

LOOK FOR REVIEWS ON THESE SUPER HOT TITLES IN FEBRUARY'S ISSUE

February's issue will feature some long-awaited NES titles. Your patience pays off—these games mean action and adventure!

TMNT II: THE ARCADE GAME

The tenacious turtles return in a two-player NES version to rescue April from the Foot Clan. Two all-new stages challenge arcade vets, and there's more fast-paced action than before.



STARTROPICS

Finally, the adventure begins! Mike's out to explain the mysterious disappearance of Dr. Jones. Start by hunting down the pieces to the puzzle on a tropical island paradise. What better way to beat the mid-winter blahs?



GAME BOY

Basketball Roundup '91: Three new roundball games hit the courts during the height of the season. We'll show you the hot picks for the season. Hoop it up!

Gremlins II: The fiesty fur-balls are back. Expect the unexpected, though—this one is nothing like the NES version. Gizmo goes wild in Clamp Centre, and when Gremlins get loose, there may be mayhem.



RATING THE GAMES: A special look behind the scenes

Will it be FANTastic or will it fizzle? Next month, we'll show you how we arrive at the power meter ratings you see in every issue. See what the experts look for in great games!

Dear Readers,

Our new monthly format is really keeping us on our toes! You've probably noticed some other changes in format, too. The new, longer reviews, for example. Instead of giving you quick reviews on lots of different games, we're concentrating on more complete reviews of the really hot ones! And we'll be including technical articles, like this month's feature on Game Pak memory. I've gone to great lengths to keep on top of what's new. Of course, the latest—and greatest—is the Super Famicom. And Super Mario Bros. 4? What can I say—the graphics and sound are unbelievable! I toured developers in other countries, too, including Rare Ltd. and Ocean Soft in England. I know you're wondering if that much traveling is all work and no play. Well, mostly, but I did find time for some tourist action in London—and I was glad to see that Big Ben was right on time!

Howard Rosenberg



STAR TROPICS™

FROM AGENT #660

Long Gap Leap

Get much needed help from a hidden Potion in the first underground passage of Chapter Six by faithfully leaping over a gap that seems much to long. In the room where Muumus walk around a square path, there's a Sink Tile near the exit Gate and a solid Tile far to the right with only water visible between them. After you defeat the Muumus, jump to the Sink Tile and quickly leap to the right, aiming for the Tile in the upper-right corner. A new Tile will appear between the other two Tiles and save you from falling into the water. Jump again to the right and another Tile will appear, producing a Switch on the far right Tile. When you hit the Switch, a Potion will appear on the first Tile that emerged. Collect the Potion and move on. You'll find other special items by using the same method elsewhere. If you see a Tile that looks unreachable, try to leap to it anyway. You may be surprised by a last second save.

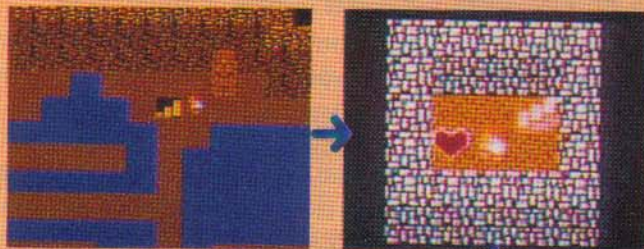


Instead of exiting the room immediately after the Muumus have been defeated, jump to the right from the Sink tile. Two tiles and a Potion will emerge from the murky depths, making the challenges ahead easier to endure.

Extra Hearts

One of the most challenging sections of StarTropics is the second underground battle in the Lost Ruins of Chapter Six. Not only is the passage long, but the enemies inside are strong and numerous. It helps to have as many Hearts as possible before you go into battle and our Agents have found a way to accumulate two full rows of Hearts. In the area outside of the underground passage you'll find a simple maze which leads to a Big Heart. Usually, if you collect a Big Heart that Heart will never show up in the same place again. This particular Big

Heart, though, will come back to be collected again and again. Once you collect the Heart, go to the beginning of the battle scene, then exit and retrace your steps. Continue on this path until you have accumulated the maximum of 22 Hearts. Then fight to the end of Chapter Six with extra endurance.



Collect the Big Heart in the Lost Ruins of Chapter Six. Then enter the second underground passage. Leave and collect the Heart again. Continue with this loop until you have two full rows of Hearts.



FROM AGENT #174

End Select

For a little extra motivation to finish this puzzler, you can preview the celebration that will take place when you complete each level before you start playing. While the Title Screen is showing, press and hold Right on the Control Pad of Controller II and the A Button of Controller II. Then press the Start Button of Controller I. An Option Screen will appear, allowing you to look at the end of each stage and the end of the game.

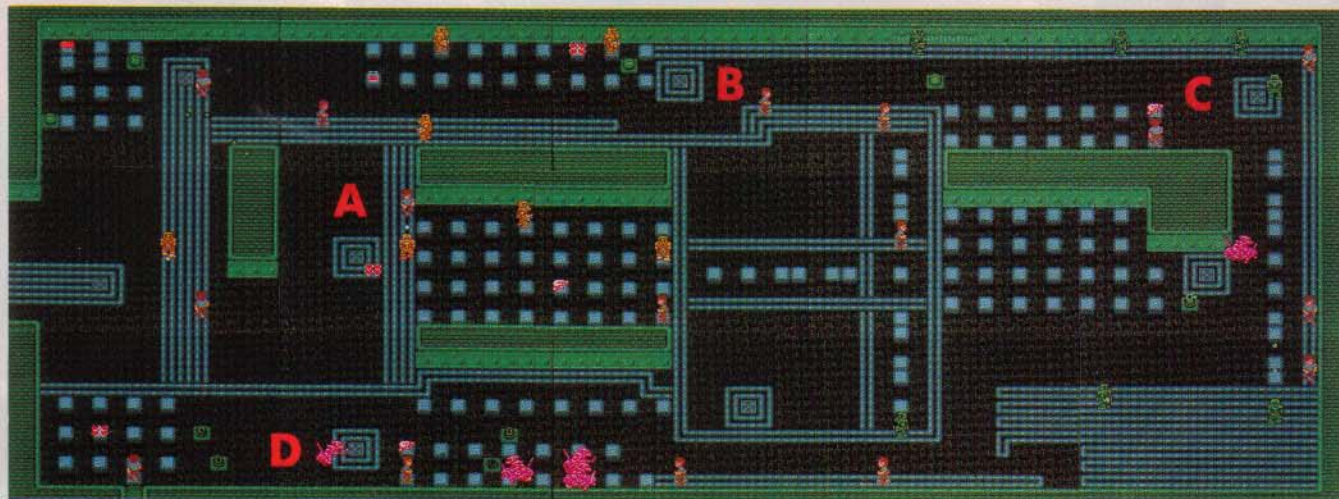


When the Title Screen is showing, press and hold Right and A on Controller II and press Start on Controller I for the option to view the ending scenes.

Getting through the Argonian Spaceship in one piece is all a matter of collecting Power-Up items and using the right warps. From the beginning, walk up two screens and as far to the right as you can. Collect a Ray Gun and return to the left side of the Spaceship. Then collect the life-filling Capsule. All of your Hearts will be full, even (for a short

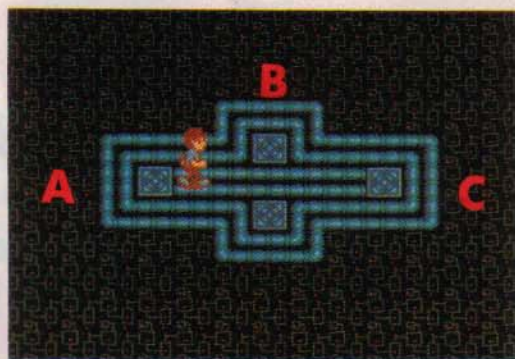
time) Hearts that you haven't yet collected. Move to the right one screen and down one screen. Move briefly to the right to collect another Ray Gun and then return to the Warp on the left (Warp A on the map). You'll end up in an area with four Warps. Warp to the top section of the Spaceship using Warp B. Then walk to the left to collect a Potion and return to Warp

B. Use Warp C to get to the right side of the Spaceship and work your way down to the bottom. There'll be a lot of Aliens in this section, so switch to the Ray Gun and move on to the left. Eventually, you'll get to two Aliens with Jet Packs. Knock them out of the air and move on to more alien-blasting action.

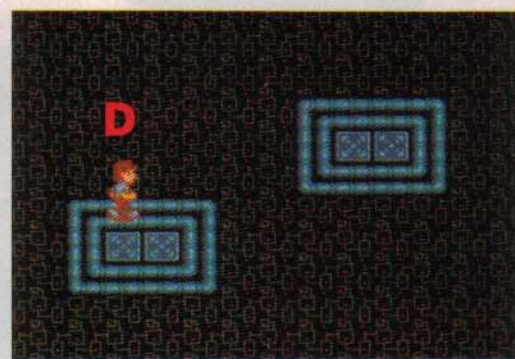


↑
START

Take the Warps in alphabetical order and collect all of the power-up items along the way. Warp D leads to the final enemies of the Chapter. Following Chapter 7, you'll find yourself in another part of the Spaceship. Take your time and defeat all of the Aliens as you encounter them.



You'll enter this area first through Warp A. Use Warp B to get close to a Potion. Then return and use Warp C.



Warp D leads to this small chamber. Use the next Warp over and you'll be sent to the next section of the Spaceship. Keep fighting!



I'm waiting for your letters.

Write to:

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

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(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.



COUNSELORS' CORNER!



STARTROPICS

One of the most challenging sections of this epic adventure is the battle through the tunnel in the Ghost Village of Chapter 3. Here are a few pointers:

POWER-UP

Fight your way to the first long room in the tunnel and go through the gate to the north. You'll get to a room with Double Small Hearts. Collect the Hearts and climb the stairs to exit the tunnel. Then go back into the tunnel and collect the Hearts again. Continue to loop around in this manner until you have filled all of your Hearts. Then you'll be ready to take on the challenges ahead.

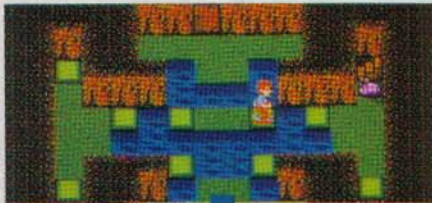


Collect the Double Small Hearts in a room near the entrance. Then leave, come back and collect the Hearts again.

HOW DO I GET THROUGH THE GHOST VILLAGE?

WHACK-A-JELLY

After you make your way through the tunnel for a while, you may encounter a deadend. Chances are that you've been to a room with a stairway in the northeast corner and a Jelly just south of the stairway, next to the wall. The stairway leads to a tunnel exit, but a secret passage behind the Jelly leads to the rest of the tunnel. Defeat the Jelly and walk through the passage.



Hit the Jelly in this room to reveal a secret passage.

FORK IN THE TUNNEL

The first dark room that you enter in this passage has a light panel in the center. When you hit the light panel, you'll see that there's an opening on the south wall and a secret passage on the east wall. The passage to the east eventually

leads to the tunnel goal. You should walk south first, though, to collect Potions and other important items.



Head south when you first enter this room. Then go to the east when you return.

MAXIE BATTLE

The giant ghost in this tunnel is all that stands between you and the mechanism which will drain the ghost village lake. Use a Rod of Sight to make it visible and vulnerable. Then pelt it with shots from the Bola. Aim for Maxie and avoid the Minies and fireballs. You should be able to knock it out with some practice.

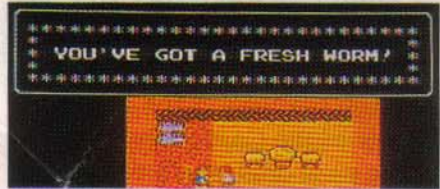


Hit Maxie with shots from the Bola.

classicgaming.com/extra/01

Captain Bell was a crafty character. He made sure that only those who were in on the secret of his Memorial could have access to the Channel Tunnel. When you enter the Memorial, you'll see that flames block the entrance to the tunnel. These flames can be extinguished, though, if you play the right tune on the gigantic pipe organ in the Memorial. There is one resident of the island who knows the tune. After talking to all of the people of the village and Chief Bellcola, you'll learn that Pete the Parrot is a direct descendant of Captain Bell's Parrot. Pete will help you with the puzzle of the Memorial if you give him a gift, and there's

nothing that Pete likes more than a fresh Worm. Journey to the eastern side of the island and get a Worm from Bait, the young fisherman. Then return to Pete with the Worm. He'll relate to you some words from Captain Bell. They are "Do Me So Far, Do Me." At first, this seems like a nonsense sentence. You'll notice, though, that every word relates to a musical note. The Pipe Organ in the Memorial has seven Keys corresponding to the scale "Do, Re, Mi, Fa, So, La and Ti." The clue is telling you to hit the Keys which correspond to "Do, Mi, So, Fa, Do and Mi", in that order. Play this tune and the fires will vanish!



Give Pete a Worm and he will give you a clue from Captain Bell.



Hit the Keys.



"Do"



"Mi"



"So"



Voila!



"Mi"



"Do"



"Fa"

GAME PLAY COUNSELOR PROFILES

John Schommer

Became GPC: January, 1990
 Hobbies: Mountain Biking, Snowboarding, Skiing
 Greatest NES Accomplishment: Finished Heavy Shreddin' with one character
 Favorite NES Game: Mega Man II

Jeff Norton

Became GPC: January, 1990
 Hobbies: Playing and Producing Music, Working with Computers, Camping, Fishing.
 Greatest NES Accomplishment: First GPC To Complete Dragon Warrior II and Earth Bound
 Favorite NES Game: All Role Playing Games

Casey J. Pelkey

Became GPC: December, 1989
 Hobbies: Snow Skiing, Golfing, Installing Stereos
 Greatest NES Accomplishment: First GPC To Complete TMNT II with partner, Tony C.
 Favorite NES Game: Snake's Revenge

James Verhaeghe

Became GPC: October, 1989
 Hobbies: Skiing, Playing NES, Computer Games and Football
 Greatest NES Accomplishment: Completed Over 250 Games
 Favorite NES Game: All NES Games

COUNSELORS' CORNER!



STARTROPICS

HOW DO I REACH THE GEYSER IN HERMIT'S MOUNTAIN?

Po knows how to reach the Hermit in the Hermit's Mountain that is. You found a clue in his poem that talks about Raindrops. At the heart of the Mountain is a room with a pool, but there is no door leading into the room. You guessed it, there's a secret door! In the room to the right of the geyser you'll find a Loofer. Defeat the Loofer and walk through the left wall of the room. Once you reach the hidden pool room, jump onto the white water and it becomes a geyser that jets you upward to the top of the mountain. There in a cave above the clouds is the Hermit with his Scroll containing the magic chant.



Walk through the wall, even though you don't see a shadow.



Jump onto the patch of white water in the pool.



The geyser gushes, carrying you upward!



The Hermit will be happy to help you out.

STARTROPICS

HOW DO I GET PAST THE BIG BULLY ROOM?

You'll need to find a secret door to get out of this section of Captain Bell's Cave. The traps and puzzles that the Captain built into the Cave are not always easy to see, or to solve. In the room with the two Big Bullies,

Mike must first defeat the bovine brutes then use the Rod of Sight, which he picked up earlier. Don't take the door that opens up to the right. The Rod of Sight reveals the presence of a ghostly Minie. If you defeat the Minie, a secret door

appears to the left which will lead to the room with two dangerous silver balls. From there, the adventure continues as Mike looks for the waterwheel mechanism in order to sink Captain Bell's ship.



PILOTWINGS

HOW DO I REACH THE RESCUE MISSION?

To reach the Helicopter rescue mission you must pass Lesson Four, earning 300 points on four objectives. In Hang-gliding, make small adjustments to avoid over-compensating. After passing the ring once and rising on the air current, turn sharply back to the ring. You must be about 300 feet high to pass through the ring again. While Parachuting, make a long approach to the target across the island. Use the Flare to slow your approach over the dock to the platform. Approach the Jetpack target slowly. When the opening is fully toward you, blast through. Land by watching your shadow. The Light Plane is fairly simple. Go for max points.



After the rings, approach the target from across the island. Flare the parachute to slow your approach.



Watch your shadow while landing. Touch down lightly on the platform and hop to the center of the target.



You must pass through the ring twice. Use the updrafts to gain enough altitude for repeated attempts.



Cut your speed to below 60mph when approaching the arch. Follow the orange balls in for a perfect landing.

STARTROPICS

You must enter a radio frequency code after Chapter 4 in order to move on to Chapter 5. Unfortunately, the letter attached to the manual with the code on it is easy to lose. The code frequency is 747MHz.



By dipping Dr. J's letter in water, you'll find that the secret frequency code is 747MHz.

WHAT IS THE CODE TO REACH CHAPTER 5?



Once the code is entered correctly, you'll be able to continue your search for Dr. J in Chapter 5.

GAME COUNSELOR PROFILES



Mike Robertson

Became Game Counselor: July 1990
Hobbies: Basketball, Music
Best Video Game Accomplishment: Finished N.A.R.C. with three men.
Favorite Game: Wizardry



Gayle Wiler

Became Game Counselor: July 1990
Hobbies: Writing Poetry, AD&D, Dragon Models
Best Video Game Accomplishment: Finished Super Mario Bros. 2 with one man.
Favorite Game: Final Fantasy



Josh Davis

Became Game Counselor: August 1990
Hobbies: Snowboarding, Volleyball, Music
Best Video Game Accomplishment: Finished Solstice in one man
Favorite Game: Battle Of Olympus



Chad Lykken

Became Game Counselor: August 1990
Hobbies: Skiing, Comic Collecting, Water Skiing
Best Video Game Accomplishment: Finished Final Fantasy Legend in one day.
Favorite Game: Nobunaga's Ambition

STARTTOPICS

HOW DO I GET THROUGH THE GHOST TUNNEL



Richard Ham

There are two very tricky areas inside the Ghost Tunnel that can keep Mike stuck in the dark. When you meet the Slug, you'll be very close to a secret passage. Defeat the Slug and walk through the wall to the right. The second area also seems like a dead end, but it isn't. Here, Mike must jump up onto what looks like a narrow ledge at the top of the screen. From the ledge above you'll be able to continue on.



Yoyo the Slug, ignore the stairs and walk into the wall just to the right of where the Slug was sitting.



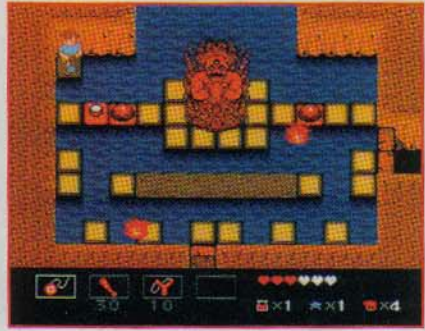
The green strip along the top of the screen may not look like a place to which you can jump, but it is.

HOW DO I DEFEAT MAGAMA THE FIERCE?

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

on the right side of the link. Once the final link is severed, Magma's platform

will sink and his flames will sputter out.

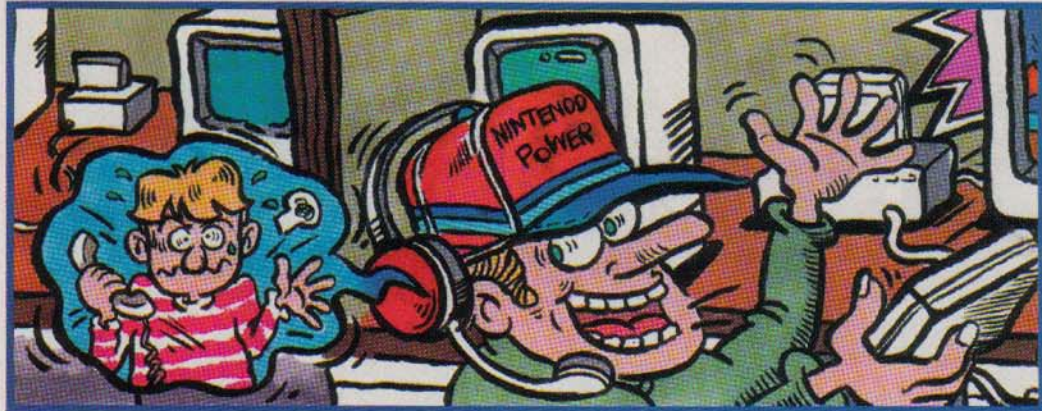


Jump to the trigger in the upper left corner, then hit the button on the left side of the platform.



Hop onto the trigger at the lower right corner of the platform, then hit the final button to sink Magma.

GET IT STRAIGHT FROM THE SOURCE!



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