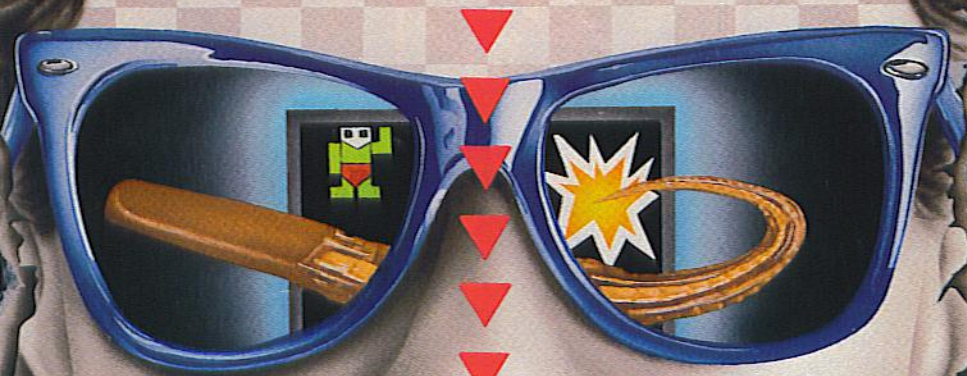


INSIDER'S GUIDE TO THE NWC

LOOK WHAT EVERYONE



WANTS.

JELLO
BRAND
Frozen Snacks



a sponsor of



© 1990 Kraft General Foods, Inc.

CONTENTS

NWC Overview.....	4
Nintendo.....	6
Acclaim.....	10
Hands Free Controller	11
CSG.....	12
Bandai	13
NWC Competition.....	14
Capcom	15
American Technos.....	18
Culture Brain	19
Data East.....	20
Hal America	21
Hudson Soft.....	22
Jaleco	23
Kemco-Seika.....	24
Konami	25
LJN\Interactive.....	26
SNK.....	27
Sunsoft.....	28
Taito.....	29
Tecmo.....	30

Nintendo World Championships

Insider's Guide Staff

Publisher.....	Minoru Arakawa
Editor In Chief.....	Gail Tilden
Senior Editors.....	Pam Sather
	Howard Phillips
Editors	Scott Pelland
	George Sinfield
	Dan Owsen
Design & Layout	Monica Kaul

NWC Production Staff

Executive Producers	Jay Coleman
	Steve Grossman
	William P. Miller
	Rodger Hess
Producer.....	Danny Socolof
Business Affairs.....	William Kosovitch
Marketing.....	Katherine Conolly
	Joshua Katz
	Alyse Kobin
	Joshua Simons
Event Coordinators	Sharon Tracy
	Robert Bisette

The NWC Insider's Program Guide is published by EMCI, Ltd. in association with Nintendo of America Inc. EMCI, Ltd., 228 East 45th Street, New York, NY 10017, (212) 972-6262, President: Jay Coleman; Executive Vice-President: Joshua Simons; Executive Vice-President: Steve Grossman; Secretary-Treasurer: William Kosovitch.

© 1990 EMCI, Ltd.



FINALLY — LIVE

POWER

Welcome to the Nintendo World Championships 1990! The NWC brings "Nintendo" to life like you never imagined possible! No matter your age, game interests or skill level, you'll find something special at the NWC. This outline of events and tips on what to see will help you plan your excursion.

THE NWC COMPETITION ARENA:

Go for it! Test your skills and take a shot at the local and national Wizard titles! But whether you came to compete or not, don't miss the NWC Competition Arena. Featuring 102 game

stations in two "pods," the Arena is capable of processing 8,500 competitors



over the weekend. And we're talking about some stiff competition!

THE NWC POWER WALK:

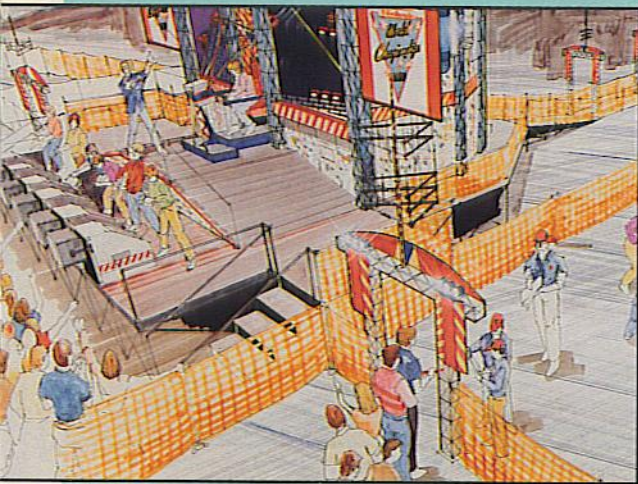
The booths full of the hottest new games for the

Nintendo Entertainment System and 130 active game play stations give you the chance to get an NWC exclusive hands-on preview of future hits. With so many awesome games on the Power Walk, this area will be packed! The actual time you spend playing each game will be limited in order to give everyone a chance to test all the Power Walk games.

POWER WALK GAMES

The NWC Power Walk line-up:

Acclaim
Double Dragon II
American Technos
River City Ransom
Bandai
Dragon Spirit
Capcom
Rescue Rangers
CSG
Solstice
Culture Brain
Baseball Simulator 1,000
Data East
Al Unser Jr.'s Turbo Racing
Hal America
The Adventures of Lolo II
Hudson Soft
Xexyz
Jaleco
Bases Loaded II
Kemco/Selka
Rocket Ranger
Konami/Ultra
Castlevania III
LJN
Punisher
Nintendo
Final Fantasy
SNK
Crystalis
Sunsoft
Batman
Taito
Wrath of the Black Manta
Tecmo
Ninja Gaiden II





THE NWC SUPER STAGE:

Featuring a performance of Nintendo related fun lasting about an hour and showing 5 times daily (8 times on Saturday). Headline attractions include:

- ● ● Nintendo Game Counselors with answers to the most asked game play questions, as well as their favorite "pro tips."
- ● ● Celebrity Interviews!
- ● ● Game Reviews and Previews!
- ● ● A magic show starring legendary Nintendo characters!

SUPER STAGE TIPS:

Information disguised as entertainment!

➡ Listen carefully to the pros for some hot tips!

➡ Collect autographs of the Game Counselors and other celebri-

ties on the pages in this program!

➡ Ask the Super Stage Game Counselors your toughest game play questions!

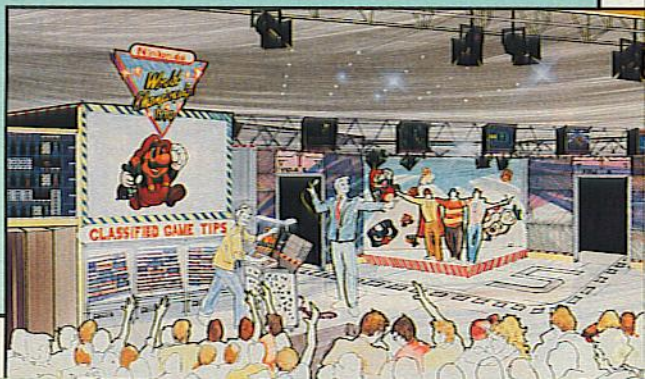
WHAT ELSE IS THERE TO SEE? GLAD YOU ASKED!

- ① Scattered throughout the NWC you'll find 200 Game Boy interactive player stations, allowing you to test the highest rated software for the most power packed hand held game system available.
- ② Nintendo Music Video Photo Booths: create your own music video!

- ③ Characters Galore!
- ④ Nintendo Power Magazine Pavilion!
- ⑤ Reebok's Playground Of The Future—Power Pad fun and prizes!

ANY OTHER QUESTIONS?

Look for the official-looking guys and gals with the NWC logo and STAFF badges. They'll be happy to answer any questions you might have. If you came with parents, you may want to leave them in the special Parent's Meeting Area, where they can while away the time in comfortable chairs, playing games parents tend to like; such as sports games and game show games. We have reason to believe, however, that many parents will be in the thick of things when it comes to the competition and other areas of the Nintendo World Championships. After all, the NWC is designed to be a blast for kids of all ages!



Final Fantasy: An Adventure Like No Other



Darkness spreads across the land. An unimaginably evil being has captured the beautiful princess of Coneria and only a group of adventurers known from fables can save her. You are in command of this gathering of Light Warriors, and you must write a new chapter in history by finally defeating an enemy that seemingly will not ever rest. Even after you have saved the princess the journey will have only begun. Even after you have defeated this dark force, Garland, his power will only grow stronger.

Explore the land and restore the light of the four

Orbs held by the Light Warriors. The ground you must cover is nothing short of the four corners of the World and the creatures that you must defeat are nothing less than the elements themselves. Castles, cities, dungeons and caverns await, filled with mystery and adventure. Forests shadow the land, alive with evil monsters. Great seas split the lands and are filled with denizens of the deep. Deserts and mountains block your path. But these may be the least of your worries.

This is a journey of the mind and the imagination, a journey of unseen enemies and unknown dimensions; only the beginning of what may be a long road of other tales to tell. This is Final Fantasy.

Insider's Tip:

In The Legend of Zelda, register "Zelda" for your character's name and you will begin your adventure in the Second Quest. For Mike Tyson's Punch-Out!! enter the Pass Key, 007 373 5963. This will take you directly to the Dream Fight with Mike!



Trend-Setting Ideas Highlight Nintendo Games

One reason for the incredible popularity of the NES is the variety and complexity of available games. In addition to the great list of games made by licensees, Nintendo has developed more than 50 games for the NES. Many of them feature new ground-breaking technology like the long challenge and battery back-up of The Legend of Zelda and the Password feature which was first used in Metroid and Kid Icarus. Watch for more developments in the future!

Recent Nintendo Releases:

The Legend of Zelda	7/87
Kid Icarus	8/87
Metroid	8/87
Mike Tyson's Punch-Out!!	10/87
Rad Racer	10/87
R.C. Pro-Am	2/88
Ice Hockey	3/88
Donkey Kong Classics	9/88
Super Mario Bros.	29/88
Super Team Games	11/88
World Class Track Meet	11/88
Anticipation	12/88
Zelda II: The Adventure Of Link	12/88
Dance Aerobics	3/89
Cobra Triangle	7/89
Dragon Warrior	7/89
Faxanadu	7/89
Tetris	10/89
Short Order/Eggsplode!	12/89
To the Earth	12/89
Pinbot	4/90
Super Mario Bros.	32/90
Super Spike V'Ball	3/90
Final Fantasy	Soon
StarTropics	Soon

Panasonic Improved Definition Technology. A picture that's more than just lifelike, it's bigger than life.

Non-Interlaced Double Scanning. Line and Frame Interpolation with Motion Detection. That's what engineers see when they look at the new Prism IDTV. What you'll see when you look at this new Prism Projection TV is a 51-inch (diagonal) picture that's clearer and more detailed than an ordinary TV.

That's because this Prism TV has a built-in computer that's more powerful than a standard Personal Computer.* Sixty times each second the internal computer evaluates and enhances the picture you're seeing. Making scan lines, flicker and video noise practically invisible.

And to make sure the experience of owning a Prism

Television is as impressive as its technology, we created the Prism Club. Its privileges include priority in-home service and toll-free information hot lines.

New Prism IDTV—even if you're not an engineer you can see why its technology is so impressive. ■

*Based on memory capacity comparisons. TV picture simulated.

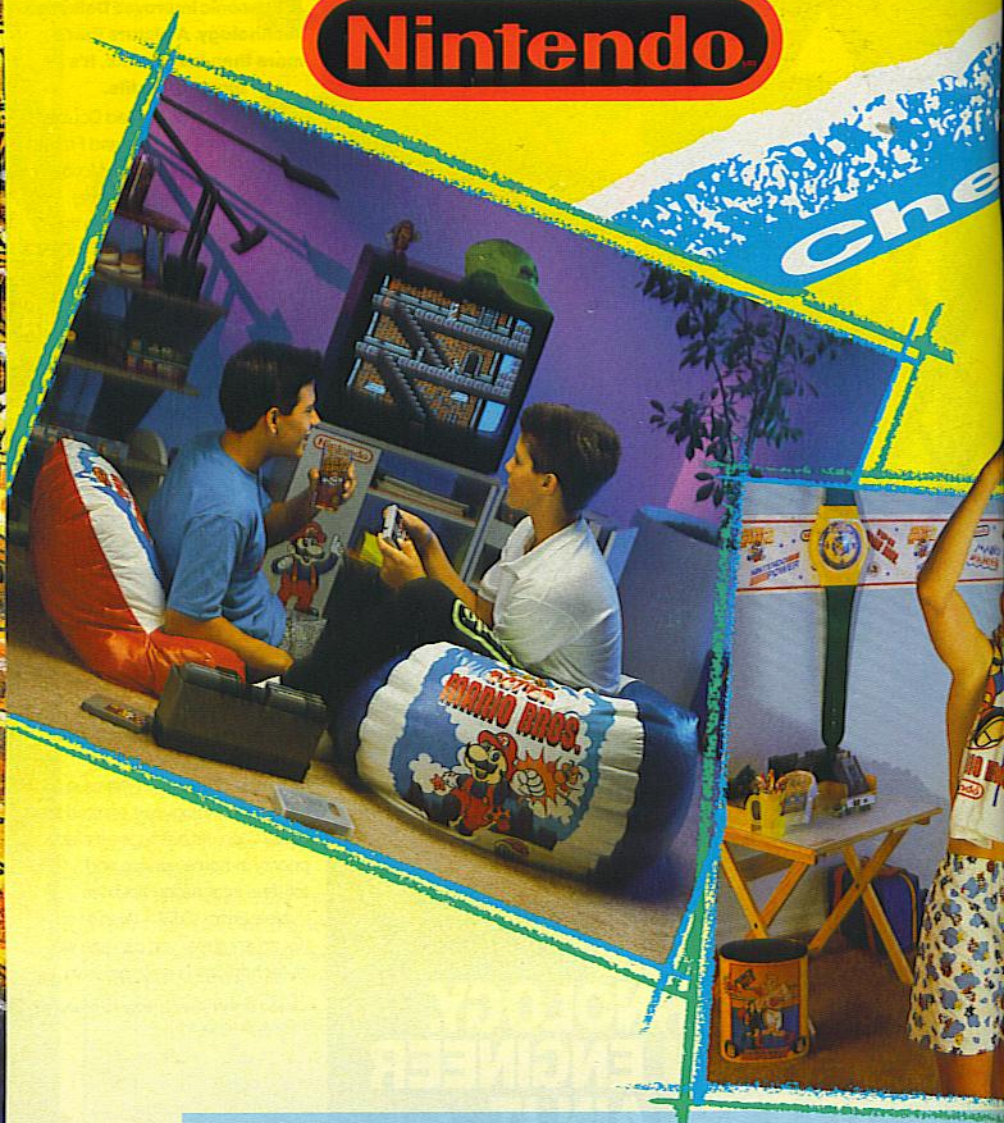
**PRISM
IDTV TECHNOLOGY.
IT TAKES AN ENGINEER
TO EXPLAIN IT.
IT TAKES AN INSTANT
TO APPRECIATE IT.**



**PRISM
Panasonic®**
just slightly ahead of our time.®

WORLD OF

Nintendo



STORE LISTINGS

20/20 VIDEO
ABRAHAM & STRAUS
AMERICAN FARE
AMES/ZAYRES
ANN & HOPE
APEX
KIDDIE WORLD
BEST BUY
BOSCO'S
BRADLEES
BRENDELS
CALDOR

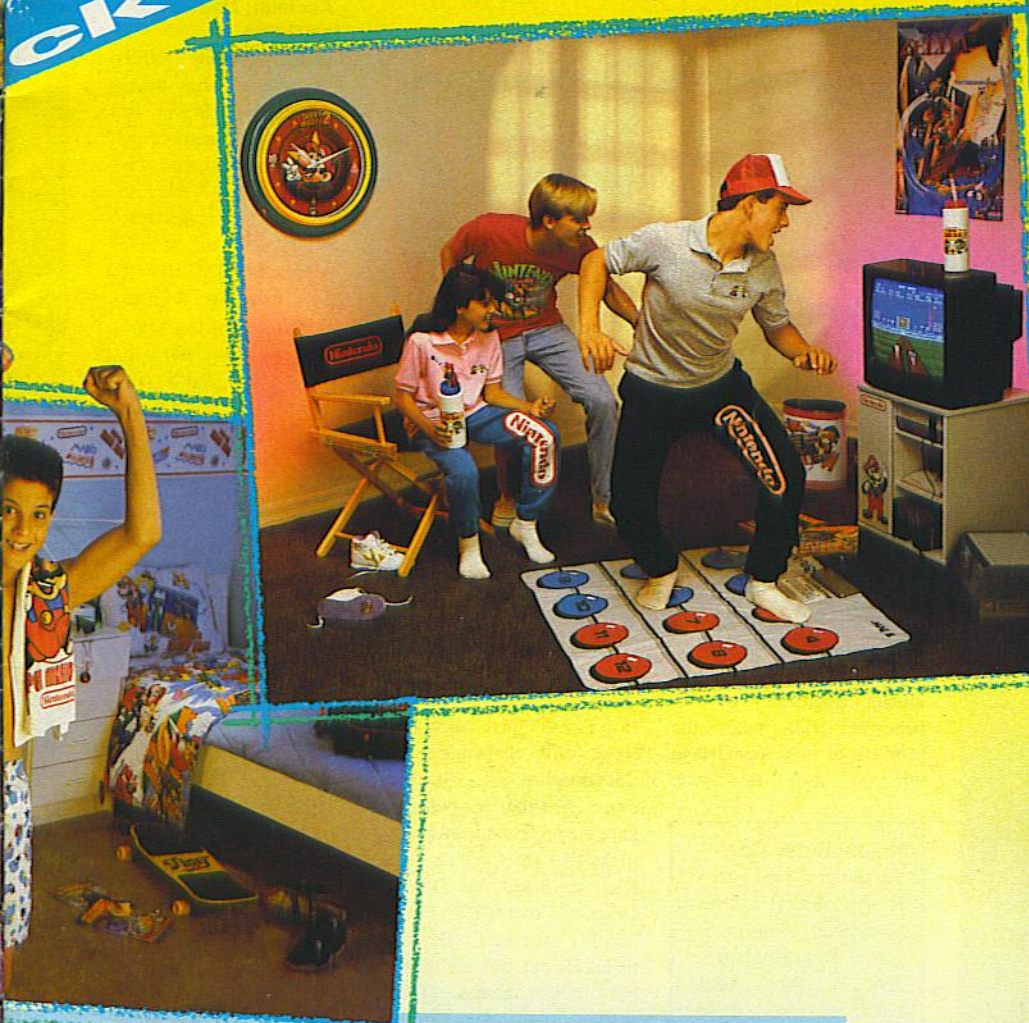
CAPTRON
CHILD WORLD
CHUNG'S APPLIANCE
CIRCUIT WORLD
CIRCUIT CITY
CONSUMER'S
DAIEI
DILLARD'S
DISCOUNT HARRY
DJM CAMERA
DUANE SALES
F.A.O. SCHWARZ
FAIRFIELD
FISHER'S BIG WHEEL

FRED MEYER
FW WOOLWORTH
G&G SOFTWARE
GI JOES
HILLS
HOME EXPRESS
J L MEYERS
JAMESWAY
JC PENNEY (OAKLAND)
JEWELCOR
JUVENILE SALES CO
KARL'S TOYS

KAYBEE TOYS
KIDDYTOWN
KOHLS
LA TRONICS
LECHMERE
LIONEL PLAYWORLD
MACY'S CALIFORNIA
MACY'S NE
MEIJERS
MIKADO
NOBODY BEATS
THE WIZ

Here's a listing of the stores cool enough to

ck it Out!!!



PLAYWORLD
PRESENT CO
PRINCE RANGE
RICH'S
ROSE'S
SATURDAY MATINEE
SAVEMART
SAVE-RITE
SEARS (RETAIL)
SERVICE MERCHANDISE
SHIROKIYA
SHOPKO

SILCO
SMITTY'S
STERLING JEWELRY
STUART'S
SUGARMANS
SUNCOAST PICTURES
TALBOT'S TOYS
TARGET STORES
TEX'S TOYS
THE FAIR
THE GOOD GUYS
THE POPULAR

TOY CASTLE
TOY WORLD
TOY & HOBBY CO.
TOY & MODEL CO.
TOYS N TOYS N MORE
TOYS R US
TRYSOFT OF AMERICA
VENTURE
VIDEO HOME CENTER
VIDEO ONLY
WALDENS SOFTWARE
WORLDWIDE

WORLD OF NINTENDO
is the Place to Go for
Power Gear. To Find the
Place Nearest You, Call:

1-800-255-3700

have a WORLD OF NINTENDO department.

The Fight Goes On In Double Dragon II: The Revenge



Acclaim brings the arcade smash Double Dragon II: The Revenge to the NES! This time, martial arts superstars Billy and Jimmy Lee team up to defeat the evil Black Shadow Warriors gang and avenge the loss of Marion.

The search begins in the rough and tumble New York City of the future-- which is virtually ruled by gangs like the Black Shadow Warriors. After defeating a huge mutant ringleader, a wild helicopter ride takes the brothers to a strange island where they find an

underground base and a weird mansion--haunted by Black Shadow thugs! Exotic locations like these make Billy and Jimmy's mission global in scope, but no place on Earth will be safe for the targets of their revenge!

Double Dragon II features simultaneous two-player head-to-head action and nine exciting martial arts missions, including one that is exclusive to the NES version! Teamwork will make the brothers' mission easier, but three difficulty levels will challenge even skilled players. Standby moves like the hair-pull and knee-bash combine with new tricks like the Cyclone Spin Kick to make the Double Dragons' two-fisted attack deadlier than ever. Be sure to check out this and other hot new games from Acclaim, as shown on the NWC Power Walk!

Knight Rider Tip:

Go straight to the boss in Knight Rider! First press Start to pause the game. Hold Up, Left, A and B, then, while holding these down, press Select and cycle through all the weapons. Release all the buttons and press Start to un-pause the game.



Acclaim: Masters of the Game

Acclaim's new NES lineup establishes them as a Power Player in home entertainment! With games based on some of the biggest blockbuster arcade hits of the year, the hottest teen-action TV shows, award-winning original properties and big name licenses, Acclaim is taking the NES by storm! Hot projects on the horizon include a NES adaptation of the arcade hit NARC, a monster truck game, Bigfoot, and an action game based on the coming science fiction movie thriller starring Arnold Schwarzenegger, Total Recall.

Acclaim Releases:

Star Voyager.....	9/87
3-D WorldRunner ..	9/87
Winter Games	9/87
Tiger-Heli	10/87
Wizards & Warriors	12/87
Rambo.....	5/88
Othello	12/88
WrestleMania.....	2/89
Airwolf.....	6/89
Cybermoid	12/89
IronSword	12/89
Knight Rider	12/89
Double Dragon II ...	1/90
Destination EarthStar	2/90
Bigfoot	Soon
NARC	Soon
Total Recall.....	Soon

HANDS FREE FUN

It's hard to imagine not having the use of your hands, but to many people that is a part of everyday life. The NES Hands Free Controller was especially designed to overcome this limitation and allow players full control of NES games. Using a special puff and sip method to operate the A and B Buttons and a directional joy stick operated by moving the chin, the Hands Free Controller can do anything your regular control pad can do. Of course, it takes a little practice to master the new method.

Todd Stablefeldt of Grapeview, Washington helped test the new controller when it was still in development, and he soon became as adept at his favorite Nintendo games as he had been with traditional controllers before his accident. Todd found that playing games on the NES was more than a great challenge, it was fun therapy, too. Many other instruments are operated on the same sip-and-puff/chin control concept, so Todd's eagerness to learn the controller's functions also aided his ability to master other necessary skills, including written communication using a special keyboard.

Todd's assistance was of great value to the prize winning Nintendo design team, which was inspired in part to



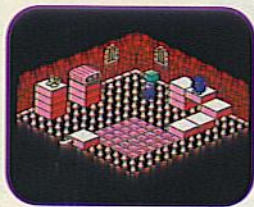
Along with other patients at Children's Hospital in Seattle, Todd Stablefeldt tested prototypes of the Hands Free Controller.

begin research on a special controller when they received a letter from the mother of a handicapped girl requesting a controller that would allow her daughter to play the video games she loved. From that seed of an idea grew a two year development project, culminating in the first commercial production run of the Hands Free Controller in April, 1989.

Since then more than one hundred of these specialty units have been sold to avid game players across the United States.

Be sure to check out the stations here at the Nintendo World Championships that are equipped with this remarkable controller.

Solstice: Puzzles And Adventure In 3D



The mighty Staff of Demnos has been broken by the evil mage Morbius and its pieces scattered through the vast citadel of Kastlerock. It is the task of the good wizard Shadax to retrieve the six parts of the sundered staff and to use its mystic energy to stop the evil wizard, who has also kidnapped Shadax's beloved Princess Eleanor.

So opens the action of Solstice, a puzzling new game from CSG Imagesoft. The task at hand is a challenging one, as players who venture into the world of Solstice will find out. Most of Kastlerock's more than 250 rooms are like

puzzles, displayed on the screen in solid, colorful, three dimensional perspective graphics.

Shadax must use items in each room to find a way to the next room in the labyrinth and/or secure a necessary item. Along the way, he has a limited supply of four powerful potions to help him: blue makes him invincible, purple defeats all the enemies in a room, yellow stops time, and green makes invisible objects appear.

Many of the moves Shadax needs to master to make it through Kastlerock can be learned by watching the game's "attract mode," some you'll need to discover on your own. Can you find your way through the twisting madhouse passages of Kastlerock and restore the Staff of Demnos to its former glory?

Solstice Tip:

To advance Shadax further into Kastlerock, pick up one of the colored blocks, jump, make the block appear in mid-air, then quickly jump again. It takes split-second timing, but allows Shadax to jump an extra space high.



CSG Imagesoft makes hardcore fun!

Following the success of Super Dodge Ball, CSG Imagesoft is ready to launch into the future of NES games with Solstice. Games like Solstice are part of CSG Imagesoft's strategy of producing original NES titles which are tailored to appeal to an international market, and are developed using the talents of leading software programmers from the US, Europe and Japan. Their ultimate goal is to produce games which combine high-resolution graphics, rich and full audio soundtracks and fun, free-for-all action.

CSG Releases:

Super DodgeBall.... 6/89
Solstice.....Soon



**BAN
DAI****BANDAI®**

Dragon Spirit: A New Legend Begins



The once peaceful kingdom of Midguld has been cast under a cloak of brooding darkness. Devastation on a scale not seen since the reign of Zawel has been brought on by the evil wizard Galda, a wicked student of Zawel. This is where Dragon Spirit begins.

King Amru defeated Zawel years ago in a life and death struggle and now his son, Lace, must learn the king's secrets and put an end to this new foe. Summon the Spirit of the mighty Blue Dragon and soar over the kingdom's volcanos, jungles,

and icy flows to Galda's hidden fortress. Release the subjects of the kingdom from their evil incarnations and their spirits will help make you even more powerful with added firepower and multiple shots. You'll need the extra strength if you hope to defeat the enemies who wait on the path ahead.

Begin by reliving the battle with Zawel. If you win, your journey to Galda will be long and riddled with challenges. If you lose, your journey will be even longer.

Bring back the light of Midguld and put an end to this madness forever. The spirit of the Blue Dragon lives on in this exciting fantasy adventure set in a land where a lonely warrior fights a desperate battle.

Dig Dug II Tip:

Start the game at any stage with one quick move. Once the title screen stops rolling, press A, Select and Start all at the same time. Then change the stage number by pressing Up and Down on the Control Pad. When you reach the desired stage, press A or B to begin!



Bandai Produces An Impressive List of NES Classics.

Since the early days of the NES, Bandai America Inc., a subsidiary of the 40 year old Bandai Co., LTD. in Japan, has made a wide variety of games for the system including Power Pad and Light Gun games. Bandai America also produces action toys and remote control cars for the U.S. market. Their most recent NES releases are proof that the technology for the system is improving. Dinowarz and the upcoming Dragon Spirit are great additions to the Bandai line-up. Bandai plans on developing Gilligan's Island and other TV show games for the NES soon.

Bandai Releases:

Chubby Cherub	10/86
M.U.S.C.L.E.	10/86
Ninja Kid.....	10/86
Family Fun Fitness.	7/87
Stadium Events	9/87
Challenge Pebble	
Beach.....	1/88
Dragon Power	3/88
Galaga	9/88
Xevious	9/88
Athletic World.....	2/89
Dr. Jekyll & Mr.	
Hyde	3/89
Monster Party	6/89
Street Cop.....	6/89
Shooting Gallery	7/89
Dig Dug II	12/89
Dinowarz.....	3/90
Dragon Spirit.....	Soon
Gilligan's Island....	Soon

THE NWC COMPETITION

GET THE EDGE WITH TOP SECRET TIPS ON THE NWC CARTRIDGE

With all the competition in the NWC Competition Arena, you're going to need any edge you can get to make it to the finals. But don't let the pressure get to you. The special triathlon cartridge for the NWC includes segments of games you're probably familiar with already — the original Super Mario Bros., Rad Racer and Tetris.

To get through this "video obstacle course," you'll have to collect 50 coins in Super Mario Bros. to advance to the Rad Racer segment, where you'll need to complete a course to go on to Tetris. Points will add to your overall score, as will speed; you'll have only 8 minutes total playing time.

EXCLUSIVE TIPS:

In Super Mario Bros. try to collect 50 coins as quickly as you can. In the fourth pipe is a coin room you shouldn't pass up. Ten-coin blocks are in the same location as in your home Super Mario Bros. game. To earn extra

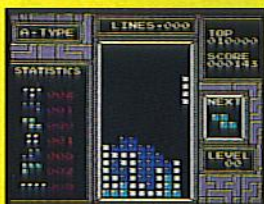


points, time your jump to the flagpole at the end of the world so the last number in the timer is a 1, 3 or 6.

Speed is the name of the game in the Rad Racer Racer segment. For Turbo press Up on the Control Pad when your speed is over 100 km/hr. Don't take your finger off the accelerator button or drop below 200 km/hr. Approach corners in the outside lane; slow down by tapping the brake button, then cut to the inside of the curve. The points earned here will be multiplied by 10 to add to your final score.



Finish the first two segments quickly so you'll have time to score mass points in the final Tetris segment. To score big, go for as many four line Tetris as you can. Remember, you get points for bringing down the tetrads quickly (rather than letting them fall normally). If you have time, try advancing to higher levels before you go for a Tetris. If time is short, go for it as soon as you get to this



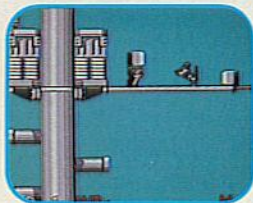
segment. The points you accumulate in Tetris are multiplied by 25 and added to your total!

Players with scores over the predetermined qualifying score in each of the three age groups (10 or younger, 11-17 and 18 and over) immediately advance to the quarter-finals, which take place throughout the NWC weekend on the competition throne area. Qualifying quarter-finalists will be invited back (with a guest) to the semi-finals and finals competition on Sunday afternoon. The semi-finals will narrow the field to the top seven players in each age group; the finals will determine a single top player for each age. Winners of the three Wizard titles for each city will be eligible to compete in the televised national finals at

Universal Studios this fall!

IT'S A LONG, TOUGH CLIMB TO THE TOP,
But
W H Y
someone's
N O T
going to do it.
Y O U ?

Rescue Rangers Is Fun For Everyone



Chip and Dale smell trouble in the neighborhood! Rude robot dogs are running rampant and there just aren't enough nuts around for a self-respecting chipmunk. So what do you do? If you're Capcom the answer is easy. You have fun, and lots of it! The graphics are wonderful and truly cartoonish, designed with the assistance of Disney artists ...and maybe a little magic. Better yet are the antics you get into, and out of (with a little practice). When a mean mechanical mouse moves in,

use boxes, apples, blocks, balls and just about anything you can get your paws on to knock him into 'toon oblivion. Complete Stage One and you'll hear from Fat Cat, whose trap you've fallen into.

The adventure takes you from an alley outside into a house where the simplest things become both dangerous and hilarious. Faucets, stoves and cookie jars bar the way. Mice, kangaroos and zombie chipmunks don't make it any easier. If it gets to be too much, put a box over your head and hide. Players of all ages will have a riot with Rescue Rangers and the other new games coming from Capcom this year including Street Fighter II and Adventures in the Magic Kingdom.

Mega Man II Tip:

In the Dr. Wily stage of Mega Man II you'll find an area where acid splashes down in your path. When Mega Man falls to the ground here you should move your controller to the right and then start running as soon as you land. Do this and the acid will splash behind you.



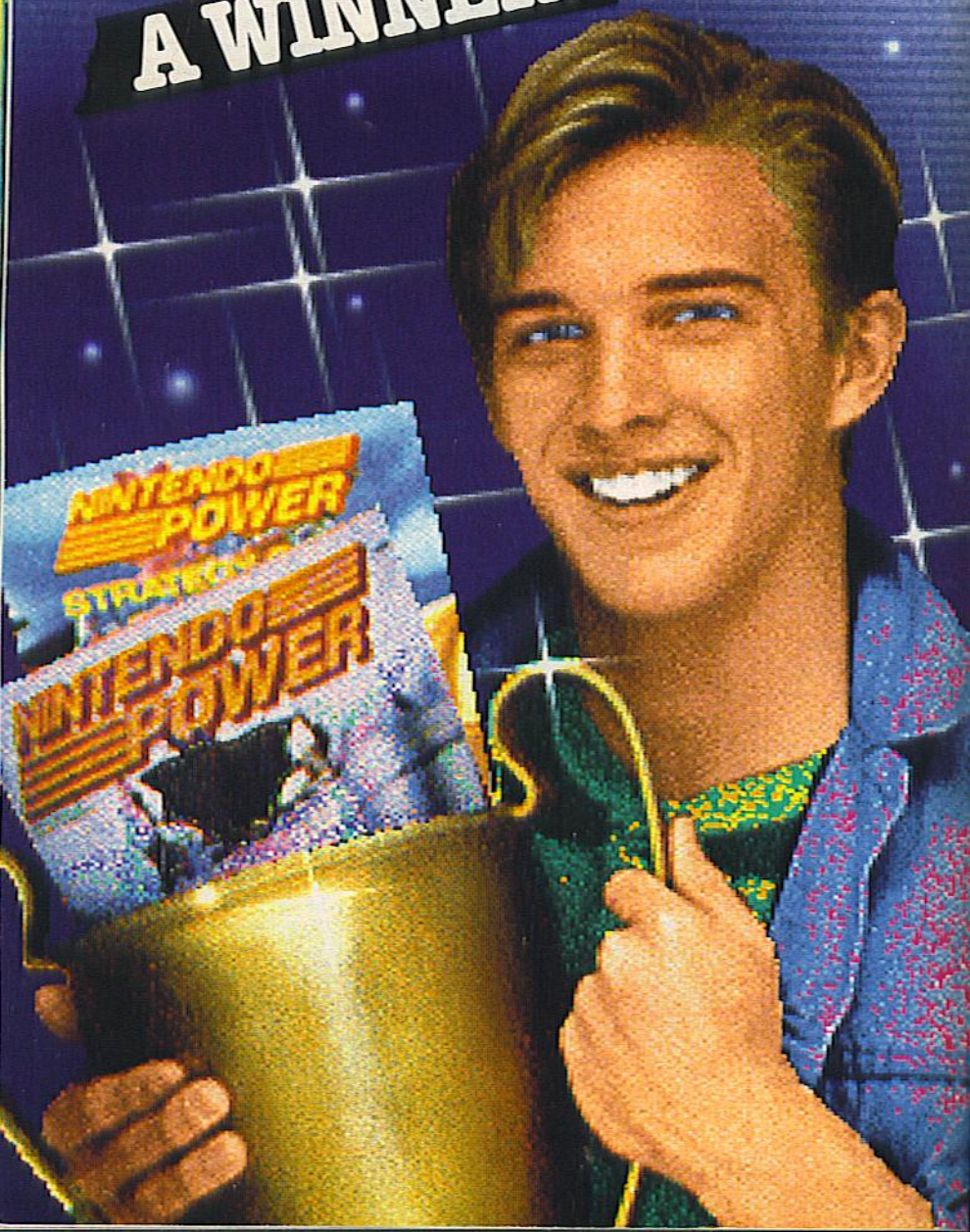
Experience Is Capcom's Ace

Always one of the hottest of the licensee companies for the NES, Capcom launches into the Nineties with an outstanding record of quality, hit games. Joe Morici, VP of Sales & Marketing, says that Capcom's long experience with the NES is a real strength. "We've learned that using fun characters like those created by Disney give our games universal appeal." And Capcom knows how to do it. The lovable Disney characters and exciting game play make a dynamite combination in Duck Tales and Mickey Mousecapade. Not just for the NES, but for Game Boy, too, with titles like Mickey Mousecapade, Duck Tales and Roger Rabbit due out this year!

Capcom Releases:

Trojan.....	2/87
Section Z.....	7/87
Mega Man.....	12/87
Legendary Wings...	7/88
Mickey Mousecapade	10/88
Bionic Commando	12/88
Mega Man II	6/89
Strider	6/89
Duck Tales.....	10/89
Willow	12/89
Code Name Viper ..	3/90
Adventures in the Magic Kingdom.....	Soon
Home Sweet Home	Soon
Rescue Rangers.....	Soon

**GET WHAT IT TAKES
TO PLAY LIKE
A WINNER!**



How do you think the champs got so good...

They depend on Nintendo Power magazine for the inside info you need to play to win.

Direct from the pros at Nintendo, Nintendo Power gives you the latest, greatest tips, tricks and information on your favorite games. Over 100 power-packed pages in each issue—delivered right to your mail box.



A MegaPower subscription package —still only \$15!

When you subscribe you'll get big savings off the \$3.50 cover price —almost two-thirds off!

With your subscription you'll get 6 great issues of Nintendo Power plus, starting in June, you'll also get the Nintendo Power Strategy Guides every other month.

Starting in June, you'll also get the NEW Strategy Guide—with even more tips and pointers!

Each Strategy Guide will focus exclusively on one of the newest and most challenging games. Full of maps and crammed with tips you can't get anywhere else... straight from the pros at Nintendo.

Subscribe today and you'll also get this Official Championship Patch! Available only through this offer!

- ☐ SIGN ME UP NOW! I want to subscribe for two years for just \$30. Washington State residents, please add 8.1% sales tax (that's a total of \$32.43). Canadian residents pay \$42.00 Canadian funds.

- ☐ I want to subscribe for one year for just \$15. Washington State residents please add 8.1% sales tax (that's a total of \$16.22). Canadian residents pay \$21.00 Canadian funds.



NAME _____

ADDRESS _____

CITY _____

STATE _____

ZIP _____

Here's how I'm paying for my subscription:

- ☐ Check or Money Order (payable to Nintendo) ☐ MasterCard ☐ VISA

CARD NUMBER _____

EXP. DATE _____

()

TELEPHONE NO. _____

NAME ON CARD _____

X

SIGNATURE OF CARDHOLDER _____

Enclose this order form along with your payment or credit card information in a stamped envelope and mail to: Nintendo Power Magazine, Attn: Subscription Dept., P.O. Box 97043, Redmond, WA 98073-9743.

TO SUBSCRIBE TODAY USING VISA
OR MASTERCARD CALL...

1-800-255-3700

Monday-Saturday 4 a.m.-10 p.m. PST Closed Sunday.
(The Nintendo representative will need to talk to the person whose name appears on the card.)

NINTENDO POWER

Offer valid in U.S.A. and Canada only.



TECHNOS

AMERICAN TECHNOS INC.™

Action And Adventure In River City Ransom



Combining adventure game strategy and street fighting action, River City Ransom is a fast and fun journey to the bad side of town. Our heroes, Alex and Ryan battle the city's gangs on their way to a final fight with Slick, the toughest of the gang leaders. They've got to save Ryan's girlfriend and the rest of the city. With each victory, they will earn money for special character building items.

By reading books on fighting techniques, Alex and Ryan can learn the secrets of the Martial Arts. The Dragon Feet move allows for

lightning fast and repetitive kicks. The Acro Circus technique makes for a spellbinding aerial show. With the Javelin Man throw, Alex and Ryan will send enemies on a collision course for the nearest stationary object. They'll learn more strategies too, and buy food for extra strength.

Grab a friend and make your move through Sherman Park, the Clark Street Bridge and Armstrong Thru-Way. The Generic Dudes and Slick's three Zombie gang leaders are going to make it tough but with some practice, you'll scrap your way to River City High and the king of the hill.

River City Ransom Tip:

Look for a special shop under the fourth light from the left of the tough Armstrong Thru-Way tunnel. Clear the tunnel of gang members and push up against the wall under the light. In the shop, you'll find some mysterious and expensive items.



American Technos Takes Off

After several years of setting trends and developing games for other NES licensees, Technos Japan has set up shop in the States and developed their own NES title, River City Ransom. Technos began designing games with arcade hits like Mat Mania, the first ever pro wrestling game and then started the street fighting game trend with Renegade and Double Dragon. Among the games Technos has designed for the NES are Super Dodge Ball, released by CSG Imagesoft, Acclaim's Double Dragon II, "The Revenge" and Nintendo's own Super Spike V'Ball. Watch for more big titles and new directions from American Technos later this year.

American Technos Releases:

River City Ransom 1/90
Block Out.....Soon



Baseball Simulator 1.000: Realism And Fantasy



Choose from six different stadiums, including an arena in space, and three different leagues for an all-out entertaining and hilarious baseball game with Baseball Simulator 1.000. Straight games are possible, but the real fun comes with the antics of the Ultra League and a load of impossible hits and pitches.

Among the pitches to choose from are the slippery Snake Ball, which curves quickly inside and out, the unpredictable Stopper Ball, which freezes midway for a second and then screams over the plate, and the fiery

Phantom Ball, which disappears momentarily on route to the batter.

To connect on Ultra League pitches, in most cases, you'll have to employ Ultra League hitting techniques. These powerful swings include the mighty Meteor Hit which shreds the ball into a hard to catch shower of remnants, the miraculous Missile Hit, which sends the ball sailing at incredible speeds and the frenzied Freak Hit, which zig-zags past dizzy fielders.

These cool plays and others add a new dimension to the All-American Pastime and make Baseball Simulator 1.000 a great new game that's sure to be a hit.

Baseball Simulator 1.000 Tip:

Eliminate a slugger for the other side in Baseball Simulator 1.000 by beaming the batter with a Fireball Pitch. You'll end this bat handler's hitting streak in a hurry with a flash and billow of smoke.



Culture Brain's Success In Arcade Games Prepares Them For NES Popularity

After producing an arcade hit in Japan, *Monster Zero* in 1981, Culture Brain Inc. helped develop *Donkey Kong*, which was a giant smash for Nintendo. Since then popular games for the arcade and the Nintendo Family Computer System in Japan have followed, including *Space Hunter*, *Dynamic Ski*, *Chinese Hero* and *Shang Hai Kid*.

Culture Brain USA, Inc. came to Los Angeles in May 1988 and has since moved to Redmond, Washington. Their first games released for the NES, *Kung Fu Heroes*, *Flying Dragon* and *The Magic of Scheherazade*, have already enjoyed great success in Japan and all three have inspired sequels. They are now moving on with the unique *Baseball Simulator 1.000* and a Game Boy version of *Flying Dragon*, which is scheduled for release later this year.

Culture Brain Releases:

Kung Fu Heroes.....	3/89
Flying Dragon.....	6/89
The Magic of Scheherazade.....	1/90
Baseball Simulator 1.000.....	3/90

Fast Times With Al Unser Jr.'s Turbo Racing



If you pull into Data East's booth be sure to test drive Al Unser Jr.'s Turbo Racing. This Formula One circuit simulation is so realistic you'll wish you had a seat belt. The tracks on the Grand Prix Circuit in 16 nations will challenge even the quickest drivers, but you can practice and get hot driving tips from Al Unser Jr. before the race starts.

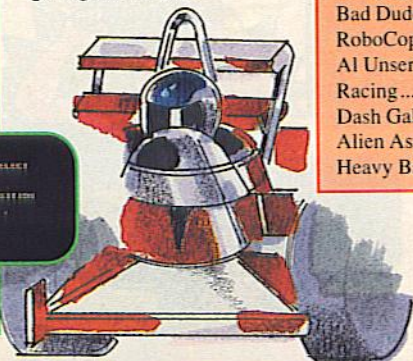
Once you're in the cockpit, though, it's all up to you. Gear down on the hairpin turns, kick into turbo on the long straightaways and keep an eye on the

dashboard's diagnostic computer, which lets you know when to pull in for a pit stop.

Starting out, you have the option to customize your Formula One racer with Speed, Acceleration, Turbo, Durability, Pit Stops and Suspension. An even balance of options is your best bet at first. Then get set for the green light! The Game Pak even has a battery for saving your greatest races. Talk about hot, this simulation sizzles, like the other new titles you'll see from Data East including Dash Galaxy In The Alien Asylum and Heavy Barrel. Whether you're into fast action, sports or adventure, Data East has got a game for you.

Al Unser Jr.'s Turbo Racing Tip:

In Al Unser Jr.'s Turbo Racing pull in for a pit stop after every lap. A quick stop takes only 2/3 seconds, but your car will be back to its full power and you should be able to regain your lead position in the race.



A New Decade of Game Power

Traditionally, Data East is famous for its high quality translations of arcade hits for the NES. Although the company intends to continue bringing home players the finest offerings from the arcade world, they are branching into new areas, as well. With the higher memory chips now available, the planners at Data East are looking to produce games that fully utilize those capabilities. One exciting new direction the company is exploring is toward four player games that make use of controllers like the NES Satellite and Four Score.

Data East Releases:

Tag Team	
Wrestling.....	10/86
Karate Champ	11/86
Burgertime	5/87
Breakthru	11/87
Kid Niki	11/87
Karnov	
Cobra Command	11/88
Rampage	12/88
Bad Dudes.....	7/89
RoboCop.....	12/89
Al Unser Jr.'s Turbo Racing.....	3/90
Dash Galaxy in the Alien Asylum.....	3/90
Heavy Barrel.....	3/90

Lolo Returns In The Adventures Of Lolo 2



Prince Lolo, the blue fur-ball champion of The Adventures of Lolo 2 (and its predecessor, The Adventures of Lolo) really embodies HAL's philosophy of making games that challenge not only the hand but also the mind.

For those not familiar (shame on you!) with the intrepid adventurer Lolo, he's not your typical video game hero. Lolo isn't particularly strong and he's not lightning quick. He has a Magic Shot power, but it has

only limited shots and only temporarily stops his foes.

In The Adventures of Lolo 2, the adventure seeker must guide Prince Lolo through a tower of puzzle-like rooms in order to free Princess Lala. Deadly monsters fill each room, and they cannot be defeated through the use of force. So how does Lolo do it? Well, in addition to the nifty Magic Shots, he can collect a variety of tools in each room to help him get to the next room. Plus, he has you to help him!

The Adventures of Lolo 2 will challenge players of all ages, and although it is a single player game, groups of any size will have a great time together trying to figure out the game's puzzles. If you like real mind-benders, be sure to give Lolo 2 a try!

The Adventures of Lolo 2 Tip:

The only way to get through some rooms is to use a new "Warp Zone" technique. In room 7-4, it is necessary to shoot the Snakey off the screen with two Magic Shots and then move an Emerald Framer where the Snakey was. The Snakey will reappear in a more helpful position on the screen.



HAL America--The Funatic Specialists!

As "The Funatic Specialists," HAL America specializes in creating fun games that appeal to all age groups and interests. From their start in adapting arcade classics like Joust, Millipede and Defender to their latest all original titles like The Adventures of Lolo, Rollerball, Air Fortress and Vegas Dream, HAL's focus is to bring quality, non-violent, intelligent titles to the NES.

Marketing Director Tom Popelka explains the future direction of HAL America's games; "We are looking more closely at the older generation. As game technology has matured, so have the players." What this means is more great games from HAL for players of all ages that challenge the mind as well as the thumb.

HAL Releases:

Joust	10/88
Millipede.....	10/88
Defender II.....	12/88
The Adventures of Lolo.....	7/89
Air Fortress	9/89
Rollerball	3/90
The Adventures of Lolo 2	3/90
Vegas Dream	4/90



HUDSON GROUP

HUDSON SOFT®

XEXYZ Is Out Of This World



This Apollo isn't worried about the moon, his mission is right here on Earth, battling a race of mechanical aliens who have captured the queens of the Island Kingdom. It won't be easy; the aliens swarm through every stage and to defeat them Apollo must do more than just blast them with his laser gun. Luckily, people hiding in doorways are willing to help Apollo with advice, energy, special weapons and items. In certain shops he can even buy magic.

The fight takes Apollo forwards and backwards



through the screens of each stage, allowing him to pick up items he missed, revisit rooms for further clues or power ups or just explore. This is important because vital clues often lie far from the place to which they refer. Also crucial to Apollo's success is the use of vehicles he discovers along his way. But whether flying a jet-pack or treading on the ground, the action is always fast and fun.

Hudson Soft has combined the most exciting elements of game play into this one adventure, packed it with great graphics and a character you can control with ease. When you test it on the Power Walk, remember to shoot the blocks with stars to find a secret door.

Milon's Secret Castle Tip:

In the first stage, enter the first door and walk until you reach three blocks. Break two of the blocks by shooting them, then slide the remaining block and shoot. A door will appear, and inside you will find the shoes.



Hudson Soft's Line-up Emphasizes Variety

The new generation of games coming from Hudson Soft includes something for everybody, from Adventure to Action to Role Playing and even a Zapper Light Gun game. Most of the new titles will be adventure based, building on the success of such favorite games as Hudson's Adventure Island and Milon's Secret Castle. In fact, a sequel to Adventure Island is now in the works. One of the appeals of Hudson's brand of adventure is the puzzle solving aspect made popular in Milon's Secret Castle, so you should expect great challenges along with the fun in future Hudson Soft games.

Hudson Soft Releases:

Hudson's Adventure Island.....	9/88
Milon's Secret Castle	9/88
Bomberman.....	1/89
Adventures of Dino Riki	8/89
Starship Hector.....	Soon
Princess Tomato.....	Soon
Wataru.....	Soon



JALECO

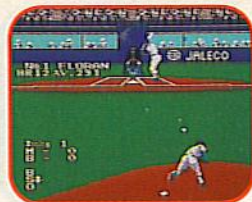
TM

It's Another Hit With Bases Loaded II



Baseball fans everywhere are beginning to experience spring fever, and what better way to slide into the new baseball season than with Bases Loaded II: The Second Season. Jaleco's sequel to their best selling Bases Loaded is packed with extra features which make for an incredibly realistic baseball simulation.

A new viewpoint on the playing field and faster, more easily controlled fielders are just a couple of Bases Loaded II's highlights. Every player has a computerized biorhythm which



tracks three qualities: physical rating, sensitivity rating and intellectual rating. These traits affect a batter's average, slugging and clutch hitting ability, and a pitcher's control, stamina and emotion. By varying these characteristics from game to game, Bases Loaded II actually simulates the streaks and slumps real ball players go through. By watching a player's biorhythm, you can better make the big league management decisions necessary to win the pennant!

Pitching control is so awesome, you can throw hanging curve balls, backdoor sliders and wild pitches! The animated celebration scenes and digitized voices add to the feeling that you're actually in the dugout. Be sure to go an inning or two with BLII at Jaleco's pavilion on the Power Walk.

Astyanax Tip:

In the Maze of Castle Terenea in Astyanax, you will need to teleport through a maze of doors to reach the end of the stage. Teleport only through those doors that are guarded by skeletons. Stand in the doorway and press Up on the controller for 3 seconds to teleport.

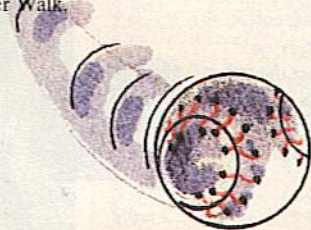


Jaleco is Fun!

Jaleco's goal in making games for the Nintendo Entertainment System is simple-- to create fun for the entire family. With great games like Bases Loaded, Hoops and Goal!, Jaleco has earned a reputation as a top creator of sports games--everyone's favorite pastime. With RoboWarrior and Astyanax, Jaleco is also a major player in the field of imaginative, graphically superior action games. "Good product...good programs...good information--that's what you can expect from Jaleco," says Jaleco's president, Howard Rubin.

Jaleco Releases:

City Connection	5/88
Bases Loaded	7/88
Racket Attack	10/88
RoboWarrior	12/88
Hoops	6/89
Goal!	10/89
Astyanax	3/90
Bases Loaded II	4/90



Rocket Ranger Rocks



In Rocket Ranger, which you can play on the Power Walk, the Leutonian Empire is well on its way to conquering Earth! All that stands between its evil conquest and freedom for humanity is you--the Rocket Ranger.

Equipped with a super-sonic rocketsuit, you alone challenge the Leutonian forces on Earth, in the skies and in outer space. Action packed arcade sequences are followed by story screens that tell you what's going on and suggest actions you could take. But you can follow

your own strategy, too. Just be careful you don't waste precious rocket fuel and even more precious time flying around the globe; both are limited. During dogfights with enemy ships, blast them head-on when they first appear and don't let them close in. Then, if you defeat the alien squadron, you'll land at their base where one of five critical parts of a moon rocket is guarded. Defeat the guard and the rocket component is yours to send back to HQ at Fort Dix. Collect all five and you're ready for the ultimate mission--challenging the Leutonians on the Moon!

Bugs Bunny: Crazy Castle Tip:

In Bugs Bunny: Crazy Castle you don't have to spend hours gobbling carrots and punching Sylvester the Cat. Try this code to transport you near the end of the game: enter PXCW on either the NES or Game Boy version to reach Level 46.



Seika Challenges The Future

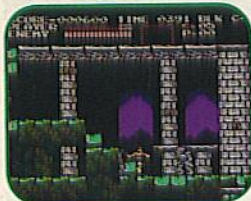
The team at Seika has geared up for the new decade and a hot new generation of exciting games for the NES. You won't see any simple Pong reruns from these guys. They're out to challenge your mind with graphic adventures like Shadowgate. They'll tickle your imagination with favorite characters from TV and the movies--Bugs Bunny, Snoopy and Superman! But most of all they're dedicated to producing games for the American NES player, and that means developing games right here in the USA! Pushing imagination and new technologies to the outer and inner limits is what Seika is all about.

Seika Releases:

Spy vs. Spy	10/88
Superman	12/88
Desert Commander	6/89
Bugs Bunny: Crazy Castle	7/89
Shadowgate	12/89
Rescue: Embassy Mission	1/90
Snoopy	3/90
Bugs Bunny II	Soon
Rocket Ranger	Soon



Simon Is Back In Castlevania III



Simon Belmont, vampire hunter and monster basher, will return to the NES this summer in the third installment of the fan favored Castlevania series from Konami. Familiar elements of Simon's first two adventures will combine with all new challenging creatures and treacherous terrain to make this Simon's most bone-chilling journey yet! Because the game is still under development, Konami will only be showing a partially completed version of the game. However, this teaser should be more than

enough to generate some excitement!

Ultra Software, Konami's sister company, will be unveiling its new game, Mission: Impossible, at the NWC. Mission: Impossible concerns the adventures of a top secret espionage team on a super action-packed, world-spanning mission. Speedboat chases and death defying ski battles are just two of the dangers the team will face in their attempt to restore world peace. This one is sure to included colorful and exotic locations and high technology gadgets just like in the hit television show. For a sneak peek of these and other future hits from Konami and Ultra, check out their pavilion on the NWC Power Walk!

Super C Tip:

Get 10 valuable extra men in Super C by entering the following commands while the title screen is showing: Right, Left, Down, Up, A, B, and Start. To get 10 additional men in the two player mode, hit Right, Left, Down, Up, A, B, Select, and Start. Go to it!



Konami Has The Right Stuff:

Konami and its subsidiary, Ultra Software, are among the leading producers of Game Paks for the Nintendo Entertainment System. From their first NES title, Gradius, to their most recent releases, Konami has released a long string of hits. Most of Konami's NES games were proven favorites in the arcades, but original titles for the NES are also generated by the programming specialists at Konami. The results are games with very appealing characters, awesome action, exotic locations and challenging play.

Konami/Ultra Releases:

Gradius.....	12/86
Rush 'N Attack.....	4/87
Track and Field.....	4/87
Castlevania.....	5/87
Double Dribble.....	9/87
Stinger.....	9/87
Goonies II.....	11/87
Top Gun.....	11/87
Contra.....	2/88
Metal Gear (Ultra).....	6/88
Jackal.....	8/88
Life Force.....	8/88
Blades of Steel.....	12/88
Simon's Quest.....	12/88
Skate or Die (Ultra).....	12/88
Gyryss (Ultra).....	2/89
Q*bert (Ultra).....	2/89
Track and Field II.....	2/89
Adventures of Bayou Billy.....	5/89
Defender of the Crown (Ultra).....	5/89
T.M.N.T. (Ultra).....	5/89
Kings of the Beach (Ultra).....	12/89
Top Gun—The Second Mission.....	1/90
Jack Nicklaus Major Championship Golf.....	2/90
Castlevania III.....	Soon
Mission: Impossible (Ultra).....	Soon
Snake's Revenge (Ultra).....	Soon
Super C.....	Soon

INTERACTIVE™

The Punisher Is Coming



The future looks bright indeed for Interactive (better known to most NES fans by the name of their parent company, LJN Toys). Following up on the success of Marvel's X-Men, Interactive is bringing another of Marvel Comic's most popular characters, The Punisher, to the NES. As most comic book readers know, The Punisher is a grim, determined vigilante whose targets are all active in organized crime. Since his first appearance as an

adversary of The Amazing Spider-Man, The Punisher has risen to comic book stardom as the hero of his own highly successful title.

Interactive's Punisher game is very fast paced in the tradition of arcade games, and features some of the most mayhem filled shooting and fighting scenes in video games-- the screen almost explodes with action! The Punisher is not just a "shoot 'em up," however. In order to survive the mean streets and get a shot at the evil "Kingpin," The Punisher must use the right weapons at the right time, make the correct street contacts, collect money to fund his "war" and make his way through the twisting back alleys and streets of the big city. Be sure to take a shot at The Punisher in Interactive's Power Walk pavilion.

Who Framed Roger Rabbit Tip:

To defeat Judge Doom in Who Framed Roger Rabbit, corner him on the left side of the screen and punch him or use cigars and bombs to get his stamina down. Once he's knocked out, get the Dip Gun (looks like a glowing rod) select it as your item in use and let him have it!



LJN Knows That A Name Is Not Enough

Interactive is a division of LJN Toys which is exclusively devoted to the creation and distribution of Nintendo related software and hardware. Interactive's current game plan is to bring popular licensed titles such as Back To The Future and Marvel's X-Men to the NES, and they are likely to continue this approach to NES game design. Realizing that a big name alone will not sell a game, Interactive uses a license to enhance a game concept by adding play features that might not be possible without it. This philosophy has resulted in past NES classics and is making for some promising future titles.

Interactive Releases:

Gotcha!	11/87
Jaws	11/87
Karate Kid	11/87
T & C Wood and Water	
Rage	2/88
Major League	
Baseball	4/88
Friday the 13th	2/89
Back To The Future	11/89
NFL Football	11/89
Who Framed Roger Rabbit	11/89
Marvel's X-Men	12/89
A Nightmare On Elm Street	Soon
Back To The Future 2	Soon
Beetlejuice	Soon
Bill & Ted's Excellent Video Game	
Adventure	Soon
Pictionary	Soon
The Punisher	Soon

Crystalis: An Adventure In A World Of Mutants



This is Crystalis. One hundred years have passed since civilization on Earth was demolished by a savage war. A few survivors had constructed a Tower in the Sky. It has all but been forgotten, though, by those still on Earth who struggle in modest communities, constantly fearing the mutant creatures that have populated the planet.

The time has come for a new hope for the people of Earth. An adventurer, frozen in a hidden capsule for generations has emerged from the mountains. As this

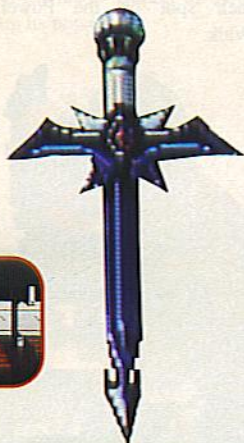
hero, you must set off on a journey to quiet the massive population of mutants and find a way to rebuild the world as it once was.

In your travels, you'll find the Swords of Wind, Fire, Water, Thunder and the Sword of Swords, Crystalis. Use these weapons with Armor and Shields that you'll pick up at villages along the way to fight off the monsters of mutant Earth.

The Tower in the Sky holds a secret. Now it's up to you to uncover that secret and save the citizens from the growing forces of evil.

P.O.W. and Ikari Warriors Tips:

When the P.O.W. title screen appears, just press A, B, B, Up, Up, Down, Left and Start on the Controller. You'll have 20 fighters in reserve! Also, when your last fighter is gone in either Ikari Warriors game, press A, B, B and A to continue.



SNK Branches Out in New Directions

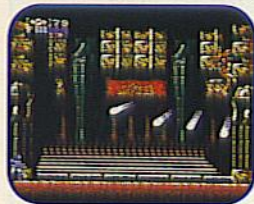
In November, 1986, SNK Corporation of America began operations, eager to produce quality games for the NES. They have been a strong force in combat games since their first title, Ikari Warriors. They have also journeyed to the world of mythic adventure with Athena, outer space with Alpha Mission and sports with excellent golf and baseball exercises.

Look for new surprises from SNK in the future including the incredible adventure, Crystalis, a third installment in the Ikari Warriors series and another trip to the plate with Little League Baseball Championship Series.

SNK Releases:

Ikari Warriors.....	5/87
Athena.....	8/87
Alpha Mission.....	11/87
Ikari Warriors II: Victory Road.....	4/88
Iron Tank	7/88
Lee Trevino's Fighting Golf.....	9/88
Baseball Stars.....	6/89
Guerilla War	9/89
P.O.W.	10/89
Little League Baseball Championship.....	Soon
Crystalis	Soon
Mechanized Attack	Soon

Batman Is A Hit On Any Screen

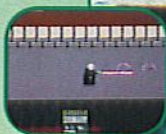


A prime example of Sunsoft's approach to video game design is their new title **BATMAN™**, which is featured here at the NWC. Sunsoft's **BATMAN** brings the new, totally tough **BATMAN** to life in a complex and challenging mission with realistic character movement and beautiful graphics. The game's 5 act story line takes the player through treacherous hideouts full of vile villains and menacing machines to an ultimate showdown with **THE JOKER™**, the feared criminal mastermind of **GOTHAM CITY™**. Smooth flowing

graphics capture the graceful movements of **BATMAN** as he battles Killer Moth and the evil Electrocutoner, high-tech thugs created by **THE JOKER**. Throughout his quest, defeated enemies will give **BATMAN** ammunition for his devices and extra life force he'll need to carry on the fight. **BATMAN**'s wall-climbing ability and "toys" add some innovative possibilities to this game. Sunsoft calls it "the most demanding title we've ever introduced." Be sure to check out **BATMAN** and the other hot games Sunsoft has on display at their spot on the Power Walk.

Fester's Quest Tip:

In Fester's Quest, the best weapon to use against the bosses is the fully powered up flaming whip, since it does more damage than even a fully powered gun. Use Invisible Potions to avoid taking damage from the bosses' attacks.

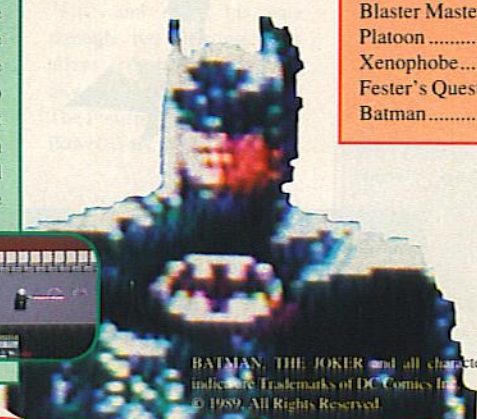


Sunsoft The Titleholder

Sunsoft has built their reputation as "The Titleholder" by bringing the hottest licensed titles to the NES with ultra-realistic action and vividly detailed game graphics. After licensing an arcade game, a classic TV show or a major motion picture title, Sunsoft sets out to create a game that really does justice to the title. No matter where the game idea comes from, Sunsoft prides itself on programming original games exclusively for the U.S. market. Fans can expect to see a continuation of this trend with more hot titles in the future.

Sunsoft releases:

SkyKid	9/87
Spy Hunter	9/87
Freedom Force	5/88
Blaster Master	11/88
Platoon	12/88
Xenophobe	12/88
Fester's Quest	9/89
Batman	2/90



BATMAN, THE JOKER and all characters, phrases and indicia are Trademarks of DC Comics Inc.
© 1989. All Rights Reserved.

Beware Of The Wrath Of The Black Manta



There are many action games on the market and lots of adventure games, but few that combine the best elements of each. Wrath of the Black Manta, featured by Taito on the Power Walk, is the rare game that masters both.

Great ninja fighting control is essential to get the Black Manta through the danger-filled stages of the game. But that's not all you need. Along the way you'll find hints and secrets, scraps of letters and messages from people you encounter. You might even have to shake information out of reluctant

thugs. Some sources reveal hidden worlds while others provide clues to the mysterious disappearance of kids in New York, a puzzle which the Black Manta is trying to solve.

Eventually the mystery takes the Manta around the world, to Rio and Tokyo, in pursuit of the kidnappers. And the danger grows as each step takes you closer to the secret, criminal mastermind!

When you stop by Taito's booth, be sure to try out the special moves available with your ninja arts. Choose the art and hold down the B Button to build up its power.

Wrath Of The Black Manta Tip:

In Level Four of Wrath of The Black Manta (New York City) you will be threatened by deadly iron wrecking chains. Use your ninja Art of Invisibility to protect yourself while passing through this section.



Taito Shapes Plans For The Nineties

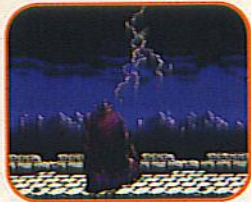
Taito Software's vision of the future includes games in many categories: mystery, adventure and role playing. With game players today being so sophisticated, they demand excellence. Taito delivers by developing games for the NES based on extensive research of what American game players want to see. That means you, and what it means for you is a gold mine of super advanced action and adventure. A team of talented programmers, artists, music composers and game experts has been brought together by Taito to develop the games of the future. And the future is now. Wrath of the Black Manta is proof of Taito's dedication.

Taito Releases:

Arkanoid	8/87
The Legend of Kage8/87	
Renegade.....	1/88
Bubble Bobble	12/88
Operation Wolf	3/89
Sky Shark.....	9/89
Demon Sword	1/90
Target Renegade	3/90
The Wrath of the Black Manta	4/90
Dungeon Magic	5/90

TECMO®

Ninja Gaiden II: A New Adventure In Ninja Magic



One year after the fateful battle with Jaquio, Ryu Hayabusa, the Ninja of the Dragon Sword and hero of Ninja Gaiden, has started a new adventure.

Ninja Gaiden II: The Dark Sword of Chaos follows Ryu on the trail of the evil Ashtar with help from Irene Lew and a new mysterious contact, Robert T.S. Ryu must battle the forces of evil to reach Ashtar's remote fortress.

Ninja training has paid off well for Ryu. He can now climb walls and create a

shadow of himself to mimic his own moves and help him fight a whole gang of enemies at once.

But Ashtar awaits. "The time shall come when the Gate of Darkness is cast open and all men shall hail me, Ashtar, as their new master." Ryu must hurry so that he can get to Ashtar before he can summon all of the forces of evil and take over forever.

This new installment to the story of Ryu has the same great graphics as the original with fantastic new Cinema Display Scenes and even more fearsome fighting challenges. Ryu's journey has just begun.

Ninja Gaiden Tip:

There is a 1-Up on the third floor of Area 5-3 in the original Ninja Gaiden. Collect it and backtrack to the first floor. When you climb back to the third floor, the 1-Up will return. Continue to leave, come back and collect the 1-Up for a powerful reserve of Ninja fighters.



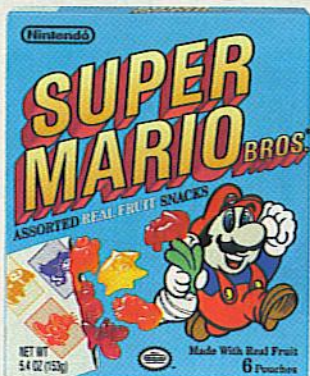
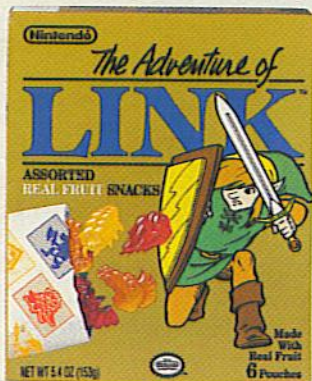
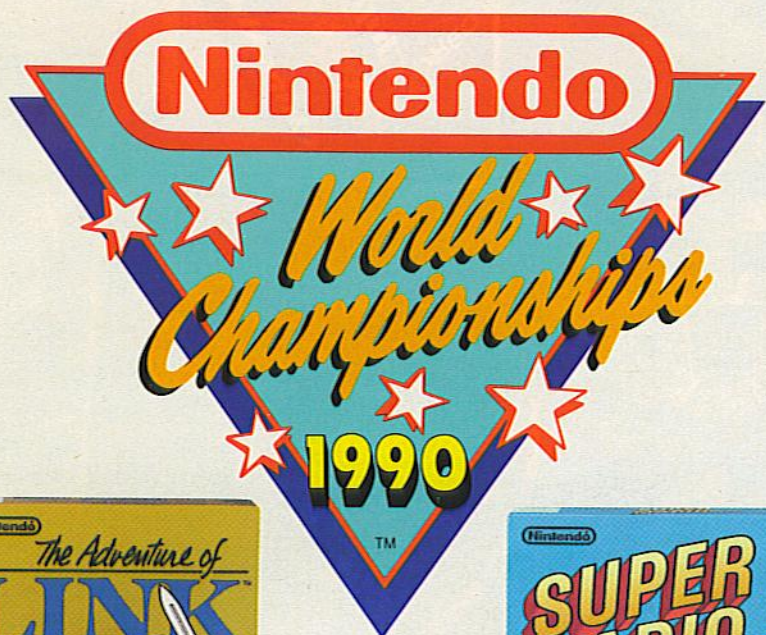
A Focus On Quality Is Foremost For Tecmo

"The customer is becoming more and more selective, so we want only to introduce the games that will be among a player's top choices," says Ken Nakata, head of the U.S. division of Tecmo, INC. Their emphasis is on quality over quantity, which accounts for the fact that nearly half of their employees in Japan are involved with Research and Development. This dedication to excellence and new ideas shows in Tecmo's releases which include the popular football game, Tecmo Bowl and last year's action-packed hit, Ninja Gaiden. Continued success is expected this year with a super sequel to Ninja Gaiden, two new sports games and two Game Boy releases: Head On and Solomon's Club.

Tecmo Releases:

Mighty Bomb Jack.	7/87
Rygar.....	7/87
Solomon's Key	7/87
Star Force.....	11/87
Tecmo Baseball	1/89
Tecmo Bowl.....	2/89
Ninja Gaiden.....	3/89
Tecmo World Wrestling.....	3/90
Bad News Baseball Soon	
Ninja Gaiden II	Soon

NINTENDO®
REAL FRUIT SNACKS
PRESENT



**STAR IN YOUR
OWN MUSIC VIDEO!**
**STOP BY THE NINTENDO REAL FRUIT SNACKS
EXHIBIT**

Nintendo Is A Trademark Of Nintendo Of America Inc.
Nintendo Real Fruit Snacks Are A Product Of Thomas J. Lipton, Inc.

DUNKING CHAMPS

