted" toward a good game of Pinball...



PINBOT

Nintendo's new entry is programmed by those whizzes at Rare and looks exactly like the arcade Pinbot game by Williams. It has a realistic looking perspective of the pinball table and a cool partial verticle scroll. Like the arcade, Pinbot talks to you, but we especially liked the little space slug that tries to eat your ball. Look for its 4-player, tilt capability, digitized sound and radical graphics features.



ROLLERBALL

This one has two types of games. In the skyscraper mode, you'll be able to play a regular Pinball game which offers several levels to its "table," and includes four-player capability. In the Match mode, which allows for two-player simultaneous play, you and your opponent start with a given number of points and loose them every time a ball gets past you. It's not always easy as there is more than one ball at all times.



SUPER SUSHI PINBALL

Don't let the name throw you. Other than a brief sushi history lesson at the beginning of the game, this game has nothing to do with fish. This one only has two levels to its table, but the B Button will allow you to bump the table to give your ball a little more bounce. But you'll have to watch it. Bump it too much and you'll tilt the game and loose your ball.



Gossip



DRAGON WARRIOR

In the NES Journal of our first issue of Nintendo Power, we told you about Dragonquest III. Well, Nintendo's Dragon Warrior is the American version of the original game which inspired it and its sequel Dragonquest II. The Japanese version was the first "role-playing" video game to become a mega hit. E.T.A. is still a ways off.

MONSTER PARTY

It's by Bandai and it could best be described as a cross between Super Mario Bros. and Castlevania. Cute funny little characters in a haunted house-type mission. It has a good play feel and lots of drippy eyeball monsters.



GOSSIP GALORE

At press time, we'd just come back from the Consumer Electronics Show and so we're pretty much buried under tons of information. Next issue's PAK WATCH promises to be especially exciting and informative. These games really aren't due for release for quite a while, but we knew you'd be interested so we thought we'd toss you a few fastballs.

GODZILLA

Somehow we always knew someone would come up with a game based on Godzilla and the people at Toho, our newest licensee, are the first.

GOAL

We know that soccer fans have been clamoring for a new soccer game and Jaleco is planning to come through with this Pak that will emphasize complex play and technical soccer.

VEGAS DREAM

HAL is gambling that this Game Pak about playing in the Las Vegas casinos will be a hit. We've seen a bit of this one and there's even a little role playing involved.

ADVENTURE OF LOLO

Intriguing little adventure game by HAL. It has a challenging "puzzle room" aspect that some will really enjoy.

FISHER-PRICE

Good news for the wee Power Players in the family. GameTek has announced that they are working on some Fisher-Price games for the younger set.

KUNG FU HERO

More Kung Fu weirdness from Culture Brain, the people who brought you Flying Dragon. This one isn't as serious in theme, however, with its little marshmallowy heroes.

CALIFORNIA RAISINS

Why are we not surprised. These little guys are everywhere else, why not in a Game Pak from Capcom. Makes sense.

GRUMBLE, GRUMBLE DEPT.

We always strive to bring you the latest and most accurate information. We told you about these games in previous issues, they were scheduled to be released relatively soon. But things don't always go quite as planned and there are always changes in this business. It goes with the video game territory. Anyway, we are blowing the whistle to alert you to the ...

... DELAY OF GAMES!!

NFL Football, Knight Rider, Hoops, Magic Johnson's Fastbreak, Jordan vs. Bird: One-On-One, The Guardian Legend, The Legacy of the Wizard, John Elway's Quarterback.

NES PLANNER

MARCH

Athletic World
California Games
Dr. Jekyll and Mr. Hyde
Fist of the North Star
Kung Fu Heroes
Ninja Gaiden
Operation Wolf

APRIL MAY JUNE

Adventure of Lolo
Adventures of Bayou Billy
Airwolf
Bad Dudes
Cobra Triangle
Defender of the Crown
Desert Commander
Dragon Warrior
Faxanadu
Flying Dragon
Guerrilla War
Hydride Special
Hoops
Mappyland
Mega Man II
Monster Party
Ninja Taro
Nobunaga's Ambition
Predator
Street Cop
Strider
Super Dodge Ball
Taboo
Teenage Mutant Ninja Turtles
To the Earth
Shooting Gallery

GAMES SLATED FOR THE FUTURE

Adventures in Disneyland
Batman
California Raisins
Duck Tales
Fester's Quest
Goal
Godzilla
Hollywood Squares
Ironsword
Jeopardy, Jr.
John Elway's Quarterback
Jordan vs. Bird: One-on-one
Knight Rider
Magic Johnson's Fastbreak
Monster Party
NFL Football
Nightmare on Elm Street
Pinbot
Pro Basketball
Rescue Rangers
Robocop
Rollerball
Spy vs. Spy/Island Capers
Star Trek V
Stealth Eagle
Super Sushi Pinball
Thundercade
The Guardian Legend
Legacy of the Wizard
Trick Shooting
Vegas Dream
Wheel of Fortune, Jr.
Who Framed Roger Rabbit

Hey! Look what's coming soon to stores near you. Also get an insider's look of future releases.



TEENAGE MUTANT NINJA TURTLES

NINJA GAIDEN

-Mega Man II

[illegible]

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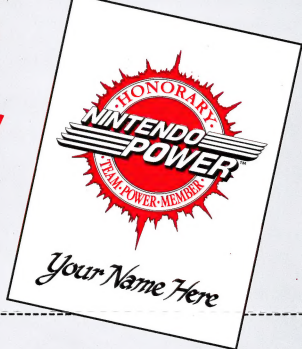
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