ZELDA-LINK'S AWAKENING
GAME BOY PREVIEW

BATMAN RETURNS
The Bat, The Cat, The Penguin

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Super Slammin' Sports Action. The Super NES Sports library is growing by leaps and bounds and is pulling away from the pack! High-five end zone celebrations, long ball home runs and backboard crushin' slam dunks are all just part of the game. You'll find everything from football to bowling to Formula 1 racing to golf. If you're up to the challenge...the Super NES is the place for Super Sports!

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* Monday Night Football
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* NBA All Star Challenge
* NCAA Basketball
* NFL Football
* NFL Quarterback Club
* NHLPA Hockey '93
* Nolan Ryan's Baseball
* PGA Tour Golf
* Pro Quarterback
* Rock 'N Roll Racing
* Roger Clemens MVP Baseball
* Ryrle Sandburg Plays Super Bases Loaded II
* Space Football (One-on-One)
* Sports Illustrated Football/Baseball
* Super Baseball Simulator 1.000
* Super Bases Loaded II
* Super Bailer Up
* Super Black Bass
* Super Bowling
* Super Double Drisboll
* Super High Impact
* Super Off-Road

*COMING SOON

Super Play Action Football
* Super Power Punch
* Super Slam Dunk
* Super Slap Shot
* Super Soccer
* Super Soccer Champ
* Super Tennis
* Tecmo Super NBA Basketball
* TKO Super Championship Boxing
* Top Gear II
* True Golf Classics Pebble Beach
* True Golf Classics Waialae C.C.
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VOLUME 48
CONTEST IDEAS:

How about round trip tickets to a snowboarding championship for four? You get to meet all of the pros and then after that, you get to ride with and take lessons from the winner. You’d also get a free Burton, Nitro or Avalanche snowboard.

Joe Purcell
Annandale, MN

Sounds very cool. Chilly, in fact.

Take (the winner) up in an SR-71 or another high performance plane that seats two and engage them in a staged dogfight. The bogeys will be remote control planes that will be shot down with missiles or a machine gun. Of course, there will be a trained pilot flying the plane, but the winner gets to shoot the guns.

Bill Snyder
E. Glenville, NY

We don’t like the idea, but our legal department really wants us to do it!

I think you should have a WWF Super WrestleMania Player’s Poll Contest. The Grand Prize would be a trip to WrestleMania IX at Caesar’s Palace in Las Vegas. Second Prize would be a WWF Super WrestleMania Game Pak and a one-year subscription to WWF Magazine. Third Prize would be Nintendo Power Jerseys.

Chris Rice
N. Canton, OH

Actually, Chris, that’s a quite popular idea. Jeremy Brooks from St Charles, MO had almost the same idea.

I've got it! How about a Mario Kart contest? The winner gets to take five friends to a real race track and run a few laps in go-karts!

Mike Witry
(a.k.a. King Witboy, Ruler of Kartland)
Dubuque, IA

I think there should be a Star Trek Player’s Poll Contest. The Grand Prize winner would win a trip to the set of the new Deep Space Nine series at Paramount Studios. There, they could learn how Deep Space Nine works by having a tour of the place. The Second Prize winner would receive a Star Trek: The Next Generation Game Pak along with some other Star Trek items.

Trevor Meyer
Breckenridge, MN

Products with Nintendo characters on them are very popular. We may even see a Mario soft drink in the near future. Are there any items that you’d like to see with our characters on them?

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ENVELOPE ART

WINNING COMBINATION OF POWER CHALLENGE TRADING CARDS FOR MAY '93

#30 MEGA MAN IV

#50 BOOMER'S ADVENTURE

#14 BATTLE CLASH
The Nintendo Power/Clue Murder Mystery Weekend took place at Season's Resort in New Jersey at the end of January. Tim Martin from Wixom, Michigan flew in for the soiree along with his mom, Liz, and friend, Chris Kaczkowski. A company of actors calling themselves Murder À La Carte played the roles made famous in Parker Bros. classic game of Clue. The plot included not one murder, but two, and Tim was unmasked as the brilliant computer wiz who was secretly working with Professor Plum—the second victim! So who dunnit? After two days of red herrings, bribes, accusations and mayhem, not to mention car loads of circumstantial evidence, the true culprit was brought to justice. Mrs. White, the housekeeper. Apparently, Albert Body, the first victim, was too paranoid to hire a butler—a lot of good it did him!

In the end, it was revealed that Tim Martin was Professor Plum's accomplice.

Miss Scarlet (Mara Kennedy) and Mrs. White (Susan Tabor) with Tim and Liz.

Editor's Corner
How many of you used the Controller and Game Boy decals from the January Super Issue? We think they're a lot of fun. However, if there ever comes a time when you feel like taking them off, you may run into a sticky situation. Oftentimes when one of the stickers is removed, some of the glue that is used on the back of the sticker will stay on the Controller. One remedy (which is contrary to the owner's manual), is to apply a small amount of regular household rubbing alcohol (don't use a lot) to a cotton cloth and rub the glue away with the dampened cloth. Adult supervision is advised. It may take a bit of elbow grease and you may have to repeat the process, but you'll eventually remove the tacky substance without damaging your Controller.

Gail Tilden
Editor in Chief
Hardy, bold, and tough as stone, they mounted the waves in their sleek ships and conquered the greatest civilization of their time—the Vikings! Interplay's The Lost Vikings may do for the action/puzzle game category what the original Vikings did for Rome, which is to say, turn it upside down! One or two players control the three Vikings, each with his own special skills. They must work as a team to pass through seven levels with multiple stages. The password feature lets you save your progress.

It was the day of the great hunt. Three brothers, Eric the Swift, Baelog the Fierce and Olaf the Stout were late, as usual, but they charged into the frozen forest and returned to the village with a feast. Being simple Viking folk, they had no way of knowing that a huge Croutonian starship hovered above them in the blackness of space. That night, as the brothers snored, the ship beamed them up. The greatest alien collector in the universe, Tomator, wanted these tough, hardy and bold specimens for his zoo. But the bros have other plans. Now they'll do everything they can, including warping through time and space, to reach their homes.
Each Viking has a special skill that only he can use. Within each level of the game you will find obstacles that must be overcome. Together, the three Vikings have all the skills necessary to get past the barriers. Alone, no Viking stands a chance in a pickle vat. The trick to The Lost Vikings is to see how the Vikings' skills can be used in combination to reach new areas. Sometimes they aren’t enough without the help of items found along the way. In many cases, the Vikings must use their talents to reach a switch that will deactivate some threat. In every area you can be sure that all three Vikings will be called on to contribute. Although you can sometimes escape from a stage with fewer than three Vikings, you will need all three at some point within the stage to reach the exit.

**Erik the Swift**
Erik can run like a mainsail and leap like a sable. He can also put his dexterity to use by pushing down walls with his helmet.

**Baleog the Fierce**
Baleog is the heartiest fighter in the fight! His main attack is with a sword. His secondary attack is with bow and arrow.

---

**Viking Conquests**

**Shield Jumping**

Erik can reach new heights by jumping off Olaf’s shield. Push the B Button to raise Olaf’s shield, then switch to Erik. Now you can hop over the shield and beyond.

**Switch Hitting**

In many areas you will find switches and buttons that activate various defensive systems. Baleog’s arrows can fire through the barrier and hit the switch to deactivate the threat.

**The Protection Racket**

Olaf’s shield serves as protection for his brothers against weapons and monsters alike. When you enter a battle zone send Olaf out in front to ward off the blows.

**Scouting Reports**

Since Olaf can protect himself from unforeseen enemies send him out in front to explore new areas. Size up the obstacles then bring forth the appropriate Viking.

**Olaf Can Fly!**

Olaf’s thick shield has been aerodynamically designed to allow for gliding. When Olaf holds the shield overhead and jumps from a high point, he’ll glide slowly across the screen to unexplored areas.

**Blazing Arrows**

Fire Arrows destroy enemies with a single shot, whereas Baleog’s normal arrows often take two arrows or more to stop a foe. Fire Arrows are found in some stages only.
The Vikings suspect that something has gone terribly wrong when they are beamed aboard Tomator's spaceship. To a Viking, all that gleaming metal and all those slimy aliens must look pretty impressive, and pretty mean! But you have nothing to worry about. The game designers started out easy and provided tons of hints to help you practice using the Vikings' different skills. You should be able to blow through these stages with just a little bit of effort.

This is one of the larger areas of the Croutonian spaceship, but it should be child's play for three tough Norsemen. 1-2—To start off, Erik will have to use his head to punch through the wall at the bottom of the elevator. 3—Fire Baleog's arrow through the electrical barrier to hit the button and switch it off. 4—All three Vikings enter the Teleporter to warp to the next area. 5-6—Olaf floats down using his shield to grab the Red Key and talk to the floppy red alien, then teleports back up. 7—Baleog shoots the button, cutting off the electrical juice. 8—Erik bashes the wall. Ouch! 9-10—Erik stands on top of Olaf's shield to jump up and reach the Yellow Key, which opens the door to the right. 11—Baleog shoots an alien from behind Olaf's shield. 12—Baleog dispatches two more aliens, then the Vikings reach the Exit.
Long before there were Vikings or alien spaceships, the Earth was a cruel and primitive place where dinosaurs roamed, cavemen rolled about like armadillos and giant trees provided great places for building rope bridges. The Warp from the Croutonian spaceship takes the three brothers to this ancient time of caves and primitive puzzles.

For our lost wayfarers, the going isn’t too tough in Stage 9, as the sword gauge above indicates. 1—2—Baelog shoots a snail and Erik uses his head to bash a wall. 3—Olaf hops down and blocks the rolling caveman and fireballs. Then Baelog joins him to defeat the caveman. 4—5—Grab the Red Key and lower the bridge. Olaf holds off the snail while Baelog shoots it. 6—Baelog defeats several cavemen and Erik bashes a wall. 7—Baelog bags a snail and dinosaur. 8—9—Baelog shoots another snail, then the brothers ride the bubble to the first passage on the left. 10—Erik bashes a wall, then Olaf moves in to take the Yellow Key. 11—Erik takes the Yellow Key, jumps over the spikes and opens the door to the Blue Key. 12—Ride the bubbles up and hop off on the right side, then climb down the ladder to the Blue Lock. 13—Erik bashes a wall, then sprints in to grab the Super Bomb. 14—Take care of the final caveman. From here, it’s just a short climb to the Exit.
The heat is really on for the Vikings now that they have landed in Egypt. Avalanches of desert sand and scorpions are the least of their worries. They must pass through a pyramid guarded by the Pharaoh's spear-wielding troops and hidden traps. The guards can leap over Vikings, so it is important to keep Baleog ready at all times!

The last place a Viking wants to be is baking in a desert. These guys aren't dressed for it and they can see that they're going to have about as much fun as a herring in Arizona. 1—From the top of the palm tree, Erik jumps across the shifting sand, Olaf glides across, and Baleog must shoot two coconuts from the tree opposite so he has something on which to land. 2—Olaf should stand close to the scorpion while Baleog fires arrows from out of range of the creature's shots. 3—Erik climbs the tall palm and retrieves the Bomb. 4—Cross the second sand area the same way you crossed the first. 5—Erik snags the Red Key above the palm tree. 6—Baleog shoots the scorpion. 7—Use the Red Key to open the pyramid. Be prepared for the guard just inside! 8—Send Olaf and Baleog up the ladder to defeat the Egyptians. 9—Olaf pushes the stone into the hole in the floor, then blocks the fireballs for Erik to leap in and grab the Yellow Key. Now get out of there!
Pounding cylinders and buzz saws are all new to a bunch of guys from the Sixth Century, but they take everything in their stride. If there is a way through this factory, they're just the Vikings to find it. The stages are starting to get harder now. Don't sweat it. You can keep trying to pass a stage for as many turns as you like.

There's a whole new set of ways to be squashed, mashed, sliced and diced in this mechanical nightmare. The Vikings couldn't care less. What's internal combustion to a guy who's warped out of an alien spaceship? 1#’s—'s Olaf can hold up the small pistons with his shield while the others run underneath. 2—Erik jumps into the airshafts for the Smart Bomb and regular Bomb. 3—Baleog shoots the button to stop the piston. 4—Erik jumps from Olaf’s shield. 5—Erik hops over the buzz saw, pushes the button, and hops back to safety. 6—Erik uses the airshaft to reach the Fire Arrow. 7—Send the Vikings through the airshaft to collect items. 8—Baleog destroys the buzz saws with his arrows. 9—Erik jumps up to collect the Smart Bomb. 10—Collect the Shield Power-Up and bomb the grey blocks in the floor. Now, while Olaf blocks the robot, Erik jumps over him and grabs the Red Key. 11—Baleog shoots the button to stop the piston. 12—Time your passage along the conveyor belts to avoid the pistons. Use the Red Key and head to the Exit.
Suddenly, nothing is quite as easy as it used to be. Maybe the Vikings are just getting tired, or maybe this weird new land they’ve landed in doesn’t play by the same rules. For instance, the Vikings must blow themselves up with gas to balloon up to new areas and items. That’s just for starters. The Vikings have their hands full now.

The Wacky World the Vikings have landed in plays by a different set of rules, seemingly, but the guys are quick to catch on—at least they’d better be. 1—Olaf’s pump’s up with gas and floats to the ledge with the snoot monster on it. 2—Baleog follows Olaf and skewers the monster on the ledge. 3—Erik goes ballooning as soon as the platform appears at the top of the screen. He’ll float into the narrow gap, grab the Red Key and deflate, falling to the platform. From there it’s an easy jump back to the ledge. 4—Erik floats up, uses the Red Key to get the Blue Key. 5—Jump down to the left, then balloon over to the Blue Lock and open it. 6—Erik balloons up to the ledge using the narrow passage on the left. 7—Erik fills up on the ledge and flies to the switch to start the platform moving, then falls down to the ledge on the left before jumping to the ledge with the pump. 8—Now Erik floats up and grabs the Yellow Key above the platform. 9—Erik should float to the right and grab the Bomb also. Watch out for spikes! 10—Use the Yellow Key to open the gate. 11—Balloon through this passage until you near the spiked ceiling, then manually deflate to reach the right side. 12—Baleog can shoot the red pipes to cut off the gas to the jets. As he crosses the conveyor belt, watch out for a snoot monster. Defeat it and grab the Red Key. 13—Use the Red Key to activate the elevator. 14—Erik rides the elevator and blows up the wall on the left with a Bomb. 15—Erik blows up the blocks on the floor to reach the Blue Key. 16—Ride the elevator up to the Blue Lock to open the passage to the Exit.
The Vikings warp back to the Croutonian spaceship, determined to take care of Tomator once and for all. But things have changed aboard this interstellar zoo collector's ship.

The place is highly charged with electron beams and other security devices. If the bros are to reach Tomator, they'll have to pass through three of the toughest stages yet.

Now that they're back on the spaceship, the Vikings can smell the sweet (at least to a Viking) smell of home.

1—Olaf drops down to the Bomb. 2—The Transporter drops Olaf in a tall shaft. Drop your Bomb and land on the left ledge. When the computer blows up, drop down to get the Blue Key and transport back to the beginning to make the bridge with the Blue Key. 3—Now Erik bounds to the right atop the red spring pads, grabs the Bomb and drops down a shaft. 4—He lands on the left ledge. 5—Baleog and Olaf go down the elevator, shoot a critter on the left to get a Smart Bomb. 6—Baleog fires an arrow to the right. It hits the button deactivating the electron beam so Erik can grab the Yellow Key. 7—Erik moves left, uses the Yellow Key, and blows up a stack of blocks. 8-9—Erik uses Transporters to grab another Bomb. 10-11—Erik hops up the elevators and blows the left wall at the top. 12—Baleog dodges electron beams. 13—One of Baleog's arrows hits the button by the Transporter. 14—Olaf takes the passage opened by Erik's Bomb in Step 7. 15—Floating down the shaft, Olaf picks up the Red Key. 16-17—Erik floats up to the Blue Key in Zero-G. 18—Both Red and Blue Keys are needed to unlock the door to the Exit.
TWO MUCH FUN?

The other day, a sports game fanatic friend called me up. He'd been playing his Super NES for 20 hours a day with only a few breaks to shower, change team hats, and call in sick. "There are too many games," he grumbled, "too many seasons to play, too many championships to win! You got me into this, Thor! I challenge you! You! USA! USA! USA!"

You don't take a challenge like that standing up, so I went over to his house, crashed on the couch, grabbed Controller II and proceeded to run, shoot, and kick my old friend into a panting heap of humility. When it was over, he thanked me. "What are friends for," I shrugged. He looked up from his sprawled position on the floor. "Rematch, Saturday," he said, then fainted.

So what's my point? Two-player sports games can be therapeutic and the Super NES has the best multi-player games in town. Thrash a friend and see if I'm right.

COMING SOON ON THE SUPER NES

Aquatic Games
Bionic Volleyball
Brett Hull Hockey
F-1 Grand Prix
F-1 ROC II
Jaguar XJ220
Legends of the Ring
Mecarobot Golf
Monday Night Football
MVP Football
NFL Quarterback Club
Sports Illustrated Football, Baseball
Super Double Dribble
Top Gear II
WWF Super Wrestlemania II

SUPER NBA BASKETBALL TAKES PRO TITLE

By Tecmo

Torrance, CA—The first Super NES sports title from the sports experts at Tecmo has arrived—Tecmo Super NBA Basketball. It was worth the wait. This is a huge game with more options than any other basketball game: one or two-player simultaneous play, exhibition games, complete regular seasons, All-Star game, options for manual control, coaching control and computer control of all 27 NBA teams and their complete player rosters. Also included in this Battery Pak game are options for the length of periods, the game speed, and music. If there's anything Tecmo left out, we haven't found it!

The side view of the court is the view you would get from the stands, just like Bulls Vs. Blazers and Super Slam Dunk. But the characters in Super NBA are large and the designations showing which player has the ball or which player will receive a pass are clearly visible, unlike the other two games mentioned. Like NCAA Basketball, Super NBA has a selection of plays to choose from. Running the plays is easy and increases the chance...
of scoring. Of course, you can always work the ball around, looking for the open man. Choosing a team member to whom you can pass the ball is simply a matter of “pointing” at him using the Directional Control Pad. On defense, you can harass a player, jump to block and switch off.

ALL-STARS

More than any other professional sports league, the NBA is filled with super stars, from Michael Jordan to Charles Barkley. Virtually every team has its share of stars, but not all of the stars will appear where you expect them in Super NBA. So what’s the scoop? The rosters in Super NBA were determined at the All-Star break of the 1992 season, so personnel changes that took place later, like Barkley moving to Phoenix or Magic Johnson retiring, are not reflected. The All-Star game itself is one of the best two-player options around due to the strengths of the players. During regular season games, use the Player Data, which indicates strengths in six categories, to put together your winning lineup.

PLAYING IN THE NBA

By Tecmo

Super NBA gives you the chance to star in the NBA, but it isn’t easy learning and mastering all the intricacies. Here are the basics. On offense, the best strategy is to use the preset plays. Select four plays from the Playbook to call on the court, then call them. Look for the man closest to the hoop, then pass him the ball and take the shot. Shooting from a preset play increases your chances of sinking the basket. When shooting without setting up a play, use your best percentage guys—players with the best Shooting Range—and shoot from the perimeter. Since the ball isn’t released until your finger is off the B Button, you can use hang time to avoid blocks. Hook shots close to the basket and slam dunks are the highest percentage shots, but it can be difficult getting the ball inside unless you use a play. On the defensive side, you can switch to the closest player to the ball, but the action is so fast that you may get lost. The easiest strategy is to stay under the basket and move out to challenge any offensive player. This way you prevent the easy basket. There are no preset defensive sets like those in NCAA Basketball, and the players move too quickly to run an effective backcourt press, but the stealing and blocking controls are easy to use.

BASKETBALL SPOTTER

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<th></th>
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<th>NCAA BASKETBALL</th>
<th>SUPER SLAM DUNK</th>
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**MAGIC'S SUPER SLAM DUNK**

By Virgin Games

Irvine, CA—Magic Johnson, former great of the Lakers, introduces each match-up in this Super NES basketball simulation. Since this title from Virgin Games doesn't have an NBA license, that's all you'll see of Magic. The view is from the half court line, but from a much higher perspective than NCAA Basketball. The use of Mode 7 effects is limited to pivoting at half court to face either basket. Although you have a great view of all the action in this perspective, the “active” player (who you control) is designated only by a difficult-to-see colored disk on the floor. There are two modes of play: Exhibition (for one or two players) and Play-off. There is a password in the Play-off Mode, but play-off teams are chosen randomly, so you can't select your favorite team. Unlike Super NBA, there is no season play. The only truly outstanding aspect of the game is the play-by-play digitized voice. Not only is the voice clear, but the announcer updates the action from moment to moment, making a running commentary that actually makes sense.

Unfortunately, the action that the announcer describes hardly seems to be the action taking place on the court. There are no preset plays and no way of knowing which player can shoot well from outside. Making a basket seems to be more a matter of luck than skill, even from close to the basket. Defense is just as awkward, mainly because your man responds slowly to Controller commands. With quality games like NCAA Basketball and Super NBA on the market, Super Slam Dunk pales in comparison.

"The only truly outstanding aspect of the game is the play-by-play digitized voice."

**AMERICAN GLADIATORS**

By Gametek

North Miami Beach, FL—This Super NES Pak from Gametek recreates the competitive events of the TV show so that you can challenge the real American Gladiators in the Tournament or up to 16 of your friends in alternating play. The seven events include Assault, Human Cannonball, Atlassphere, Joust, Powerball, The Wall, and the Eliminator. Good graphics and sound are the big appeal of this game, because they convey a real sense of the show, like Acclaim's WWF Super Wrestlemania. It's too bad that the actual play is either awkward or lacks challenge. Some of the events have such puzzling Controller functions that you'll have to look at the manual to get it right. For instance, in the Eliminator, you simply push the L and R Buttons continuously as fast as possible. What this has to do with an obstacle course seems to escape everyone but the game designer. Atlassphere and Powerball are the only two events that present real game play and challenge. AG fans might like the game for these events alone plus the great digitized bio screens. Let's just hope that Knights & Warriors isn't next on the list.
DUELING SPORTS CARS

By Accolade

San Jose, CA—The Duel: Test Drive II puts you behind the wheel of the Porsche 959, Lamborghini Diablo, or Ferrari F-40—three of the hottest production models ever to grace the pavement. You'll duel against either of the other two cars or the clock on courses that approximate real roads. The easiest course is in the desert. More difficult courses represent city driving, the East Coast, and finally, a winding West Coast highway. Conditions also vary within a course, so that you may begin during a rain storm and then move into the sun. Since the roads are open highway rather than race tracks, you'll have to avoid smashing into slow motorists. The result is that there is a lot of slalomming in and out of traffic for a very realistic feel! Even more realistic is the fact that you'll probably get stopped for speeding. Your goal is to reach the Gas Stations before your opponent does or before time expires. The view from behind the wheel shows the dash and gear shift lever. It's your choice to shift manually or use automatic. The dash includes speedometer and tach. The road and backgrounds scroll smoothly, giving a real sense of speed, but the steering feels too soft for such a high performance machine. If the thrill of speed is what you're after, you'd do better with F-Zero, Top Gear or FI-ROC, but if you want reality in your driving, from the view out the window to the sound of revving engines, take a test drive with The Duel: Test Drive II.

GRAND PRIX

By Hudson Soft

South San Francisco, CA—Don't get the wrong idea about Battle Grand Prix from Hudson Soft. The "Battle" refers to a battle of skills between drivers, not missiles launched at opposing cars, although such a feature might have added a certain flair. What Battle Grand Prix does have is traditional Formula-I racing on courses around the world. This split screen, two-player simultaneous game has an overhead view with no 3-D perspective, unlike behind-the-car or behind-the-wheel games. The result is that you can't see what's coming up ahead, and that can cause a lot of spinouts and crashes.

The options in Battle GP are great. You can set up your controls however you want them and you can outfit your car with seven types of equipment suitable for a given course, and it's free! As for the sense of speed and actually being on a race track, Battle GP feels more like a slot car simulation. In fact there is a Slot Car option in this game in which you control only your car's speed. In all modes, the vertically split screen is more distracting than the horizontally split screen of Top Gear. If you want to make the ultimate racing machine, Battle GP has some strong points. If the actual race is what turns you on, take a look at the competition named above.
FEEL THE IMPACT

By Acclaim

Oyster Bay, NY—Super High Impact, the toughest talking football arcade game ever, is on its way from Acclaim. This one- or two-player football game has been adapted from the Williams/Bally/Midway combo, which means that the emphasis is on action rather than options or strategy. Good animation, some great digitized pictures and voices all serve to get players pumped. The limited number of plays from which you can choose doesn't seem to limit the game possibilities. The version reviewed at Nintendo Power was 80% to 90% complete and some of the Artificial Intelligence still needed work. Still, this was a fun two-player game, especially for players who just want to play football without having to learn the intricacies of a complex video game like Super Play Action Football or the difficult play selection process of John Madden Football '93. Football Fury, also reviewed in this issue, is the closest game to Super High Impact, but even that simple game seems complex in comparison. The plays are limited, but the play is exciting. Expect good control on offense, especially for passing plays, and fair control on defense. Like most football games, except John Madden '93, you can't shift your defender before the snap. Instead, you must shift your control to another player. This is lame, but control of the defender is solid once the play begins. You may not be able to hide your play selection on this meat & potatoes game, but that just adds to the challenge. Look for Super High Impact early this summer.

THE POUND AND THE FURY

By American Sammy

Elk Grove, IL—A better name for this game might have been Football Japanese Style. From the oriental lettering of the title to the awkwardly written manual, it is clear that this game wasn't Made In The USA. The problems with this game range from the mildly irritating to the ridiculous. Take for instance the difficult passing sequence, which requires selecting a receiver, then passing using a power gauge. Since you can't see more than 15 yards down the field, you won't be able to judge how much power to use. Or take the speed of the computer's defensive players. Although, halfway across the field, they suddenly turn on the afterburners and tackle your runner. Go figure. On the positive side is the fact that you can play a conference schedule and save the game using passwords. Of course, the conferences are fictitious and "the teams all play the same, but that just evens things out in the two-player mode." which is the best way to play this game.
NFL FOOTBALL HITS TOWN

By Konami

Buffalo Grove, IL—If you wanted to give this Pak a new name, it might be Hurl Football—named after the dizzying use of Mode 7 effects on passing and kicking plays. Starting from the side, the view rotates around so that you are facing your own goal. Apparently the idea, at least on passing plays, is that after the pass you are switched to the view of the receiver looking back at his quarterback. Other amazing blunders include a scoreboard that is about as difficult to read as chicken bones and a tiny floating bull’s-eye symbol that indicates which player is under your control. Then there’s the most awkward Menu Screen ever for a Super NES sports game, a play-off mode that limits which teams can appear in the post-season, and long animation sequences that can’t be cut short. Well, to every cloud there must be a silver lining, and with NFL Football the silver linings are excellent play-by-play voice, a good selection of offensive plays and defensive sets, and real NFL teams with their true strengths and weaknesses (although real NFL players are not included and you can’t make substitutions.) Maybe the strangest part of this Jekyll and Hyde game is that while the Mode 7 effect completely screws up your sense of control, chances are you’ll complete a lot of passes in spite of the spinning. In other words, the computer does most of the work, which is good news and ultimately makes the game playable. If NFL action with a twist (a big twist) is what you want, spend some time with Konami’s NFL Football.

“"The view rotates around so that you are facing your own goal."
Based on a role-playing board game originally developed by the FASA Corporation, Shadowrun takes you to the streets of Seattle in the year 2050. This Super NES version, published by Data East, is the first created for a computer game system, and although the play control and graphics lack the smoothness and definition many of us have come to expect from Super NES titles, the storyline has enough depth to make Shadowrun an intriguing play.

SEATTLE, CIRCA 2050

By 2050, cybertechnology has replaced outdated telecommunication systems. The countries we know today no longer exist—new nation states have taken their places. Giant megacorporations wield their power in huge megaplexes that have grown unchecked to cover the land. Where do Shadowrunners fit into this society? They lurk in the darkness, emerging only when a Megacorp needs someone to do its dirty work.

The story of maverick Shadowrunner Jake Armitage begins in an unlikely location: on a slab in the city morgue.

Jade's brain burnt. They say some gang gobbled her.

Yeah? He don't look so dead.

My brain feels burnt.

Where am I? Who am I?

Jade may have fried his brain, but he's not done. If he can find parts, he can have the damage repaired.
GET SOME SHUT-EYE
Search for a place to sleep and save your game often. You never know what dangers lurk around the next corner, and you don’t want to lose your hard-won progress.

TALK TO STRANGERS
When you talk to people you meet, they sometimes give you Key Words on particular subjects. You must have a Key Word before you can ask for information about it.

GIVE JAKE A HAND
Shadowrun's graphics make it difficult to see small details, so it's easy to overlook important items. Press the B Button to search the nooks and crannies in the area around you. If you fail to search the slab, you'll miss the Torn Paper that contains the Key Words you need.

SHADOW SPELLS
Jake has the potential of learning several spells as he completes various runs. The Dog Spirit that materializes in a warehouse at the Docks teaches him the spells. When he arrives bearing particular items, as long as he has enough Magic Power in reserve, Jake can activate whichever spell he selects by pressing X.

HEAL
The Dog Spirit gives Jake the first spell: Heal when he takes the dog from the request earlier in the Docks.

POWERBALL
Jake gets the powerful Powerball spell in return for the Metronic Paper weight and the Glacial Boxes (both from Area 1).

SUMMON SPIRIT
When Jake kills the attacking dog and takes its dog tags to the Dog Spirit he gets the Summon Spirit spell.

FREEZE
The Dog Spirit tells Jake that he must return with the residue of two sea creatures to get the Freeze spell.

ARMOR
Jake must find the Mermaid's Scale and the Serpent's Scale in order to get armor powerful enough to guard his own.

INVISIBILITY
To gain the Invisibility spell, Jake must collect fresh water from the fountain and toxic water from Brearton.
When you revive the Shaman lying in one of the Crypts, he'll give you the Magic Fetish.

Search Glutman's office to find a Cyberdeck. When you repair the Data-jack, you can interface with computers.

When the bartender serves up your favorite, iced tea, give it to the Club Patron.

Put on your Shades and Badge, then return to the Morgue to get the Tickets and Creditstick.

Open the broken gate to free the dog and pick up the Collar it drops in the street. Return to the Fountain later to fill a bottle with fresh water.

The Alley is dark and dangerous, but you'll find a weapon there.

First pick up the Beretta Pistol by the body. Strange dog like eyes peer from the darkness. Listen to the Dog. Speak its riddle. Message. Pick up and use the protective Leather jacket.
8 YOUR APARTMENT
Go to your apartment and listen to the message waiting on the Video Phone. Pick up the Shades, the note from Sasse and money from the file cabinet. Use the bed to save the game.

FIND THESE ITEMS IN AREA 1
- TORN PAPER
- SCALPEL
- SLAP PATCH
- DOG COLLAR
- BERETTA PISTOL
- LEATHER JACKET
- KEY
- MEMO
- SHADES
- RIPPED NOTE
- NUYEN
- PAPERWEIGHT
- CYBERDECK
- ICED TEA
- TICKETS
- CREDSTICK
- MAGIC FETISH

9 THE MONORAIL
The Monorail will be open when you return from the Yard.

THE OFFICE
Examine the body to find the key to your apartment, then pick up a memo from the desk.
When you ask the Doc about the Datajack, he offers to examine you. He accidentally sets off a Cortex Bomb which you need to defuse.

The Doc will examine you for 500 Nuyen. When he does, he accidentally activates a Cortex Bomb.

To build up Karma points and earn cash, you have to take part in Random Combat. Of course, if you lose, the game's over, so use your head when you fight. Try to take on one enemy at a time, staying out of the line of the others' fire until you're ready to take them on. Stay behind large objects to avoid direct hits.
**AND OLD TOWN**

**4 THE SPUTNIK BAR**
You won’t learn much talking to the patrons of the Sputnik Bar, but it’s a good place to hire runners. They may not be very hospitable but they are inexpensive.

**5 RIDE THE MONORAIL**
From the Oldtown Station, you can go to either 10th Street or Downtown.

Go left to Downtown, right to reach 10th Street.

**6 THE CARYARD AND ARENA**
The Caryard area is small, but it’s a good place to raise your Karma and earn money. You can either pay the King to let you leave or defeat him in the Arena and earn 4000 Nuyen. After you leave, return with more experience to fight the toughest opponents.
1 THE WASTELANDS
This club is another good place to hire Runners. The Ore is an especially good fighter.

2 RUST STILETTOs
Use the Iron Key to enter the Stilettos' hangout. It's a tough run, so save the game as you finish each room.

3 JAGGED NAILS
Beat the Rust Stilettos to prove that you're tough enough to enter the Jagged Nails club. Talk to Kitsune, the singer.

4 THE DOCKS
You'll meet the Dog Spirit, fight the Octopus, find the Mermaid Scales, and catch a boat to Bremerton down at the Docks.

5 MONORAIL STATION & DALEY PLAZA
Fight the two Rust Stilettos waiting at the Station to get the Iron Key that opens their hideout.
THE BIGGER BATTLES TO COME

The helicopter can take you to Drake Volcano, but from there, you’re on your own. If you survive walking down the four fiery floors to Drake’s hiding place, you’re in for a surprise—and a fierce fight. Use all of the weapons and spells in your power. If you’re successful in battle, you’ll earn the password to the Aneki Building, where the game’s final battle will be waged.
THE DARK KNIGHT RIDES AGAIN

Striking fear into the very souls of Gotham City's underworld, Batman has returned ... once again! The Dark Knight has yet to refuse a call for help. Konami released an NES title bearing the same name as this excellent Super NES action game, but there's no need to draw any comparisons between the two. The Super NES version is so much better. The graphics and sound are both tremendous. The action in some of the stages is much like Final Fight. Batman strolls down a three-dimensional street, advancing area by area, until he finds the stage end boss. Other stages are two-dimensional with Batman moving along as the screen scrolls left to right. As an added bonus, there is a stage where you get to drive the Batmobile as the screen scrolls toward you. Tap Gear style. Action game fans will appreciate the precise play control.

TAKING CARE OF BUSINESS

Batman's business is crime-fighting, and business is good! When Bruce Wayne dons one of his Bat costumes, he's ready for some serious action. Fur and feathers will fly as Batman gets into some heavy scrapes with Catwoman and The Penguin. Batman has several methods of attack. He can punch, kick and pull off some specialty moves like the Cape Sweep, Flying Attack and Test Tube Toss. The Double Whammy is another special treat Batman uses to put the hurt on two baddies by grabbing both of them and slamming their heads together. It's the best!
RED TRIANGLE CIRCUS GANG

A: THIN CLOWN 1
Fairly wumpy, bet, a given too much time to attack. He's not even worth it. Yes, he wears a frilly collar and outfit, but he's no clown boy. Don't turn your back on him for too long.

B: THIN CLOWN 2
Faster than a Thin Clown 1, these bozos often quickly enter the playfields with a display of acrobatic stunts. Show-offs? The hard to say whether they're any smarter than a Thin Clown 1.

C: THIN CLOWN 3
If given enough time, this goony juggling will toss his urbane weapons in Batman's general direction. He's not very accurate. Just be aware that the pins aren't only for show.

D: THIN CLOWN 4
The smartest Thin Clown. the carnival crew use to transport against Batman. Either take care of him when he first shows his happy face or wait until his bombs have gone off.

E: FAT CLOWN 1
How about a diet pit? No? Well then, eat this first sandwich! These behemoth's really know how to toss their weight around. Back off for a moment if they look like they're ready to jump.

F: FAT CLOWN 2
Bally bucking, anyone? Fat Clown 2 can move faster than Fat Clown 1. He will jump at Batman and will try to squash the Caped Crusader with his body. Pound him quickly.

G: BIKER
These clowns have taken to two wheels. Don't let their huge skull helmets scare you, they're easy to beat. Stand just to the side of the motorcycle's path and let 'em have it.

H: BAZOOKA CLOWN
It's very important to let these hazardous clown get set to take aim if at opposite sides of the screen do not approach their head on. Move down or up and around to confront them.

I: FIRE CLOWN
These red devils will show their true colors and blow flames at Batman. Handle them much like the Bazooka Clowns—approach them only from above or below and don't get burned.

J: TALL CLOWN
The Tall Clown doesn't walk around, but since he's on stilts and is throwing burning sticks, he's very dangerous! Don't move in slow. Just jump up and toss a few Batarangs at him.

K: SWORD SWALLOWER
Not only can this guy swallow his sword, he can swing it very well too! Try using the Flying Jitter Kid when tangling with this blade runner. Don't get caught standing around!

L: KNIFE THROWER
Like the Bazooka Clown, the Knife Thrower also needs some time to set up for an attack. Batman's approach should be from above or below. The knives can definitely do some damage.

BATMAN HELPERS

BAT TEST TUBE
When activated, these vials will unleash a powerful explosion that wipes out all enemies on the screen. Press the R or L Button and the X Button to activate and use the chemical.

SMALL HEART
Some Hearts are hidden away in containers like trash cans and some are out in plain sight. Nabbing a Small Heart will partially replenish Batman's energy.

BONUS 500
By getting the bat with the white bat symbol, Batman will earn 500 bonus points. Batman will also find them in containers. He'll run across many white driving the Batmobile, too.

BIG HEART
A rare find. This Big Heart will fully replenish Batman's energy gauge. Like any other item—don't in ever pass up an opportunity to get one. They don't come along often enough.

BONUS 1000
Something of a rarity in Gotham City, the 1000 point bonus item looks the same as its 500 point counterpart, but instead of where it's red.
SCENE 1: AMBUSH IN GOTHAM PLAZA
The Red Triangle Circus Gang has laid a trap for Batman and is harassing shoppers. Little does Batman know, this is only the beginning!

START

ENEMY KEY G A/B A/B/G

A SMALL HEART

ENEMY KEY A/B/F B/E/F/G

BIG HEART TO BOSS

SCENE 2: BATTLE IN THE STREETS OF GOTHAM CITY
The Gotham City streets are no place for decent citizens. The Red Triangle Circus Gang is still on the loose. Time to tie up loose ends.

START

ENEMY KEY A/B A/B/C A/B/F

2 SMALL HEART

ENEMY KEY

2-2 START

ENEMY KEY E A A

ESCALATOR
Two Thin Clowns and two Fat Clowns will assault Batman as he makes his way up the escalator. Jump up and fire a Batarang at the Thin Clowns, but duck under the Fat Clowns as they bounce their blubber down the moving stairway. Then turn and fire two Batarangs at them.
ENEMIES
Refer to the Bat Enemies chart and the Enemy Key under the maps to anticipate where certain Red Triangle Circus Gang members will confront the Caped Crusader.

BOSS: STUNGUN CLOWN
Oh no! Selina Kyle, Max Schrek's secretary, tried to flee the scene of the ambush at Gotham Plaza, but has found herself trapped at the end of an alleyway and is being held hostage by a deranged Stungun Clown. On top of all of that, she's lost her glasses! In order to rescue her, Batman will have to jump over and duck under the Stungun Clown as he darts past while pelting him continuously with Batarangs.

BOSS: TATOOED STRONGMAN
Talk about strong! This huge character was once a sideshow freak act, but has now joined the Red Triangle Circus Gang as one of their bosses. One punch from this wrecking machine will send Batman reeling. Use the Cape Sweep to wear down the Strongman. Doing so will reduce Batman's energy level, but it's very difficult to get near the Strongman at first. After you've worn him down a bit, use some Flying Jump Kicks to take him out of commission.

SPEAR GUN
Batman has to use his Spear Gun to get through some tricky areas. When there is fire on the floor, the Spear Gun can be shot out by pressing the X Button. The Spear will stick into the ceiling or wall if possible. Press the X Button again to retract the cable and pull Batman along with it. Batman can use the Spear Gun repeatedly while in the air.

BIG HEART

TRASH THE CANS
Every time Batman comes across an object like a trash can or a mailbox he should blast it out of the way. There will usually be a useful Item hidden inside. Bonus points and Hearts are bound to be found here.

THIN CLOWN 1
THIN CLOWN 2
THIN CLOWN 3
THIN CLOWN 4
FAT CLOWN 1
FAT CLOWN 2
BIKER
BAZOOKA CLOWN
FIRE CLOWN
TALL CLOWN
FIRE SWALLOWER
KNIFE THROWER

BOSS: TRASH THE CANS

BOSS: BIG HEART

BOSS: TRASH THE CANS
Bubsy

COMING SOON
TO YOUR SUPER NES FROM ACCOLADE

In: CLAWS ENCOUNTERS OF THE FURRED KIND

NINTENDO POWER
**SCENE 3: ON THE PROWL**

- Rumor has it that the Ice Princess was kidnapped and is being held on top of this building. Batman soon discovers that it's no rumor!

### 3-1: GOING UP!

As Batman rides up the side of the building on the window washers' scaffolding, an array of Red Triangle Circus Gang Clowns will break through the windows and will ladd out onto the scaffolding to try to knock Batman off. To avoid getting knocked off, stand in the middle of the platform and move to one side or the other when you see which window they are coming from. Use the Spear Gun to move from one platform to the next.

### USE THE SPEAR GUN

One of Batman's coolest toys, the Spear Gun, enables him to grapple along ceilings and ledges. It also allows him to pick up items that would be impossible to reach without it. The Spear Gun doesn't de the picking up and it allows Batman to swing out to where the item is located. There are areas where the Spear Gun must be used in rapid succession because there is no floor.

---

**SCENE 4: THE PENGUIN'S TRAP**

Lured into a darkened building by The Penguin, Batman will have his hands full again. The Red Triangle Circus Gang is not defeated yet!

### 2 WATCH FOR SHADOWS

A multitude of Thin and Fat Clowns in the first half of Scene 4 will drop down from the ceiling. Batman should be able to spot the shadow of an enemy about a second before he drops down. Don't stand on the shadow. Stand just to the side of it and punch like crazy.

### 3 SLAMMING FUN

The brick wall in the background provides Batman with an opportunity to inflict serious damage upon the Red Triangle Circus Gang Clowns. As before, if Batman walks up to an enemy, he will grab them by the neck. Press Up and the Punch Button to toss the clown into the wall.

---

**4-1 START**

**TO 4-2**

**4-2 START**

**TO BOSS**
Man, my Nexus-C overheated on Drena against four raidins. I had to replace the thermal coupling with my socks.

Yeah, the old thermal coupling sock trick.

When my mech overheated on Zhada, I moved it into the water and blasted the enemy from there to stay cool.

Good thinking.

Ha, that's nothing?

My Nexus overheated just this morning. No power, no weapons, no mobility, no ice in the fridge.

All I had was a contract for 120,000 c-bills, an old np, and my hyper-superior brain. Things were looking pretty dim.

So what did you do?

Nope, I bought enough sun screen to cover Mali. Only 120,000 c-bills!

Sounds like you still got burned!

I was on the lava planet of Cawdor. It's so hot there that even the ice cream boils. Mechs were closing in, and that's when I got inspired.

Did you vent the turbines with nuclear coolant?

I'll bet you shunted your primary coils to auxiliary.

Looks like you got creamed, too!
The ballots have been cast and the champions have been crowned. They were chosen by YOU, the faithful readers of Nintendo Power. Now it's time to crack open the envelopes and announce the winners. For 1992, certain games ruled supreme for each system. Street Fighter II: The World Warrior thrashed the competition and dominated in every category it competed in. The same can be said for Super Mario Land 2-6 Golden Coins in the Game Boy category. Mega Man $ cleaned up in the NES ranks. Will Mega Man $ prolong the blue bomber's winning ways next year?
For Graphics and Sound

Great character animation, superior backgrounds and maps, and a cool
soundtrack are the elements that boosted the winners in each system
category to victory. All first enjoyed a landslide victory.

1st
The Legend of Zelda: 
A Link to the Past
Super Mario Land 2
6 Golden Coins
Mega Man IV

2nd
Super Star Wars
Mega Man II
Ultima: The 
Runes of Virtue

3rd
Road Runner’s Death Valley Rally
Looney Tunes
Double Dragon

For Theme and Fun

The Theme & Fun winners for each system all enjoyed fairly easy
victories, but the games that placed second were all extremely worthy
competitors. It’s very hard to argue with the outcome in this category.

1st
Street Fighter II: 
The World Warrior
Super Mario Land 2
6 Golden Coins
Mega Man IV

2nd
The Legend of Zelda: 
A Link to the Past
Kirby’s Dream Land

3rd
Mario Paint
Looney Tunes
Spider-Man: Return of the Sinister Six

For Challenge

The balance between action and role-playing games on the final
ballots in this category was fairly equal. The same can be said for
the winners. All of these games are worthy of winning the Nestor

1st
The Legend of Zelda: 
A Link to the Past
Super Mario Land 2
6 Golden Coins
Mega Man IV

2nd
Super Star Wars
Mega Man II
Ultima: The 
Runes of Virtue

3rd
Road Runner’s Death Valley Rally
Looney Tunes
Double Dragon

For Play Control

The runners-up in the Play Control category all get a big "thumbs
up," but the Nestor Award winners have really defined what awesome
play control is. All games should aspire to their example.

1st
Street Fighter II: 
The World Warrior
Super Mario Land 2
6 Golden Coins
Mega Man IV

2nd
Super Mario Kart
Kirby’s Dream Land

3rd
TMNT IV: 
Turtles In Time
Mega Man II

1st
Dragon Warrior IV
Mega Man IV

2nd
Mega Man IV

3rd
Prince of Persia
Darkwing Duck
For Best Hero

They are the doers of good deeds. The seekers of justice. The unstoppable stalwarts of video game systems everywhere. There are many heroes, but these are the chosen few who are the best of the best.

1st Link
Fresh from his defeat of Agahnim, and Ganon, Link proved to be the ultimate video game hero of 1992. Congratulations, young man!

2nd Mega Man
A steady performer over the past few years, the blue-blooded blue bomber bagged a solid second place finish Rock on, Rock Man!

3rd Guile
Our Volume 38 cover boy Guile barely squeezed out the third place finish over his Street Fighter II rival, Chun Li. Some boost!

For Most Innovative

What does it take to be innovative? Being different is part of the formula, but it's not everything. An innovative video game must push the gaming "envelope" and must also provide great gaming appeal.

1st Mario Paint
It's not necessarily a "game" but Mario Paint is the first program to use the Super NES Mouse accessory. Creativity is the key!

2nd Super Mario Kart
A unique playing perspective and truly superb programming are what gives this exciting racing game its innovative qualities.

3rd Out Of This World
Very cool graphics are employed in this spectacular game from the folks at Interplay. Apparently many players felt that they were quite innovative.

For Best (Worst?) Villain

Always an eagerly-anticipated category with the Nintendo Power editors, the best Villain honors go to the most despised, Arghhh! down. Drag out, beat ya up inside the head character in the business.

1st M. Bison
Capcom's ultimate Master of Disaster rules supreme in the Best Villain category, as well as in Street Fighter II. An easy victory!

2nd Agahnim
Agahnim appears to have made a lasting impression on the throngs of Zelda fans. After all, Link had to defeat the menace twice!

3rd Dr. Wily
It was neck and neck for a while but the Doc finally out-gunned Wario to take the third most-hated spot in this coveted category.

For Best Super NES Sports Game

Fast action and precise play control are two of the most important qualities a Sports game can have. The winners have that... and a whole lot more! Three great sports are represented by the winners.

1st NCAA Basketball
The players crashed the boards and voted the game that features the college hoop circuit as the best Sports game of '92!

2nd J. Madden Football
Big John's second Electronic Arts gridiron battle proved to be much longer than the first and managed to nab second place here.

3rd NHLPA Hockey '93
Electronic Arts sheets and scores again! There's hot hockey in the third place finish with the greatest of ease.
NINTENDO POWER AWARDS '92

THE NESTERS

For Best Overall
Super NES

1st Street Fighter II: The World Warrior

In our "The Year In Review" article in Volume 44: we dubbed this game to be the top Super NES title of 1992. Make no bones about it, this game rules! It has every quality a great game should have.

2nd The Legend of Zelda
A Link to the Past

Link's biggest adventure rated high on everyone's list, but failed to bend off Street Fighter II's crushing blow.

3rd Super Mario Kart

Here's a game that everyone can enjoy. Its third place finish tells us that many of you enjoy dropping banana peels.

For Best Overall
Game Boy

1st Super Mario Land 2 6 Golden Coins

Mario's second Game Boy adventure is a huge success. Game Boy's first 4-meg game totally destroyed the competition. The other games couldn't touch it.

2nd Mega Man II

Mega Man grabbed the second place finish with only a slight margin over Kirby.

3rd Kirby's Dream Land

Kirby gave Mega Man a run for his money. Third place is nothing to spit at.

Replicas of myself for the winners! Ah, stardom. You know, I think I'm starting to enjoy this job. Thanks for voting!

For Best Overall
NES

1st Mega Man IV

The NES is where Mega Man really shines. His fourth battle against Dr. Wily proved to be a huge hit with truckloads of voters in 1992. We have to wonder if Mega Man V will rule in 1993.

2nd Dragon Warrior IV

When an RPG shows up in the Best Overall category you know it's a good one. Enix's RPG's frustrate and fascinate game players of all ages. The series is continuing too!

3rd TMNT III: The Manhattan Project

A solid third place finisher the Turtles are still popular with the pizza-partying set. What will the future hold for the fabulous foursome? Only time and Konami well tell.

For Best Overall
NES

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Game Boy

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Mario's second Game Boy adventure is a huge success. Game Boy's first 4-meg game totally destroyed the competition. The other games couldn't touch it.

2nd Mega Man II

Mega Man grabbed the second place finish with only a slight margin over Kirby.

3rd Kirby's Dream Land

Kirby gave Mega Man a run for his money. Third place is nothing to spit at.

Replicas of myself for the winners! Ah, stardom. You know, I think I'm starting to enjoy this job. Thanks for voting!

For Best Overall
NES

1st Mega Man IV

The NES is where Mega Man really shines. His fourth battle against Dr. Wily proved to be a huge hit with truckloads of voters in 1992. We have to wonder if Mega Man V will rule in 1993.

2nd Dragon Warrior IV

When an RPG shows up in the Best Overall category you know it's a good one. Enix's RPG's frustrate and fascinate game players of all ages. The series is continuing too!

3rd TMNT III: The Manhattan Project

A solid third place finisher the Turtles are still popular with the pizza-partying set. What will the future hold for the fabulous foursome? Only time and Konami well tell.

For Best Overall
Super NES

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In our "The Year In Review" article in Volume 44: we dubbed this game to be the top Super NES title of 1992. Make no bones about it, this game rules! It has every quality a great game should have.

2nd The Legend of Zelda
A Link to the Past

Link's biggest adventure rated high on everyone's list, but failed to bend off Street Fighter II's crushing blow.

3rd Super Mario Kart

Here's a game that everyone can enjoy. Its third place finish tells us that many of you enjoy dropping banana peels.

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Keep those photos coming in! We've had a great response to the Power Player's Challenge. Check out the high scores on the opposite page. If you can beat them, then you better send us your photo. We have included a few new Challenges for you this month. When you best the Game Counselors' scores grab your camera and snap a shot. Be sure to include your system in the photo!

**STAR FOX**
- **Challenge**: What is the highest score you can get in your fight against the Emperor?

**METROID II: RETURN OF SAMUS**
- **Challenge**: Can you finish the game in 2.5 hours or less? Try to get the best ending!

**DR. MARIO**
- **Challenge**: Can you beat Level 24?

**BATTLE CLASH**
- **Challenge**: How fast can you finish the Low Level Time Trial? Don't forget to use your special weapons

**PRINCE OF PERSIA**
- **Challenge**: How much time do you have left when you finish the game? Find the quickest route to the end!

**METROID**
- **Challenge**: Can you finish the game in under 45 minutes? If you do, you will see the best ending of the game.

**SUPER SCOPE 6**
- **Challenge**: What is the best score you can get in the Mole Patrol game? Start on the level that will give you a higher score.

**F-1 RACE**
- **Challenge**: What is your best lap time on the Australian Track (Course 1)?

**BATTLETOADS**
- **Challenge**: How high a score can you get in this hot action game?
SUPER MARIO KART

Best Time on Mario Circuit 1
Time Trial.

Raymond Day 1:04:24
Belleville, MI

Bryan Ashcraft 1:04:59
Seattle, WA

Brian Young 1:05:10
Concord, CN

Mike Mueller 1:05:80
Dickinson, ND

John Makukan 1:08:23
Alameda, CA

Ryan Jones 1:07:21
Richland Center, WI

Jonathan Elsdon 1:07:31
Bakersfield, CA

Kevin Cooper 1:07:74
Ferndale, MI

Glenn Ibarra 1:07:81
San Francisco, CA

Joshua Danziger 1:08:30
Teaneck, NJ

Jeffrey Smith 1:08:55
Newport News, VA

Brandon Sutler 1:08:64
Yorktown, VA

Carlos J. Gonzalez 1:08:70
Brooklyn, NY

THE LEGEND OF ZELDA:
A LINK TO THE PAST

Finished the game with the
tweetest number of lives.

Triple Zero Club!

Alfred J. Butler 000
Sun Valley, NV

Tommy Russel 000
Belghare, NY

David Kalbfreisch 000
Louisville, KY

Ian McLaughlin 000
Newark, DE

STAR FOX

Score to beat!

Derek McClinton 66,500
Game Play Counselor

BATTLE CLASH

Time to beat on Time Trial.

Michael Bush 2:41:95
Game Play Counselor

TMNT IV:
TURTLES IN TIME

Quickest times to finish.

Chris Buggert 22:15
Tacoma, WA

John Street 22:21
Millington, TN

Zack & Dan Ford 25:14
San Carlos, CA

Spike & Brad Therrie 25:27
Brooklyn Park, MN

Matt Leake 26:25
Grandview, MO

Paul Huebener 26:29
Vancouver, BC

Tyler Robertson 28:11
New Castle, IN

Ameht Dominguez 28:12
Miami, FL

Oliver Bade I 28:29
Black River Falls, WI

SUPER SCOPE 6

Score to beat on Mole Patrol.

Patrick Taylor 551,578
Game Play Counselor

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your
accomplishment! To take a photo of an NES or Super
NES game, use a 35mm camera without a flash. Turn
out the lights in the room, hold the camera steady and
take your best shot! To take a Game Boy photo, place
your Game Boy on a flat surface, then take your pho-
to using natural light. Make sure that the system is
included in your photo. Nintendo is not responsible
for lost or late mail. Scores printed are determined by
the Nintendo Power staff. All decisions are final.

Nintendo Power Player's Challenge

I CAN BEAT THAT SCORE!
From Agent #585

Easy Money

The only way to advance levels in R.P.M. Racing is by paying for the advancement. Earning the money can be tricky when you are also trying to modify your vehicle. Agent #585 has discovered a way to start the game with 45 million dollars, making level advancements easy. To enter the code, first choose an empty file and press the B Button to go to the Shop Screen. Choose any of the three cars and press the B Button again. Move the red selection box to the bottom center square, then enter the following code on Controller 1: B, Left, B, Left, B, Right, B, Right, B, B, Left, B, B, Right, B, Right, B, B, B. If you enter the code correctly, the red selection box should be one square to the right of the bottom center, and you will have 45 million dollars to spend as you like.

From Agent #355

Secret Twin Blasters

Some of the handiest Power-Ups you can find are the Twin Blasters. When you pick a set of these up, you'll get two shots instead of one, giving you twice the blasting power. The Twin Blasters are not easy to find because they are hidden in areas where you may not normally fly your Arwing. Here are a couple of the Twin Blasters that can be found early in the game. Get them for an extra blast of power.

Stage 1 - All 3 Levels

At the beginning of the game you may have noticed several archways along the ground. If you successfully fly through all of the archways, the Twin Blasters will appear inside the largest archway. If you get the Twin Blasters Power-Up, you will have it until you lose your Arwing.

Stage 2 - Level 1

When you enter the Asteroid Belt there is another set of Twin Blasters that you can find. Before you reach the gray Supply Rings halfway through the stage, look for three gold asteroids that are in a tight triangle formation. Fly your Arwing through the center of the triangle and the Twin Blasters will appear on the other side. If you still have the Twin Blasters from the first stage, you will receive the photon Twin Blasters, a truly formidable weapon.
Secret Warp

When Star Fox hit the stores, our agents were all over it. Agent #355 has found the exact location of the entrance to the awesome Black Hole. The Black Hole works as a warp to three other areas of the game, so it is well worth finding. The entrance can only be found in Stage 2 of Level 1, the Asteroid Belt. Before you reach the midpoint Supply Rings, you will see three asteroid bars. Each bar is made up of four gray asteroids with a gold asteroid in the center. To find the warp, you must first destroy all three asteroid bars. When you destroy them, wait until you are as close as possible, then shoot the center asteroid. If you are close enough to the asteroids when you destroy them, a gray laughing asteroid will appear in front of you. Shoot the asteroid and it will reveal the entrance to the Awesome Black Hole. The inside of the Black Hole is a space graveyard, full of enemy ships and Power-Ups. There are three exits to the Black Hole that look like gray midpoint Supply Rings. The first exit will take you to Stage 4 - Level 2, the second exit will take you to Stage 4 - Level 3, and the third exit will take you to Stage 4 - Level 1.

From Agent #113

Stage Select

With the Stage Select code you can start playing on any stage of the Tour Mode in Super Buster Brothers. When you begin a new game, press the Start Button to go to the Game Select screen. Press the L Button, R Button, L Button, L Button, R Button, R Button, L Button, R Button, L Button, L Button, and press Start. Two digits should appear in the center of the screen. Press Up or Down on Controller 1 to change the digits to the stage you want to start on. Then press the Start Button. Choose the difficulty level and press Start again to begin playing. This code will work with any of the four difficulty levels.

On Game Select Screen:
L, R, R, L, Up, Down

Go to the Game Select screen and press L, R, R, L, Up, Down on Controller 1. Choose any of the 40 worlds on each of the four difficulty levels.
From Agent #802

Secret Sound Test

Super Star Wars, by JVC, has a special Sound Test that you can access anytime during the game. While you are playing the game, hold down the A, B, X, and Y Buttons, then press Start. The Sound Test screen will automatically appear. You can choose between the Music Score and the Sound Effects by pressing Up or Down on your Control pad. Select the sound you want to listen to by pressing Left or Right on your Control pad, then press the A Button.

Extra Continues

Each time that you enter the Sound Test code a different message will appear at the top of the screen. When you enter it for the fifth time, the message is a code for five continues. To get the extra continues, press X, B, B, A, Y on the title screen when the Start Game message appears. You will receive five continues instead of three when you start the game. You cannot enter this code with any other codes.

On Title Screen:
Press X, B, B, A, Y

Light Saber

If you continue to bring up the Sound Test for a sixth time, the message at the top of the screen will be a code that will give you unlimited use of the Light Saber. This can be a great help during the Dune Sea Stage where you can't normally use it. To enter the code, press Y, Y, X, X, A, B, X, A, then Start on the Title Screen when the Start Game message appears. When you begin the game, you will be able to switch between the Light Saber and the Blaster at any time by pressing the A Button. You can't use this code with any other code.

On Title Screen:
Y, Y, X, X, A, B, X, A

Expert Level

On Option Screen: Hold L, R, ←, ↓ Press Select

With three skill levels, it will take a good game player quite a while to master the Solo Mode of Space Football. Our agents have discovered a way to reach a fourth skill level that is even tougher to beat, which adds to the challenge. To enter the code, press the Select Button while you are on the Title Screen, and go to the Option Screen. Hold Down and Left on the Control pad as well as the L and R Buttons. While holding these buttons, press the Select Button and the car should change to gray. On the Expert Level, the computer opponent is both faster and smarter than before.
From Agent #621

Sound Room

You can enter the Sound Room by using the special password that Agent #621 sent in. When you begin the game, select the Continue option and press Start. Enter the password K 3 4 5 6 7 1 2, and you will automatically go to the Sound Room. You can choose between the music, sound effects and percussion by pressing Up or Down on Controller I. Press the A Button to select the sounds, and the Start Button to hear them. After playing with all the different sounds, you will have to press Reset to continue playing.

PASSWORD: K 3 4 5 6 7 1 2

From Agent #226

Expert Level

After finishing Kid Klown for the first time, a code appears at the end of the credits. If you enter this code, you can play the game on the Expert Level. To enter the code, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start on Controller I when you are on the Title Screen. In the Expert Level the stages are the same as before, only all of the enemies move much faster. It may take a little work to finish the tougher version of the game. Kemco seems to have borrowed a chapter from the Konami code book.

On Title Screen: ↑↑↓↓←→, B, A, Start

WANTED: SPECIAL AGENTS

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

Our Address is
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733
THE BLACK HOLE IS OUT OF THE QUESTION!

EMperor Andross' powerful telekinetic amplifier on Venom has made it impossible for the Star Fox team to mount a head-on assault. They need a back door. Fox McCloud knows that there's only one way in, and it's through the black hole!

AN ARWING C-C-CAN'T WITHSTAND THE GRAVITY OF A BLACK HOLE, FOX!

by Benjiro Itoko
I'm going to get Andross if it kills me!

The time-slip theory says that we can use gravity to make a four-dimensional warp.

Don't forget what happened to your dad, Junior! That black hole is bad news!

Stop calling me Junior!

Who's with me on this?

Okay! So my old man flew a dinosaur! The Arwing has a gravity diffuser. Andross won't know what hit him!
NO WIMPY BLACK HOLE IS GOING TO STOP FOX MCCLOUD! I'M OUT OF HERE!

JUNIOR! IT'S MADNESS!

THE NAME'S FOX! NOT JUNIOR!

HE'S BEYOND REASON AND HE'LL KILL HIMSELF UNLESS WE STOP HIM!

WHAT ARE YOU THINKING?

IN THE ACADEMY, THERE WAS ONLY ONE WAY TO COOL FOX DOWN.
HEY!

YO, FOX!

YOU'RE GOING TO TAKE HER OUT AGAIN SO SOON?

YEAH.

STOP RIGHT THERE!
A LOT OF THINGS, BUT MAINLY A COMMANDER WITH SOME COMMON SENSE!

WHAT DO YOU WANT, FALCO?

WE HAVE TO HIT ANDROSS HARD AND FAST! YOU CAN'T STOP ME!

I WON'T LET YOU DESTROY YOURSELF, FOX!

MAYBE NOT. BUT YOU'RE GOING TO HAVE TO TAKE...

WHAM!

ARE YOU LISTENING?
ANCIENT HISTORY. FOX GOES APE WHEN IT COMES TO ANDROSS! ASK THE GENERAL TO EXPLAIN.

THIS HURTS ME MORE THAN IT HURTS YOU, OLD FRIEND!

THAT'S ENOUGH!

STOP IT, FALCO!

WE'LL PUT HIM IN SOLITARY TO COOL DOWN LIKE OLD TIMES!

WHAT'S THIS ALL ABOUT?

ANCIENT HISTORY. FOX GOES APE WHEN IT COMES TO ANDROSS! ASK THE GENERAL TO EXPLAIN.

WE'LL TAKE CARE OF FOX.
THE LEGACY

FOX McCloud Sr. was the finest pilot on Corneria! After Fox Jr. was born, his mother tragically died. Fox Sr. hoped that his son would follow in his paw prints.

Junior was at the top of his class. He could fly circles around a flea, endure days of gravity training, recite the Cornerian constitution backwards and belch on command. Fox Sr. was justly proud.

Then Fox met a rowdy kid with enough street savvy to fill an encyclopedia. Falco wanted to fly and Fox showed him the way. He cleaned up his act, entered the academy, and earned his wings!

In those days, Andross was a scientist, head of the academy. He was brilliant but unstable, building hyperlight drives and polo pigs, antigrav machines and androids.
When Andross developed the Gravity Bomb, Fox Sr. volunteered to deliver it to the asteroid belt for testing. He went out alone, not knowing the risks that Andross had built into the bomb.

At critical velocity, the bomb detonated according to Andross' design. Fox Sr., his ship and half the asteroid belt were sucked into a newly-collapsed black hole!

Andross was a mad ape! He was exiled to the ends of the universe, but he managed to return to the Lylat system and build a power base on Venom with a fearsome army of lizardine troops!

As Andross' power grew on Venom, Junior protested, but the leaders of Corneria were terrified of Andross, and Junior and his friends were considered dangerous radicals. They were forced to flee and live as outlaws on Papetoon!

I was just a sergeant then.

Why didn't you help Fox?
SO, CAN WE **MODIFY** THE ARWING?

CAN IT BE **STRENGTHENED** TO **WITHSTAND** THE **BLACK HOLE**?

I **TH-TH-THINK** **SO**.

HOW?

**BUT IT M-M-MAY NOT BE P-P-POSSIBLE.**

**IN TH-TH-THEORY, WE COULD T-T-T TRIPLE THE OUTPUT OF THE G **INDUCTION COILS.****

**EVEN IF IT W-W-WORKED, YOU'D N-N-NEED THE BEST PILOT IN THE SYSTEM TO **FLY IT!****

**N-N-NO ONE HAS EVER TRIED IT B-B-BEFORE!**

THEN ONE OF **US WILL BE THE FIRST!**

**LET'S GET TO WORK!**

FOX, **ARE YOU OKAY?**
WHAT'S HAPPENING?
LET ME OUT!

SSHHH!

FALCO'S GOING
TO MODIFY AN
ARWING TO TRY
THE TIME SLIP!

HE DOESN'T HAVE THE SKILL!

I HAVE A PLAN!
I'LL BE BACK SOON!

LATER

ARE WE READY?

I'VE GOT TO
CONCENTRATE. THIS
ISN'T GOING TO BE EASY.

EASY ENOUGH,
FALCO!

I'VE
T-T-Tripled
THE OUTPUT!
YOU ALL KNOW I'M THE ONLY ONE QUALIFIED!

WHO DID THIS?

GOOD L-L-LUCK, FOX!

FOX!
NOT THE ONLY ONE QUALIFIED!

WHAT ARE YOU DOING, FARA?

STOP THEM! FOLLOW ME!

EVERY LEADER NEEDS A TEAM!

TO BE CONTINUED
ONCE UPON A DREAM

A great storm sweeps down upon Link's ship during the young hero's return voyage from a journey of self-discovery! The ship is lost, but somehow Link survives. Unconscious, he washes up on a tropical shore where he is discovered by Marin, who nurses him back to health. Like a place out of dreams, the island has at its center a mountain, upon which rests a giant egg. One day, Link meets a wise owl who tells him the story of the Wind Fish—the magical being who sleeps in the egg. Only the Wind Fish has the power to return Link to his own land, but it can be awakened only by collecting the eight Instruments of the Sirens, which are now scattered and guarded by Nightmares. Link sets out at once, hunting down the Nightmares in their perilous caves. It is here that he learns the awful truth, for the island of Koholint and everyone on it exists only in the dream of the Wind Fish. What then will happen if Link awakens the sleeping giant?
**LINK**

After overthrowing Ganon in *The Legend Of Zelda: A Link To The Past*, Link was the greatest hero of Hyrule. Still, he was young and he knew that he had much to learn if he was to keep the kingdom safe. So he set out on a training mission across the sea, but little did he suspect the adventure that awaited him.

---

**THE OWL**

A wise and ancient bird followed Link about the island of Koholint, telling tales of the Wind Fish, the Nightmares, and the music of the Sirens. But what is the owl's purpose?

---

**THE EGG**

It is said that the island is but a dream of the magical Wind Fish who sleeps in the egg. The Song of Awakening is Link's only hope of escape, but it is also his greatest fear.

---

**MARIN**

Marin discovered Link and saved him, but she does not wish to stay on Koholint. She longs for the outer world and she knows of a song that may wake the Wind Fish.

---

**TARIN**

Tarin is Marin's father, a kind man who loves mushrooms. Although not a wizard, Tarin bumblingly transforms himself during one of his mushroom hunts.
BEYOND HYRULE

Link's Awakening delivers big adventure on the small screen. In fact, it is twice the size of any previous Game Boy title. Sophisticated graphics are reminiscent of A Link To The Past, but many enemies and the music originated with the First Legend Of Zelda. There are enough dungeons and overworld areas to keep you busy for weeks.

**LINK IN ACTION**

Link brings even more moves with him than he had in A Link To The Past. The two biggest innovations are the abilities to jump and move his shield. Link must now position his shield to block attacks, and he can push enemies around. He can also jump and attack at the same time.

**JUMPING**

Link can leap forward with weapon drawn to attack!

**ITEMS**

Many of the items in Link's Awakening, like the Hookshot and Magic Powder, will be familiar to veterans of A Link To The Past. But you must also master a new set of items, including a magical Acorn, a Wand and Magical Keys. Link can use any two items at once.

**MENU ITEMS**

Every item has its own special purpose, so one of the most important parts of the game is making sure that you collect them all.

**GAMES WITHIN THE GAME**

Link's Awakening is filled with mysteries, puzzles and even little bonus games within the game. In one, Link tries his hand at fishing, while in another he fishes for treasure using a crane to pick up items.

**SHIELD**

In past games, Link's shield moved automatically if he fired an arrow, but now he must move the shield on his own to ward off sword blows or other attacks.

**YOUR CHOICE**

Unlike past games, you can choose any two items to control using the A or B buttons. Even more important, you can use the items simultaneously.

---

**NINTENDO POWER**

60
Link's Journey

Link has set himself the task of increasing his knowledge and skill, but to accomplish that he has had to leave Hyrule. On the island of Koholint, he will find much to remind him of home, and yet much is new. The island can be viewed using maps like the one shown at right and by exploring every corner inside dungeons, buildings and the Overworld.

Islanders

Link must deal with many people and creatures on his quest to escape from the dream of the Wind Fish. There is a grandfather with great knowledge who communicates with Link via phone, a grandmother, identical quadruplets and a lady who has lost her dog to Moblins.

Dungeons of Danger

The eight instruments of the Sirens have been taken by eight Nightmares and hidden in their maze-like caverns. The rooms of the caverns are filled with traps and enemies that Link must overcome, and he must defeat the Nightmare at the end. Some of the Nightmares look oddly familiar, as if conjured up by Link's memory of A Link To The Past.

Siren's Song

The song that will wake the Wind Fish can be played only with the eight instruments that have been stolen by the Nightmares. Link must defeat the Nightmares to get the instruments.

Just the Beginning

This is but a taste of Link's Awakening. His latest adventure really begins this July when the game will be released. Look then to Nintendo Power for the full review with maps, strategies and hints!
FILTH-FIGHTERS UNITE!
Fresh from his NES debut, Zen finds that the scum he had to deal with previously has returned...to Game Boy! Unwary players who slip this Konami cartridge into their portable game unit will instantly be sucked into the slime and will have to fight their way out!

KA-BOOM!

PUT CONTAMINOUS IN DETOX!
The NES and Game Boy versions of Zen are based on the same story, but the games are not the same. The Game Boy version doesn’t have the diagonally-scrolling stages that the NES version had. Due to space limitations, we aren’t showing complete maps. The areas can be completed in any order, but you’ll have to slog through them all to get to the final stage and to Lord Contaminous!

A SUPERHERO’S JOB IS NEVER DONE! I GUESS I’LL HAVE TO SAVE THE WORLD AGAIN.
OIL AREA

Out of the four initial areas, the Oil Area just may be the easiest. Even though you are free to choose any of the areas, we suggest beginning your clean-up crusade here. While moving along, hold down the B Button to charge up a Photon Burst. They can really wallopsome enemies. We've mapped out the vertical section of the stage so you can see all of the obstacles that you'll face on your way down.

THE SHAFT

On your way down the vertical section of the Oil Area, Zen will encounter several obstacles. The round sniper guns are probably the most hazardous. Avoid their shots and then quickly move in to destroy them.

OIL SLICK

Run under Oil Slick when he is balled up and bouncing around. When he takes his human-like form, get in real close and whack him with a Photon Burst. Keep swinging the Photon Burst until he starts bouncing around again. If you're close enough, Oil Slick will bounce right over the top of you after your attack.

DAM AREA

Sulfura is in the process of poisoning Earth's water supply to support Lord Contaminous' evil ways. The water behind the Dam was an excellent spot to start. Zen will have to battle his way up and through the Dam to reach the sulfuric sorceress and put a stop to the acid rain.

UP THE DAM

This evil mistress has several methods of attack, but if Zen keeps his distance, he should come out on top. The best thing to do is to find a solid perch and wait there while you fire off Photon Bursts at Sulfura as she flies by. Jump out of the way when she tosses her vials of acid and watch out for the acid raindrops. They burn.

DISAPPEARING PLATFORMS

There are two things to watch out for when scaling the Dam and jumping on the disappearing platforms. First, deal with the sniper guns with a Photon Burst. The other obstacles that Zen will encounter are streams of water that rush down the Dam.

HERE COMES YOUR OIL BATH, ZEN!

A properly timed slide is essential here as you may end up in the black goo. Wait until the oil barrel is on its way up before you hit the deck and slide over to it.

SULFURA

The normal flow of water at the Dam can swiftly wash Zen down into one of the gaps. Test the currents before getting near an opening.

THE SHAFT

A Photon Burst flies from the Photon Slick and is about to annihilate a robotic enemy. Stepping short of the gaps is difficult because the oil causes you to slide.

VOLUME 48 63
SMOG AREA

Cough! Cough! Smogger is really stinking the place up! He's invaded and taken over some kind of industrial establishment and is churning out tons of noxious haze. As if that weren't bad enough, the by-product of Smogger's caustic commodity is... more smoke!

If you see lightning, wait under one of the ledges because a torrent of acid rain will be coming your way!

Don't get hit by the smoke coming out of the stacks and don't let the fans blow you back into one of the gaps.

AN UPLIFTING RIDE

Zen will have to deal with enemies on his way up the smokestack, but the most difficult part is avoiding the spiked ceiling.

SMOGGER

Besides brushing the hazardous beast, Smogger's blasts of smoke are the only threat that's posed to Zen, when they meet. A good plan of attack is to stand back away from Smogger and fire off as many Photon Bursts as you can. Zen should be able to smoke this smoker without ever having to inhale!

THE SMOKESTACK

GARBALANCHE!

This is the most difficult section of the Dust Area. A garbage landslide will break away when Zen walks over it and will follow him down the garbage chute. Force Power Up items you come across on the way down because you won't have time to get them.

GARBAGEMAN

The Garbageman has built himself a home of junk. To bust him Zen should stand on the left side of the screen and charge up a Photon Burst. Fire the Burst at the Garbageman as he zooms down the pile at you and then smack him some more with the Photon Stick. Next, move to the first step in order to avoid the Garbageman's fist as it punches up through the pile.

CLEAN UP IN THE BONUS STAGES

After completing a stage, Zen will have an opportunity to do some more cleaning up. This time, it's for bonus points! There aren't any slimy bosses to contend with here.

Save the seabirds! When he's not saving the planet, Zen often takes to the ocean to go windsurfing. Jump over the rocks and pick up as many seabirds as you can.

Puffs of smoke rise from the three pipes. Zen should hit them with his Photon Stick to get rid of them. He'll be able to see them in the pipes before they appear.

The idea here is to knock the cans that fall from the chutes into the bin. Only hit the cans. The other stuff that falls from the chutes should be left alone.
FINAL AREA
When, and only when, the first four areas have been completed, Zen will set off on his hunt for Lord Contaminous. The evil-doer has kidnapped Jeremy the Starchilde and is willing to ransom him for the Geocrystal. It's time to rescue Jeremy!

THE FIRE CAVE

CHECK YOUR HEAD
When Zen is jumping down this long vertical shaft, many huge stalactites will break away and come crashing down the shaft as well. If at all possible it's best to stay to the extreme right or left if you think one of the stalactites is about to fall. It's also a good idea to pick up the Power Crystal to become temporarily invincible.

SKULL CAVES
Indestructible skulls will enter the cave on a regular basis from dark holes in the cave wall. You'll quickly see their patterns. Don't try to hit them with the Photon Stick; just jump over them. Power Up with any items you find because the duel with Lord Contaminous is coming up!

TRIALS BY FIRE
Vertical blasts of flames will emanate from small holes in the floor of the cave. Check the map for their locations. The blasts only last for about three seconds. When you see one, pause, take care of any approaching enemies, and then move on.

LORD CONTAMINOUS
Here he is, the Master of Disaster, Lord Contaminous! You may think that you have to attack Contaminous directly. Not so. You only need to shoot in the sphere that Jeremy is trapped in. Contaminous will attack with the methods and powers of each of the bosses that Zen has previously faced. Use the left and right platforms as shields and jumping points.

ON TO CONTAMINOUS
CHAMPIONS ARE CROWNED AND HEROES RISE FROM THE MASSES IN THIS FOUR-CORNERED BATTLEFIELD!

The matches have been set! Choose your favorite fighter and take your place in the ring. If you survive each battle, the prized Taito Wrestling Federation (TWF) belt will be yours, compliments of Taito Ring Rage! It has three modes: Tournament Mode, 1-Player vs. Computer and a great 2-Player Mode. You'll need to use the Game Link cable to challenge a fellow Ring Rager, but the 2-Player Mode is by far the most fun.

TO THE RING!

TWF FIGHT SITES

Five cities have been selected to host the TWF events: Normal boxing/pro wrestling rings will be encountered in Calgary, Los Angeles and Miami, but in Chicago and New York, the fighters will run up against metallic surroundings. However, running up against them is not what you want to do. Concentrate on learning your moves.
In Ring Rage's Tournament Mode, you can select any one of the five fighters to play as. The computer will then randomly select an opponent from the four remaining fighters. It's winner-take-all. You'll have to battle each of them to earn the coveted TWF Championship. In the Extra Match Mode, you can select both your fighter and the fighter that the computer will control. The difficulty level can be selected and you can choose which city and ring you'll have your match in.

**SPIKE**
*Pro Wrestler*

The largest fighter, 7 feet, 6 inches and 330 lbs., Spike pummels his opponents with his High Kicks, powerful Knee Blows and Knee Drops. Spike loves to climb the turnbuckles, too!

**GUNBOAT RODY**
*Pro Wrestler*

Weighing 230 lbs. and standing 6 feet, 5 inches tall, Rody's favorite move is the Clothesline. He has powerful arms and loves to use his patented elbow attacks on his opponents.

**SHADAM**
*Pro Wrestler*

This brawler is an expert at hand-to-hand combat. His best move is the Super Thrust. It can catch an opponent off guard and quickly send him flying to the mat.

**"KO" JOE**
*Kick Boxer*

This boxer-turned-kick boxer from San Francisco enjoys being able to complement his boxing techniques with kick moves but still relies heavily on his Super Upper Cut.

**YASHA**
*Karate Fighter*

Rounding out the field, Yasha is the smallest competitor but has some cool moves. In addition to being fast, his Super Kick can quickly destroy a challenger's hopes of victory.
When you woke up this morning, you had no idea what the day had in store for you. While hiking in the forest with your father, a strange being appeared in front of you. As you rushed over to help the injured creature, you were attacked by a second stranger. Suddenly with a flash, you found yourself in a foreign land and in the middle of a conflict between good and evil. Do you have the strength to defeat the evil Bio-Haz and find your way back home, or will you fall victim to his Great Greed?

Great Greed, by Namco, brings players something different in a Role Playing Game. This 2-Meg game for the Game Boy has a long and interesting story-line. Based on the rising environmental concern in the world today, Great Greed allows the player to save an imaginary world from real-life problems. Each area reveals a new environmental problem to solve, from stopping a polluting factory from being built to ending the dumping of trash in the city streets. Along the way, the player is faced with other dilemmas that affect the outcome of the game. Some answers can help you on your quest, while others may only make things more difficult. The graphics are detailed and easy to watch, but the character may be a little small for some player's tastes. The play control is smooth and easy to understand. Combat in this game is fought in a unique real-time style. It may take awhile to get used to, but it works very well in speeding up the fighting of an RPG.
You find yourself in the beautiful Greene Kingdom. You have accidentally warped here without a way home. The land is torn in a great conflict with the evil Bio-Haz, who is trying to corrupt the world and exploit its natural resources. After rescuing the princess from a surprise attack, the King asks you to help them in their cause. With your trusty dagger in hand, you and Princess Candy, set out to stop the evil forces of Bio-Haz. Your quest brings you to many new and strange lands, where the might of your sword and the shrewdness of your mind must save the Kingdom and its people.

**The Nation of Sushi**

You arrive in the Nation of Sushi during the mayoral campaign. You discover that one of the candidates, Crabby, is a dirty politician with ulterior motives. Here you are faced with your first moral dilemma, do you accept the bribe you are offered and keep quiet? If you do, you will find that cheaters never prosper.

**The Nation of Chow Mein**

If you decide to look for the missing Dr. Bromide, your search will lead you to the Town of Tuna. You need to change the laws in Tuna before you can enter the shops or the jail. Later, before you can enter the Dragon Jail to save the doctor, you will need to get the Golden Pepper from the town of Kim Chee in the west.

**Battle Action**

The unique style of combat in this game can be very effective with a little practice. When you fight an enemy, each button and direction on the Control Pad represents a different combat command. Before you enter the battle it is very important to equip the scrolls that you need. You can prepare four scrolls, one for each direction on the Control Pad. When you press the corresponding direction during combat, you will activate the spell. This method of casting spells, as well as using the other buttons to attack and dodge, makes the RPG combat both fast and entertaining.
**PRINCE OF PERSIA**

HOW DO I PASS
THE SKELETON IN LEVEL 3?

The Skeleton in Level 3 doesn't have a damage meter, so you can't wear him down to destroy him. Instead, you'll have to knock him off the edge. Take the offensive—don't let him drive you back. Attack with the sword then quickly move forward. When he falls to the floor below, drop down and drive him over the edge there, too. You can't defeat him, but a bone-crushing boulder on the third level can.

**HOW DO I GET BY THE MIRROR IN LEVEL 5?**

After you trigger the opening of the exit, the evil Jaffar places a big mirror in your path. To get to the other side, you have to make a running jump through it. Timing your takeoff is critical. If you jump too early or late, you'll bounce off the mirror. Take off about one and a half steps away.
The White Key in Room 1-A is resting on a block on the far side of the room—on the other side of a sea of spikes. To reach it, you'll have to move a couple of blocks into position on top of the spikes. Start by pushing Block A forward as far as you can without falling onto the spikes. Next, shove Block B over to where Block A had been, then slide it forward as far as possible. You'll move Block A closer to the other side as you move B. Walk over to the edge of Block A and jump over from the right side to get the key.

Blocks A and B are the only two that you can move. Use them to form a bridge over the spikes.

Stand behind Block A and shove it out onto the spikes. Then slide Block B into position behind A.

As you push Block B out it will move Block A closer to the other side. Jump from the far right edge.

How do I reach the token in Deeso, Room 14?

Take out the hovering menace first, then move the block from the upper area into the corner. Jump up from it to hit the block on the platform above. Push it all the way off the platform, then hop down and slide it into the corner. Jump from it onto the gate when it's down, then, when it rises, hop over to the platform to get the token. Try riding the gate in other places, too.

Slide the block into the corner, then jump from it to knock the upper block off the platform.

Hop from the block to the gate while it's closed, then ride it up to the token when it opens.

How do I reach the upper ledge in Deeso, Room 01?

In Room 01, you must move quickly to get into position to catch the falling block. Stand part way on, part way off, of the block in the upper left corner. If you stand completely on the corner block, you'll be pulled to the opposite corner. Let the falling block land on your head, then move over and scrape it off against the overhead ledge. It will stay there as long as it's not completely over the corner block. Now you can leap from it up to the ledge. Walk around the ledge and use the single platforms to jump over to the token. Stay to the right side of the platforms and hop quickly—if you pause too long, they'll pull you off to the left. Be careful on the return trip, too, or you'll be pulled into the spikes.

Step lightly. Stand part way on the corner block and catch the falling block on your head.

Use the ledge above to scrape the block off, making sure that it's only partly over the corner block.

Leap from the block to the ledge above.
Extra weapons come in handy. To build a large, ready arsenal by using this simple strategy. When you come upon a particular weapon or item that you could use more of, pick it up, then move on through two more screens. Return from there to the screen where you originally found the weapon or item. Another of the same object will again be waiting.

When you find a valuable weapon or item, go ahead and pick it up, then move on through two more screens. Return from there to the screen where you originally found the weapon or item. Another of the same object will again be waiting.

When you find a valuable weapon or item, go ahead and pick it up, then move two screens away. After exiting through two screens, return to find that the weapon or item has been replenished.

You have to build a big bankroll to buy the weapons and armor in this game. Here is a good get-rich scheme. In Lycaeum Castle, go left through the gate and climb the upper left ladder. Walk over the Left Arrow to the chest in the castle Lycaeum. It holds a Gem that's worth $5.

Now walk to the left and go down the ladder. Step on the floor plate in the upper left then go down the ladder on the right. Push the barrel up and enter the right portal. Cross over the Left Arrow and open the chest to earn a $5 Gem. Walk up over the Up Arrow and re-enter the portal. Go down and left through two screens, then climb back up the ladders to the same chest, which will again hold a Gem. Repeat to raise loads of cash.

To reach the Abyss, take the ship from Lord British's Castle on the Northeastern Isle and sail to the Southern Isle. From there, head east to find a second ship, which will appear only after you've found the back door to the Cavern of Pride. Set sail on the second ship to the Southeastern Isle. Once there, you must use the Magic Rope to work your way to the volcano in the island's northeastern corner. Walk into the fiery volcano to enter the Abyss. There you'll battle enemies such as Rats and Reapers, Wisps and Wizards. With luck—and perseverance—you'll also uncover the Magic Armor and the Rune of Humility.

Walk into the volcano in the island's northeastern region to find the entrance to the Abyss.

Board the ship at the shore of the Northeastern Isle and sail first to the Southern Isle.

Disembark and enter the Cavern of Pride. Find the back door to make a second ship appear.
**MEGA MAN V**

**HOW DO I GET PAST THE CRYSTAL GUNNERS?**

You’re in for an icy reception when you enter the Crystal Man Stage, which might well be the most difficult of the first eight stages. You must pass through a gauntlet of Crystal Gunners before you reach Crystal Man’s lair. The gunners glow blue and white as they form massive crystals at the ends of their weapons. When they pull their arms in, they’re about to fire the crystals. Don’t be in their line of fire when they do—the icy crystals cause critical damage. The only time that the gunners are vulnerable is just after they fire, so power up your Mega Buster and blast away as they release the crystals.

Regular bullets don’t have much effect on the Crystal Gunners, so use the Mega Buster.

Even the Mega Buster fails to damage the gunners when they’re forming their crystals.

Power up the Mega Buster and wait for the gunners to fire off a crystal they attack.

**HOW DO I BEAT THE PINK ROBOT?**

At the end of Part 3 of the Proto Man Stage, you’ll meet one of Wily’s most sinister creations, the Pink Robot. He looks small in comparison to the red robot you met earlier, but he’s much meaner. He has a small cannon for a right arm and shoots three rings of Freeze Ray from his chest. When he’s hit by the ray, Mega Man becomes temporarily paralyzed. Your best weapons are the Super Arrow and the Mega Buster. Start firing arrows as soon as you see him and dodge the freeze ray. Keep running from side to side, firing continuously. When you run out of arrows, blast away with the Mega Buster.

The Pink Robot has a cannon instead of a right arm. He can fire while Mega Man is paralyzed.

Keep moving. Try to avoid the freeze ray as you keep a stream of Super Arrows heading for the robot.

It will take 11 or 12 Super Arrow hits and four or five Mega Buster blasts to neutralize the robot.

**IN A BIND? CALL THE POWER LINE!**

WRITE TO:
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Redmond, WA
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Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to midnight and Sun., 8:00 a.m. to 5:00 p.m., Pacific time.
Next month, Mario and Luigi will make their way to the big screen in a full-length, live-action movie starring Bob Hoskins and John Leguizamo as the famous video Bros. and Dennis Hopper as a brooding Koopa. Long-time Mario Bros. fans will see their video heroes in an all-new setting, embarking on an all-new adventure. And it’s one that promises to be a departure for the duo—in more ways than one.

The Super Mario Bros. movie, to be released by the Hollywood Pictures division of Disney Studios and described as a “comedy sci-fi adventure,” takes place before the pair become world famous video game heroes. As a result, you won’t see Mario and Luigi wearing their trademark overalls and you won’t see a helpless princess pleading for help. The script plops the Bros. down in modern-day Brooklyn, where they run the family plumbing business. Their last name? Mario. That’s right—Mario Mario and Luigi Mario. And they aren’t “super” yet—they look like any other plumbers you might call in an emergency.
In this real life adventure, Mario has a ditzy girlfriend, Daniella (Dana Kaminski), and Luigi's love interest is Daisy (Samantha Mathis), an archaeologist. But, lest you think you're in for a tame tale, Daisy turns out to be a prehistoric princess—and Koopa, of course, kidnaps her. Things definitely take a turn for the weird when the pair of plumbers follows her through a magic portal into a parallel New York City, Dinohattan. And it's anything but tame. In the decaying domain of Dinohattan, a strange fungus grows on just about everything. Times Square becomes Koopa Square, a frenzied strip with neon gone ballistic where you can buy fresh, hot Poptoads on the street, shop at Bullet Bill's Weapons, buy supplies for the "Do-it-yourself Butcher" from the Hammer Bros, or treat yourself to a very rare donut at Drippy's, where they say, "If it don't bleed, it ain't lunch."

**DINOHATTAN**

Dinohattan's inhabitants are dino descendants in varying stages of evolution. They're ruled by Koopa, who holds regular elections and is certain to win every time because he controls a de-evolution device, called the Devo Chamber, which he uses to evolve or de-evolve his subjects. The less evolved they are, the easier they are to control, so trouble-makers like the street protester played by Mojo Nixon are de-evolved. Koopa finds, though, after several boggled kidnap attempts, that Iggy and Spike are just too stupid in their de-evolved state to be of any use to him, so he pops them in the Devo Chamber and lets them evolve in the hopes that they can capture Daisy.

**"KOOPA THE ENVIRONMENTALIST: "DON'T WORRY—WE'LL GET MORE"**
Considering that one of Mario’s first roles was in Mario’s Cement Factory (for Table Top and Game & Watch), the film producers found a perfect site for the shoot: the Ideal Cement Company, near Wilmington, North Carolina. Elaborate sets for the Dinohattan scenes were built in the abandoned factory’s huge, empty warehouses, and other sites in the compound were used to shoot tunnel scenes and car crashes. Hoskins, who starred in Who Framed Roger Rabbit and Hook, said playing Mario was “a lark.” He was first introduced to Mario by his two young sons, who are video-aces. When we asked him if he played, Hoskins said that he’d tried Game Boy but was all thumbs (gamers might consider that advantageous, but Hoskins obviously meant that he wasn’t very good). It looks like he’s been practicing. Leguizamo, 28, is a younger Luigi than you might expect, but remember that this is Luigi before all of his video game heroics—and before he grows a moustache. While filming the movie, Leguizamo bought a Siberian Husky puppy that he named, appropriately, we think, “Luigi.”

Koopa looks mostly human, but he changes during the course of the movie to reflect his reptilian heritage. Make-up artists shaved Dennis Hopper’s eyebrows, gave him a very pale complexion, and rimmed his eyes with red. Special visual effects, like the one that makes his eyes change from human to reptile, reveal his true nature. And speaking of visual effects, between 60 and 100 were created for the movie. State-of-the-art digital composting techniques were used to make visual effects like the portal through which the present-day New Yorkers enter Dinohattan. Super Mario Bros., the movie, has a look and feel all its own. This is no video game. Koopa is more sinister than ever. Luigi worries about his future, and Mario is a regular joe plumber—just in the beginning. How do two plumbers from Brooklyn save a princess in a parallel universe? And how do their movie adventures lead them to starring roles in video games? Find out next month when the movie premieres.

As Samantha Mathis looks on, John/Luigi takes a break on the set to play Super Mario World: The Popohead Suit in the background is the place to get your piping hot meals. Yum.
AMAZING ANIMATRONICS

The visual effects promise to be stunning, but another scene-stealer is likely to be Yoshi, who is brought to life by animatronics. Patrick Tatopoulos designed the baby T-Rex, Mark Matte sculpted the latex body, and David Nelson headed the team that created the animatronics. None of them were familiar with the Yoshi of Nintendo-game fame, so he looks nothing like you might expect. Instead, producers Roland Joffe and Jake Ebert wanted Yoshi to fit into the human cast that surrounds him. He's a realistic-looking, 4-foot-tall dino, but he's oozing with personality, thanks to the many expressions and movements he can make. Seventy cables feed into Yoshi's body, and it takes nine cable-puppeteering people to operate the fully-functional model.

There are 24 movements in his head alone—his eyelids open and close, his brows pucker, his lips curl back from his teeth. And, with 12 tongues, he's ready for any occasion. Yoshi isn't the only movie creature that will surprise Super Mario Bros fans. The Goombas that serve as guards for Koopa look nothing like their videogame counterparts. These 8-foot-tall lizard-men were created by Allan Apone and John Filer of Makeup & Effects Laboratories, Inc. They molded foam latex over fiberglass shells to make the eerily real-looking lizard skin. Large head movements are made by the people who wear the Goomba heads, but skin movement and facial expressions are created by Radio Control operators. Although there are several different Goombas, the scene-stealer turns out to be Hark, who in the end shows that he has a heart.
GREAT EXHALATIONS!

Inhaling and exhaling. It's all about breathing. You can breathe new life into your NES by playing Kirby's Adventure. While not overly difficult, Nintendo's newest NES game offers a good challenge for the novice player and has plentiful amounts of play value considering there are seven stages. There are plentiful levels within each stage as well. Most of the areas aren't that large, but it's the sheer number of them that helps to mix up the action. A final eighth stage pits Kirby against King Dedede and... well, we wouldn't want to give it all away, would we? Unlike Kirby's Dream Land for Game Boy, Kirby's Adventure offers players an opportunity to use many different Special Powers. These Powers are acquired by inhaling enemies and chewing down on them. Not all enemies will offer up their Powers to Kirby when he defeats them, but over 25 of them will.

- Approach enemies quickly from any direction to catch them off guard. New use Kirby's Power of suction to inhale them whole! Gulp!
- Press Down on the Control Pad to munch an enemy. Most enemies when gulped will yield their special Powers or weapons to Kirby.
- By rolling over the Knight, Kirby now has the Power of the Sword. The B Button will cause Kirby to spin and swing the mighty Sword.
- If Kirby takes a bump from an enemy, his Special Power will fly away in the form of a Star, but he can inhale the Star to get it back.

Wouldn't you know it? Dream Land is in peril again! King Dedede's atrocious armies of heinous henchmen have surfaced on the NES.
Kirby can easily inhale most of the smaller enemies in the game. After Kirby has gulped an enemy, you can press Down on the Control Pad to steal and use the Power of the enemy. Kirby can then use the newly acquired Power or you can press the Select Button to get rid of it and go for another!

**SWORD**

Kirby can strike a mighty blow with the Power of the Sword. Just swallow an enemy who carries a Sword and then steal his Power.

**NEEDLE**

Like a mutant porcupine, Needles will shoot up out of Kirby’s body and will definitely put a quick stop to approaching baddies.

**MIKE**

It’s a known fact that Kirby can’t carry a tune. After acquiring the Power of the Mike, his singing will destroy many enemies.

**UFO**

One of the cooler Powers, the UFO allows Kirby to change into a spaceship and float around while shooting powerful laser beams.

**OTHER POWERS**

- **Sword** — Swipe at various enemies with the Parasol and use it to glide down slowly.
- **Mike** — Kirby can get the Cutter from the enemy and use the blade to slice others.
- **UFO** — Don’t get too close! Avoid the Bomb or inhale it before it explodes.
- **Needles** — Inhaling this sleepy guy and pressing Down causes Kirby to do the same.
- **Quick Draw** — Cool blue enemies will usually yield some sort of freezing power to Kirby.
- **The Crane** — Follow the bouncing ball and eat it! This orange sphere gives up a Laser.
- **Egg Eating** — Some enemies don’t have Special Powers, but can still be used as firepower.

**BONUS GAMES**

The Bonus Game rooms appears several times throughout the game on the main map screen as Kirby completes various stages. Enter the doors to play the games and earn Bonus Points and essential 1-Ups. Unfortunately, Kirby can’t re-enter a Bonus Game room because the doorway will be boarded up when he exits. He’ll just have to press on and wait for other Bonus Games to come along. The easiest 1-Ups are earned in these rooms, but playing the games well requires lightning fast fingers and accuracy.

**Quick Draw**

It’s a showdown! Press the A Button as soon as you see Fire! come up and hope that you are faster than your opponent.

**The Crane**

Pick up the Kirby dolls with the crane and drop them in the container. The small doll gets you a 1-Up and the large doll earns a 2-Up!

**Egg Eating**

King Dedede will toss eggs and bombs at Kirby. Press the A Button to open Kirby’s mouth and catch the eggs, but don’t eat the bombs.

VOLUME 48 79
Flown in by a Warp Star, Kirby begins his adventure in the lush environs of the Vegetable Valley. When Kirby begins any level, he'll be given only one stage to enter. That stage has to be completed before the next stage will appear. Kirby can re-enter a stage once he has completed it to search for missed items and hidden areas.

**WISPY WOODS**

If Kirby has a weapon, just hack and slash away at the tree's trunk. If not, inhale the apples that Wispy Woods drops and fire them back at him.
Kirby will have to do some light swimming in the early stages of Level 2. When he's underwater, Kirby can hose enemies with a stream of water and destroy them with ease.

In the single room area with a 1-Up sitting on the upper ledge there is an enemy with a Laser. Inhale the enemy and take over the Power of the Laser. Shoot the Laser at one of the angled blocks on either side of the floor. The Laser will reflect upward and will destroy the ledge causing the 1-Up to fall and fall.

Kirby’s Adventure
Illustrator's works of art fly off the canvas at Kirby. Inhale them and spit them back at the artistic boss. Some of them are much faster than others, so watch your timing!

**LEVEL 3 - BUTTER BUILDING**

The variety in maps gets interesting as Kirby sets off through the Butter Building.

**STAGE 1**

An interesting "circular" scrolling section reminiscent of the rotating towers in Super Ghouls 'N' Ghosts and a couple of fights with main bosses are the highlights of Stage 2 in Level 3.

**STAGE 2**

If Kirby doesn't have an appropriate weapon at his disposal, use the sliding technique to break through the Blocks that restrict his forward progress.

**STAGE 3**

Stage 3 can be finished rather rapidly if you choose the correct doors for Kirby to enter and exit. However, it may be to your benefit to enter every possible door. Various enemies and Power Up items can be found in different areas. There's a 1-Up to be found in one of the rooms, as well!
After each stage is completed, Kirby will have yet another chance to earn bonus Points and a 1-Up. Just enter the doorway with the stars around it.

Upon entering the door to Stage 4, Kirby will grab a Warp Star that will take him to the Butter Building’s Tower. Move back and forth in the Tower’s air shaft to collect Power-Ups and a 1-Up. Stages 4 and 5 are short, but Stage 6 has more action for Kirby. A 1-Up can be found by breaking away a group of four Blocks and going through a puzzling room. You can also make the Egg Egg game appear on the map.

**MR. BRIGHT & MR. SHINE**

Bright and Shine gang up on poor Kirby and attack him. Jump over them when they blaze across the screen. Inhale the stars that Mr. Shine rains down on Kirby and don’t get caught under Mr. Bright.

After each stage is completed, Kirby will have yet another chance to earn bonus Points and a 1-Up. Just enter the doorway with the stars around it.

To get the most height on Kirby’s jump, press the A Button when the platform has reached its lowest point. It is difficult to accomplish this every time.

**YES!** With a superhuman effort, Kirby has made it to the top platform and has scored a 1-Up. Rejoice, for the 1-Ups don’t come easily in this Bonus Game.

Ugh-oh. Someone forgot to push the button. Kirby won’t receive any Bonus Points and he surely won’t receive a 1-Up if the A Button doesn’t get pressed.
At the beginning of the second area in Stage 1, Kirby should nab the UFO that flies up to him. It's a great weapon to have. Kirby can fly around quickly and shoot laser beams at unwary enemies. There's a hidden doorway in the grid of Blocks!

It's very easy for Kirby to take a few hits in this area because there are plenty of spikes that line the passages.

The second area of Stage 3 has one of the coolest looking maps in the game! Kirby will have to hop to and from giant airships (regardless if you walk with whirring propeller blades. Don't worry about getting hit by the numerous propellers: they're harmless. It's a very good thing because Kirby will be blown around by the rapidly shifting air currents.
First of all, Kirby has to fly up through many levels of clouds to reach Kracko's lair. Move from side to side as Kracko gives chase. Secondly, Kirby should avoid Kracko's lightning attack by flying up and over the angry beast. When Kracko spits out a little creature, inhale it and then spit it back at its maker. Just repeat the process to bust the big balloon's bubble.

Levels 5, 6 and 7 still await our puffy little hero. King Dedede has laid many traps along the way. The difficulty level steadily increases through the rest of the game, but for advanced players, the challenge is not one that can't be overcome. Again, Kirby's Adventure is geared toward beginning players. They are the ones who will get the most enjoyment out of this really fun action game.
When Darryl, Bumper, and Spare Tire disappear, Slick and Spin know that trouble's brewing—and that Junkman is behind the disappearances. He has a horrible habit of dismembering Crash Dummies and using their parts to create Junkbots that he programs to obey only him. Slick and Spin have to find out where Junkman is holding their friends before he can recycle them into Junkbots. Their search starts in the Crash Test Center and takes them all the way to the Junkyard. Pull yourselves together, Slick and Spin, and be sure to buckle up before you start your search.

Spin and Slick are cruisin' in a new four-level, eight-stage adventure for the NES from LJN. This time, the Crash Dummy duo takes a break from the job to find their buddies Darryl, Bumper, and Spare Tire before Junkman turns them into scrap metal. It features both one- and two-player alternating modes, and although there is nothing new about the way it plays, the game has a fun theme.
Junkman has posted several of his Junkbots in the Crash Test Center, and that's where Slick starts looking for his friends. The center has lots of barricades to jump over and caution cones to pick up. Slick can either avoid the 'bots or stun them for a short time by spraying them with Exhaust.

**CHECK THE OIL**

Although Slick has an unlimited supply of Exhaust to use on the Junkbots, he has limited range with the spray. Pick up the Oil Cans you come across to increase the spray's range.

**DON'T LOSE YOUR HEAD**

When you pick up a Rocket, Slick really flies. If he runs into a barrier at that speed, he'll lose his head. You have to find a spare to see where you're going.

If you pick up a spare head when you don't need one, it will be added to your life meter. Headless Slick is hard to control—he does just the opposite of what you want him to.

**COLLECT CONES**

Pick up as many red and yellow caution cones as you can. When you collect 50, you earn an extra life. What a slick trick!
This time it's Spin's turn to jump into the action—and jump he does, right into a manhole that leads to the Sewer. It's dark, it's dank and it's dripping with toxic ooze, but rumor has it that one of the Junkbots is holding Bumper hostage somewhere down there.

**UNLEASH BUMPER**

Bumper, the Crash Dummy Dog, is being held in a kennel under the watchful eye of one of Junkman's Junkbots. It's up to Spin to find the key and free the dog.

**THE SEWER BEAST**

The Sewer Beast, a product of Junkman's warped mind, guards the key to Bumper's kennel. Jump up to get the Oil Can in the upper right, then jump the big tires that the beast throws and aim for his head and chest.

**BAIL OUT BUMPER**

After you make a scrap heap out of the Sewer Beast, take the key and return to the lowest level. Select the key and open the lock to free poor Bumper.
SPARE PARTS

When you lose your head, it's nice to have a spare in reserve. You can also pick up extra Arms that are powerful "Spin" protection.

Selecting the spare Arm activates a spin move that wipes out incoming enemies.

GRAB THE STEERING WHEEL

When Spin grabs the Steering Wheel, he'll start to flash, indicating that he's invincible. He can barrel right through enemies, wiping them out for good. It works for only a brief period, but it's effective.

Take hold of the wheel for a wild ride.
STAGE 2-1  THE BIG TOP

In Level 2, Spin and Slick run off to join the circus. It's every Crash kid's dream! Spin volunteers for the Big Top antics such as high-wire walking and trampoline bouncing. Watch out for the Acrobots that Junkman fires from his cannons—they can ground a dummy but good.

END

STAGE 2-2  THE FUN HOUSE

It's Slick's turn to clown around in the Fun House. He says that he loves Fun Houses, but this one is operated by the Junkman. It's packed with punches.

Don't get sucker punched by this big boxing glove. If you get too close you'll go down for the count.

Stay a safe distance away as you jump over the flying objects.

This is no beach party. These crazy clowns drop beach balls that are nothing to laugh at. Ditch
**STAGE 4-1 WRECKING YARD**

- Hurry! Hustle through here.
- Don't waste around on enemies.

**STAGE 4-2 JUNKMAN'S LAIR**

- Where is he hiding?
- Beware of pesky flies.

**STAGE 3-2 AT THE PIER**

- Darryl is being dragged away.
- Something fishy is going on.

**STAGE 3-1 THE WAREHOUSE**

- Pick up replacement body parts as you search the warehouse.
- Junkbots patrol amid the trucks and containers in the yard.

**STAGE 3-1 THE WAREHOUSE**

- Ahoy crash mate! Board the boat at the end of the pier.
- After you save Darryl, move on to the junkyard.

**WHAT'S IN STORE FOR SPIN AND SLICK?**

Spin and Slick have had their hands full, all right, but two of their friends are still missing. Where will they look next? The word on the street is that they might be hidden somewhere down on the Docks. Crash on, Spin and Slick.

**BOMBS AWAY!**

Don't clown around. The parachute bombs may be cute, but they're no laughing matter. If you're anywhere near them when they explode, you'll lose your head—and your control of the situation, as well.
STAGE 1-1
CAVE AREA

Turrican is greeted with the barren surface of Landorin when he begins his mission. The goal is not marked, so just proceed to the right as far as possible.

BLAST THE BARRIERS

To enter this cavernous area and pick up many Power-Up Items, Turrican simply has to fire his weapon at the walls. They will eventually crumble away.
**WEAPONS AND ITEMS**

Turrican can fall back on superior firepower. It's up to you to provide the superior intelligence. The more items Turrican picks up, the more powerful his weaponry.

- **Beam Power**
- **Super Weapon**
- **Shield**
- **Life Force**

As a general rule, pick up every Power Up item you find. The only time you shouldn't pick one up is when you don't want to change weapons.

**The Multiple Shot** spreads out as it leaves Turrican's gun. It's not very powerful at first, but picking up Power Up items increases its strength dramatically.

**The Laser weapon** has a high penetration rate. This is an excellent weapon to have if you are using a Controller with a Turbo function like the NES Advantage.

**The Bounce weapon** will ricochet several times off of various surfaces. The best time to have this weapon is when Turrican finds himself surrounded by obstacles.

**The Superweapon** is the strongest weapon Turrican has. Press the Start Button to activate it. Turrican has limited use of this weapon, though.

**METEOR SHOWER**

Proceed quickly to the right through this rocky area because a forceful torrent of meteors will fall out of the sky. Turrican's only defense will be to sprint for shelter.

**LONG JUMP TO A 1-UP**

Shoot this Item Container to uncover it and then use it as a step to get out to the 1-Up on the far left ledge.

**CAVE ENTRANCE**

Turrican can go through this cave and jump to another cave on the other side of the waterfall to find a Power-Up Container.

**WATER ABYSS**

There are two ways for Turrican to lose a life. One is to run out of energy. The other is to fall into an abyss, like this waterfall.
**STAGE 1-2**
The second section of Stage 1 is much like the first. Turrican will have to pass through many more areas that have spikes and spires. Remember to hold Down and press the Start Button to roll up into the Gyroscope when traversing the spikes. The Gyroscope will never take any damage when hit by an enemy.

**STAGE 1-3**
The terrain in the third section of Stage 1 is becoming more developed. Turrican encounters more and more cannon installations as well as some new UFO-type enemies. Using the Gyroscope is also a necessary step for completing this section. Just make sure you're not standing on spikes when you come out of the Gyroscope.

**STAGE 2-1 SEWER AREA**
Turrican plunges fearlessly down a garbage chute and into the depths of the Landorin sewer system. He doesn't want to go into the sewer, but he knows it's an area on Landorin that he must rid of the invading scum.

**DIAMOND CONTAINER**
Upon falling down the garbage chute and entering the sewer system, Turrican should proceed to the left and up into another shaft area. There, he can uncover an Item Container that holds a bounty of valuable Diamonds.

**SHAFTED!**
When falling down this shaft, stay in the middle to avoid the guns. Better yet, roll up into the Gyroscope before falling.
After falling down what appears to be a waterfall abyss in the first section of the stage, Turrican finds himself getting into deeper sewer surroundings. Overall, the whole game is fairly difficult, but this is where the difficulty level really starts to increase. The main things to watch out for in this section are the small missile launchers that are attached to the ceiling. Don’t get caught off guard. Fire constantly while running and jumping to cover as much area as possible.

Undertow

The undertow of the sewer system’s drainfield won’t have much effect on Turrican, but it could possibly drag him into an area where he doesn’t want to go. Fight the current!

Pak O’ Piranhas

Turrican will encounter swarms of hungry piranhas if he goes underwater. Shoot them just like any other enemy in the game.

Stage 2-2

There are six indestructible, vertically-moving barriers in this particular section. Turrican can make it through these barriers without taking a hit only if he tries to pass two at a time. However, the smart player will always take the easiest way and will opt to roll up into the Gyroscope and cut right through them.

Barriers

Overall, the whole game is fairly difficult, but this is where the difficulty level really starts to increase. The main things to watch out for in this section are the small missile launchers that are attached to the ceiling. Don’t get caught off guard. Fire constantly while running and jumping to cover as much area as possible.

Stage 2-3

The third part of Stage 2 isn’t very lengthy, but there are some major areas of importance to mention. First, there is a long vertical shaft that constantly has garbage raining down through it. Turrican has to jump through the garbage in order to continue. He’ll probably take a hit, but it’s the only way through. If you use the Gyroscope, he’ll likely end up falling into the abyss. Second, if the Superweapon is Powered-Up and you are patient, the boss should be no trouble at all for Turrican.

Turrican can jump up, start firing, and go one on one with the boss, but crouching and firing from the gap while using the Long Beam is a much better strategy.
Besides his vertical leap, a series of structures and lifts are all that Turrican has to help him up the long ventilation shaft. If Turrican falls off of a lift for some reason, it will always reappear in the same spot.

**SAFE AREA**
Once Turrican has cleared out all of the enemies and destroyed all of the laser turrets in a certain area, he should be safe. The large mechanical structures in the center of the shaft are safe to stand on.

**CROSSFIRE**
While riding up on the lifts, Turrican will encounter several diagonally-moving blue enemies. There are also laser turrets that shoot straight down. It's easy to get caught in the crossfire between the two when jumping from lift to lift.

**FLYING V**
A formation of seven enemies will swoop down at Turrican in this area. Try to position him between two of them so he doesn't get hit. The enemies won't fire any shots so don't feel like you have to hurry.

**UPLIFTING**
In the upper region of the ventilation shaft, Turrican will have to make more jumps in order to reach the top. Remember, if Turrican happens to fall off one of the lifts, all is not lost. The lift will always reappear, no matter how many times it takes.
STAGE 3-2
Several new types of enemies and traps will be encountered in the second area of Stage 3. Watch out for the spiders—they're fast! Make good use of the Superweapon to take out the laser installments that line the ceiling in certain areas.

STAGE 3-3
More of the same awaits Turrican in the third area of Stage 3. It just never ends! Well, it does end, but only if Turrican plays his cards right and uses his weapons to their full capabilities. When falling down the many shafts here, remember to roll up into the Gyroscope because there are usually plenty of pesky enemies waiting down below for our hero.

STAGE 4 AND BEYOND
There are a total of five stages in the game. Turrican still has some major challenges ahead of him if he is set on rescuing the people of Landorin. Using your mapping skills will help you through the last two stages.

Don't be afraid of these demon heads. They're just decoys that were designed to throw Turrican off.
These bird-like enemies can create quite a swarm. A weapon that cuts a wide swath is great against them.
Dangers on all sides will confront Turrican in each of the remaining areas in Stages 4 and 5.
Please answer the following questions on the postcard provided below, then enter our Player’s Poll Contest by sending it in.

A. Which of the following Grand Prizes do you like best for the Player’s Poll Contest?
1. Special trips like this month’s prize
2. Movie related items like the Wayne’s World prize
3. Your own arcade games
4. 25 Game Paks of your choice

B. Which Player’s Guide would you be most likely to purchase?
1. Super Mario Land and
Super Mario Land 2: Golden Coins
2. The Legend of Zelda: Link’s Awakening
3. Mario Paint Stamp Album
4. Street Fighter Ultimate Fighting Guide
5. 1993 Buyer’s Guide to software for all 3 systems

C. Did you enjoy the Mario Paint special in the January Bonus Issue?
1. It was great
2. It was O.K
3. I didn’t like it
4. I don’t have Mario Paint

D. How do you like the new Power Player’s Challenge?
1. I think it’s great
2. I like it
3. It’s O.K
4. I don’t like it

E. How old are you?
1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

F. Sex
1. Male
2. Female

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

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

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

J. Trivia Test: If Mario can stomp on 20 Koopas in 30 seconds, how many Koopas can Mario stomp in an hour?

Answers to the Player’s Poll - Volume 48

Name ____________________________ Tel ____________________________
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Membership No ____________________________ Age ____________________________

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

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B. ____________________________ D. ____________________________ F. ____________________________
   1 2 3 4 5 ____________________________ 1 2 3 4 ____________________________ 1 2 ____________________________

G. Indicate numbers 1-84 (from list on back of card) 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

H. Indicate numbers 85-147 (from list on back of card) 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

I. Indicate numbers 148-220 (from list on back of card) 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

J. Trivia Answer ____________________________

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One entry per person, please. All entries must be postmarked no later than June 1, 1993. We are not responsible for lost, stolen or nondelivered mail.

On or about June 15, 1993, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after June 30, 1993, send your request to the address above.

GRAND PRIZE: The Grand Prize winner will receive a Kawasaki TS Jet Ski, a flotation vest, and neoprene boots and gloves. If the winner is under 18, the prize must be accepted by a parent or legal guardian. Estimated value of the grand prize is $5000. Some restrictions apply.

This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.
Super Mario Land 2 - 6 Golden Cains and Street Fighter II hold their positions, while The Legend of Zelda has climbed to the top of the NES chart. Even though The Legend of Zelda: Link's Awakening won't be released for several months, the Pros' excitement over the Game Boy title has put it on the chart.
## GAME BOY

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<tr>
<td>1</td>
<td>28,944</td>
<td><strong>SUPER MARIO LAND 2</strong></td>
<td>Mario's fight against Wario will be a classic. This hot game scored almost twice as many votes as the second place game.</td>
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<tr>
<td>2</td>
<td>15,681</td>
<td><strong>SUPER MARIO LAND</strong></td>
<td>Mario is hot this month. The only game that can beat Super Mario Land is Super Mario Land 2!</td>
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<td>3</td>
<td>12,865</td>
<td><strong>KIRBY'S DREAM LAND</strong></td>
<td>The cute little hero has worked his way back towards the top. Can he retake number one on his quest to save Dream Land?</td>
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<td>4</td>
<td>12,707</td>
<td><strong>METROID II: RETURN OF SAMUS</strong></td>
<td>Samus has slipped down into the number four spot. She needs to fight harder to stay on top.</td>
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<td>5</td>
<td>10,465</td>
<td><strong>DR. MARIO</strong></td>
<td>The Doctor is back to fight those pesky little viruses. Mario's got the cure for what ails you!</td>
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## NES

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<td>1</td>
<td>14,227</td>
<td><strong>THE LEGEND OF ZELDA</strong></td>
<td>A re-release of this all-time classic has put Link back on top of the charts again. Grab your controller and save Zelda again!</td>
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<tr>
<td>2</td>
<td>13,552</td>
<td><strong>SUPER MARIO BROS. 3</strong></td>
<td>Strong player and dealer support keep this game at the top of the charts. Mario is just waiting to jump into the top spot.</td>
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<td>3</td>
<td>11,328</td>
<td><strong>TECMO SUPER BOWL</strong></td>
<td>Super Tecmo Bowl has been tackled for a loss this month. Will it score like the champion it is next month?</td>
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<td>4</td>
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<td><strong>MEGA MAN IV</strong></td>
<td>The little blue robot warrior has blasted up the charts to number four this month.</td>
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<td>5</td>
<td>7,840</td>
<td><strong>DR. MARIO</strong></td>
<td>The Doctor appears twice this month in the Top 20. He must be doing something right!</td>
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**OTHER GAMES:**
- **TETRIS**
- **THE REN & STIMPY SHOW**
- **BATTLETOADS**
- **MEGA MAN III**
- **FACEBALL 2000**
- **FINAL FANTASY ADVENTURE**
- **THE LEGEND OF ZELDA: LINK'S ARDREAMING**
- **BIONIC COMMANDO**
- **TMNT II: BACK FROM THE SEWERS**
- **FINAL FANTASY LEGEND**
- **THE SIMPSONS: ESCAPE FROM CAMP DETH**
- **ALIEN 3**
- **YOSHI**
- **MEGA MAN II**
- **FINAL FANTASY LEGEND II**

**ADDITIONAL GAMES:**
- **TECMO SUPER BOWL**
- **TECMO NBA BASKETBALL**
- **CRYSTALIS**
- **TMNT III: THE MANHATTAN PROJECT**
- **ZELDA II: THE ADVENTURE OF LINK**
- **MEGA MAN III**
- **DRAGON WARRIOR IV**
- **MEGA MAN**
- **MEGA MAN II**
- **LITTLE NEMO: THE DREAM MASTER**
Look for these releases soon

**BATMAN RETURNS**

Company: Konami
Suggested Retail Price: Not Available
Release Date: April
Memory Size: 8 Megabits

Game Type: One-player street fighting action and driving

This long awaited action game is worth the wait. The Dark Knight of Gotham takes on the Penguin and Cat Woman with the help of some bat toys and the Batmobile. Konami used elements from the movie to great effect, including excellently reproduced still-frame cinema scenes and the digitized musical score. What's really impressive, though, is the great action. Batman has plenty of moves and superior animation brings it home, as you'll see in this month's review.

- The graphics are top notch and the digitized musical score from the movie really adds to the feeling of being in Gotham. Fighting control and animation are also excellent. The cinema scenes were digitized from the movie, as well.

- More variety in the play beyond street fighting and driving would have made this a better and deeper game.

**THE LOST VIKINGS**

Company: Interplay
Suggested Retail Price: $49.95
Release Date: May 1993
Memory Size: 8 Megabits

Game Type: Side-scrolling action with three characters who work as a team

One of the most unique game ideas to come along in a long time is The Lost Vikings. Erik the Swift, Baelog the Fierce and Olaf the Stout must work together to overcome countless obstacles. Their goal is simply to get back home. The problem is that aliens have scooped them out of their own time and plopped them down in a far more ancient period. What's a Viking to do? Go for it! There are six stages including prehistoric caves, ancient Egypt, a machine world, a spaceship, and more. Read this month's review for some of the answers on how to get these Norse nomads back home.

- Unique game play sets this Pak apart, but the graphics and animation are wonderful. The text is often hilarious, too. Very inventive stages and enemies keep players wanting more and looking ahead.

- The game control of using three characters can be awkward, especially when you're getting used to the game.

**SHADOWRUN**

Company: Data East
Suggested Retail Price: $69.95
Release Date: May 1993
Memory Size: 8 Megabits

Game Type: Action adventure based on FASA's futuristic RPG
Enter the dark, future world of magic and high tech known as Shadowrun. An overhead view and sprawling world make for a great game of exploration and danger. You start the game in the morgue on a slab. Why? How? What do you do now? These questions and more will be answered in this month’s Power review.

**KENDO RAGE**

Company: Seta
Suggested Retail Price: $59.99
Release Date: May 1993
Memory Size: 8 Megabits
Game Type: Seven stages of comic action for one player

Jo, a valley girl from the U.S., is sent to Japan for summer school only to find herself in the middle of an adventure. It seems her Kendo master (Osaki, a.k.a. Bob, who also doubles as a used car salesman) has decided to test her by having her battle evildoers on the way to school. Luckily for Jo, she’s a quick study at Kendo and she’s learned to whack bad guys with her bamboo stick and can use Psy power for extra special effects. Big characters and a Japanese-looking cartoon animation style are well suited to the game. The valley is like, pretty funny, especially when it appears in a Japanese cartoon. It’s nice to see a game that doesn’t have the destruction of Earth as its major theme. The real strengths of Kendo Rage, however, are very solid action and play control. The challenge can be adjusted to suit your skill level, so this game is really for everyone.

**NFL FOOTBALL**

Company: Konami
Suggested Retail Price: Not Available
Release Date: May 1993
Memory Size: 8 Megabits
Game Type: NFL football simulation for one or two players

All 28 teams of the NFL appear in Konami’s first major Super NES sports title. The game features a unique Mode 7 rotation feature on kicks and passes, and one of the best digitized voices ever for the announcer. The play by play is limited to non-color descriptions of the action on the gridiron, but it doesn’t repeat constantly so it isn’t as annoying as it is in so many sports games. Other features include your choice of playing surfaces and whether to have shorter period lengths.

The NFL license doesn’t mean NFL players are included, however, which means no roster adjustments or substitutions are possible. Playoffs with selected teams work with a Password, but there is no full season schedule. Unfortunately, you don’t get the chance to choose your favorite team to be in the playoffs. All the NFL teams do exhibit the real characteristics of the actual team, which means you have a strong passing attack with Buffalo and a great running game with teams like Kansas City.

The truly radical thing about this game is the use of Mode 7 rotation during passing and kicking plays. Once a pass has been thrown, the view of the field rotates from the side so that you now have the viewpoint of the receiver looking back at the quarterback and the approaching pass. Take a closer look in this month’s Sports Scene for the full score on this pigskin Pak.

**THE BLUES BROTHERS**

Company: Titus
Suggested Retail Price: $59.99
Release Date: May 1993
Memory Size: 8 Megabits
Game Type: Side scolling action based on the SNL characters

Jake and Elwood have been in hiding for years, but they’re back in public view in Titus’ second Super NES game, The Blues Brothers. This romp is strictly a platform game, but the further you go, the more hidden items you’ll have a chance to find. What really sets this game apart, however, is the two-player simultaneous mode that allows the Blues Brothers to interact on the screen. The big colorful
graphics look great, but they won't remind anyone of SNL. Neither will the situations. The Bros. are in a typical comic action game world in which enemies of incredible diversity and weirdness are everywhere and the only goal is to hop and stomp your way to the end of the current stage. For most players, a license as old as the Blues Bros. is meaningless anyway, so what remains is a pretty good platform game with enough challenge to make you sing the blues.

- Good graphics and solid action play. Fairly good play control and enough variety and challenge to keep players coming back.
- Don't expect to hear the blues in the background. The music tends to be the bouncy stuff associated with standard action games.

**TOM & JERRY**

The Wasteland is no place for the weak of heart. As you race through the desert on your mission to reach Dr. Beaumont, you'll face bikers, helicopters, truckers and thugs alongside the road. Most of the action takes place in a behind-the-steering-wheel view, but you'll have to get out of the car and scavenge for items and weapons when you reach towns and other areas. A dashboard map can be displayed to show the areas through which you've driven. As you progress, you can pick up superior weapons such as surface-to-air missiles. One look at this hybrid will make most players think of Mad Max, and the feeling of that movie is very much in evidence. If you want a different sort of racing game, take a look at Outlander.

- The driving sequences are fairly realistic with good graphics and play control.
- The action outside the car doesn't have the quality of animation of the driving sequences. It's hard to tell if you're making progress.
The people of Bizyland have vanished. You might even say that they've been framed. To put them back in the picture, you must use the magic chalk to outline areas within a frame and free the people. When the entire picture with in the frame appears, you've completed the area and will move onto the next. The challenge comes from avoiding the various enemies controlled by Queen Wackamana. Fans of Qix, a Nintendo Game Boy title, will find the same style of play in Bizyland.

Beautiful pictures are revealed by clearing a stage.

The challenge is very limited by either action game standards or puzzle game standards. It is really a game for young or inexperienced players.

LETAL WEAPON

Company: Ocean
Suggested Retail Price: $59.95
Release Date: April 1993
Memory Size: 6 Megabits
Game Type: Side-scrolling action based on the movie

You all know the plot. Two LA cops, one nuts, one responsible, are on the loose in the midst of crime and degradation. The first thing you'll notice is that the character of Murtaugh (Mel Gibson) looks more like a fat, mean elf, and the same is true of Riggs. Big heads, little bodies. The graphics seem like a simplified version of the original Addams Family game, and fail to capture the feeling and excitement of an action film like Lethal Weapon. Too bad. The license seems like a natural for an action Pak. The one thing going for this game is that the actual play control is far better than either the Game Boy or NES versions.

Good sound and fair challenge

The hit detection seems to allow for your character to take hits while he is unable to inflict damage on enemies. The game never lives up to the excitement of the movie.

KIRBY'S ADVENTURE

Company: Nintendo
Suggested Retail Price: $39.99
Release Date: May 1993
Memory Size: 6 Megabits
Game Type: One-player huff and puff action based on the Game Boy character

Kirby, that inflatable hero of Dream Land, is back in action, this time on the NES. As in his last adventure (or action adventure to be precise), he can inhale his enemies and shoot them back out again. In this adventure he can fly by inhaling and he can even shrink into a tiny ball when need be. He also has to use items, find Power-Ups and hidden areas, bonus stages and much more. This massive 6 megabit game should keep Kirby's fans excited with great exhilarations. If you have an inflated opinion of your skills, you won't have to bother reading all the tips in this month's Power review. But if you'd like to expand your horizons, be sure to read about the latest Kirby action.

Great variety of stages, good play control and fun action are the strengths of this game. The background graphics are excellent for the NES.

The theme may be younger than the challenge. The regular sized Kirby still seems small, and the tiny Kirby seems almost microscopic.

PRO SPORT HOCKEY

Company: Jaleco
Suggested Retail Price: Not Available
Release Date: April 1993
Memory Size: 2 Megabits
Game Type: Hockey for one or two players

Although Jaleco didn't get the NHL license for this NES hockey simulation, they did score the NHLPA license, meaning that the players from the NHL are represented in the game along with their playing strengths. The action on the ice is fast, realistic and hard hitting. The refs will call fouls and throw your players in the penalty box unless you choose the No Penalty option. Using the Password feature, one player can advance through the second half of the USA championship. There is also a training mode, in which you control either the offensive player or defensive player in a one-on-one shootout. Other features include the ability to change rosters, choose an offensive scheme or zone or man-to-man defense.

This is one of the better sports titles for the NES that has appeared recently. Lots of options, real NHL players, password feature and championship, plus two-player simultaneous play and fairly realistic action all combine to make Pro Sport Hockey a winner.
HIT THE ICE

As a two-player game, Hit The Ice is your standard hockey simulation with two characters per team plus a goalie. In the Quest Mode, players roam around an overworld, collect money and experience points from pick-up matches while searching for the five major rival teams. To reach the championship, of course, you must find and beat the main opposing teams. Since you don’t have full teams on the ice, you aren’t going to experience true hockey action. Fighting is one of the main activities, and you won’t get penalized for body checks and other illegal moves.

SUPER TURRICAN

Futurestic adventure comes to the NES with Seika’s Super Turrican. The action may be side-scrolling, but each stage has multiple passages and hidden areas to explore. Don’t let the “Super” in the title fool you—it stands for super challenging! Luckily, you have plenty of weapons to help you wipe out the alien threat. This issue’s in-depth review will help you do just that.

THE INCREDIBLE CRASH TEST DUMMIES

The Incredible Crash Test Dummies may be the official spokes-dummies for safety, but they don’t take their own advice in Acclaim’s new NES title. This side-scrolling action game starts out with Spare Tire and Daryl falling into the clutches of Junkman. Apparently, he wants to use their spare parts to make Junkbots. Your job is to find his secret hideout and rescue your buddies. You can learn more about this game in this month’s NES review.

ZEN: INTERGALACTIC NINJA

Zen, the hero from beyond the stars, returns to Earth in this Game Boy action romp from Konami. The action scrolls both vertically and horizontally as Zen pursues environmentally corrupt trends through five stages. Clean up with tips from our Power review.

- The characters are much smaller than in the Super NES version of the game, which results in more realistic hockey action. The Quest Mode is one of the more unique approaches to a sports game.
- There is no true hockey action with only three players per side. Character flicker can be a problem when all the players are in one area.
- Excellent control and graphics make Zen as playable as the classic Ninja Gaiden series from Tecmo.
- Not as varied as the NES version of Zen.
You're out hiking one day when suddenly you're zapped into an alternate reality—the Kingdom of Greene. Here you'll be attacked by the evil Biohaz. Moral dilemmas must be considered and your choices will come into play later in the game, possibly to haunt you. Fighting control during battles is real-time unlike most RPGs. You'll actually be attacked if you don't move! So, if you've been waiting for a new RPG with a difference, check out this month's Game Boy review.

**SUPER NES TITLE**

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**NES TITLE**

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**CHART KEY**

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<td>Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.</td>
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<tr>
<td>#P = NUMBER OF PLAYERS</td>
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<td>A = ALTERNATING</td>
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<td>BATT = BATTERY</td>
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<td>PASS = PASSWORD</td>
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<tr>
<td>The Pras at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.</td>
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<td>G = GRAPHICS AND SOUND</td>
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<td>P = PLAY CONTROL</td>
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<td>C = CHALLENGE</td>
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<td>T = THEME AND FUN</td>
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VOLUME 48 107
The Mad Gear Gang will soon be back to its old tricks when Capcom's Final Fight II appears later this summer. You can bet that the Mayor of Metro City, Mike Haggar, will be back in the thick of the action, too. It seems that his martial arts master, Gen-Ryu-Sai, has been kidnapped! The original Final Fight, which was based on a hit arcade game, featured giant characters and excellent street fighting action in a scrolling mode. That's the same story with Final Fight II, but the graphics are even better and the fighting animation seems closer to Street Fighter II. In an early version that this Pak Watcher played, there was even a cameo appearance by a character from Street Fighter II, although we won't reveal who she is just yet. The action is all that's advertised. Using Haggar, or either of his two comrades, Maki and Carlos, you'll have command of six special moves per player. Haggar's background as a pro wrestler is revealed in his moves, like the Spinning Pile Driver and Body Press.

Maki, the daughter of Gen-Ryu-Sai, has moves used by ninjas, and Carlos prefers attacking with a sword. As in the original game, you won't be limited to the use of your fists. If you come across an item on the ground, say a knife or a length of pipe, you can pick it up and swing it at your foes. There are also Power-Up items. This two-player simultaneous game may not have as much hype as Street Fighter II, but it is bound to be one of the major titles of the year—a must have for street fighting fans.
Acclaim's latest movie license may prove to be its best, at least as far as the game is concerned. This sci-fi Super NES title was one of the most promising games in early development at last Winter's CES, and since then it has only gotten better. Although the action scrolls horizontally and vertically, Ripley (your character) has freedom of motion within any part of the compound. She has tasks to perform in the different areas of the compound in addition to rescuing the human captives. The adventure element of the game makes it more complex than most side-scrollers, and the play control, even on the early version that your Pak Watcher played, seemed very responsive. The second big movie title due this summer is T2: Judgment Day. Scene by scene, T2 follows the action of Arnold's biggest hit, from blasting the T2000 in the mall to blowing away a small army single-handedly. It looks cool.

ROCKY RODENT

Several months ago, Irem couldn't decide what sort of critter they had in their new action game, Rocky Rodent. Sometimes it looked like a cat, sometimes a rat, sometimes something completely different. So they decided to call it a rodent, period. While Rocky's ancestry may be shaky, his game is solid. He's a cool, side-scrolling rodent who uses his heavily moused hair to smack enemies. In fact, his horn of hair is so hard, he can use it as a spike to stick in buildings and flip himself to higher levels. The action varies per level, with everything from basic running and jumping to driving. This Pak Watcher had a good time playing an early version, although Rocky seemed to move slower than other famous video game rodents.

OBITUUS

BPS has a reputation for innovative games like Faceball 2000. Now comes a unique RPG called Obitsu, which was developed by Psygnosis of Lemmings fame. Obitsu combines first person RPG scenes with side-scrolling scenes. In the five castle areas, your character can move into the 3-D view of the room to use items and light. Outside the castles, the first-person view features good graphics and standard RPG play.
Aliens have invaded Earth and there's only one chance to stop them—to send out a pair of super cyborgs! Okay, so you've seen more original story lines on the back of your breakfast cereal. In Run Saber, the action is non-stop and totally absorbing due to great moves, great play control and an interesting progression through the game that includes vertical, horizontal and diagonal areas. At one stage, you'll find yourself clinging to the top of a jet aircraft as enemies materialize from the skin of the plane. That kind of creative stage development kept this Pak Watcher coming back for more. The two-player simultaneous option simply doubles the fun.

The Troddlers are little people who walk endlessly in one direction, as mindlessly as Lemmings, you might say. Although this game does have some striking resemblances to Lemmings, the actual play is more like Krusty's Fun House. By creating blocks, you can direct the progress of the Troddlers to an Exit Door. The stages, each with its own theme such as the Pyramids of Egypt, become progressively more difficult. One of the challenges is to make use of the limited number of blocks. An excellent Training Mode teaches basic and advanced techniques, many of which you won't get just by playing the Solo Mode. There is also a two-player simultaneous Team Mode and a two-player simultaneous War Mode. The game is also Super NES Mouse compatible. Troddlers can become quite addictive to action puzzle players, or anyone interested in a challenge.

The idea of Utopia is to build an extraterrestrial colony, defend it against aliens and provide for your citizens. The facilities you can build include mining sites, defense installations, factories, and many more. A group of computer advisors is on hand to help, but aliens may invade if you're not strong. This Pak Watcher advises that you read the manual if you hope to get anywhere, because the game play and goals can be ambiguous.
SPEEDY GONZALEZ

Ay! Ay! Andale! Andale! The most famous Mexican mouse in history, Speedy Gonzalez, is racing toward completion of his first video game. Pak Watch received an early version, only fifty percent complete, but it was enough to make us want more.

Speedy lives up to his name, and acting like a Mexican jumping bean is another of this hombre's strengths. The game takes you through five stages of side-scrolling, loop-the-looping, enemy-dodging and trampoline jumping. Our sources at Sunsoft have also revealed that the long-awaited Super NES Superman game is due by the end of the year, and that a big surprise is in store!

STAR TREK: THE NEXT GENERATION

Absolute is going where no one has gone before with its action adventure based on Star Trek: The Next Generation. The unique interface places you in command of the Enterprise as Capt. Picard. Your commands are carried out by four officers on their computer consoles. For instance, Lt. Worf controls defensive and offensive systems during battles according to your commands. The missions are random—a matter of picking up cargo and delivering it—but the real challenge should come from alien threats. Engaging!

BATTLETOADS & DOUBLE DRAGON

This may be one of the best NES games of the year! Battletoads & Double Dragon: The Ultimate Team rocks and rolls anyway you like it. One player, two-player, Toads, Dragons, one Toad and one Dragon, the choice is yours. Better yet, this isn't the same thing you've seen in previous Battletoads or Double Dragon games. Although many of the super moves have been saved from earlier outings, the settings are different and many new enemies appear. Some of the old enemies also return, including the arch-fiends, the Dark Queen and the Shadow Boss. Battletoads In Ragnarok's World is the second Game Boy Battletoads title, also due out this summer.

Oddly enough, this game is virtually identical to the original NES Battletoads, except that it has fewer stages.
What’s happening this summer? How about WWF Royal Rumble from Acclaim! This 16-megabit Pak has got some of the clearest digitized graphics, sharpest control, and hottest options of any game this Pak Watcher has ever seen. Last year’s WWF Superb Wrestling was a hit, but this sequel is a clear winner. The four play options include One-on-one, Tag Team, Triple Tag Team, and the awesome Royal Rumble, in which everyone takes a shot at you. Choose from 12 WWF superstars like Randy Savage and Mr. Perfect, then take them through their moves. More than that, you can use illegal moves to get your point across. Strength comes into play when wrestlers are locked in a hold. That’s when you have to turbo up your strength meter. The fastest finger wins! This game, due out by the middle of summer, is great for one or two players.

A lot of attention has been given to games with new characters like Balto from Accolade and Aero the Acrobat from Sunsoft. Now Tradewest is getting into the act with Plok from British developers, Software Creations. Plok’s unique defense in a world filled with random buddies is to fling his arms and legs at them. Excellent graphics and animations from one of the best artistic staffs in the business, plus one of the best musical scores, have been combined with a great action game. Besides throwing himself at the enemy, Plok can change shape and use vehicles such as cars and flying saucers. There’s even a world starring Plok’s grandfather that plays like an old black and white movie. Tradewest hopes to release the game in the fall.

Another little guy with big expectations is Pac-Man from Namco. The hero of the early video game revolution returns to the Super NES in an action adventure that features Pac-Man and his entire family. Pak Watch sources at Namco released exclusive shots to Nintendo Power of the game in development. They said that Pac-Man 2: The New Adventure will have a unique interface unlike anything seen before. The idea is that you will be playing with Pac-Man, who will be a “living personality.” More on this Pak later!

From Plok and Pac-Man we turn to Pink—the Pink Panther, that is. TecMagnet, a new licensee for the Super NES, has commissioned developers Manley & Associates to create a game based on the coolest cat in cartoons. Manley provided Pak Watch with a look at the Pink Panther in very early development. Shown here are the sprites that make up the animation sequence of Pink’s walk. Inspector Clouseau and the clever sight gags make famous in the cartoons, like the portable hole, will be included.

Some, like Dracula, like it hot, or at least hot blooded. Sony Imagesoft’s Bram Stoker’s Dracula for the Super NES turns the classic tale of vampirism into a sidescrolling action game. Pak Watch received a version that was two-thirds complete. Our initial impression was that the game looked fine for an action title, but there wasn’t enough Dracula.

Other notable news arrived from DTMC along with
some screen shots of Mountain Sports for the Super NES. Mountain climbing, kayaking and other outdoors sports have been neglected by video games until now. Another sport seldom seen on the video screen is motorcycle racing. Sometime this fall, however, all that will change. Atlus's GP-I grand prix motorcycle racing has the look and feel of being on the track, and the two-player, split-screen option is a blast! Your Game Boy sports library may soon grow by two titles with one Game Pak. T*HQ's Sports Illustrated Football/Baseball is on its way. This 4-megabit Pak has both of America's favorite sports. The baseball game looks particularly impressive. T*HQ is also working on a Super NES version of the game in a 16 megabit Pak. ASCII's Spellcraft has been in the works for almost a year, and it won't be in the stores until this fall. The overhead view RPG has the feel of The Immortal but with better graphics. SimAnt from Maxis puts you in control of an ant colony in a suburban backyard. Pak Watch recently looked at an almost completed version of the game. This Super NES Mouse compatible simulation looks better than the PC version due to larger graphics. You can really see your ants! It may sound a bit boring, but it's a life and death struggle! Look for it by the end of summer.

Capcom's Gargoyle's Quest began with an action adventure on the Game Boy, moved to the NES, and now is returning to Game Boy with Gargoyle's Quest II. This game is virtually identical to the excellent NES Gargoyle's Quest and includes RPG elements along with Firebrand's action stages.

In late breaking news, Konami has purchased Monsters, an original Super NES game from Lucasarts Games and one of the most unique, wild and funny games this Pak Watcher has seen since Maniac Mansion. Finally, the return of the Teenage Mutant Ninja Turtles in Konami's Super NES Turtles Tournament Fighter this fall promises to combine great street fighting action with some of the best licensed characters around. Pak Watch sources at Konami promise a look at the developmental version as soon as possible.
Power Challenge Trading Cards can do more than increase your library of games: they can sharpen your playing skills! Look on the back of each card to find a Power Challenge for Novice, Intermediate and Pro-level players. The Power Challenges are set by top Game Play Counselors and the Nintendo Power Staff. Go ahead, give 'em a try. They're a lot of fun!
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3. Your Club Membership number if any
4. The answer to the following question

You start with 200 Lemmings. You manage to save 75% of them. How many Lemmings have you saved?

Entries must be postmarked no later than 7/15/93 and must be received by Nintendo no later than 7/15/93. Nintendo is not responsible for late, misdirected, incomplete or illegible entries. No purchase necessary. All entries of the U.S. and Canada (exclu​ding Quebec) are eligible to win. Employees, and immediate families of Nintendo and affiliates and agents of neither publisher nor participants are ineligible to participate. Any Trading Cards that are reproduced tampered with altered or modified in any way or contain new biographical, mechanical or other errors are disqualified through unauthorized channels. Void where prohibited by law.

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4. The answer to the following question

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The Web-foot Warriors are back in action next month on all three systems: Zitz, Pimple and Rash go after the Dark Queen in an all-out assault. Check out the hard-hitting action next month!

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The Taz is here! Spinning his way across the lands of the Down Under, the Tazmanian Devil is eating up the streets in next month’s issue.

RAGING FIGHTER

Konami brings all the one-on-one action of a street fighting game to Game Boy. Next month’s review will give you the first glance of this hot new game!

HOCKEY GAMES FOR THE NES

Hockey is one of the fastest sports around. Nintendo Power’s review compares all of the new hockey games coming out for the NES. These hard-hitting games are sure to melt the ice.

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Volume 44 (Jan ’93) Magical Quest starring Mickey Mouse, Sonic Blast Man, Mega Man 3, Equinox, R.C. Pro-Am, The Jetsons, Incredible Crash Test Dummy, Mega Man III (Game Boy)

Volume 45 (Feb ’93) Cybernator, Fugley’s Scavenger Hunt, Wing Commander Jeopardy (Super NES), Aerobiz, Zen Intergalactic Ninja, Bomberman II, Don man, Darkwing Duck (Game Boy), Alen 3 (Game Boy), The Ren & Stimpy Show, Rampart (Game Boy), The Little Mermaid (Game Boy)

Volume 46 (Mar ’93) Star Fox, Super Strike Eagle, Super Conflict, Wayne’s World, Tiny Toon Adventures, Buster Busts Loose, King Arthur’s World, Adventure Island II (Game Boy), Milon’s Secret Castle (Game Boy), Space Hound (Game Boy), The Empire Strikes Back (Game Boy), Alen 3 (NES), Dragon Warrior II, Mickey’s Safari In Letterland

Volume 47 (Apr ’93) Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo’s Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Tep Rank Tennis, The New Chessmaster, Duck Tales 2, Yoji’s Cookie, Kid Blown in Night Mayor World

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