METAL STORM
Battle Tactics For A Reverse Universe

Hot Reviews
Part II: StarTropics
G.I. Joe

Plus!
The Nester Awards Call For Ballots

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Power Magazine, P.O. Box 970732, Redmond, WA 98072-9773.
Welcome to another great issue of Nintendo Power. We have our regular in-depth reviews this month and something extra—it's your turn to pick the winners—it's time for you to cast your votes in the third annual Nintendo Power Nester Awards! Nominees for categories such as Best Game, Best Graphics & Sound and Best Play Control are listed beginning on page 80. Which nominee was your favorite character? Trevor Belmont? Little Nemo? Mega Man? Your ballot automatically enters you in this month's Player's Poll contest and makes you eligible for great prizes, so be sure to mail your completed postcard right away! Don't miss this chance to have your votes count!

Leading off our review lineup this month is Part 2 of StarTropics, the adventure that has players island hopping, hunting for Dr. J. It's a whale of a tropical tale covering chapters 3-6 of Mike's search for Dr. J. Mike's quite a guy, but does he stand a ghost of a chance against the fearsome foes he faces?

- Ready for an astral melt-down? Read up on MetalStorm's gravity-defying stunts and solar escapades. It's a space adventure with a twist, and you won't really have solar savvy until you master its topoy turvy techniques. If you're fixated on space travel, you'll want to board the MetalStorm ship.

- Hudson hit big with Adventure Island, and Part 2 is even better. The sequel has the same great graphics, but now its world is much larger, with lots of new—and unique—lands to explore. You'll love the variety, and with that much more ground to cover, you'll appreciate its built-in Stage Select.

- Curious about what's inside the gray box? They say curiosity killed the cat, but in this case, the many questions we've received about the NES Control Deck prompted us to write this month's Special Report on NES hardware. Find out how the components interact to produce the on-screen action that has made the NES such an institution. And spare the cat one of its lives.

- Our roving Pak Watch reporters are back from the Winter CES with the latest scoop on the new Game Paks for the NES and Game Boy and with a super-special announcement: Nintendo of America will introduce a 16-bit Super NES in the U.S. some time this fall! We'll have their complete report next month.
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MAILBOX

I was so desperate to become a Nintendo Game Play Counselor that I wrote to the Mickey Mouse Club telling them about my dream. They decided to help me make it come true!

They flew my parents and I to Seattle, WA, near Nintendo of America Headquarters. I toured NOA and a camera crew videotaped me for 12 hours with real Game Play Counselors. Boy, was I tired! I met Kim Racey (she’s cool) and Howard Phillips—The Game Master! I’ll never forget that day! They showed the videotaped session on the Disney Channel. It was a totally desperate act, but it worked!

James Wong
La Mirada, CA

W

I was really desperate to get Super Mario Bros. 2 when it first came out. All the stores were either sold out or they wanted more than I had saved. At the time, I had saved $54.00. Thinking that I might be able to make a deal, I started calling friends who had it. I called about 24 people before one friend said he’d consider parting with it. He wouldn’t sell it for $54.00, though. We negotiated. I ended up trading 7 of my best baseball cards, worth about $132.00. I was desperate, but I got Super Mario Bros. 2, so it was worth it!

Chris White
Syracuse, NY

In Volume 18 (November/December 1990) we asked you to send tales of desperate deeds you’ve done for the sake of your favorite video games. Since then, amazing adventures have poured in from across the country—and beyond! This month’s Mailbox features the accounts of very loyal Nintendo fans.

I wanted to get Teenage Mutant Ninja Turtles for Game Boy, but my mom said I couldn’t. Then, in school they started an orchestra. I thought I’d like to play the violin, but my mom wanted me to play the cello, and said she’d buy me the game and a Battery Pack if I’d play the cello. It sounded like a good deal to me, so I agreed. I really like TMNT, but I still hate playing the cello.

Andrew Paveichak
Lexington, KY

When I got the Nintendo Power Strategy Guide featuring Super Mario Bros. 3, I read it from cover to cover. I got my first chance to play SMB 3 at my cousin’s house, and I immediately fell in love with it. I played for so long that my cousin accused me of hogging his NES. I really wanted SMB 3, so I left the Strategy Guide on my father’s

chair so he could see how wonderful the game was. He didn’t seem to notice, though; he just moved it. Next, I tried hinting to my uncle. I sat beside him reading the Strategy Guide, sighing my head off and humming the SMB song. He didn’t seem to get the idea. Then I thought I’d play it cool. When my mom asked me what I wanted for my birthday, I said that nobody had to get me anything. When she asked again I said, “Well maybe SMB 3.”

My two-year-old brother was the biggest help. I got him to say something about SMB 3 several times a day.

On my birthday, I got three packages. Only one was the size of an NES Game Pak, so I opened it first. Imagine how disappointed I was to find a shirt! I was sure that the last package wasn’t a Game Pak because it was the size of a small suitcase. But when I opened it, there was another package inside that was much smaller. I opened it to find a box with a picture of a moustached man with a raccoon tail!

Justin Unga
Phoenix, AZ
THINKING BIG

I am a fifth grader at Walt Whitman School in Woodbury, NY. For a school assignment we had to make a "Think Big" or "Pop Art" project. I always play Game Boy and really enjoy it so I decided to make a "Think Big" Game Boy. My Game Boy is 50 inches tall, 34 inches wide, and 5 1/2 inches thick. I've enclosed a photograph so you can see how big it really is.

Courtney Lewis
Woodbury, NY

RAP IT UP!

My brothers, my friend, and I wrote a rap song about a few of your games. We hope that you like it!

THE NINTENDO RAP

My name is Matthew Bergman and I'm here to say,
I like Nintendo in a crazy way.
Super Mario Bros. is awesomely cool,
But in Mario 3 the koopas are doubly foul.
Double Dragon is neat, but part two is better.
You need to be smart or Vamps won't turn your letter.
Dr. Wily is quick, but Mega Man is quicker.
And for a very good snack, munch on a Snickers.
Ninja Turtles are green and they love to fight.
Heroes on the half shell . . . . All night.
Chip and Dale are small and they have buck teeth.
They have to fight Fat Cat and a dog with no leash.
Simon Belmont is brave, and he's no geek.
He has to fight Dracula, who is a freak.
The Dark Knight in black, the Joker needs bail.
He has to go fight just to save Vicki Vale.
The Simpsons are coming to Nintendo, yo!
They'd better hurry 'cause I get to go.
Music is great to straighten out the mind.
But Nintendo is cool if you want to unwind.
So ya, ya, ya, ya, ya, ya, ya, ya, yo, yo, yo, yo, yo.

Cory Cardwell,
Matthew, Jamie & David
Bearup, Rome, NY

NINTENDO POWER
PLAYER’S PULSE
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VIDEO SPOTLIGHT

ZACH WILL BE BACK!

I'm so proud of my 7-year-old brother, Zach Pryor! He competed at NWPs in Milwaukee and Atlanta and placed third. Zach had the top scores when he hit the finals and got to sit in the throne! My dad took him on his first plane trip to Atlanta to compete. He said that he has never met a nicer bunch of people than the ones at the contest. All of them made the kids feel like winners. I've enclosed a picture of Zach with Terry, one of the NWP announcers. Next year, I hope to go to the NWC.

Zach's sister,
Penny Pryor

Zach with PowerFest emcee Terry Turecek at the Milwaukee PowerFest.

December with the Nintendo World Championship finals held at Universal Studios in Los Angeles. Was the competition stiff? Bet on it! With 90 regional champions from across the country vying for national titles, the PowerFest was the definitive match-up. All the competitors were winners, but only one per age group could be named Nintendo World Champion. The 1990 champs are as follows:

11 & Under
Jeff Hansen Score: 2,009,950
12-17
Thor Aackerlund Score: 2,809,995
18 & Over
Robert Whiteman Score: 1,956,960

VOLUME 22 7
In the 26th Century, mankind has colonized the solar system. But on distant Pluto Base, a solar system defense outpost, all is not well. A gigantic robot-controlled laser cannon created to defend the Earth from alien invaders has turned against mankind. All attempts at activating the Base’s self-destruct device have failed. In control of a M-308 Gunner robot, you must storm Pluto Base’s seven levels and destroy it. Not only will you have to battle mobs of robotic defenders, you’ll also have to puzzle your way through the Base’s maze-like corridors. The fate of Earth is in your hands in this action thriller from IREM.
Cybernetic Gravity Control Device

The M-308's Gravity Control device allows it to fight on worlds with heavy gravity. Jump and press Up to perform a Gravity Flip. When gravity is reversed, so is your play control.

HIGH JUMP
Jump up through an overhead ledge, and reverse gravity at the peak of your leap to hit the ceiling on the other side.

CORNER JUMP
Jump off a ledge and use both the GravCon device and the control pad arrows to bend your jump around and under the platform you just jumped off of.

SPECIAL WEAPONS

POWER BEAM
The Power Beam boosts the force of your weapon, allowing you to blast through walls and defenders.

SHIELD FORCE
This well-nigh invulnerable energy field protects you from harm and it can be used as a weapon.

GRAVITY FIREBALL
If you have this item, you'll be invincible as you reverse gravity.

SPECIAL ITEMS

ARMOR
One hit will usually destroy the M-308, but with Armor you can survive an extra blow.

BONUS
Collect this object to gain 5,000 bonus points.

CRUSHER
This rare and valuable item will crush every enemy in sight.

1-UP
Gain an extra chance at defeating the menace to Earth with this item.

EXTRA TIME
Turn back the system's clock by collecting this item.
**Stage One**

**Access Corridor Alpha**

Pluto Base's entrance corridor lacks significant defenses, and will give you a chance to master the use of the Gravity Flip maneuver in a confined, terrestrial setting. Demolish any robot sentries you encounter and make your way into the interior of the Base!

---

**Construction Comments**

Sensitive areas of Pluto Base are posted with robotic defenders. To allow entrance by routine maintenance crews, the security system in the entrance corridor lacks complexity.

---

**Ledges and Barriers**

You can jump “through” certain ledges and barriers. Small arrow markings indicate the direction you can go. Barriers which you can pass through can also be penetrated with your normal firepower.

---

**Drone Patrols**

Mindless Drones pace in the access corridor. They are easy to avoid if you are patient and don’t run or jump into them. Notice that the Drones are affected when you reverse gravity, so don’t Gravity Flip when one is above or below you.

---

**Item Collection Area**

Clear out the Turrets in this area before you attempt to collect the items above. Your priority throughout your mission should be to collect the Special Weapons as they can mean the difference between success and failure.

---

**Turret Trouble**

It’s best to fire on the Turrets from above or below, because it’s risky to take them on head-to-head. You can also just pass them up, but they will track your passage and may shoot you in the back. Crush them before you advance to be safe.
**POWERFUL PASSWORD**

When you finish a stage, you’ll be given a password that saves your score, Special Weapons and number of lives left. When you write down your Password, be careful with characters like S and 5, which are easily confused.

---

**ONE-WAY TRAP**

When the Battle Drone traps you in the corridor, fire several shots at it, fall back and fire again. Repeat until you eliminate it.

---

**SPIKES**

The sharp spikes spell doom even for the M-308 Gunner. Gravity Flip to the ceiling to bypass this threat.

---

**GET THE POWER!**

Grab the Power Beam even though you’ll lose the Gravity Fireball. The Power Beam is the best Special Weapon overall.

---

**FUSION REACTOR**

Only the randomly appearing energy bubbles of the Fusion Reactor are vulnerable. Blast these whenever they are exposed. It’s simple to avoid the Reactor’s energy rings as they are fired in a set pattern. When you’re on the ceiling, you can duck to avoid them. Find a safe spot and concentrate on hitting a single energy bubble for an effortless victory.

---

**RED ALERT SEQUENCE: FUSION REACTOR**

You have no time limit when fighting in a Red Alert Sequence, so wait for an opening. With the Fusion Reactor, if you just stand there and watch it for a while, it will self-destruct.
TESSERACT TUNNEL

After the access corridor, the defenses of Pluto Base become more intense. The layouts are maze-like and tricky to get through, even without the enemy attackers. Stage 2 introduces a slight puzzle element that makes your task more than just a search-and-destroy mission.

CONSTRUCTION COMMENTS
To disorient intruders, warp technology was used in building the second stage. This essentially allows unlimited vertical scrolling.

In game terms, the bottom and the top of the map are connected. Since the screen scrolls with you, it can be easy to get confused.

SCORE THE 1-UP
To get the 1-Up, creep to the very edge of the left platform. Jump over the spikes, and at the peak of your leap do a Gravity Flip, holding right on the Control Pad. You should make it to the 1-Up.

SHOOT THROUGH THE WARP
Since the top and bottom of the screen are connected, if you fire your gun up or down, the shots will appear on the other side. This can be useful to clear the way before you advance.

GRAVITY SENSITIVE GATES
It takes planning and careful use of the Gravity Flip to make it past the Gates. Don’t get caught in the path of a Gate as it moves!

ARMS AND A PLAN
Collect the Armor using the Gravity Flip, then jump down into the left nook and Gravity Flip again. With the Gate open, jump the gap and continue.
Zapper Traps
To make it through a pair of these indestructible clappers, jump directly in the center of the pair and immediately jump to the next corridor. Near the end of Stage 2-1, you'll have to jump up, move right slightly, and quickly jump up again.

Perfect Game
If you use a Password to start with a Special Weapon and a good score, don't continue when your game is over. Select End, then Password, then Start.

Complicated Corridor
If you must Gravity Flip near a Gate, use a nearby nook or alcove to stay out of its path as it swings. Study the pattern of Gates carefully and Flip your way past.

Hall Guards
Stand your ground and smash the Warbots that defend these passages. If you try to run past them, you'll probably get hit by their fire.

Plasma Cannons
When you appear in the Plasma Cannon area, jump up one level and start firing. Once you have eliminated the Cannon in your corridor, you have a safe haven from the others. Jump up slightly (not all the way into the next corridor), firing all the while, to take out the other Cannons without risk.

If you have the Power Beam, once you have defeated a Cannon, go right to the point where the corridor changes color. Fire up or down continuously to destroy the Cannons without danger to yourself.

Be careful not to jump all the way up into the next corridor, especially if the Cannon is ready to fire.
STAGE THREE

GRAVITRAIN ACCESS CORRIDOR

The rail system for shuttling supplies into Pluto Base has become part of the defenses. Endless numbers of tram cars are available and they can be difficult to avoid due to the twists and turns in the corridor.

CONSTRUCTION COMMENTS

There are no tricky physics to this stage, but the moving Gravitrain cars make it very hazardous. You must often move quickly to get past these vehicles.

STAGE 3-1

START

CHOICE YOUR WEAPON

Both the Armor and the Power Beam are good, but get the Armor if you already have a Special Weapon.

HAZARDOUS APPROACH

Time your jump well and continuously fire to make it past the Gravitrain Pods.

STAGE 3-2

START

TRICK SHOOTING

Defense Turrets behind walls can still shoot you. Use the Shield to destroy them.

FIRE GATE

Gravity Flip to the floor to deactivate this fiery defense mechanism.

RED ALERT
SEQUENCE:
LASER CANNON FLOATER

LASER CANNON FLOATER

If you steadily fire upwards as soon as you appear, holding your ground as it moves closer, you should be able to deactivate the Laser Cannon Floater before it can hit you.

A robot's iron nerves are required to stand your ground in the face of the Laser Cannon.

NINTENDO POWER
**JUST AROUND THE CORNER**
A large Laser Battery waits in ambush around the corner. It will take several hits to beat, especially if you don’t have the Power Beam. Be ready to dodge to the left if you take too long to mash it.

**SCROLL YOUR TROUBLES AWAY**
Don’t pass any items as you progress in your mission, because they vanish once they’ve scrolled off the left of the screen. Certain enemies, like the Traps in 2-1, will also disappear if scrolled off the screen.

**STAGE FOUR**
**THE CAGE**
From the Gravitrain Corridor, the M-30B is teleported to “The Cage.” This strange box will take you through a field of Space Mines and other defenses. Limits to your movement capabilities imposed by The Cage make this area challenging.

**SPACE MINES**
Floating throughout the entire stage are swarms of deadly Space Mines. Since they are indestructible, your only choice is the avoid them.

**REGENERATING LASER CANNONS**
Watch out for Laser Cannons which reappear after you destroy them. Destroy them twice to be sure.

**INSTANT WALLS**
These force field walls can only be brought down by destroying the Turret in the middle. When two come down simultaneously, go for the left one first, then the right.

**CONSTRUCTION COMMENTS**
The Cage was designed to take scientists safely through the mine field, but with the Base gone amok, it no longer works properly. Memorize the path it takes to survive the journey.

**DOOM SPINNER**
Quick jumping is essential to survive the trap at the end of 4-1. Hold down the fire button as you leap to hit the orbiting death-dealers.

**BEAMS OF DOOM**
As the Red Battle Drone bounces inside The Cage, the Laser Cannons at the top and bottom will fire long beams of destructive energy at you. Destroy the outside Cannons with your Power Beam, then go after the Red Drone.

If you make it to the end of Stage 4-2 with Ammo, leap straight for the Red Battle Drone to annihilate it with a touch.
STAGE FIVE

BEAM DREAM

If you don't have the Power Beam left from the last Stage, you'll find this Stage tough. The Dual Beam Guns take several hits to destroy, and you only have a second to hit them before they recharge and fire again.

CONSTRUCTION COMMENTS
This heavily armed passage is one of the last defenses for the Pluto Base. The strategically placed Dual Laser Guns are designed to rake the area with deadly energy.

STAGE 5-1
START

THE BEAM OF DEATH

Try to avoid any part of Stage 5, and a beam of totally destructive energy will creep from left to right, vaporizing anything it touches.

UP AND OVER

Use the two small orange blocks as cover from the Laser Cannon that fires right. Duck between them and the beams will go over your head.

STAGE 5-2
START

USE THE SHIELD OFFENSIVELY

At this point you'll want to get both the Armor and Bonus Points. A Special Weapon makes this easier.

WITH SHIELD

As soon as the Laser Cannon stops firing, jump down onto it and press Down. The Shield will move down and vaporize the gun.

WITHOUT SHIELD

Use your regular gun or the Power Beam and when the cannon stops shooting, jump onto it and fire downward. Any hesitation may spell vaporization.

PLASMA WAVES

The small bulb-like ships flying through here unleash deadly vertical plasma beams. If you run through on the middle level, the first two will go harmlessly overhead. Drop down to the bottom level to avoid the third one, and Gravity Flip to the ceiling to miss the fourth.

UNDER PRESSURE

It can be useful to wait in certain safe spots for the Beam Of Death to come along. It will eliminate everything.
SHOOT 'EM OFF THE SCREEN

You can often hit the Laser Guns before they appear. Use that technique to secure the area, then destroy the vertically firing Cannon and collect the Power Beam.

SPECIAL STRATEGY

Don't lose your cool in MetalStorm. Even though there is a time limit, patience will often prevail. It takes luck to "Rambo" your way through any level.

TO STAGE 5-2

SHIELD OR POWER BEAM?

Get the Crusher before the Shield, then avoid the Laser Beam which guards the Shield.

SHIELD POWER

Use the Shield to destroy the Cannons behind the walls. Then collect the Power Beam.

TRANSFORMER DEFENSE UNIT

This guard can take three different configurations, and each form fires a different kind of energy beam. It can take an astounding amount of damage, even from the Power Beam. In order to defeat it, you must evade its shots while scoring as many hits of your own as possible.

1. The first form shoots energy diagonally. The beams bounce off the floor and ceiling.
2. The second type of beam is a square wave. Square waves look like they are normal straight beams, but they turn up or down randomly.
3. Finally, the unit will let loose with vertical plasma waves. Then, the unit will mix-up all three attacks until it is destroyed.
**STAGE SIX**

**FREE FALL CORRIDOR**
Many floating platforms form your only foot holds in this Stage. Don't worry about falling off; when you reach the bottom of the screen, you'll reappear at the top.

**CONSTRUCTION COMMENTS**
They threw physics out the window when they designed this corridor. It's easy to get disoriented as the platforms march upwards. Always be aware of what is above or below you when you Gravity Flip or jump.

**STAGE 6-1 START**

**ORBITERS**
These deadly devices orbit the platforms. You should either shoot through the platform to hit them after you land on it, or just go past them with a well-timed jump.

**LARGE GUNSHIP PLATFORM**
Be sure to get the Armor before you advance to the Big Gunship. After you blow up the first gun on top, advance along the bottom, destroying the Cannons whenever possible. More Battleships will attack after this Gunship, so be ready.

**STAGE 6-2 START**

**WHIRLING MODULES**
Three giant machinery modules follow a track suspended over a deadly energy field. Your goal is to destroy these, your only safe foot holds. Jump from one to the other, firing all the while. Jump to the next module when the one you are standing on starts to move up the chamber's right side.

**DESTRUCTION METHOD ONE: LEAP!**
Hold down the fire button as you jump and you'll score hits on the modules as you leap around.

**DESTRUCTION METHOD TWO: GRAVITY FLIP**
When you're down to one block, you'll have nowhere to go when the block reaches the top, unless you jump off the top and Gravity Flip to the bottom.

The modules turn purple when they are almost eliminated.
SHOOT FOR THE STARS

As in any "shoot-em-up" the ultimate goal in MetalStorm is to score as many points as possible. Although you get bonus points for the amount of time left when you finish a Stage, your score will be higher if you take the time to destroy all the enemies rather than racing through the stage.

GUNSHIP PLATFORM

Travel along the top of this large firing platform and wipe out its Cannons as you go. As soon as you pass it, advance slowly and be ready for attacking Battleships. If you go forward too quickly, the Battleships will ram you before you have time to react.

THE FINAL PROBLEM

When you reach the end of Stage 6-2, you'll have to be extra careful when you jump or Gravity Flip. Watch out for the small spiked platforms and the two Fire Gates. It can help to pause the game, think out your strategy, then go forward.

You're Not Through Yet! Stage 7 Challenges You To Beat The Previous Seven Red Alert Sequences, Plus A Final Challenge To Save Earth!
I've been working on Sub-C all morning and it still won't submerge. I think I'll need a hand on this one.

I don't know where you're going to find anyone to help you. This island is practically deserted.

I'll bet whoever lives there can shed some light on how to sink Sub-C. Come on.

No thanks. Once you've seen one light bulb you've seen them all.

I'll just put the old Nester ingenuity to work and be sunk in no time.

Andy! I wonder if you can help me with a stubborn Sub.

For subs you should see my wife. She is the sub expert—a sub genius. What she can do with a sub, you wouldn't believe.

I'm sure we haven't tried that button before.

BEEP! BEEP!

Pardon me, but your husband said that you're a sub expert.

Come judge for yourself.

I call it the Sinker!

It's not exactly what I had in mind.
ACTUALLY, I'M LOOKING FOR A WAY TO MAKE MY SUBMARINE GO UNDERWATER.

I SEE. WELL, YOU COULD EAT MY SANDWICH AND THEN GO ON BOARD. EITHER THAT OR LOOK FOR SOME HELP ON THE BEACH. A SECRET PATHWAY LEADS YOU THERE.

EEEE!!

I'LL GET THIS SUB TO GO UNDER IF IT'S THE LAST THING I DO.

HELP!

YOU'RE BACK PRETTY QUICK?

WELL, I DIDN'T EXACTLY CRACK IT...

I FOUND THE CODE TO SUBMERGE SUB-C, BUT IT LOOKS LIKE YOU ALREADY CRACKED IT.

HMMM, A SIX INCH DRILL WITH A CARBIDE TIP. I WOULD HAVE JUST PULLED THE DRAIN PLUG.

I TRIED TO STOP HIM.
The dangers of Coralcola and Octo’s Island are behind you. Now, even more difficult challenges lie ahead. A violent storm has tossed the Sub-C into a coral reef. You’re land-locked until you can find a way to repair it and sail on to continue your search to find Dr. J.
THE TUNNEL TO MIRACOLA

A short, but dangerous, tunnel lies between you and the village of Miracola. Fight your way through and you may find someone at the Sub-C.

**Special Weapon:**

**Bola**
The Bola is a swift weapon that can be thrown for a great distance. Find a safe spot with a clear shot to the enemy, then fire.

**Enemies:**

**Oodos**
The small but strong birds of this island chain are slow movers. Knock them with the Yo-yo before they have a chance to get close.

**Ninja Monkeys**
The athletic Ninja Monkeys can surprise you with their quick moves. Keep an eye on them when you see these characters and ambush a safe spot.

**Boneheads**
As you may guess, Boneheads aren't known for their brains. They charge when you cross their path. Be prepared for a fight.

**Ya Gotta Have Hearts**

Hit the correct tiles in this room and a set of Geeshie Small Hearts will appear in the center. Study the movement of the Up/Down Tile where the Hearts rest and jump quickly as the Tile is on its way up. Then hop off the Tile before you take a plunge.

**Don't Move!**
When you enter this room, stop and stand near the Gate. The Boneheads won’t approach and you’ll be able to fight off the Doobs with a few swift shots from the Yo-yo. When the Doobs are gone, you’ll have to move to get the Boneheads. Stay on the other side of the water from these odd birds and reach over with the Oboe or Yo-yo.

**Clear The Way**
The Loopers can’t all get past the Treasure Chest. So, before you open it, take out the top Loopa with a few shots from the Oboe. Then hop to open the Chest and run straight up as the other Loopers are heading away from the center of the room. You’ll open the exit by hitting the Tiles near the top of the room.

**Treasure Trip**
The Treasure Chest in the center of the room may seem out of reach. You can get to it, though. Hit one of the corner Tiles and a Trigger Tile will appear in the water. Then hop onto the Trigger Tile and jump to the center. The Treasure Chest will open to reveal a Bola. Use it to knock out the Bonehead and keep moving.

**Wrong Way Out**
If you take the wrong exit from the tunnel, you'll end up on the wrong side of the hill. Go back to the tunnel entrance and start from the beginning. Take the other path to arrive in Miracola.
Welcome to Miracola, Mike. We Miracolans are very handy with shipwrecked subs. Before we fix the Sub-C, though, please seek a cure for my daughter, Bananette. She has fallen asleep and will not wake without a spell from the hermit on the mountain.

Miracola is a mysterious village. Its inhabitants will be kind to you only if you save the Chief’s daughter. You can visit her after you visit the Chief by finding a hidden entrance in the north side of the Chief’s hut.

Bananette has been asleep for 100 days. Journey to the other side of the island and seek a cure for this strange malady.

MAGMA’S MOLTEN TUNNEL

Triple Play
Three pesky Goitikes hang out in this room. Knock them for a loop with the Bat before they can attack. Then hit the Tiles on the bottom of the room to open the Gate at the top.

Helpful Hearts
If you need to fill up your Life Meter, hit the Tiles on the sides and collect the Double Small Hearts that appear on the Up/Down Tiles.

Beat Bonehead
Use the water to your advantage here by hitting the Boneheads from the other side. When they jump over, run away and repeat the process.

Heart Hide-A-Away
On the west side of the long, dark room there’s a opening to the south that you may miss if you don’t look carefully. Hop to the hidden chamber and collect the valuable items that it holds. You’ll need all of the help that you can get in this treacherous tunnel. There’s still another floor to go and a meeting with the fiery Band, Magna the Fierce. Try to save the Potion until you reach this horrific hothead.

Dark Room
The lights are on but somebody’s home. Watch the Loopers movements to determine where the land ends and the water begins. Then blast ‘em with your Ye-ye and move on unharmed.

Looper Leap
A set of six Loopers is waiting here to cut you off at the pass. Head straight up the center and jump up as each pair of Loopers charges. Then move up before they can charge again.

ENTRANCE
**MAGMA THE FIERCE**

The molten mass of this fiery fiend absorbs shots from your weapons without taking damage. The only way that you'll be able to extinguish his flame is to stick him into the muck.

**Special Weapon**

**Sling Shot**

Send out projectiles faster and further than before with this spring-loaded weapon.

**Magic Items**

**Stop/Slow**

Collect this clock to freeze, or at least slow down, all of the enemies in the room.

**Try Your Luck Sign**

This odd item will either add to, or subtract from, your characters' reserves. Collect it if you feel lucky.

**Enemies**

**MAD MUDDIES**

The slipperiest of fiends emerges from the depths and spits mudballs. Be careful!

**GAOFLIES**

These quick critters move diagonally if you stray too far to one side.

**Don't Dive**

You'll have to brave the attacks of Mad Muddy and the Gaoflies in this room. If you need Hearts, go around to the left first, but stop before you hit the end. Then work around the right side and hop to the exit.

**Hit and Hop**

Mad Muddy attacks when you get to the Trigger Tile on the side. Whack Muddy with your Yo yo and hop straight up to avoid the mudballs that he sends your way. Then hop to the left and open the Gate before Muddy returns.
**NO ADMITTANCE**

The warriors of Shecola know the secret of getting to the west side of the island where the Hermit lives. Only women are allowed to enter the castle to speak to the warriors. You'll have to find a way to trick them into letting you in.

**Queen Shecola will admit only woman into the castle. Search the grounds to find a solution to this dilemma.**

A Fortune Teller lives in a chamber on the side of the castle. She'll help you enter if you can find her Crystal Ball in the Ghost Village.

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**THE GHOST TUNNEL**

**Heart Haven**

After you collect these hearts, you'll be forced to exit the tunnel and start from the beginning. Keep collecting them until your Life Meter is full. Then move on.

**Jump Quick**

As soon as you enter this room, jump over the small section of water to avoid being hit by an invisible enemy.

**Entrance**

**See The Sights**

Use the Rod of Sight when you get into this room and you'll see a band of Minies flying back and forth. Blast them with a few hits from the Yo-yo and you won't have to avoid them when you hit the Tile and double back to the switch.

**Slug It**

Don't climb the stairs unless you want to exit the Tunnel. Instead, take out the Silme and crawl through a passage where the Silme was. This one can be easy to miss.

**Bonedog Bonanza**

The Bonedogs won't know what hit them if you play it safe and knock them with the Yo-yo from one of the tiles in the water. It may take a little longer to get them this way, but it saves hearts.

**Reveal Valuable Secrets!**

It may seem that you've defeated all of the enemies when there are really still more floating around. Use the Rod of Sight to reveal these ghosts and defeat them to open elusive passages.

These Minies will only reveal themselves when you use the Rod of Sight.

**Watch For Fire**

The blasts of the Mid-Volcano in this room are few and far between. You should be able to avoid them easily as you open the Gate.
On your way to the Ghost Village, make sure that you find the Big Heart in a hidden underground passage. You'll find the extra energy to be invaluable in the coming fight.

**GHOST VILLAGE**

**MAGIC ITEMS**

- **ROD OF SIGHT**
  - An extremely useful Rod of Sight makes ghosts visible and vulnerable with a flashlight-thin burst of light.

- **LANTERN**
  - For a low valuable sanction, this Lantern will allow you to make your way around a normally dark room. Use it sparingly.

**ENEMIES**

- **BONEOOGS**
  - Though boneous skeletons may seem harmless, they can still take a bite out of you if you get too close.

- **SKULLS**
  - Even though they are boneless, the Skulls have no trouble hopping around and making things difficult.

- **MINIES**
  - Unless you have the Rod of Light to uncover these ghosts, they can float around unseen and unharmed.

- **MUUMUS**
  - It'll take a lot of Yo-yo power to persuade those mixed-up mummys to go back to where they came from.

- **MR. ARMSTRONGS**
  - The long limbs of Mr. Armstrong come up from the ground when you least expect it and toss handfuls of rocks.

- **OONHAGS**
  - Hearing more than a casual resemblance to Wizomines from The Legend of Zelda, Dimhaga emit strong magical bursts.

**TAKE THE LOW ROAD**

Before you ultimately go through the wall on the right side of this dark room, explore the areas that you can get to by hopping through the hidden hole at the bottom of the room.

**OUT OF REACH**

As soon as Mr. Armstrong breaks out of the ground, jump to an area above or below him and approach him from the side. This way, you'll be able to defeat him without getting pointed.

**LIGHT IT UP**

This series of three very small rooms is dark when you enter and, unless you have a Lantern, you may find them very difficult to clear. Use a Lantern and pause the game to keep the room lit while you plan your strategy. Then resume the game and clear the Up/Down Tiles so that you stay visible.

**THE GHOST TUNNEL**
**THE GHOST TUNNEL, CONTINUED**

**Fight For Sight**
If you are low on Rods of Sight, you'll find it useful to take this short detour and fight off Mr. Armstrong. Hit the Tims after Mr. Armstrong bites the dust to pack a Rod.

**Safe Spot**
In order to avoid any unnecessary damage, jump to safety on one of the side tiles and wait for the Murrus to get within Yo-yo distance. Or, find the hidden Stop/Slow and get them while they're frozen.

**GET OUT OF HERE**
When you get to this room, go straight up and avoid any contact with the Murrus and Mini-Volcanos. It appears that you are surrounded by water, but there is dry land ahead.

**Dead End**
There's no reason to go into this dead-end room. The only thing that will result in your entering the room is a possible loss of valuable energy. Get out!

**MAXIE ATTACK!**
It won't be immediately apparent that Maxie is in the room until you use a Rod of Sight to reveal this enormous ghostly entity. As soon as you see it, avoid the Minies and aim for it with a round of Bolas. Use the Bolas sparingly, though. You have only a few of them and they're the only weapons that will reach Maxie.

**Drain The Lake!**
You made it to the lake stopper! Hit the head tile three times and water will pour from the Skull. Then the Ghost Village Lake will be drained and you'll easily be able to recover the Fortune Teller's Crystal Ball from the lake bed. Good job!

**SPECIAL WEAPON**
**MIRACLE MIRRDR**
Reverse the magic blasts of the Blahogs by shielding yourself with the Magic Mirror.

**Don't waste your Bolas on Minies. Avoid these pests and aim for the big ghost.**

**Smash Maxie with the fiery Bola and snap quickly to avoid the Minies and blasts from the Mini-Volcano. The only weapon that can reach Maxie is the Bola. Aim carefully.**
Welcome Warrior! Let me replace that outdated Yo-yo with something much more powerful!

By using the Fortune Teller’s magic, you will be able to enter Shecola and find out the secret of the West Tunnel.

Talk to all of the Shecolans. The warriors will give you clues about the journey ahead and the queen will give you a new weapon.

By using the magic of the Shecolans you’ll be able to chant a spell and create a bridge across this gap. This will allow you to move on and face a very short battle on the other side of the Island. Keep searching for the Hermit.
THE HERMIT'S MOUNTAIN

Finally! You made it to the side of the island where the Mountain Hermit lives. Now, of course, there's the chore of getting to the top of the mountain. Fight on and find out what challenges lie ahead.

Stomp The Tiles
Stomp the Tile on the left and Hearts will appear. Then get the Stop/Slow on the right and freeze the Up/Down Tiles when they're up.

Bonus Bounty
Collect a helpful Potion and a set of Double Small Hearts to get ready for the battle on the next floor.

Look Out!
Frogs leap from the muck in this room and jump in your way.

Mad Muddy
Hit Mad Muddy with a couple of quick lashes as soon as you get close.

Touchy Tiles
You'll find Up/Down Tiles and Sink Tiles in this room. As soon as you land on the Sink Tiles, they'll start to submerge. Jump straight up and down on them and you can get the Up/Down Tiles to go up. Then hop to the hidden holes on the left and right side.

Phantom Tiles
There are some Tiles that will appear only if you faithfully keep out of the water. At the last second, the Tiles will rise from below and save you from a mishap.

Boneheads From Abroad
A couple of struggling Boneheads have made it to the west side of this island. Just as you've done before, take on these Boneheads from the other side of the water.

TRAP
SINK TILES
You'll learn very quickly that white Tiles start to sink as soon as you land on them. Approach these Sink Tiles with caution and jump off of them immediately.

Keep Hopping
Defeat the Skull within you're still on solid ground. Then hop around the Sink TILES to the other side. A Switch will appear in the center.

Treasure Trick
The Treasure Chest on the right side of this room looks unreachable. You can get it, though. Just leap off and have faith.
Get The Gogglin

The Gogglin is a very single-minded creature. As soon as you hit it, the Gogglin will make a beeline in the direction that the shot came from. Jump to the side and try to hit it again as it zips by. With some practice, you should be able to defeat it without being harmed.

ENEMIES

Froppa
This odd creature pops out of the mud and hops across the land.

Gogglin
The Gogglin is watching for you to make the wrong move. Look out!

Big Bully
This purple people eater has an appetite for young adventurers.

Remember Po's Poem

Po's poem explains what you must know to get to the top of the mountain without any climbing gear. A geyser can push you up to the top. You'll just have to find a way to get to it. Notice that there is no Gate to the geyser. Look for a hidden passage.

AT LAST! THE HERMIT!

The Hermit makes his home in a cave at the mountain's peak. Get the Scroll with the magic chant from him and hurry back to Miracola. Bananette is waiting!

You've got the Scroll! Now, run back to Miracola and free Bananette from her long sleep.

A MIRACLE IN MIRACOLA

Chant the spell from the Hermit's Scroll. Bananette will awake from her trance. The Miracolans will rejoice and repair the Sub-C!

Good Morning! Did I miss breakfast? I'm starving!

You saved Bananette! Now you can leave Miracola as a hero and, with a repaired Sub-C, continue on with your search for Dr. J.
CONFESSION

As you sail, you'll discover an island with a unique shape. Dock in order to find out if the villagers have any clues. Since islands are far apart in this area, anyone sailing with a vehicle less equipped than the Sub-C would have to stop here for supplies.

TUNACOLA

Tunacola is a small fishing village with friendly residents. If they have seen anything out of the ordinary, they'll tell you. A few of the Tunacolans are among the oldest people on the islands.

The unique shape of this island may have significance. Perhaps very large fish and similar creatures frequent the area.

Perhaps you should sail to the east and try to catch up to the mysterious C-islanders. C-island is a small place. It's probably someone you know.

Fish grow big around here. If Dr. J weren't missing, you might think about dropping a line to see just how big they are.

Following the observations of one of the Tunacolans, it would be a good idea to sail eastward and see if you can find something.
As you travel eastward, a Whale swallows the Sub-C. You heard that they grow big around here, but this is ridiculous.

Baboo! Dr. J's assistant is the C Islander who was searching for you. While you were in Miracola, he was swallowed by this Whale.

Baboo dropped a lighter somewhere in the Whale. With it, you can light a fire and force the Whale to squeeze you out. Search for it.

There are places in some areas where you can dive and emerge somewhere else. Keep searching. That lighter's got to be somewhere.

Sail from one place to the next and dock wherever you can, then search the area thoroughly for the Lighter. Eventually, you'll be able to light that fire and get out of this mess.
Captain Bell

You'll still be shaking the salt water from your shoes from the Whale episode when you'll come across another obstacle. This one is in the shape of an ancient ship that blocks a strait between halves of an island. Where to now?

Bellcola was named after a sailor who long ago anchored his Ship in the middle of the strait to block an invading fleet.

I am Chief Bellcola. I can see that you'd like to sail through the straits. Pete the Parrot may be able to help.

Cross To The East Side

South of Bellcola, you'll find an underwater passage that will allow you to cross to the east side of the island. Over there, you may find another way to approach the problem of getting around Captain Bell's ship. You may also find a gift for Pete.

Chief Bellcola hinted that talking to Pete the Parrot may be a good idea. Pete is the descendant of Captain Bell's parrot. He could have a clue.

Captain Bell's Memorial

After Captain Bell saved the island from pirates, the people built this Memorial based on his plans. Some say it holds the secret of the Ship.

Solve a mystery in the Memorial and extinguish the fire that blocks the underground passage.

That's some Pipe Organ! Apparently Captain Bell was a fan of the instrument. If you know the right tune, you may be able to find a way to play your way into the underground passage. Perhaps Pete could hum a few bars.

Enter the village to see if there is some way to get around the giant ship that blocks the strait.
CAPTAIN BELL’S CAVE

Captain Bell designed this cave to drive pirates away from the mechanism that keeps his ship afloat. The traps that he set are ingenious. Nevertheless, getting through this cave is the only way to sink the Ship.

**Jump And Run**
When you hit the Silver Ball it will slide back and forth. Jump as it approaches and run to the other side.

**Get The Point**
Arrows shoot out of the walls as you run across this room. Either jump out of the way or keep running to avoid them.

**Earthquake!**
When you reach the center, the ground will shake and tiles will sink. Jump over the gap on the left to give yourself more time.

**Another Ground Shaker!**
The tiles break in a spiral pattern in this earthquake chamber. Jump straight to the left and look for a Trigger Tile there.

**Strike!**
Captain Bell won a bit of a bowler. When his giant Megaton bowling ball strikes, it knocks everything down. Avoid contact at all costs.

**Sinker!**
The majority of the tiles in this room, including the very first, are Sink Tiles. Hop or swim!

**More Hidden Hearts**
In the room at the beginning of this Cave, there’s a secret passage that leads to Double Small Hearts.

Search the entry room for a way to get into this Heart chamber.
CAPTAIN BELL'S CAVE, CONTINUED

Double Danger
Arrows and an Up/Down Tile combine to make for a serious situation here. Try to stay out of the way of the Arrows until the Tile is on its way up. Then jump!

Sharp Attack
The Pencil Traps push up from the underground and try to put a hole through you. Keep running and try to miss them.

Twice The Trouble
The duel attack of the Silver Balls. In this room will keep you jumping. Try to hit the second one so that it moves with the first.

Sink It!
Jump on the Tile near the waterwheel. Water will start flowing into the Ship, sending Captain Bell's legacy into the drink.

Walk Around
A series of secret passages in this last part of Captain Bell's Caves lead to the waterwheel mechanism and the key to slewing the ship.

Go For The Ghouls
Knock out all of the Pirate Ghouls and Loopers, including the ones across the gap, and the Gate will open.

Gutter Ball
This Megaton is even tougher than the first. It will come right back at you after it has passed. Slip it with the Yo-yo to temporarily freeze it. When it comes rolling back, freeze it again.

ENDIMIES AND TRAPS

ARROWS
Sharp and swift Arrows shoot from the wall as you pass by.

SILVER BALLS
The Silver Balls come from a pinball game and you play the part of the bumpers.

PENCIL TRAPS
The pointed attack of the Pencil Traps is definitely something to avoid.

MEGATON
Mighty Megaton bowls over everything in its way. Contact is deadly.

PIRATE GHOLDS
The Pirate Ghouls were in this cave even before Captain Bell. They tend to come and go.

CAPTAIN BELL'S SHIP SINKS
With a hull full of water, Captain Bell's Ship heads for Davey Jones' Locker and clears the way for the Sub-C.

Another chapter has ended and, once again, you sail off in search of Dr. J. What could possibly be next?
Nav-Com finally has a lock on Dr. J. Pilot the Sub-C through a maze-like series of islands and narrow in on his location. A close signal doesn’t necessarily mean that you’re on the right track. Search everywhere and keep an eye open for secret passages.

The settlements are few and far between in this area. Howdoyadu-Cola is only a small village with a few inhabitants. Talk to the villagers and see if you can get any clues about the islands.

Dr. J has been exploring the underwater ruins in this area. That must be where he’s being held captive. Nav-Com still has a lock on Dr. J’s location. If you continue to try new passages, eventually you’ll find him.

We’re closing in on Dr. J’s location. I have a positive ID that he is in the Lost Ruins.
### Three-Way Entry

Three secret passages lead into this room. Enter through the bottom passage first and hit the Tile. Then leave and re-enter through the top passage. Next, collect the Anklet and drop down to the area in the middle. Open the Chests and move on!

### Heart Frenzy

There are several sets of Double Small Hearts in this room. If you're careful to avoid all of the enemies, and if you collect all of the Hearts, you can really clean up.

### Spike 'Em

The Squids are too numerous here to deal with individually. As soon as you get the Squids, use them. All of the Squids will be gone before they can even get close. You'll have Squids on a stick, quick!

### GIANT TURBOSS

The Giant Turboss has an attack similar to that of Octo the Huge. This time, though, you can't freeze the action. Jump left and right to avoid the shots, and when it moves in, hit it hard.

### Muumnu Go Round

Hop to the biggest gap between the Muumnu and follow them around until the Treasure Chest is open. Then jump to the center. You'll best them easily from the safe spot.

### LDNG JUMP

Grab the Anklet and take a long leap to one of the Tiles. A Tile will appear in the middle of the water. Jump to it and open the Treasure Chest for Double Small Hearts.

### SPECIAL WEAPON

#### WONDER HORSE HIDE

Baseball has been very, very good to you. First you get the Bat and now, the Baseballs.

#### SPIKES

You can really dig in with this super set of spikes. Use them to hit several enemies at once.

### MAGIC ITEMS

#### ANKLET

With the magic power of the Anklet, you'll be able to jump the length of two Tiles. Beware though, it only works in the room you where found it.
BREAK BROKEN JOE

Direct from Easter Island, Broken Joe has taken his show on the road. His weak point is his open mouth. As soon as he opens wide to send out a squiggly, tongue-like attack, jump straight up to avoid it and pitch a handful of Horse Hides right into the strike zone.

BIG ROCK

The mysterious meteor in the Lost Ruins may have something to do with recent events in the night sky. There are three holes of equal size in the rock. Items may have been removed from it after it landed.

Before you fight through the next Tunnel, grab the Big Rock on the right side of the Lost Ruins.
THE BIG ROCK TUNNEL

If you walk straight up from the entrance of this challenging tunnel, you'll go into a dead end. Look for a secret passage in the right wall of the entry room.

Hoodoo Voodoo
The Hoodoo Doll fires in four directions. Ut the Asterisk if you can, and stay as far away as possible. Direct contact is deadly.

Avoid The Fuzz
If you come into contact with the Fuzz, you'll lose power to your weapon for a few seconds. Run from it and aim for the other enemies.

Split 'Em
Instead of trying to get close to these Loopers, blast them with the Asterisk. It'll split and take out two Loopers at once.

ENEMIES AND TRAPS

DAGGER TRAPS
Just like Pencil Traps, these sharp blades punch up from underground. They're almost invisible.

BITERS
These land fish are even easier to defeat than the Mad-D Fish. Take them out with a couple of hits.

ROCKYS
The stone-like Rockys are invincible as they walk across the room. They can be defeated only when they hit the wall.

FUZZ
Whether they don't cause any damage directly, the Fuzz temporarily take your weapon away.

HOODOO DOLLS
The sinister Hoodoo Dolls attack in four directions at one time. Try to stay away from them and fight from a distance.

URCHINS
Urchins act exactly like the Silver Bells in Captain Bell's Cave. Hit them and they'll move back and forth.
The weapon of choice against this duo is definitely the Asterisk. Stay near the center of the room and hit both Statues at once. After you beat them you’ll find Dr. J, then blast off on an alien spaceship. Good luck!

Mike! You found me! I was beginning to think that I would never get out of these ruins alive. Aliens have taken the three Crystals that were imbedded in the Meteor that landed here. You’ve got to board their Ship and retrieve the Crystals!
Weapon Power Workout

One of the secrets of success in the Mega Man series of games is knowing the right items and weapons to use in each situation. This is especially important when taking on the Robot Masters of each world. In Mega Man III, there are weapons that work particularly well on each Robot Master. The table below shows the number of hits that it takes to defeat each Robot Master with each weapon. An “X” indicates that the weapon is useless against that particular enemy. The Robot Masters from Mega Man II appear in the four stages after the eight new Robot Masters have been defeated for the first time and the new Robot Masters return in Dr. Willy's Castle. When you fight them the second time you'll be able to defeat them with seven hits from the weapons that you collected after fighting them the first time.

SHOT BY SHOT

Find the name of the Robot Master that you’re after, then line it up with one of the Weapons to discover the number of shots it’ll take to score a victory with that particular weapon.

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<th>WEAPON</th>
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<th>SNAKE MAN</th>
<th>HARD MAN</th>
<th>TOP MAN</th>
<th>MAGNET MAN</th>
<th>GEMINI MAN</th>
<th>METAL MAN</th>
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<td>SHADOW BLADE</td>
<td>7</td>
<td>14</td>
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While the table above indicates the strength of each weapon, it doesn’t explain how easy or difficult they are to use in particular situations. For instance, the Hard Knuckle knocks a lot of power out of Top Man and Crash Man, but since it moves very slowly, those quick enemies can get out of the way before the Hard Knuckle connects. Practice and learn what works best.
From Agent #067

Super Jump Extraordinaire

While the Rush Coil does send Mega Man skyward four times as high as his usual jump, there's a technique that will allow Mega Man to jump even higher. Just press and hold Right on the Control Pad of Controller II and press the A Button of Controller I. Mega Man will jump almost the entire height of the screen. The Super Jump can also elevate Mega Man from bottomless pits. As soon as Mega Man loses his footing, press and hold Right on the Control Pad of Controller II and press the A Button of Controller I. Mega Man will leap from the pit to the top of the screen. This will cause the music to stop until you reach an area where new music begins. That's a small price to pay, though, for the chance to move on unharmed.

If you prepare for a Super Jump ahead of time, you can make Mega Man invincible for the rest of the stage. Press and hold Right on the Control Pad of Controller II before Mega Man falls. Then let Mega Man drop into the pit and press the A Button of Controller I as soon as Mega Man's Energy Meter goes down to nothing. Mega Man will leap from the pit invincible. Mega Man will lose power to the Arm Cannon using this technique, so make sure that he has a weapon that he can use against the Robot Master that he'll face at the end of the stage. When Mega Man is invincible, don't pick up anything that will add to his Energy Meter or he'll lose his invincibility.

Press and hold Right on Controller II and press A on Controller I. Mega Man will take a mega leap!

From Agent #451

Password Power

A special Password for this challenging Superhero thriller will let you begin with a full load of weapons. On the Title Screen, press Up on the Control Pad of both Controllers. You will be sent to the Password Screen. Enter CKWJT4 as your Password. Then press the Start Button when it asks you to enter another Password. You'll start with super powerful shots and an optional rear firing device.

Press Right on the Control Pad after moving the cursor to the Shadow Blade. Then pick up a Power-Up and use the Rush Jet.

Super Jump cut out of a pit when Mega Man's energy is down. He'll come out invincible.
Cowabunga Correction

In the arcade game it takes extra quarters to extend your Foot Clan fighting mission. On the NES, though, you can fight further with a code that allows you to start with nine Turtles in reserve. On the Title Screen, press Up, Right, Right, Down, Down, Left, Left, Left and Left again on the Control Pad. Then press the B Button, the A Button and the Start Button. You'll take off for another rock 'em sock 'em adventure against the forces of Shredder and his alien co-horts with an army of Turtles behind you. Nine in reserve plus one on the screen equals ten Turtles!

Press once, Right twice, Down three times and Left four times. Then press B, A and Start. You'll begin with nine turtles in reserve.

Lightning Bolt Attack

Add power to your attack with a super lightning bolt that will blast all of the enemies on the screen. Press and hold the B Button for about five seconds and your Ninja will call on a lightning bolt that will come down on every visible enemy. The blast will take about half of your energy, so use the technique sparingly.

Hidden Items

Throughout your journey, you'll uncover hidden items by swinging your Sword in particular areas. Here are some areas where our Agents have discovered hidden items:

STAGE 1-1

STAGE 1-3

STAGE 3-1

STAGE 3-2

Swing your sword in the areas indicated to earn special hidden items and look for additional items from Shredder in each stage. Have fun!
CLASSIC CODES

Game programmers build codes into games so that they may easily play through the stages while the game is in development. With a Stage Select, Continue Code or a Multi-Player Maneuver, the designer of the game will not have to spend hours in challenging gameplay just to make sure all of the elements are in place. A lot of the time, codes are removed from the final product so that Game Players will play, and enjoy, each stage of the game. Sometimes, though, codes are kept in a final program to avoid any complications that removal of the code may cause. That’s where players and pros step in and try to find the right button pressing combinations that will add an extra dimension to their game. Here are a few of our Agents’ favorite codes that have been collected through the years:

The Konami Code

↑↑↓↓ ←→ ←→ B A Start

One code that our Agents know of that can be used for more than one game is the Konami Code. In at least five games, this combination of controller strokes adds players, weapons or energy. Press Up, Up, Down, Down, Left, Right, Left and Right on the Control Pad. Then press the B Button, the A Button and the Start Button.

Contra

Enter the Konami code at the Title Screen and fight through your mission with 30 characters.

Lifeforce

Just like with Contra, enter the code when the Title Screen appears. You’ll have 30 ships.

Gradarius

At any point in your mission, pause the game and enter the code to receive full weapons.

Nemesis

This Game Boy version of Gradarius also takes advantage of the full weapons option.

TMNT-Fall of The Foot Clan

Pause this Game Boy adventure and enter the Konami code to fill the Life Meter.

Super C-10 Men

←→ ↓ ↑ A B Start

The Super C code was originally designed to leave 30 fighters in reserve. In the final version of the game, though, the code was changed to allow only 10 fighters. Enter the code at the Title Screen and blast away.

Astyanax-stage Select

↑↓ ←→ B B B B Start

Take off to any of 10 different stages of this mysterious quest through the land of Remila by entering the code at the Title Screen.

P.O.W. 20 Men

A B B ↑↑ ↓ ← Start

Before you start, enter this code and go in with a reserve of 20 fighters.

The Guardian Legend-TGL

Enter “TGL” as your Password in this space adventure and skip the Labyrinths.

Wanted: Special Agents

A popular activity among Nintendo Game Experts is developing tips and strategies. Share your special tips with us. Choose your own Agent Number (3 digits) and include it with your tips.

Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733
**MASTER HIGGINS RETURNS!**

He's back! The pint-sized tropical vacationer has returned to the islands in this sequel to the popular Hudson's Adventure Island. The evil Witch Doctor is up to his old tricks, and it's up to Master Higgins to finally give him what he's got coming. Princess Leilani is safe from danger since you rescued her in the first game, but this time the Witch Doctor and his dastardly band of monsters and hooligans have nabbed her sister Tina. There are Eight different islands between you and that mumbo-jumbo Madman this time, so you had better get going. With eight islands, this could take you a while . . .

**THE PERILS OF ISLAND LIVING**

The Islands can sure be a dangerous place for a boy like Master Higgins, but anyone who's played the first Hudson's Adventure Island will tell you that there's more to this hero than meets the eye. Here's some of the dangers you'll want to avoid.

- If you run out of time, you'll lose a life and must start the stage over. Pick up fruit to add time.
- Master Higgins will have to avoid the assortment of creatures on the islands.
- There are plenty of jobs and pits that Master Higgins will have to avoid.

Hudson's Adventure Island II is very similar to the original game. The game is unique, though, in that you're not always sure which stage you will be traveling to next. Sometimes Master Higgins will take a different route than he did the last time you played.
**FERN ISLAND**

**The Beach**

Master Higgins will always start on the beach of the first island, but where he goes from here is anybody's guess. This first stage is very easy, and will give you a chance to get a feel for Master Higgins' abilities and do a little island sight-seeing.

Master Higgins will see a crude stone hatchet for protection in the jungle. You can find a hatchet hidden inside the eggs.

Some eggs hide skateboards. You'll have added protection while on the skateboard, but you won't be able to stop!

Some creatures are friendly with Master Higgins, and will help him. When you find this heart icon, a Blue Campitosaurus will appear to help you.

---

**EGG SURPRISE!**

Almost all of the things Master Higgins finds inside an egg will help him, so be sure to open every one.

- **Honey Gift will make you temporarily invincible.**
- **Bow of the eggplant will decrease your time.**
- **Flower doubles the affect of every fruit you find.**
- **Milk will increase your time up to its maximum level.**

---

**MORE FRIENDLY CREATURES**

- Find the Spade Icon and Master Higgins will be joined by the Red Campitosaurus, who shoots him out of his mouth and moves very quickly.
- Find the Diamond Icon and a Eiseinosaurus will show up to give Master Higgins a ride. This was a programmer's mistake and moves very fast underwater.
- The Clover Icon will summon a Phaeosaurus to carry Master Higgins to the end of the stage. This won't happen very often, as Phaeosaurs are very rare.
**FERN ISLAND** — The Volcano

There is a volcano on the first island near the beach. Things start to get a little tougher in this area, but nothing Master Higgins can’t handle.

**FERN ISLAND** — The Rain Forest

This is a deep tropical rain forest, but you’ll find a clearing in the middle of the stage.

**FERN ISLAND** — The Underground Cavern

The caverns are dark and full of things that go bump in the night.

Try to use the Blue Camptosaurus for this area. He’s sure-footed.

**FERN ISLAND** — The Tropical Forest

There are lots of strange trees and plants to climb on in this stage.

Be sure to save if you find Camptosaurus for this stage.

**FERN ISLAND** — The Forest

The island sky is a vivid shade of orange this time of year.

It’s best to only take the axe with you in this stage.
Honey Girl makes you luuuucious!

Master Higgls can walk right through rocks and fires when Honey Girl is with him.

There's a red dinosaur in this egg.

There are plenty of falling boulders here, so Master Higgls will have to be ready to jump them at all times.

The Blue Camptosaurus whips his magic tail.

Egg

Hidden eggs will lead you to secret bonus rooms!

The mysterious hidden bumblebee is often found in the secret bonus rooms!

The Red Camptosaurus can walk through the lava. Without him, Master Higgls is sure to get a serious "hot-foot".

There's a red Camptosaurus hidden in this egg, just in case you lose your first egg early in the stage.

Watch out for the fire on the other side of this moat.

There's a pugoid eggplant waiting for you in this stage, so be sure to avoid it if you can.

Pinky flies are everywhere on this island.

This frog will leave you a special gift.

One of these high-flying birds will drop an egg and give you a dinosaur.
FERN ISLAND — The Underground Water Cavern

Another series of underground caverns, but this time they're filled with water.

FERN ISLAND — The Tropical Forest

Master Higgins will have to be especially careful during this long climb.

Start your climb here!

FERN ISLAND — The Bottomless Cavern

The boss of this stage is hiding somewhere in the twisted and tangled island vegetation.

The End of the First Island!

Defeat the boss at the end of this island and you'll be off to the second Island. Good luck!
LAKE ISLAND HIGHLIGHTS

Lake Island is the second stop for Master Higgins. Although tougher than Fern Island, this is still very easy.

1. Be sure to stop the bird that flies higher than the others. It will leave you a Red Comptadora.

2. Find a hidden egg here and take a ride in the clouds.

3. Use an Eternamoo here if you have one and you can swim right through the air pockets with being trapped.

4. Use this springboard to get the beef jerky and lacrus your time.

5. There's a bottle of milk hidden in the second egg you find in this stage.

6. Watch out for digging jellyfish hiding near the bottom of the lake. They move quickly, but are not too smart.

7. Use your turbo speed by holding down the 8 button and you can avoid the jumpling nukes you're sure to find here.

8. This hidden egg will take you to a special bonus room.

DESSERT ISLAND HIGHLIGHTS

I don't think this is what Master Higgins had in mind when he said he wanted to spend some time in the sand.

1. Use the springboard to retrieve the beef jerky and land between the two fires.

2. Calculating coconuts hang capriciously from horrifically tall palm trees, ready to capture down upon the crown of any poor Master Higgins.

3. Avoid staying in one place too long, or the sand traps will get you for sure. Keep movin', Master Higgins.

4. There is an Eternamoo here, but don't pick it up, as it can't jump high enough for this time.

5. Beware of boiling hot rivers that bubble and blather all that brave the beach beside them.

6. Hitch this Pieranoida and you'll catch some air for a free and clear ride to the end of this stage.

7. Find the hidden egg in this area, and you can skip this island completely!
ICE ISLAND HIGHLIGHTS

Brrrr! Master Higgins braves the heavy snow drifts and sub-zero temperatures in his bermudas!

1. Use the Blue Compass to find the hidden egg. You can use its magic tail whip, and he won't slip and slide on the ice.

2. Beware of the tricky snow make that is waiting for you in this level. He's easy to beat if you have an ax or a dinosaur with you.

3. Another hidden egg that leads to the bonus cloud stage and all the fruit Master Higgins can gobble up.

4. Check this area for a hidden egg.

5. The icicles hanging from the ceiling in this cave are very dangerous, so be sure to move a little slower through this area.

6. There are some nimble spikes awaiting you at the end of this level, so be on your guard.

7. Avoid picking up the skateboard in this area. You won't be able to slow down or stop, which can make this level extremely difficult.

8. Another hidden egg that will lead Master Higgins into the fruit laden cloud above.

CAVE ISLAND HIGHLIGHTS

There are plenty of tricks and traps waiting for Master Higgins on the treacherous Cave Island.

1. The only way to get the fruit here is to jump sunlight up.

2. You'll need to use your turbo running speed and time your jumps perfectly here.

3. Find a hidden egg here and you can skip this island and go straight to the Cloud Islands.

4. Find a hidden egg here and you can skip this island and go right to the Cloud Islands.

5. Be sure to save a Dinosaur to use for this underwater stage. Master Higgins will be hard-pressed to finish the stage with out one.
**CLOUD ISLAND HIGHLIGHTS**

Cloud Island sure is nice, but Master Higgins doesn't have time for sight-seeing. You're almost to Tina, so you'd better keep moving.

1. The bird flying higher than the others will leave you a Pteranodon.
2. Your timing will have to be perfect to maneuver past the spikes in this area.
3. Be sure to save the Pteranodon you find in Area 1 for this section.
4. It may take some practice to master the rotating clouds in this area.
5. The high-flying bird will drop an egg containing a Blue Camptosaurus. You may need it later, so be sure to get it.

**VOLCANO ISLAND HIGHLIGHTS**

The huge volcano on this island will send tremors of fear down Master Higgins' spine for sure.

1. The Volcano activity around here means that there are plenty of nasty foes to get in Master Higgins' way. Remember, the only good fly is a squashed fly.
2. Use your turbo speed and perfect your timing for this super-difficult area.
3. Avoid taking the axe with you in this area and you will find it much easier.
4. Find a hidden egg here for a free ticket to the fruit clouds above.
5. Don't get moving too fast through here, or you'll be hit by the fire spouting out of the lava in this area.

**DINOSAUR ISLAND HIGHLIGHTS**

Not much is known about this mysterious island, as not many vacationers venture out this far. Keep your wits about you, Master Higgins.

1. More branching boulders from above are waiting for you here, so be on your best behavior.
2. Save a Blue Camptosaurus for this area, as the floor is very slippery.
3. There are plenty of enemies awaiting you. You might want to leave your axe behind.
4. This area is crawling with flower devils, so keep that axe handy.
5. The only advice we can offer for this super-difficult area is to work on the timing your jumps.
SPECIAL FEATURE

GAME BOY™

Operation C

If you liked the action and excitement of Super C, you’re going to love Operation C for Game Boy. Awesome aliens and wild new weapons are just two of the differences Super C fans will appreciate. Have a blast!

A Boy & His Blob

A Boy & His Blob in The Rescue of Princess Blobette is the Game Boy sequel to last year’s NES hit, A Boy & His Blob. Once again it’s a matter of feeding the Blob special Jelly Beans to overcome cunning obstacles. But you’ll have to hurry; Blobette is barely hanging on!
Ultra gave us some of the best out-of-this-world action with Super C for the NES. Now Game Boy gets into the act with Operation C—only this version may be even tougher and more exciting than the original! Once again you’ve entered an alien world where friendly faces are about as rare as purple cows. Fortunately, you’re armed to the teeth with a new array of super weapons. So what does the C stand for? Challenge!

WEAPONS

Three awesome weapon options give you the winning edge. Two of the weapons—Spreader and Fire—will be familiar to fans of Super C. But the best—the Hunter—is brand new. Learn to shoot at 45 degrees and continually spray the enemy by holding down your B Button.

SPREADER

The Spreader shoots a wide pattern of three shots. Get two Spreaders for a five-shot pattern!

HUNTER

This is the best weapon in the game by far. Smart bullets “Hunt” the enemy and destroy it. Try to hold onto the Hunter once you find it, especially in the upper levels.

FIRE

The fireballs from this weapon explode on impact, destroying all enemies in the vicinity.

STAGE 1: OUTER BASE

The Outer Base is the first line of alien defense. Guards atop towers keep the action hot, but by firing at an angle you can take them out. On the upper level watch for guns in the walls. Duck down to avoid their fire. Be sure to get the Hunter right after the elevator ride down to the harbor.

STAGE 2: INNER BASE

Like the second level in Super C, the Inner Base is seen from overhead as you scroll vertically. Enemies attack from all sides, which is no problem if you have the Hunter. Massive guns are your biggest headache, but you can fire from safe positions. The guns on the conveyor belt must be quieted before you can move on.

SINKING THE SUB

The Submarine attacks from below using guns and missiles. Dodging the shots isn’t too difficult, but remember that aliens charge you from the side! Use the Hunter to blow the missile hatches or fire downward at 45 degrees.

TORCH THE TANK

This massive Tank at the end of the stage is armed with regular guns and a fearsome Flame Gun. Blast the regular guns first so you can maneuver close to the Flame Gun. Attack the Flame Gun from the side at a 45 degree angle.

It isn’t necessary to wipe out the guns to defeat the Sub, but it makes life (or staying alive) much easier.

Since the Flame Gun’s shots can’t be destroyed by your own shots, don’t stand in front of the gun when attacking.
The steamy Jungle is filled with hidden dangers, just like in Super C, except this time the stage is longer and more difficult. Pop Up Guns, a swamp, falling Boulders and two fierce, alien Guardians are just a few of the perils you must face. Be prepared for anything!

Avalanches of Boulders present a great danger on the Cliffs. You can shoot Boulders into dust so they don’t crush you, or you can dodge them. Because the Boulders fall in patterns, you can judge when to cross avalanche zones in safety. Powder the first avalanche by firing from left of the Cliff’s base.

Whenever you’re in the side-scrolling Jungle regions, the biggest threat comes from Pop Up Guns that suddenly explode from the ground in front of you! It wouldn’t seem like a pretty good idea to hit the turf and shoot back. The problem is that alien soldiers will charge from the left. So here’s what you do: first, face left then drop to the ground and zap the aliens, then jump up, avoiding Pop Up Gun fire, face right, drop again and blast the Pop Up Gun.

The Guardian at the end is similar to the earlier Guardian, but it fires Lasers at you. Stand on the Giant Shell and dodge the Lasers while firing at them. After the Lasers, the Guardian releases poisonous Bubbles. Shoot them so they don’t touch you, and then shoot the middle of the Guardian to defeat it.

The Guardian hovers overhead firing little alien insects from tubes pointing left and right. Your best strategy is to shoot and destroy the tubes.

Like a nightmare from the depths of space, alien pods burst open with newborn monsters. Other creatures appear from holes to the left and right as you scroll vertically, and jagged blades thrust out of the walls at ground level trying to cut you down. Look for the Hunter on the left side just beyond a Pod. You’ll need it!

Head Off Trouble

Fire straight up at the Guardian as it moves across the screen, then dodge when the Little Spiders appear.

The Guardian at the end of the stage has two defenses. The Laser shoots around it in a diamond pattern and Little Spiders come out of it. Stand to the side and shoot the Little Spiders while dodging the Laser. Then aim for the Guardian’s head.

Stage 5 is a futuristic laboratory filled with traps. The Ceiling Guns fire faster shots than any you’ve yet encountered. Stay well back as you jump up and fire at them in the air. Attack the monsters in the Glass Tanks the same way. On the Elevator, duck below the Electric Beams, but be ready for the aliens who attack from above.

Robotics 101

You’ve almost reached the end of your mission, but bar ring the way is a steely Robot. Missiles are launched from the Robot’s backpack, but you can shoot them down. After defeating the Robot, you’ll come face to face with the Mastermind!
A Boy and His Blob in The Rescue of Princess Blobette from Absolute Entertainment doesn’t have any super weapons or mutant bosses; no dragons, ninjas or berserk aliens, either. What you do get in the Game Boy sequel to A Boy And His Blob (for the NES) is bags of Jellybeans and barrels of fun. And there’s a twist. Blob’s sweetheart, Princess Blobette, has been captured and caged, and the Blob is determined to save her. If you hope to pass the many obstacles between you and Blobette, you will have to feed the Blob an assortment of Jellybeans, each of which turn him into a useful shape like a key or an umbrella. New Jellybeans and cunningly placed obstacles will challenge novice and expert Blob-handlers alike.

**Blobs’n Beans**

With a hungry Blob for a friend and a bag full of Jellybeans you’re bound to go far. Three new Blobolicious flavors have been added: Lime, Mint and Banana. At the start of the game you don’t have all the Jellybeans. Extra bags must be found and collected as you go.

- **Lime** = Key
- **Vanilla** = Umbrella
- **Tangerine** = Trampoline
- **Coconut** = Coconut
- **Punch** = Hole
- **Apple** = Jack
- **Honey** = Hummingbird
- **Cola** = Bubble
- **Ketchup** = Catch Up
- **Licorice** = Ladder
- **Mint** = Ice
- **Banana** = Monkey Wrench
- **Strawberry** = Bridge
- **Root Beer** = Rocket

**Jumping Jelly Beans**

Use the Tangerine Trampoline to reach the heights where an extra bag of beans awaits. Grab the bag and jump down. Whenever you pick up a new bag of Jellybeans, look for new flavors.

**The High Road**

Use the Ladder or Trampoline to reach the ledge. If you used the Trampoline, retrieve the Blob using the Honey Hummingbird. Now turn the Blob into a Coconut. Stand as far to the right as you can and hurl the Coconut at the machine’s lever to turn it off.

**Gearing Up**

Throw the Monkey Wrench into the gears to deactivate this machine.

**The Fence**

So you’ve reached an impassable barrier; you can’t go over it or under it. What do you do? Turn the Blob into an Apple Jack directly below the hole in the machine. Before you know it, the wall will lift out of the way!
**Ups And Downs**
The wind currents around this old castle are strong enough to carry you aloft if you’re holding onto the Umbrella. Step off one of the ledges and press Up on the controller. Now float into the wide space between the towers and collect Peppermints for an extra Life.

**Oh Blob, Save Me!**

**Peppermint Treat**
Every time you collect five Peppermints you will earn a free Life. Collect nine Peppermints in the air and one more just before you reach the Stomping Machines.

**Blob-acious Advice**
Beware of the Blob who, in his excitement, may knock you into danger when he comes bounding up to you. This Blobish enthusiasm is most dangerous near ledges and machines, so make sure you’re in a safe place before whistling for the Blob to join you.

**Blob & Blobette**
You can reach the ledge to the left of Blobette by using the Trampoline. When you throw a Honey Jellybean to the Blob, he’ll fly up and open Blobette’s cage.

**Bubble Trouble**
The trouble with Bubbles is that they are slow and have lousy handling. When you’re underwater, steer clear of fish who would like to pop your Bubble.

**Onward And Upward**

**Torch**
Along the walls of the well, torches burn and flare. One lick of flame will end your quest. Use the Cola Bubble at the top and, as you float downward, you’ll avoid the flames. You’ll also be ready to enter the water at the bottom of the well.

**The End Is Nigh**
Some of the most difficult challenges still lie ahead. There’s a vat of boiling chocolate that needs to be cooled down and then a world record high jump. Finally, when Blobette is released from her cage, she runs away! There’s no time to lose. Follow her to find the way back out.
POWER MISSION

Super Strong Fleet

Make your fleet a force to be reckoned with by letting your enemies make the first move. As you begin, choose your fleet formation. Then, instead of carrying out battle plans, end your move. While the enemy fleet is making its move, press and hold Left on the Control Pad and the Select and B Buttons. When it's time for your move, all of the ships, submarines, and planes in your fleet will be built up to a total of 99 Hit Points. With strength on your side, you'll be able to adopt a very aggressive position from the very beginning. At any point in the game, you can rebuild your fleet by using the same procedure. Just choose to end your move as soon as it begins. Then press and hold Left on the Control Pad and the Select and B Buttons as the enemy is moving. When your move begins, your fleet will be back to near maximum power, though damage from the enemies', most recent attacks will still register.

Land Torpedo

While it's generally believed that Torpedoes travel only through water, Power Mission Torpedoes can also make their ways across land. Line up your subs and other Torpedo launching craft near islands and aim for enemy ships and subs on the other side. Then send Torpedoes sailing right through the island to unsuspecting targets.

FORTRESS OF FEAR

Initial Bonus

The high score entry in this great Game Boy adventure not only lets you compare your score with scores made by the Pros, but it can also allow you to start your next game with extra players in reserve. When the game is over and you have the option of entering your initials to the list of high scores, choose a letter W, a Heart and another W. After the characters are entered, press the Start Button to begin a new game. You'll start with 6 players in reserve!

With the added strength that this maneuver gives you, you'll be able to take a very aggressive position and surround the enemy fleet early in the game.
**DUCK TALES**

**From Agent #103**

**1-Up Loop**

In a past edition of Classified Information, we reported on a special maneuver that allows you to collect as many as 9 Ducks in reserve for the NES version of Duck Tales. The same basic tip also works for Game Boy Duck Tales. Select the African Mines from the very beginning. From there, you'll be sent to Transylvania to retrieve the Key to the Mines. In Transylvania, if you move directly to the right and use the first Warp Mirror, you'll get to the room with the Key. In that same room, there's a Warp Mirror that you can use to exit Transylvania. Before you exit, though, collect the hidden 1-Up in Transylvania, then leave and re-enter Transylvania through the African Mines so that you can collect the 1-Up again. Finding the 1-Up in the first place can be very challenging, though, because it is hidden deep in the Haunted House. Climb to the upper-right corner and follow the Mine Car tracks. At the end of the tracks, you'll find the 1-Up in a Treasure Chest. Collect it, go back to the beginning and Warp out of Transylvania without getting the Key. Then go back through the African Mines and repeat the maneuver.

![Game Screen](image1)

When you enter the African Mines without the Key, you'll be sent to Transylvania. Climb to the Mine Car Tracks and collect the 1-Up.

![Game Screen](image2)

Once you have the 1-Up, warp out of Transylvania without getting the Key and keep around to collect the 1-Up again.

**BOOMER'S ADVENTURE IN ASMIRK WORLD**

**From Agent #123**

**Ancient Stage Select**

The 33 stages of Boomer's adventure first ascend then descend so that you encounter every stage twice. With a special Password, you can choose to begin the game at any stage, going up or going down. Choose to continue from the beginning and enter as your Password "ANCIENT". The stage number will appear. Change the number by pressing Up and Down on the Control Pad. If you select a stage that has a number followed by a period, the stage numbers will decrease as you play. If there is no punctuation after the number, the stage numbers will increase.

![Password Input](image3)

Type "ANCIENT" as your Password and select your stage.

**CASTLEVANIA—THE ADVENTURE**

**From Agent #414**

**1-Up Collection**

Here's a favorite that you may have missed the first time around. Throughout the game, you can Whip Candles to earn Power-Up items. Our Agents have discovered, though, that if you skip the first Candle, you can break the eleventh Candle for a 1-Up. Then collect the other 1-Up in Stage One, let Simon lose a life and repeat the process. You'll come out ahead by one extra fighter every time you loop around.

![Game Screens](image4)

Collect both 1-Ups in Stage One, then let Simon lose a life and start at the beginning to collect them again.
**NOW PLAYING**

<table>
<thead>
<tr>
<th>Title</th>
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<td>Acclaim</td>
<td>GL</td>
<td>2.4 2.4 2.6</td>
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**Rolan’s Curse**

Adventure through a land of magic and menacing creatures in this two-player Hero quest from American Sammy. Maze-like forests and caverns lead to dead ends, enemies and treasure chests that hold special items.

![Rolan's Curse game screen](image)

Your quest has begun...

Begin your journey with a sword and some words of advice from villagers. Then search the land and collect, among other items, a wand that fires magic balls and an axe.

Since the challenge comes mainly in finding the right paths to travel and not in defeating enemies, this is a game that adventure game novices can enjoy as much as experts.

![Rolan's Curse game screen](image)

**Solomon’s Club**

The puzzle-solving fun of Tecmo’s NES classic, Solomon’s Key, has been successfully translated to Game Boy in the new follow-up, Solomon’s Club. A magician with a wand that allows him to create and destroy magic blocks must negotiate rooms full of enemies and obstacles.

In each room, you’ll find a Key and a Door. The challenge is to get to the Key, then unlock the Door without direct contact with the enemies. Sometimes you can direct the path that the enemies take by creating blocks and sometimes you can send the enemies falling to the ground by destroying blocks. By collecting treasures in each room, you can earn money and then visit shops in some Rooms to purchase special items and weapons. This new feature adds to the variety and excitement of the game and helps make this Game Boy adaptation even better than the original.

The rooms range from very simple to solve to very challenging. Since there’s a built-in Stage and Room Select, you can skip to stages that are built for your own skill level.

**Game Boy Chart Key:**

*G* = Graphics and Sound  
*P* = Play Control  
*C* = Challenge  
*T* = Theme and Fun

Games are evaluated with ratings from 1 (poor) to 5 (excellent).
GAME BOY TOP TEN

Super Mario Land

Mario returns to the top of the poll after a one issue drop. This one is a must-have for Mario fans.

Teenage Mutant Ninja Turtles

The Foot Clan continues to fall and, this time, the Turtles fell two-one notch to Number Two.

Gargoyle's Quest

Players have been singing the praises of Firebrand's Game Boy adventure since its release.

COMING SOON

Game Boy developers are busy putting the finishing touches on a slew of Game Boy games that you should see in the next couple of months. Here's a look at just a few of them.

SPORTS

Last issue we mentioned that the NES classic, R.C. Pro-Am, is being developed for Game Boy. Now we can show you. Super developers, Rare, are trying to capture the same look and feel that they had with the original.

Skate or Die: Tour De Thrash from Electronic Arts features a rocket ramp just like the ramp in Skate or Die 2 for the NES and a two-player simultaneous event competition. It looks promising!

PUZZLERS

New licensee, Triffix, will introduce Game Boy players to Castelian this year. It's a puzzle game with a new kind of look. The action takes place on the outside of a castle tower and the tower rotates as characters climb upward. Bubble Bobble from Taito is on its way to the Compact Video Game System. Another classic, Pac Man from Namco, will be out this year.

GAMBLING

A Game Boy casino simulation is being developed by Arcadia. Caesar's Palace Gambling will feature an overhead view of the famous casino with a focus on Roulette, Blackjack and other games. The graphics and play are very impressive.

RUMORS

Acclaim is talking about a possible Simpsons Game Boy adventure. There's no word on when we'll see a working version, yet. Snake, Rattle 'N Roll is also being considered for Game Boy development. We'll keep you informed.
From the outside, the NES Control Deck (CD) looks like a simple box—a few buttons, a few jacks, a little red light. But appearances can be deceptive. In the following pages we'll open up the hardware and see what goes on inside that world of amazing precision and blinding speed. Our tour into the electronic maze begins with a look at how the CD communicates with the world through Game Paks, Controllers and your TV.

**72 PIN CONNECTOR**

Like all computers, the NES receives information from software. In this case that means Game Paks. When you slide your Game Pak into the Control Deck, the open end of the Game Pak slips into the 72 Pin Connector. It's like plugging in your telephone so you can receive calls. Information passes from the microchips inside the Game Pak through the 72 Pin Connector and into the Control Processing Unit of the Control Deck (CPU) or into the PPU, depending on the information and which Pin Connectors are accessed. If lint or dust gets into the 72 Pin Connector, the signal might not get through and it may seem as if the Game Pak itself isn't working.

**RF MODULATOR**

Did you know that your NES Control Deck is like a television station? The signal sent by the CD to your TV to create the image of Mario and other characters is the same broadcast by TV stations. The signal is called IF or Intermediate Frequency and it is generated by the RF Modulator inside the CD. But when the Picture Processing Unit (PPU) creates video information, it needs a Composite Video Signal—the type of signal computer monitors can read. Most TVs receive RF signals, however, so the RF Modulator translates the Composite Signal and sends it to the TV. Strangely enough, once the TV receives the RF information, it translates it back into Composite Video Signals in order to display the picture.

**CONTROLLERS**

The Control Deck is also connected to the outside world through the Controllers. When the CPU needs controller information, it sends a message to a chip in the Controller called the Shift Register. The Shift Register reads the position of every button, either On or Off then reports back to the CPU on the On or Off status of each button. Although it seems like this might take a long time, actually it all happens in less than a sixtieth of a second—much faster than the human eye can discern. The result is that characters seem to jump at the push of a button.
Every aspect of the game, from the picture that appears on the screen to the rules that determine how high a character jumps is controlled by two powerful microchips—the PPU and CPU. Let’s take a peek.

**THE PPU**

The Picture Processing Unit, like the CPU, is located on the main integrated circuit board of the CD. If you opened up your Control Deck, which you should never do, you'd find that it seems to be upside down. The PPU takes digital information from the CPU and Game Pak and converts it into Composite Video Signals that specify the color of every pixel on your TV screen. Sixty times every second the PPU redraws the entire screen in still frames, just like the multiple still frames of a motion picture. Because this happens so fast, it seems as if characters on the screen are actually moving.

**THE CPU**

The Central Processing Unit is like a tiny switchboard with thousands of calls coming in and going out at the same time. For instance, every sixtieth of a second, or V-Blank period, when a screen has been completely drawn on the screen, the CPU checks for commands called Interrupts. The Interrupt from the Game Pak may instruct the CPU to ask for the current position of all Controller buttons or it may run some other routine such as sending out a sound effect command. If you imagine the Game Pak as a cook book, the CPU would be the cook who follows the instructions...for every dish in the book at the same time!
CHARACTERS

Although Mario and other characters usually seem pretty solid, they are actually composed of several characters. Super Mario consists of eight separate characters, but they are all programmed to appear in a sequence that makes them seem like one. Backgrounds are also made up of many separate characters. In fact, every screen has 960 characters!

SCROLLING

The PPU may display only 960 characters, or one screen at a time, but it actually stores twice that amount. In a one-way scroll, new characters constantly replace old characters behind the scroll. This is why in games like Super Mario Bros., the screen can scroll only one way. In Metroid, however, scrolling occurs in two directions and new characters are continually added in the direction of the scroll.

RF VS. RGB

Why do RGB (Red, Green, Blue) monitors seem to have clearer, sharper pictures than standard television monitors? Information can be lost or distorted by interference during RF transmission. But the RGB signal goes straight from the CPU to the color guns of the monitor.

An RGB Video Signal is actually composed of five separate signals, one signal for each of the three color guns—red, green, and blue—and two to describe the location vertically and horizontally of each pixel.
A NEW VIEW

In most respects the Game Boy resembles a miniaturized NES. One difference is that the CPU and PPU chips have been combined in one master CPU that does both jobs. The other major difference is that Game Boy has its own screen. The Liquid Crystal Display (LCD) operates using reflected light. When electrical current passes through part of the LCD, less light is reflected and that creates a darker image.

To create a character image on the Game Boy's LCD, different currents pass through many points of the crystal. The darkness of each point on the screen is determined by the level of current. In this way the Game Boy produces one white, two grey, and one black shade, with which it creates all of its game screens.

INTO THE FUTURE

Just as in the rest of the computer industry, video game technology is racing forward. New 16 bit game systems like the Super Famicon are leading the way, but what is the real difference between the new systems and the traditional 8 bit systems like the NES and Game Boy? Speed of processing is the main difference.

In an 8 bit system you can describe 256 individual things such as colors, whereas in a 16 bit system you can describe 65,536 individual things. The possibilities are tremendous, but the final result, as always, depends more on creative programming than the speed of the microprocessor.
YO JOE

The G.I. Joe Team hits the warpath with more fire power and more fighting skill than any force that has ever been dropped behind enemy lines. The Cobra Organization has bases spread out all over the world—Your team must get in, blow each base to Kingdom Come, then escape! Taxan has combined great control and graphics for a winner.

YOU NEED A FEW GOOD MEN

For each mission you'll control a team of three tough commandos. There's Duke, an all-around hero; Rock & Roll, a heavy weapons expert; Capt. Grid Iron, a hand-to-hand terror; Blizzard, trained in arctic operations; and Snake Eyes, a martial arts magician with ninja magic. One leader is chosen by General Hawk to head up each foray into enemy territory. You fill out the rest of the team. Each mission demands different skills, so determine who goes by looking at their strengths for Stamina, Jumping, Punching and Weapons.
The Cobra Organization has been terrorizing the world for too long. The Commanders of Cobra each have their own heavily guarded base. The G.I. Joe Team will have to deal with them all.

**MISSION START**
You'll begin each mission in a straight-out action mode, blasting and fighting your way toward the Cobra Base.

**COBRA BASE**
The bases are mazes, some cunningly difficult. In each you'll have to reach the Checkpoints to set bombs before time runs out!

**ESCAPE ROUTE**
After setting all the time bombs you'll have to clear out of the area. Fight on the run as you head for safety.

---

**POWERING UP**
To go the final mile you'll need the extra fire power of "maxed out" weapons. Grab the pistol symbol to raise the weapon rank of your current commander by one step, for instance from 2A to 2B. Level 4C is the highest level. Try to achieve the top rank for every commander in the early stages. And once they're up there, don't let them die off. If a team member is defeated, he'll lose his weapon ranking.

**WEAPONS**
When the Pistol Emblem is shown on screen, you can fire your weapon. Snag four Pistol Emblems and you'll fully power up your Weapon's Level. Using weapons uses up Ammo, so long bursts will leave you short of munitions.

**HAND-TO-HAND**
For most of the action areas—Mission Start and Escape Routes—you should use hand-to-hand combat wherever possible to preserve your Ammo. Each team member has a specialty such as using a sword or his fists.

**HAND GRENADES**
The Hand Grenades are best used against the Cobra Commanders at the end of mission stages or to blast open walls and floors. They aren't very accurate against fast moving enemies, though.
Hand-to-hand combat will take you far against the Guards and animals. Make sure you jump for the hidden Power-Ups in the trees.

**ITEMS**

Collect items to give your characters Power-Ups for weapons and the Life Bar.

- **AMMO**: Adds five shots to your current supply of Ammo.
- **FLASHING AMMO**: Thirty shots are added to your main gun's store.
- **K-RATION**: One section of the Life Bar will fill up.
- **FLASHING K-RATION**: Your character's Life Bar fills up completely.
- **PISTOL**: Increase Weapon Levels by collecting four Pistols.
- **BULLET PROOF VEST**: You become invincible for about five seconds.
- **CHEVRONS**: The length of your character's Life Bar will increase.

In many missions, you'll find walls of stone that can be destroyed by shooting them. In many cases, Power-Ups or enemy vehicles are hidden in thin stones or accessed by 2-way ledges. Occasionally you'll have to do some careful shooting to create a ledge to stand on.
CHECKPOINT BOMBS

G.I. Joe is an explosive game in more ways than one. Your mission is to penetrate enemy fortifications and then blow them up. Inside each Base you'll find from between two and eight Checkpoints. When you touch a Checkpoint, an explosive device is armed. Your mission objective is to set the bombs then escape through the door marked on the map with a star.

A RACE AGAINST TIME

As soon as you reach a Checkpoint, a screen pops up showing the explosive device and its timer. The time indicated on the bomb and in the lower part of your screen is the amount of time you have left to set all the bombs and get out of the base. Study these maps to find the fastest routes. In the upper stages you'll have barely enough time to reach every Checkpoint.

1-3 ESCAPE

When you reach the Cobra Commander, hit him with your hard stuff and avoid the energy field he lays down. Hand Grenades can be effective with practice, but he moves quickly.

HIDDEN COPTER

In Stage 1-3, shoot out the top two stones of the wall and jump up to where they were. Enter the ceiling from there and find the Cobra Interrogator. Get into one of these vehicles as soon as you can because they are nearly invincible.

INTO THE FIRE

At the far right edge of this deadly lava pool, you can safely jump down through the lava and reach an area where two Power-Ups are hidden. After collecting the Power-Ups, you can either go back the way you came to pick up extra items on the far right, or proceed down to the bottom of the base and set the first bomb.
ANTARCTICA
Blizzard leads the team into the frozen wastes, but the action is just starting to heat up. It's no time to get cold feet.

2-1 ANANTARCTICA
Watch out for incoming missiles and take refuge in the hidden ice caves. Enter ice caves from the right to collect valuable items.

2-2 THE BASE
The conveyor belts on the ledges will slow down the team, but once you blast your way into the Helicopters you can easily reach all the Checkpoints in time.

MISSION 3
In the underworld of the city, Snake Eyes gives you a high-jumping advantage, plus his ninja magic uses none of your Ammo.

NEW YORK
Enemies appear from sewer pipes as you ride the elevator downward. Give them a wrench on the head and gain Ammo and K-Rations.

A super computer that runs the operations of Cobra is your target in the most difficult maze yet. Remember to shoot walls and ceilings to reach enemy vehicles. Also select team members who need their weapon levels boosted.
Conveyor belts do their best to carry you to your doom and eagles attack from overhead. At the end, jump to avoid the missiles while attacking.
Capt. Grid Iron leads the assault on the Black Hills, but it's an uphill climb and he'll need all the help he can get.

**THE BLACK HILLS**

On the first ledge of the white cliffs, walk into the wall and get the Pogo.

**ROCKS TO DUST**

Like many Dases, the Black Hills Dase has items hidden in the wall, floors and ceilings. In many cases you'll have to deconstruct the rock with concentrated fire to get inside.

**4-2 THE BASE**

The ups and downs of this mission make Snake Eyes a good choice for one of the team members. Watch out for flame throwers and look for hidden items everywhere.

**CHECK IT OUT**

If you have the Buzz Bear, which is a pretty good idea, reaching this Checkpoint is a snap. If you don't have it, you'll need to do some fancy jumping to reach the hidden passage in the wall. It might be a good idea to bring Snake Eyes along for this mission just to make the jump easier.

**4-3 ESCAPE ROUTE**

Use Snake Eyes to leap up to the ledges that hang out into the shaft. He'll be able to cling to the ledge, then jump up onto it. Leap up to the ledges that protrude into the shaft.

**DRILLING FOR BUZZ BEARS**

Wax down toward the far right and open a passage down to the hidden Buzz Bear. Once you get it, you should immediately head for the Checkpoint in the walled-off room.

**CHOPPERS**

Before climbing upward, deconstruct the cannons above and leap into a hidden shaft to get a helicopter that is hidden on the right.
Although the dunes seem to slow you down, don't jump if you can help it. Many hidden items are buried in the sand. You'll get them only if you walk.

At first it seems like an impossible maze. Destro's forces are swarming as usual and you'll need to find seven Checkpoints before you can leave.

After destroying Destro's ship, you'll have to leap from one narrow column to another while pursuing him. If you fall, you'll have to use another team member, so a lot is riding on every move.
Now that he's free, Gen. Hawk takes over as the team leader for this final mission into the heart of the Cobra Empire.

This mission drops you straight into the Base area of the Cobra H.Q. You need to find eight Checkpoints, and fight off an army of the Cobra's toughest thugs.

COBRA POGO & BUZZ ROAR
You can find a Buzz Bear and a Cobra Pogo in this Base to help you get around. Use Grenades to reach the Pogo and save an Armor. You'll need all the fire power you can get. Use the Buzz Bear first then, if you lose it, take the Pogo.

SHORTCUTS
Like many of the Bases before, you'll have to find secret passages that take you from one level to the next. Hit or shoot all the walls, floors and ceilings to find these areas. They'll save you time, which is important because time is the one thing you don't have.
"So You Think You've Had Enough Of Me! You Ain't Seen Nothing Yet!"

CHECKPOINT ONE
Move as far to the right as you can from the Start area and blow a hole in the floor, then drop down, grab the items and drop down again. Enter the Checkpoint area by jumping up and shooting out the wall to the left of the Checkpoint. Once this is cleared, head back out into the maze for the seven remaining Checkpoints.

THE COBRA CHALLENGE HAS JUST BEGUN
After you've polished off the Cobra Organization once, you might think it's time to rest. No way, Joe. There are two more quests. In the Second Quest you'll have only two members per team and Checkpoints have been moved. The Third Quest has hidden Checkpoints.

"YO JOE"
Here's a glance at a few recent releases that didn't receive feature coverage, though they should appeal to fans of their particular genres.

**BANDIT KINGS OF ANCIENT CHINA**

Following in the footsteps of Nobunaga's Ambition and Romance of the Three Kingdoms, this new role-playing simulation from Koei places you as the leader of a prefecture in 12th Century China. Load one of four scenarios and build your forces to take on the challenges before you.

Some players will find the pace slow compared to more action oriented games while others will enjoy the depth, involvement and attention to detail.

**TIMES OF LORE**

Journey through a world of magic and mystery in this PC style role-playing adventure from Toho. A band of Orcs from the Dark Forest have stolen the Foretelling Stones and you must recover them. The graphics are detailed and the play control is smooth.

Like other role-playing games that were originally designed as PC games, the pace of this game may be slower than that of most adventures designed for the NES. If you're a fan of long, involving quests, though, this one's for you.

**INDIANA JONES AND THE LAST CRUSADE**

The action-packed scenes of the last film of the Indiana Jones series translate well to the video game format in Indiana Jones and the Last Crusade from Taito. From the fight for the Cross of Coronado to the battle on the tank in the desert, all of the big moments are represented.

Unlike some movie adaptations, this game is more of a series of arcade-style games than it is a complete adventure.
**Your Guide to the Latest NES Releases**

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**Listing Key**

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

**Play Info**

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

- **1P** = One Player
- **2P-S** = Two Player Simultaneous
- **5P-A** = Five Players Alternating
- **PASS** = Password  **BATT** = Battery

**Power Meter**

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

- **G** = Graphics and Sound
- **P** = Play Control
- **C** = Challenge
- **T** = Theme and Fun
**AL UNSER’S TURBO RACING**

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**BUGS BUNNY BIRTHDAY BLOWOUT**

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**CAPTAIN SKYHAWK**

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**CASTLEVANIA III: DRACULA’S CURSE**

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<tbody>
<tr>
<td>Spencer Pennington</td>
<td>Seattle, WA</td>
<td>Finished</td>
</tr>
</tbody>
</table>

**CRYSTALIS**

<table>
<thead>
<tr>
<th>Player</th>
<th>Location</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bill Conklin</td>
<td>Buchanan, NY</td>
<td>Finished</td>
</tr>
<tr>
<td>Craig Bruney</td>
<td>Martins Ferry, OH</td>
<td>Finished</td>
</tr>
<tr>
<td>James Murphy</td>
<td>Cooper City, FL</td>
<td>Finished</td>
</tr>
<tr>
<td>Greg Gilleland</td>
<td>Shreveport, LA</td>
<td>Finished</td>
</tr>
<tr>
<td>Gloria Johnson</td>
<td>Crafton, ND</td>
<td>Finished</td>
</tr>
<tr>
<td>Rick Saffy</td>
<td>Greenville, SC</td>
<td>Finished</td>
</tr>
<tr>
<td>Tom Andersen</td>
<td>Atascadero, CA</td>
<td>Finished</td>
</tr>
<tr>
<td>David Bolduc</td>
<td>Lac-Etchemin, PQ</td>
<td>Finished</td>
</tr>
<tr>
<td>Scott Blair</td>
<td>Rutland, IL</td>
<td>Finished</td>
</tr>
<tr>
<td>Denzil &amp; Lori Anderson &amp; Don Hunter</td>
<td>Rowlett, TX</td>
<td>Finished</td>
</tr>
</tbody>
</table>

**DESTINY OF AN EMPEROR**

<table>
<thead>
<tr>
<th>Player</th>
<th>Location</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melba Frank</td>
<td>Omaha, NE</td>
<td>Finished</td>
</tr>
</tbody>
</table>

**DICK TRACY**

<table>
<thead>
<tr>
<th>Player</th>
<th>Location</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Matt DeSantis</td>
<td>Walkersville, MD</td>
<td>Finished</td>
</tr>
<tr>
<td>Gerald Montgomery</td>
<td>Fair Oaks, CA</td>
<td>Finished</td>
</tr>
</tbody>
</table>

**DRAGON WARRIOR II**

<table>
<thead>
<tr>
<th>Player</th>
<th>Location</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Antonio Gonzalez</td>
<td>San Ysidro, CA</td>
<td>Finished</td>
</tr>
</tbody>
</table>

**DUNGEON MAGIC**

<table>
<thead>
<tr>
<th>Player</th>
<th>Location</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marc &amp; Eric Valenzuela</td>
<td>Fort Worth, TX</td>
<td>Finished</td>
</tr>
</tbody>
</table>

**DYNOWARZ**

<table>
<thead>
<tr>
<th>Player</th>
<th>Location</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Travis Coppock</td>
<td>Bay City, TX</td>
<td>Finished</td>
</tr>
<tr>
<td>Nick Sinnokrak</td>
<td>Homewood, IL</td>
<td>Finished</td>
</tr>
</tbody>
</table>

**DOUBLE DRAGON II**

<table>
<thead>
<tr>
<th>Player</th>
<th>Location</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Xiao Tian</td>
<td>Boston, MA</td>
<td>953,070</td>
</tr>
</tbody>
</table>

**DISNEY’S DUCK TALES**

<table>
<thead>
<tr>
<th>Player</th>
<th>Location</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jordan Diacur</td>
<td>St. Catharines, ON</td>
<td>16,080,009</td>
</tr>
<tr>
<td>Albert Chu</td>
<td>Saint Louis, MO</td>
<td>12,265,000</td>
</tr>
<tr>
<td>Andre Monette</td>
<td>Ottawa, ON</td>
<td>12,032,000</td>
</tr>
<tr>
<td>Mimi Gardner</td>
<td>Topeka, KS</td>
<td>11,201,000</td>
</tr>
<tr>
<td>Mike Kloss</td>
<td>Allentown, PA</td>
<td>10,986,000</td>
</tr>
<tr>
<td>Jessica Henrick</td>
<td>Portland, OR</td>
<td>9,240,000</td>
</tr>
<tr>
<td>Paul Davis Emery</td>
<td>Alexandria, VA</td>
<td>7,955,000</td>
</tr>
</tbody>
</table>

**DRAGON SPIRIT**

<table>
<thead>
<tr>
<th>Player</th>
<th>Location</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mike Love</td>
<td>Staunton, VA</td>
<td>2,203,900</td>
</tr>
</tbody>
</table>

**FINAL FANTASY**

<table>
<thead>
<tr>
<th>Player</th>
<th>Location</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scott Lee</td>
<td>Owego, NY</td>
<td>Finished</td>
</tr>
<tr>
<td>Ryan Gross</td>
<td>Melrose Park, IL</td>
<td>Finished</td>
</tr>
<tr>
<td>Greg Breskey</td>
<td>Cicero, IL</td>
<td>Finished</td>
</tr>
<tr>
<td>Scott Smith</td>
<td>Sidney, IA</td>
<td>Finished</td>
</tr>
<tr>
<td>Kevin Eade</td>
<td>Silver Spring, MD</td>
<td>Finished</td>
</tr>
<tr>
<td>Tammy Templer</td>
<td>Medford, OR</td>
<td>Finished</td>
</tr>
<tr>
<td>Matt Vigor</td>
<td>Kewanee, IL</td>
<td>Finished</td>
</tr>
<tr>
<td>Dave Yankovich</td>
<td>Edinboro, PA</td>
<td>Finished</td>
</tr>
</tbody>
</table>
### GOLF (GAME BOY)
- Scott Looker ▶️ Denmark, WI ▶️ -24(48)

### IMAGE FIGHT
- Andy Preston ▶️ LaGrange Park, IL ▶️ Finished

### KID KOOL
- Mark Palmsiano ▶️ Rolling Meadows, IL ▶️ Finished

### THE MAFAT CONSPIRACY
- Eddie Perry ▶️ Omro, WI ▶️ Finished

### NARC
- Joe Ferrier ▶️ Saint Louis, MO ▶️ 1,551,150
- Chris Beaver ▶️ Louisville, KY ▶️ 891,345
- Kenny House ▶️ Louisville, KY ▶️ 748,821

### PINBOT
- Neal Kendall ▶️ Saint Louis, MO ▶️ 43,929,500
- Wade Dagley ▶️ Norfolk, VA ▶️ 39,228,110
- Cherisse Sachs ▶️ Willoughby, OH ▶️ 31,634,860

### RESCUE RANGERS
- Kenneth Sprague ▶️ Cedar Grove, NJ ▶️ Finished
- Jason Spainhower ▶️ Orange, CA ▶️ Finished
- James Parachetti ▶️ La Plata, MD ▶️ Finished
- Joey Brookman ▶️ Winslow, AK ▶️ Finished
- Anthony Schell ▶️ Bridgeton, MO ▶️ Finished
- Mike Morrison ▶️ Livingston, NJ ▶️ Finished

### ROLLER GAMES
- Glen Pavan ▶️ Clifton, NJ ▶️ Finished

### SNAKE'S REVENGE
- Steven Gregg ▶️ Lakeland, FL ▶️ Finished
- Eric Wehger ▶️ Schelton, CT ▶️ Finished

### SUPER MARIO BROS. 3
- Trevor Ault ▶️ Wolf Point, MT ▶️ Finished
- Randall Stadstad ▶️ Plattewood, MT ▶️ Finished
- Benjamin Fogelson ▶️ Hillsboro, OR ▶️ Finished
- Darrel and Roland Dyck ▶️ Edmonton, AB ▶️ Finished
- Robert Cohen ▶️ Old Bethpage, NY ▶️ Finished
- Charlie Chilton ▶️ Radford, VA ▶️ Finished

### SUPER MARIO LAND (GAME BOY)
- Daniel Barrett ▶️ Riva, MD ▶️ Finished
- Steven Masserman ▶️ Valencia, CA ▶️ Finished
- Kristen Arginio ▶️ Tonawanda, NY ▶️ Finished
- Jeff Scott & Michael Clinard ▶️ Lizella, GA ▶️ Finished

### STREET FIGHTER 2010
- Randy Rawe ▶️ Modesto, CA ▶️ Finished

### SWORDS & SERPENTS
- Linda Moore ▶️ Schofield, WI ▶️ Finished
- Charles Fencer & Shea McFarland ▶️ Atkins, AR ▶️ Finished
- Brad & Suzy Carey ▶️ Anacortes, WA ▶️ Finished

### TMNT: FALL OF THE FOOT CLAN (GAME BOY)
- DJ Russell ▶️ San Diego, CA ▶️ Finished

### TETRIS
- Steve Shrader ▶️ Staunton, VA ▶️ 506,000
- Steve Tamura ▶️ Gardena, CA ▶️ 485,733
- Carol Sato ▶️ Rancho Palos Verdes, CA ▶️ 463,182
- John Powers ▶️ Holton, PA ▶️ 443,954
- Derek Eng ▶️ Flushing, NY ▶️ 429,299
- Frederic Busque ▶️ Pontendre, PO ▶️ 428,694
- Peter Wingeier ▶️ Milwaukee, WI ▶️ 426,886
- Kappen Fitzhugh ▶️ Elgin, IL ▶️ 425,583
- Mike Horton ▶️ Portsmouth, OH ▶️ 416,951
- Robert Frederick ▶️ Sterling Heights, MI ▶️ 416,934
- Ben Breech ▶️ Mechanicsburg, PA ▶️ 382,293
- Paul J. Ronco ▶️ Fredericksburg, VA ▶️ 383,099

### TETRIS (GAME BOY)
- Perry Chou ▶️ Morton Grove, IL ▶️ 305,635
- Sachio Tomita ▶️ San Francisco, CA ▶️ 207,423
- Aaron Schroeder ▶️ Farmington, NM ▶️ 168,577
- James B. Cadenhead ▶️ Brooklyn, NY ▶️ 167,744
- Norman Chin ▶️ Glen Rock, NJ ▶️ 155,371
- Bonnie Summers ▶️ Hinsdale, IL ▶️ 126,100

### TOTAL RECALL
- Lance Barton ▶️ North Huntingdon, PA ▶️ 112,430

### HOW DO YOUR SCORES RATE?
Every month we print the best NES and Game Boy scores sent in. Are you an NES Achiever? Send your name and address with a photo of your high score—or final screen, for games without scores. If your score is tops, or if you're one of the first to finish a game, you might see your name listed!

To take the photo, turn out the lights and use 35mm camera without a flash. Hold the camera steady and send us your best shot.
Princess Tomato in the Salad Kingdom

With a garden-fresh story line and totally organic cast of characters, this adventure is made to order for players who are better at using brainpower than dazzling dexterity! Clever clues are ripe for the picking, and when you engage the enemy, a quick wit beats fast reflexes. You've never seen fighting like this! Just remember: Stones break scissors, scissors cut paper, and paper covers stones.

<table>
<thead>
<tr>
<th>Check the menu for options then select a destination.</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Take a close look. Don’t miss any important details!</td>
<td>LOOK</td>
</tr>
<tr>
<td>C'mon, Boss, you should check for hidden objects.</td>
<td>CHECK</td>
</tr>
<tr>
<td>You’ll meet some cool cucumbers—make them talk!</td>
<td>TALK</td>
</tr>
<tr>
<td>Things you see might be valuable later. Pick them up!</td>
<td>TAKE</td>
</tr>
<tr>
<td>Items are helpful if you use them at the right time.</td>
<td>USE</td>
</tr>
<tr>
<td>Give to others. You might get goods or info in return.</td>
<td>GIVE</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BUY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shop wisely in stores. Money doesn’t grow on trees!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>HIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hitting can uncover hidden objects or information.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>If you’re not well armed, put your fingers up!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>PRAISE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pry piles into items using vegetables with sweet talk.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DUMP</th>
</tr>
</thead>
<tbody>
<tr>
<td>A cucumber can carry only so much. Drop extra baggage.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ITEM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check items to see what you have—and what Percy drops.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>PERCY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Percy’s clever. He can sometimes solve your problems.</td>
</tr>
</tbody>
</table>

---

**YOU CALL THE SHOTS**

As you Move from scene to scene, Look carefully, then Check what you see. You never know what might come in handy, so Take whatever you can carry. It’s good to have things to Give to the people you meet—they’ll usually give you something in return.

**LISTEN TO PERCY**

Sometimes he’s just a crybaby, but other times he’s a pretty sharp Persimmon.

**NO SHORTCUTS!**

Investigate areas thoroughly. If you miss something important, you’ll hit a dead end down the road.

**DUELING DIGITS**

Flex those fingers when it’s time to fight! Watch closely to find the pattern.

**MAP THE MAZES**

The mazes are mind-boggling! Find the compass, then map your way along and see what you find.
WHERE IS PRINCESS TOMATO?

The Salad Kingdom is in a pickle. Mean Minister Pumpkin plucked Princess Tomato and split for the Zucchini Mountains. Her grief stricken father, King Broccoli, wilted away but not before begging courageous Sir Cucumber to rescue her. He's one valiant vegetable, and he is accompanied by a plucky Persimmon who helps him dig up clues and get to the root of the problem. Clever enemies try to make Sir Cuke lose his cool. Fast-fingered Farmies bent on harvesting are only the first! Who can they trust? Mr. Pear? Mr. Corn? Radish Ron? Some you meet admire Minister Pumpkin; others would like to see him made into pie. From Spinach Heights to Saladora to the Minster's Castle, they're brave and wise. But when the fingers are flying, can they squash Pumpkin and save the Princess?

LEVEL 1
THE SALAD KINGDOM
Take the flower and head for the Zucchini Mountains. Soon you'll reach the Celery Forest. What's that?! Is someone stalking you? No, it's just a parched Persimmon. He's so thirsty! The closest water? Check the signpost ahead at Spinach Heights.

LEVEL 2
SALADORIA
Talk to the Garlic Wanderer in Orange Park then go to town. Main Street shops and shopkeepers are strictly vegetarian! Exchange gold for Saladorian coin and shop 'til you drop. Talk to everyone! Return to the Park and meet someone new.

LEVEL 3
POLICE STATION
Sgt. Pepper has a red-hot temper, a torture chamber, and no patience for the Resistance. It's not hopeless, though. Check the cells for a familiar face, then see what's collecting dust in storage. Pepper hasn't seen the last of you yet!

LEVEL 4
THE PARSLEY FOREST
Tips from a sun-shy mole lead to the Parsley Forest. It's a maze—you'll need a map and a compass. The compass is near the entrance, the map you'll have to make.

LEVEL 5
RESISTANCE BASE
If you prove that you beat Saladron, the Troops call Lisa. The General's head still aches, so it's a good thing that you brought Aspirin! The Troops are vets—get advice!

LEVEL 6
CARROT PLATEAU
Check the area then Move to Peanut Village. Unhappy parents will reward you when you find Nutty.

GAME PAK + DATA BOX
Princess Tomato in the Salad Kingdom
MFG: HUDSON SOFT
MEMORY 1M X 1M

- Graphics & Sound 3.5
- Play Control 3.4
- Challenge & Excitement 3.4
- Theme & Fun 4.1
Welcome to the 3rd Annual presentation of the nominees for the 1990 Nintendo Power Awards (also known as “The Nesters”)! We had a tough time narrowing the field—1990 was truly a banner year for NES (and Game Boy) titles. For that reason, we have expanded the number of nominees. So without further ado, here are your choices!

May the best games win!
And The Nominees Are:

For Graphics and Sound:
Dynamite explosions, gigantic characters, outrageous colors and a catchy theme song—these are just a few of the things that make for great graphics and sound in a game. It will be difficult to choose a single winner in this category!

A Batman
B Castlevania III: Dracula’s Curse
C Gremlins 2: The New Batch
D Mega Man III
E Super C
F Super Mario Bros. 3
G Solstice

For Theme and Fun:
This is a difficult category for a game to score well in, because it’s tough to say what makes a game fun. Wacky settings, kooky characters and interesting plots are things that add to a game’s theme. Games that score a high mark here make these elements unusual and different, but appealing and well integrated into game play.

A Dragon Warrior II
B Kickle Cubicle
C Maniac Mansion
D Mega Man III
E Ninja Gaiden II
F Rescue Rangers
G Super Mario Bros. 3

For Challenge:
A challenging game should test the skills of even the best player, but not be impossible for players of lesser ability. A good challenge level makes the difference between merely feeling relief at finishing a nearly impossible game or feeling satisfaction at completing a rewarding test of skill.

A Battle of Olympus
B Castlevania III
C Crystalis
D Mission: Impossible
E Snake’s Revenge
F Solar Jetman
G Solstice

For Play Control:
A game can score well in all other categories and fall flat from poor play control. Even if the main character has lots of cool moves, if it’s not easy to make him perform, the game loses its appeal. Games with good play control are easy to get into and add to the challenge in other ways.

A Batman
B Little Nemo
C Mega Man III
D Ninja Gaiden II
E Super C
F Super Mario Bros. 3
G Solar Jetman
More Nominees!

For Best Hero:

Video game heroes come in all shapes and sizes. Good heroes have cool moves, super powers and lots of character. Great heroes not only help to make a game great; some even get their own breakfast cereal.

A Bloob "The Blob" (A Boy And His Blob)
B Chip 'N Dale (Rescue Rangers)
C Glizmo (Gremlins 2: The New Batch)
D Kickle (Kickle Cubicle)
E Little Nemo (Little Nemo The Dream Master)
F Lolo (Adventures Of Lolo 2)
G Mario (Super Mario Bros. 3)
H Mega Man (Mega Man III)
I Ryu Hayabusa (Ninja Gaiden II)
J Donatello (TMNT: The Arcade Game)

For Best Bad Guy:

Villains too come in many forms. Some you love to hate, and some you just dislike intensely, but the great villains keep you coming back for more.

The nominees for Best Bad Guy:
A Ashkar (Ninja Gaiden II)
B Bowser's Koopalings (Super Mario Bros. 3)
C Chaos (Final Fantasy)
D Dr. Fred and Nurse Edna (Maniac Mansion)
E Dr. Wily (Mega Man III)
F Dracula (Castlevania III: Dracula's Curse)
G Gremlins (Gremlins 2: The New Batch)
H Joker (Batman)
I Metal Slime (Dragon Warrior II)
J Shredder (TMNT II: The Arcade Game)

For Most Innovative:

Innovation is a constant occurrence with NES games and accessories. Here are a few items that we think deserve special mention as real "light bulb" ideas:

A A Boy And His Blob
B Big Bird's Hide And Speak
C Maniac Mansion
D Miracle Keyboard Teaching System
E Shadowgate
F Solar Jetman
G Super Glove Ball (Power Glove)

For Best Multi-Player Simultaneous:

Playing the NES with a friend doubles, or even quadruples the fun. Whether you're using teamwork to beat your buddies on the football field, or trying to trash the other guy in Dr. Mario, these games offer the extra challenge of going at it with a human opponent.

A Dr. Mario
B Gauntlet II
C Little League Baseball
D NES Play Action Football
E Spot: The Video Game
F Super Spike V'Ball
G TMNT II: The Arcade Game

There are your choices, now cast your vote! Use the Player's Poll Card. We'll draw 25 cards from all the entries, and those lucky winners will get the chance to pick 10 hot Game Paks from a list of 20 games selected by Howard Phillips the Game Master.
NINTENDO POWER AWARDS’90

Best Overall:

NES

The best overall NES game should score high in all areas, combining all the aspects of a good video game into an entertaining gaming experience. Sorry, you can only vote for one, so choose carefully. The nominees for Best NES Game of 1990 are:

A Batman
B Castlevania III: Dracula’s Curse
C Final Fantasy
D Maniac Mansion
E Mega Man III
F NES Play Action Football
G Ninja Gaiden II
H Super C
I Super Mario Bros. 3
J TMNT II: The Arcade Game

Game Boy

Pick the penultimate program for your pocketful of power, Game Boy! Since Best Game Boy game wasn’t a category in the 1989 Nester Awards, we’ve allowed some of the best games of that year to be eligible for this year’s vote.

A Castlevania The Adventure
B Dr. Maria
C Final Fantasy Legend
D Gargayle’s Quest
E Galf
F Play Action Football
G Qix
H Quarth
I Super Mario Land
J TMNT: Fall of the Foot Clan

OFFICIAL CONTEST RULES
(No Purchase Necessary)

To enter, just fill out the Player’s Poll response card and vote for the Nester Awards, or print your name, address and telephone number on a plain, 3X5 piece of paper. Mail your entry to:

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

One entry per person, please. All entries must be postmarked no later than April 1, 1991. Not responsible for lost, stolen, or misdirected mail. On or about April 15, 1991, winners will be selected in a random drawing from among all eligible entries. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for the 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. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after April 30, 1991 by sending a self-addressed stamped envelope to the address listed above.

GRAND PRIZE SELECTION OF GAMES: The 25 Grand Prize Winners will each be awarded 10 NES games from a list of games compiled by Howard Phillips. Actual selection of games is subject to availability. Nintendo also reserves the right to make the final selection of games to be awarded. Some restrictions apply. Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families. This contest void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations.
MEGA MAN III

HOW DO I DEFEAT THE TURTLE MACHINE IN THE FIRST PART OF DR. WILY’S CASTLE?

Once you know what to aim for, defeating this first big robot in Dr. Wily's new Castle will be simple. While you can jump or ride a whirlpool to the top of the tank and reach the Machine, none of your weapons will do as much as dent its outer casing. Ignore the Turtle Machine itself and concentrate on the Turtles that it produces. Stay on one side of the Tank and fire the Arm Cannon or Needle Cannon. Both weapons are effective against the speed of the Turtles in their own element. After the Turtles swim around the Tank for a while, they'll crawl from their shells and swim even faster. Blast seven Turtles to beat the Machine.

MEGA MAN III

HOW DO I DEFEAT THE ROCK MONSTER IN THE SECOND PART OF DR. WILY’S CASTLE?

Dr. Wily has rebuilt the incredible Rock Monster from the original Mega Man game, and now it's ready to stomp all over our hero one more time. The only time that the Rock Monster is vulnerable to your weapons is when it is fully formed, and the only place that you can hit it is in the eye. When the Rock Monster moves from the right side of the room to the left side, it will break apart, piece by piece, and send the sections cannonballing across the room. Jump to avoid the pieces that might hit Mega Man and get ready to fire the Hard Knuckle when the Rock Monster is completely reformed. When the Rock Monster moves from the left side of the room to the right side, the pieces will bounce across the floor in a steady stream. If you have Rush Jet power, float over this mess and drop when it's time to use the Hard Knuckle again. Seven hits to the eye of the Rock Monster with the Hard Knuckle will take it down.
**MANIAC MANSION** HOW DO I GET OUT OF THE DUNGEON?

It's inevitable that members of the family will catch up to your friends and throw them in the Dungeon. There are two ways to let them out so that they can explore the rest of the house. If you don't mind leaving one Kid in the Dungeon, he or she can let the others out of the Dungeon by way of the Loose Brick. Have one Kid push the Loose Brick in the middle of the wall and quickly switch to the other Kid, waiting by the exit. The door will open just long enough for that Kid to exit. The other way to open that door is with the Rusty Key which is in the Chandelier in the Living Room. The only way to collect the Rusty Key is to make the Chandelier crash to the floor. Get the Cassette Tape from behind the Loose Panel in the Library and the Record from the Tentacle's Room. Then play the Record on the Phonograph in the Music Room and record the sound onto the Cassette Tape. Take the Cassette Tape down to the Living Room and play it on the Tape Recorder in the Cabinet. The screech of the recording will cause the Chandelier to shake and fall to the floor. Pick up the Rusty Key from the floor and use it whenever you or your friends get locked in the Dungeon.

**SHADOW OF THE NINJA** HOW DO I DEFEAT THE TANK IN STAGE 2-3?

The best way to beat this armored atrocity is with the Bombs that can be found in Stage 2-2. Leap to the platform, pictured below in Stage 2-2 and collect the bombs. Then run to the end of the Stage and avoid conflict so that you won't waste Bombs. When you get to Stage 2-3, you'll see that the weak spot of the Tank is at the front of the top section. Jump up to the top, try to avoid shots from the Tank Guns and aim for the weak spot. Three Bombs is all you'll need to put it away. If you don't have the Bombs, you can defeat the Tank with a weaker weapon. The extra time that it takes, though, will give the Tank a chance to retaliate. Work quickly and jump when the Tank fires.
ON AN ISLAND EAST OF WELLGARTH, YOU'LL FIND THE FIRE MONOLITH THAT ACTS AS A PORTAL TO THREE OTHER MONOLITHS IN THE KINGDOM. ON THE GROUNDS OF THE FIRE MONOLITH, NEAR THE UPPER-RIGHT CORNER, USE THE SEARCH COMMAND AND YOU WILL UNCOVER THE SUN CREST.

THE KING OF OSTERFAIR CASTLE HAS THE MOON CREST, AND HE'LL GIVE IT TO YOU ONLY IF YOU HONOR HIS REQUEST. TALK TO HIM AND HE WILL OFFER THE MOON CREST TO YOU IF YOU CAN DEFEAT A CREATURE OF THE KINGDOM. THE KING WILL CALL ON A HUGE CAT. BEAT IT AND THE MOON CREST WILL BE YOURS.

THE VALUABLE GOLDEN KEY IS HIDDEN IN THE TOWN OF ZAHAN. TALK TO A DOG IN THE TOWN AND FOLLOW IT TO AN AREA NEAR THE TOWN'S EDGE. SEARCH THERE AND YOU WILL FIND THE KEY. YOU CAN USE THE KEY ON WOODEN DOORS IN MIDDENHALL CASTLE, HAMLIN, TUHN AND SEVERAL OTHER PLACES.

GAME PLAY COUNSELOR PROFILES

**Eli Wolff**
Became GPC: October, 1989
Hobbies: Playing video games, drawing, listening to rap music
Best Accomplishment: Finished Ironsword
Favorite Game: Solar Jetman

**Brian Onstine**
Became GPC: January, 1989
Hobbies: Writing, reading, playing computer games, snow skiing
Best Accomplishment: Finished Athena in two lives
Favorite Game: Crystals

**Sam Kujath**
Became GPC: August, 1989
Hobbies: Playing football and video games, bowling
Best Accomplishment: Finished Little Nemo: The Dream Master in 3 1/2 hours
Favorite Game: Final Fantasy

**Joaquin Govus**
Became GPC: September, 1989
Hobbies: Paintballing, practicing karate, playing video games, volleyball and football
Best Accomplishment: Finished Ninja Gaiden and Ninja Gaiden II in 2 hours
Favorite Game: Destiny of the Emperor
**MANIAC MANSION**

**HOW DO I OPEN THE OUTER SECURITY DOOR?**

The way to Dr. Fred's Lab is blocked with a double Security Door. You'll need the Glowing Key in order to unlock the Padlocks on the Outer part of the Door. Have one of the Kids workout on the Hunk-O-Matic in Ted's Room and rip the Bushes and Grate from the side of the House, just left of the Front Steps. The hole will lead to a passage under the House. Get the Kid to crawl into the passage and find the Water Faucet. Then get another Kid to walk to the Swimming Pool. Switch to the Kid under the House and turn off the water. This will drain the Pool and expose the Cooling System for the Reactor. Switch to the Kid by the Pool and retrieve the Glowing Key from the bottom. Then have the Kid under the House turn the water back on before the Reactor blows!

**MANIAC MANSION**

**HOW DO I OPEN THE INNER SECURITY DOOR?**

After you've opened the Outer Security Door in the Dungeon, you'll find an Inner Security Door with a combination lock. The combination is programmed into the Meteor Mess Video Game in the Arcade Room. Before you can turn the Game on to find the combination, you'll have to fix the power to the Arcade Room. Have Bernard take the Tools from the Trunk of the Car in the Garage to the Den. Then use the Paint Remover on the right wall. You'll uncover the door to a room with cracked walls and bad Wiring. Get another Kid to turn the power off from the Circuit Breaker Box in the Basement, and have Bernard use the Tools to fix the Wiring in the room with cracked walls. Then turn the power back on. The games in the Arcade Room will be in working order. Use the Quarter from the Envelope that was locked in Nurse Edna's Safe to play the Meteor Mess Game. Then wait for Dr. Fred to play the Game. After Meteor Mess has been played twice, take a look at the high score. That is the combination to the Inner Security Door.

**I'm waiting for your letters.**

**Write to:**

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

**Call us:**

(206) 885-7529

Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.
The Players, Pros and Dealers combine to select these top titles. Mario is still riding high and loving every minute of it. Mega Man, another mega-popular character, holds three positions in the Top 30—two of them in the Top 5!

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

- **Pink**: Titles new to the Top 30. They're the ones to watch!
- **Blue**: Games that are moving up. They've jumped several places in the poll.
- **Green**: Favorites with long-lasting appeal that place month after month.
- **Number of months the game has rated in the Top 30.**

---

**SUPER MARIO BROS.3**

12,249 POINTS

13 MONTHS

Crushing koopas and stomping goombas, Mario keeps players in the thick of the action.

**FINAL FANTASY**

6,691 POINTS

7 MONTHS

The legend lives on! It's holding fast to Second Place and continuing to fascinate players.

**CRYSTALIS**

4,429 POINTS

3 MONTHS

Rated high by the Pros for its adventure and challenge, Crystalis again ranks Third.
**Mega Man III**
With Rush at his heels and Wily in his sights, Mega Man has another hit with his hands.

**Mega Man II**
You're not seeing double! Mega Man grabs another Top 5 spot with his second adventure.

**Dr. Mario**
It's as contagious as the flu, but a lot more fun. The Dr. Mario-epidemic is spreading!

**The Legend of Zelda**
The long-lasting appeal of Link's adventure in Hyrule keeps it in the Top 30 another month.

**Dragon Warrior II**
Rated high by both Players and Pros, Dragon Warrior II promises to provide a challenge.

**Nes Play Action Football**
Move over, coach! Players like planning their own strategies and calling their own plays.

**Castlevania III—Dracula's Curse**
Dynamic Trevor Belmont breaks into the Top 10 in the third game of the Castlevania series.
**Players’ Picks**

**Pros’ Picks**

**Dealers’ Picks**

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**SUPER MARIO BROS. 3 STOMPS THE COMPETITION**

Players pick their favorite characters in new adventures. The Turtles, Mega Man and Mario clean up this month.

**PROS PICK FAVORITES, OLD AND NEW**

Trend-setting power players, the pros choose challenging games with lots of depth. RPGs and adventure hold the top spots.

**DEALERS TRY TO KEEP FAVORITES WELL STOCKED**

Super Mario Bros. 3 is still in big demand, Dr. Mario shoots to second on their lists, and some classics reappear.

*Scores of games ranked lower than 30 were included in totals shown in Top 30.*
As the streetwise "T.J." on ABC's "Head Of The Class," Rain Pryor is smart, tough and cool under pressure. She's the same way when it comes to playing video games.

"My favorite Nintendo games are Tetris, Simon's Quest and Zelda II—The Adventure of Link," she said. "Like my character in 'Head Of The Class,' when you're playing those games you have to be on your toes all the time. You need to keep a level head whether you're battling the guardian of the Sixth Palace in Link or on the set, doing a scene in front of a live audience."

Rain, daughter of Actor/Comedian Richard Pryor, can't recall a time when she didn't want to be an actress. One of her fondest childhood memories is of acting out the musical "Annie" in front of Lily Tomlin. Tomlin and Whoopi Goldberg are two of Rain's favorite stars and she considers them role models for her career.

Rain's work on "Head Of The Class" brings out her funnier side. In T.J., the show's producers have created a character that tells kids "they can like school and still be cool." Rain sees similarities between her character on the show and herself. "Both of us have worked hard to get where we are," Rain explained. "T.J. and I also have the same sense of humor."

Besides acting, Rain also has fun playing video games. She first discovered video games in the arcades where her favorite was Galaga. She was able to save her quarters when she got an NES in 1986.

"Right now, my favorite game is Tetris," exclaimed Rain. "I just got a Game Boy. It's really cool! The game's fun and it's a real mind boggler. At first I didn't know what I was doing, but I've gotten a lot better recently."

"For me the best strategy in Tetris is to line up all the blocks on the sides and leave the middle open," Rain commented. "That way, you have more time to maneuver the blocks as they fall." Believe it or not, Rain finds Tetris relaxing and likes to play each night before she goes to sleep.

Rain is currently in the studio recording an album. When it comes to singing, she feels most influenced by jazz great Billie Holiday.

Away from the set and recording studio, Rain likes to go to movies and hang out with her friends. She also spends time working with kids in the "Students Against Drunk Driving" and "Just Say No To Drugs" campaigns. "I really think kids can identify with me and will listen to what I have to say. I don't tell kids to just 'say no,' I tell them why to 'say no.'"
This issue's Pak Watch is filled with hot news! We've got all the scoop on the future games for the NES and Game Boy as previewed at the Las Vegas CES. Plus we'll take a look at some potential games for the Super NES. We've also nabbed a few screen shots of games that were only rumors a few months ago.

POWER BLADE

Taito's new NES action thriller, Power Blade, stars a hunkified hero named Nova who must battle his way through a futuristic city armed with only a boomerang. To restore order to society, Nova must locate six agents who possess the keys to fixing the governmental super computer. As Nova progresses through the mean streets of the city of tomorrow he'll come upon items that will increase his weapon's power. Power Blade is somewhat like Mega Man in the way you can select stages, and many of the action tasks are similar too. The metropolis sprawls in all directions, and the hero's adventure requires running, jumping and climbing. Like other games of the action hero genre, Power Blade has natural-feeling play control and a fun theme. Look for the full story on this one in a coming issue.
Sunsoft's newest title combines humor, action and brain-teasing puzzles in a wacky adventure setting. The hero, Bop Louie, and three kooky comrades have fallen out of their world, Ufouria, and into a strange new world full of hostile inhabitants. Bop Louie and his pals each have weird powers and must use them to return to Ufouria. For example, Bop Louie has the ability to hit himself on the head with a mallet and make his eyes pop out, and one of his buddies is a ghost.

Sunsoft is also working on Super Spy Hunter for the NES.

**TALESPIN**

Baloo the Bear is in the air (and everywhere) as the star of the new Capcom NES title TaleSpin, which is based on the hit Disney cartoon show. From these screen shots, it looks like Baloo will have to do some fancy flying to make it through this aerial adventure!

**STAR WARS**

Our Pak Watchers recently visited the famous Skywalker Ranch to find out more about the JVC/Lucasfilms Games project, Star Wars. The game stars Luke Skywalker, Han Solo and Princess Leia and allows you to explore locations from Tatooine to the Death Star. You can pilot a Landspeeder, X-Wing Fighter or the Millennium Falcon against Stormtroopers, Sand People, Jawas and bounty hunters (not all at once, of course). Aussie developers Beam are also lending their NES programming expertise to the project. It should be an all-star game!
When CES attendees described Nintendo's booth at this winter's CES as intense, they weren't talking about the fact that it was housed in a giant tent. Intense is simply the best way to describe the atmosphere in Nintendo's now traditional CES city. Imagine a 63,000-square foot pavilion full of nothing but the hottest new and future games for the NES and Game Boy, and you'll begin to see why a trip through the Nintendo booth was overwhelming! Howard Phillips, Nintendo's Game Master, is here with a report on what he saw at the Winter CES:

ON WITH THE SHOW!

It sure was difficult to choose a favorite game at the show, but I had a lot of fun looking around. With the technical advances in NES programming, I had to look twice at some of these games to make sure they weren't for the Super FamiCom!

BATTLETOADS ROCK!

One game that I really liked was BattleToads from Tradewest. The BattleToads have unique personalities, which isn't surprising, considering that they're six-foot tall toads! The theme of the game is similar to the Teenage Mutant Ninja Turtles, but the Toads have more moves and more fun! The best thing about BattleToads is that it's a two-player game and you can trash the other player every once in a while to keep him on his toes!

THE FORCE IS NES

I had to check out the JVC booth because I heard Darth Vader would be there. Even though it has been a few years since Star Wars came out, he's still popular and lots of people lined up to get their photos taken with him.

When I asked Darth if he would take his helmet off, he asked me how I'd like to take my head off! Fortunately he was only kidding (gulpl!). The Star Wars game looked good based on the early version they were showing and really followed the movie's plot. Don't be surprised if other games from the movie trilogy pop up!

NINTENDO STAGE SHOW

All of Nintendo's displays were centered around a giant sound stage where they ran a big multimedia show every hour. The show highlighted all the new Nintendo games and featured live dancers dressed in F-One Race and Star-Tropics costumes. It was fun to watch and the sound was earth shaking, especially when they previewed the Super NES!

THE STARS WERE OUT

Hall of Fame baseball players Harmon Killebrew, Brooks Robinson and Willie Stargell were signing autographs for Bandai's Legends Of The Diamond. NASCAR driver Bill Elliott was signing at the Konami display. Wild Bill Stealy, head of MicroProse and "Game Master" of PC games, was out flying the F-15 Strike Eagle arcade game. The NES version features new options not found in other flying games.
Nintendo’s pocket-sized power house is easily the best selling of all handheld video systems, and it shows no sign of slowing down. I also heard that it’s hot not only here in the U.S., but it’s Nintendo of Europe’s best selling item too.

**ROLE PLAYING GAME BOY**

For gaming on a long trip, Game Boy’s RPG’s can’t be beat, and several were unveiled at the show. Ultima from FCI is a whole new chapter in the saga designed exclusively for Game Boy. Mysterium from Asmik is an unusual game with an Alchemist hero who must fabricate weird devices to allow him to escape from a labyrinth. A sequel to Final Fantasy Legend is in the works from Square, and The Sword of Hope from Kemco-Seika brings elements of Shadowgate to the small screen.

**ULTIMATE FUN**

Perhaps the biggest celebrity commotion at the CES came when The Ultimate Warrior appeared at Acclaim’s booth. The current world champion was there to promote the WWF Wrestlemania challenge for NES and Game Boy. I thought about challenging him, but just shook hands instead.

**MULTI-PLAYER MANIA**

Several new Game Boy titles use the Game Link to create multiplayer variations that truly enhance the game play. F-One Race from Nintendo will include a special adapter that lets four Game Boys link for hot formula one race action. Face Ball 2000 from Bullet Proof Software lets you play tag in a three-dimensional maze as a spherical happy face. BPS is working on an adapter that will allow up to 16 Game Boys to link together for a Face Ball free-for-all.

**GENIUS BOY**

The InfoGenius line from GameTek brings powerful productivity options to Game Boy. For the traveler, InfoGenius offers a translation cartridge, and for the student or business person, a portable calendar/organizer and a dictionary/thesaurus will also be available. The growing number of adult players will welcome these more “serious” Game Paks as an excuse to start playing Game Boy!

**BEHIND CLOSED DOORS:**

**THE SUPER FAMICOM**

Although Nintendo announced that the Super NES will be released here in the fall, there were none available to play at the show. But there were a couple of top secret looking demo rooms where you could get a preview of the three Nintendo titles. Full details on the U.S. 16-bit Nintendo system will be revealed at the June CES in Chicago. Until then, watch these pages for the latest updates!

Vladimir Pohliko (Hatris) and Alexey Pajitnov (Tetris) hang out at the BPS booth.
After the announcement at CES of the impending release of a 16-bit Nintendo system in the U.S., everyone is wondering what games to look forward to. It appears that the Super NES will be fully supported by almost every existing NES licensee, plus a few new ones. In all, over 40 companies have already signed licensing agreements. The system’s much-anticipated U.S. launch should go off with a bang!

ON THE HORIZON...

You already know about the three Nintendo titles that are out in Japan and will probably (no promises) be released in the U.S. at the same time as the system: Super Mario World, F-Zero and Pilotwings. Here’s a look at a few titles that have already debuted in Japan and may make it to the U.S. soon.

**ACTRAISER**

Actraiser from Enix is an interesting strategy/action game with a fantasy theme. As a supremely powerful being and ruler of a growing kingdom, you must venture forth and defeat menaces to your civilization. This will keep your people prospering and will give you more personal power (a la Populous). The battle scenes are side-scrolling sequences with huge characters and the play control is good for a game with a wide variety of possible actions. The strategic element makes it more than just a hack and slash contest.

**GRADIUS III**

Gradius III from Konami carries on the deep space shoot-em-up tradition of Gradius and LifeForce, but with awesome 16-bit graphics! The creatures are gigantic and the backgrounds throb with life.

**BOMBUZAL**

Bombuزال from Kemco stars a hero that looks like a blue Mr. Potato Head in a puzzle-style action contest. He has to bomb his way through various mazes.

**ULTRAMAN**

Ultraman from Bandai follows the adventures of Japan’s campy equivalent of the 1960’s Batman. Ultraman seems to be gaining popularity in Japan, and this super game from Bandai captures the earth-shaking action as he fights gigantic space monsters.

**STREET FIGHTER**

Street Fighter from Capcom is similar to the martial arts arcade game and has the same variety of moves and big characters.
As you can see from our CES report, there are tons of titles in the works for all the Nintendo systems. We’ll wrap up this issue’s Pak Watch with a few odds, ends and updates:

**Role-Playing Games Keep On Rolling**

Nexoft is one company that is concentrating on RPGs for the NES. After the release of Faria, their next project may be a NES conversion of the PC game Might & Magic, and a NES version of a U.K. title, Daemon’s Quest. And for you dyed-in-the-wool RPG fans, Wizardry 2 is also in the works for the NES. Square is planning Final Fantasy II for the Super NES with a scheduled release date sometime this fall.

**Adventures Of Lolo III**

We managed to round up a few screen shots of Lolo and Lala’s next adventure. Even newcomers to the perplexing world of Lolo will be able to get into the game easily, because Lolo’s Grampa provides tutorial help to get you started.

**RoboCop 2**

Data East has high hopes for RoboCop 2. The RoboCop character is bigger, and can jump. Your mission is to bust all the criminals and destroy all the “Nuke” Drug.

**A Varied line-up from Hi-Tech**

Hi-Tech has several new games in the works. Tom & Jerry is an action-oriented game based on the cat and mouse capers of the famous ‘toons. Twin Peaks, which is based on the bizarre T.V. show, will be role playing in style, with the player trying to solve the mysteries of Twin Peaks as one of the many strange characters of the show. The plot is based on the second season, with multiple endings possible depending on which character is played.

**Castelian**

Here’s a screen shot from Trifex’s challenging castle-climbing puzzler, Castelian. It’s difficult to get a feel for the game’s three-dimensional look without seeing it in action, but these photos should help.
**Nintendo Power**

**Bulletin Board**

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- **Volume 8 (Sept./Oct. '89):** Disney's Duck Tales, Dragon Warrior II, Noobs, Fatalis, Queller, Roger Rabbit.
- **Volume 9 (Nov./Dec. '89):** Tetris, RoboCop, Rollin' Stonewals, Super Off Road, NES Play Action Football.
- **Volume 10 (Jan./Feb. '90):** Batman, Shadowgate, Willow, Double Dragon II, Clash at Demonhead, River City Ransom.
- **Volume 12 (May/June '90):** Final Fantasy, Super C, Dynamek, Code Name: Viper, Burl Fights.

- **Volume 13 (July/Aug. '90):** Rescue Rangers, Snake's Revenge, Solstice, Crystal Balls.
- **Volume 16 (Jan./Feb. '91):** Mega Man III, Déjà Vu, Gremmels, The Immortal.
- **Volume 17 (Feb. '91):** StarTravels, TMNT: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.

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Stumped by a game? Call our Game Play Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

**Strategy Guides and Tip Books**

Nintendo Power's Strategy Guides and tip books cover the latest new releases. You won't find better maps, tips, or anything anywhere else.

**Strategy Guides Now Available:**

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

**Tip Books Available:**

- **The Legend of Zelda:** Tips and Tricks
- **New to Super Mario Bros:** Classic Issues Set

For a limited time we're offering our first six issues as a set. You'll find the following reviews in these classic issues:

- In-depth reviews of Super Mario Bros. 2, Ninja Gaiden, Castlevania II—Simon's Quest, Zelda II—The Adventure of Link, and Teenage Mutant Ninja Turtles.
- Amazing tips in Counselor's Corner
- Secret strategies in Classified Information

**Service and Parts**

The Power of Nintendo begins with great products, and great system maintenance and repair keep the excitement alive.

Nintendo now has authorized service centers in all 50 states! To find out which location is nearest you, call Nintendo's World Class Service Hotline at 1-800-255-3700. Service Representatives can often put you back in game play immediately by troubleshooting the problem over the phone. If you do need service, they'll direct you to the World Class Service Center in your area. When you take your NES or Game Boy to a World Class Service Center, you'll get fast, professional results and quality replacement components.

This month's service tip from the pros: Keep the chamber cover closed unless you're inserting or removing a Game Pak. This prevents dust and debris from getting inside your Control Deck.

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**Player's Poll Contest Winners from Nov/Dec 1990**

**Grand Prize Winner: Trip for 4 to Super Bowl XXV**

Peter Ponticelli, Manchester, CT

**Second Place Winners: NES Satellite Packages**

- David Atwood, Carmel, CA; Andrew Denbassie-Miller, Cambridge, MA; Levant Canoy, W. Palm Beach, FL; Tracy Chadwick, Hutchinson, KS; Robert Carrol, Quartz Hill, CA; David R. Davis, Strasburg, CO; Robert D. Drehich, Reno, NV; Joe Bridges, Tucson, AZ; Cliff Elliot, Louisville, KY; Matt Englandt, Montrose, IL; Bryan Emery, Scottsdale, AZ; Lawrence Hayman, Libertyville, IL; Ingrid Jedrzejewski, Vincennes, IN; Brian Kobl, Dallas, PA; William Kinne, Charlestown, NH; Brian Kinsey, Natchitoches, MS; Alex Murray, Nashua, NH; Mike Schade, Oldtown, ID; Bryan Spears, Salt Lake City, UT; Scott Stevall, Spring Hill, FL; Julie Turtlet, Mobile, AL; Collin Walker, Cave Spring, GA; Nathan Welp, Madison, WI; Brian Whipple, Batavia, NY; Steven Yates, East Wenatchee, WA.

**Third Place Winners: Nintendo Power Jerseys**

- Craig Adams, Fort Smith, AR; Shevy Akason, Fargo, ND; Jennifer Allen, Greenville, NC; Brian Anderson, New Haven, CT; Justin Barnes, Albuquerque, NM; Robbie Bauman, Nashville, TN; Jeff Biggs, Nauvoo, CT; Sean Brennan, Ninemile, GA; Marshall Bryant, El Cajon, CA; J. Casalino, Salt Lake City, UT; Jay Chestnut, N. Robby Dickson, Maryville, TN; Caster Fairchild, Bradford, NY; Chris Felit, St. Marys, WV; Corina Gibbs, Jacksonville, AR; Gerdyc Griffin, Fort Wayne, IN; David Lee Harris, Kansas City, MO; Louis-Pierre Heinrich, Doraville, GA; Kevin Jackson, Alcoa, IA; Patrick Johnson, Dallas, TX; Michael Jones, Cleveland, OH; Brian Kobs, Goltry, OK; Sean Laurie, Beaverton, OR; Kyle Linder, Wingo, KY; Charlie Marielle, New Bedford, MA; Melvin Masiak, Bronx, NY; Jean McGeehan, Detroit, MI; Mike McClure, Lakeside, CA; Stephen McFarland, Mansfield, TX; Brandon Opiens, West Warren, RI; Kim Parks, Corpus, WY; Scott Reinhart, Hamilton, WI; Chad Rainey, Harvest, AL; Matt Raphael, Norwich, NY; Stephen Sanders, Oxford, OH; Jeff Schneider, Birdseye, IN; Joe Sheppard, Rogersville, TN; Andrew Sommerville, Lebanon, PA; Maxx Spear, Cornelius, OR; Megan Thues, Pompton Plains, NJ; Eugene Tomoda, Daly City, CA; Chris Waltz, Marble, MN; Danny Ward, Selma, NC; Khari Washington, Altadena, CA; Aaron Wilcut, Union Lake, MI; Kurt Waad-Deason, Spokane, WA.
DON'T MISS REVIEWS ON THESE GREAT GAMES NEXT MONTH:

SWORD MASTER
A medieval adventure with a double-scrolling background and outstanding sound effects, it puts you in the midst of the battle, wielding your sword.

POWER BLADE
Set off on a futuristic, cinemagraphic adventure that's a little bit Terminator, a little bit Operation C—but still totally new. A supersonic boomerang adds another dimension to combat!

MONOPOLY
America's most popular board game comes to the NES! Play against computer opponents or, for hot competition, up to seven of your friends. There's no free parking or stealing from the bank in this version!

SWORD OF HOPE
In the spirit of Shadowgate, Kemco-Seika introduces an epic role-playing adventure for Game Boy.

Dear Readers,

It's time to vote for your favorites in this month's Nester Awards. Check out the nominees, mark your choices on the Player's Poll postcard, then mail it in. We've added some new categories that are sure to spark tough competition, and, as always, your Player's Poll entry makes you eligible to win big prizes! This month's grand prize is a library of Game Paks. The winner will choose from among my personal favorites, so the titles will be the latest and the hottest. Watch the list of winners in the May issue and remember, you have to enter to win! While we're on the subject of hot games, I have to mention BattleToads. They're new, they're nervy, and they're coming to the NES! You've never seen anything like these awesome amphibians. The game is being developed by Rare Ltd., so you can expect great graphics and exciting action! Look for more details next month. Because I get so excited about new games like BattleToads, some people have the impression that I'm obsessed with video games. Just in case you thought that I never did anything but eat, sleep, and play games, I'm including a picture from my recent vacation at a guest ranch near San Fe. My trusty steed, Ajax, refused to carry me, so my NES and a power generator on the trailer, so I had to settle for punching d gobes ond honging ond fy deer life. Will I be giving up my position as Game Master to become a full-time cowboy? No way! But it did get me to thinking about a new game plot featuring a cowboy, a sharp shootin' sidewinder who wrangles the roughest stock and rides into the sunset on a horse named Ajax.

Howard with Ajax, The Lone Gamester?
Shift your game into high gear with the NES Four Score™ or NES Satellite. Both offer exciting four-player action. Both let you and your friends choose your favorite controller. And both power up your game with A & B turbo control. And with the NES Satellite, you also have remote control. So grab three friends and go for a power drive!
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Thanks goes out to all the people who make this possible. From the original editors and writers, to everyone involved in acquiring and digitizing these magazines.

People interested in helping us out, in whatever way possible. Either by donating classic magazines, scanning, editing or distributing them, visit us at http://www.retromags.com

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We have no desire or intention to profit from these in any way. So please, if you come across people trying to sell these releases, don't support them!

Thank You and ENJOY!