

NINTENDO POWER

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FORWARD & ADDRESS CORRECTIONS

READ RATE
U.S. POSTAGE
PAID
NINTENDO
of America, Inc.

BUGS BUNNY

RABBIT RAMPAGE

A Whole Cast Of
Looney Characters

NEW
METROID
COMICS



THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

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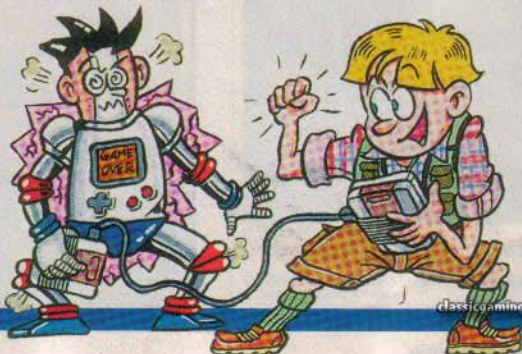
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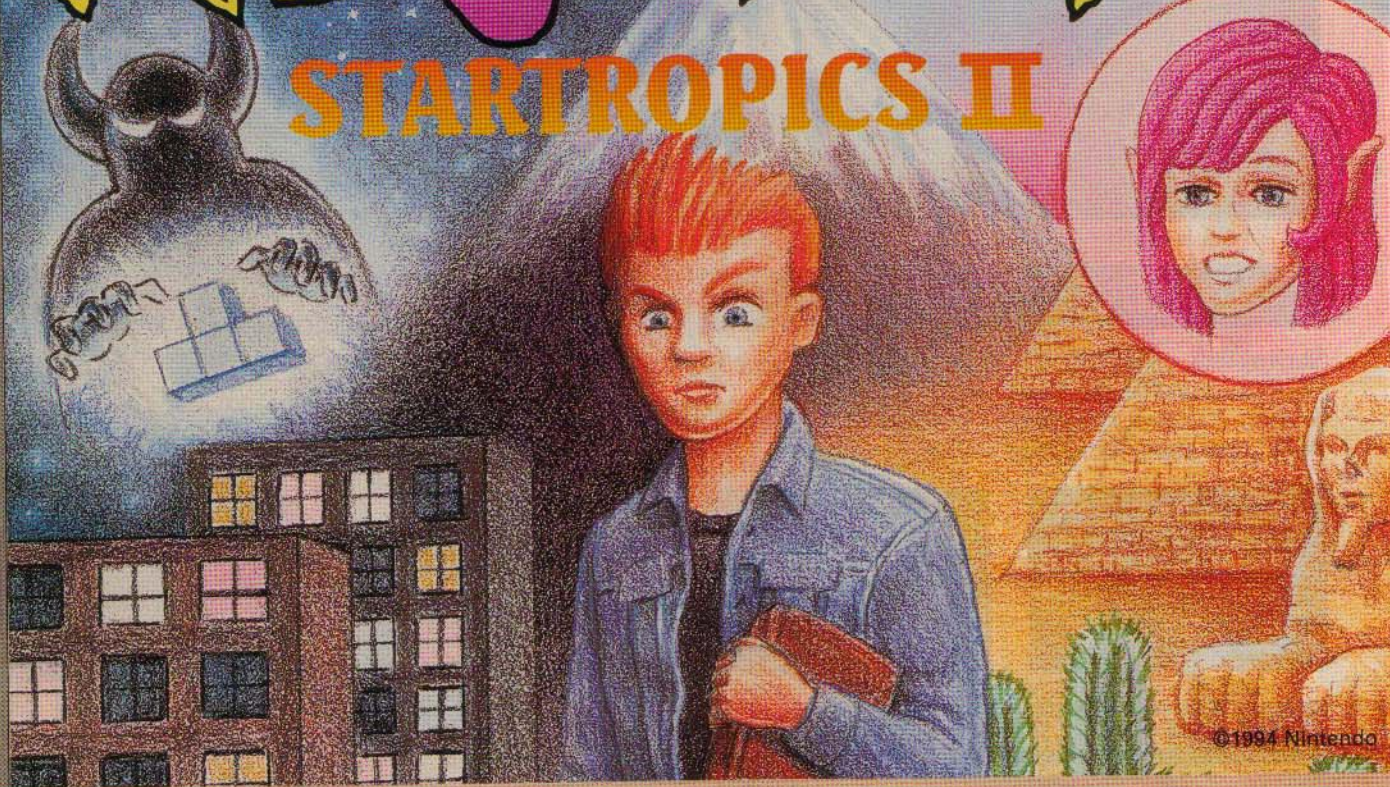
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ZODDA'S REVENGE™

STARTROPICS II



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TETRADS IN TIME



When part-time adventurer Mike Jones clobbered the alien leader Zodda in orbit over the South Seas, he thought that his hero days were over. But, in fact, they've only just begun. Mike's uncle, Dr. J, found a puzzle on the side of the escape pod that carried seven space children. The solution to the puzzle will send Mike tumbling through time in search of seven magic Tetrads. This *StarTropics* sequel is a must for NES action and adventure fans.





PREPARE FOR A NEW ADVENTURE



WHAT'S NEW IN NUMBER TWO

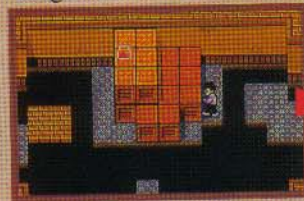
■ AN ANGLE ON THE ACTION

Mike has more mobility than he had in the original StarTropics adventure. Now, he can run, jump and throw weapons diagonally.



■ MULTI-LEVEL MAZES

Many of the passages in Zoda's Revenge: StarTropics II are several floors deep. This change from the original game's single level mazes adds new dimension. Now, Mike can fall through hidden holes and climb to new heights.



MAKING MIKE MOVE

■ JUMP

When Mike hops into the action-packed underground mazes, he really jumps. He can leap in eight directions and change angles in the air.



■ ATTACK

There are several kinds of powerful weapons in the underground passages. Mike must use them to ward off evil maze dwellers.



■ USE ITEMS

Mike uses some special items, such as Hearts and Small Stars, as soon as he collects them. Others can be used at any time.



■ AIR ATTACK

Mike can jump and toss weapons while he's in the air. This technique will serve him well in dungeons that have high-flying enemies.



SPECIAL ITEMS

When the going gets tough, Mike can use Special Items for a boost in health or extra lives. Some Special Items immediately add to Mike's Heart Meter or lives in reserve. Others can be stored until they're needed.

SMALL HEART



When enemies go down in defeat, they sometimes leave Small Hearts behind. Collect these items to restore one section of your Heart Meter.

PAIR OF HEARTS



Pairs of Small Hearts are yours for the taking in some passages. When you grab them, two sections of your Heart Meter will be restored.

SMALL STAR



Like Small Hearts, Small Stars are left behind by some defeated enemies. If you accumulate five Stars, you'll earn a Heart.

MEDICINE



Medicine can be used at any time in the maze where it is found. Use it to restore five sections of your Heart Meter.

TRY YOUR LUCK SIGN



Try Your Luck Signs are a bit of a gamble. By grabbing them, you can either add to or subtract from your lives in reserve.





CHAPTER 1: PRESENT-DAY SEATTLE



THE CIPHER IS SOLVED

Dr. J has been working on a strange cipher that he found inscribed on the space children's escape pod. As the story begins, Mike has a clue that will unlock the mystery of the cipher and send him tumbling through time.



CHAPTER 2: CAVE DWELLERS



DANGER! THIN ICE!

Mike's first stop in time is the prehistoric era of the cave dwellers. As you guide our hero to a cave in the north, you'll fall through the snow and ice into a series of underground passages. The passages are home to Bears and Wild Boars. Grab some Rocks and fight your way out, then continue your journey to the cave. The people in the cave need your help with an untamed creature who has been causing a big stir.



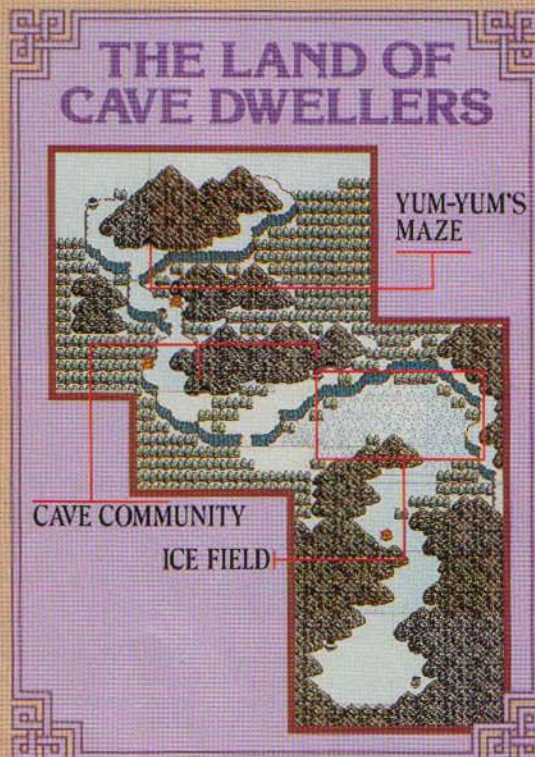
CAVE CLUE

The man-eating monster Yum-Yum has been kidnapping the inhabitants of this small cave community. It's up to you to stop Yum-Yum before he causes too much trouble. Look for a clue on the cave wall that will help you make your way through Yum-Yum's maze.

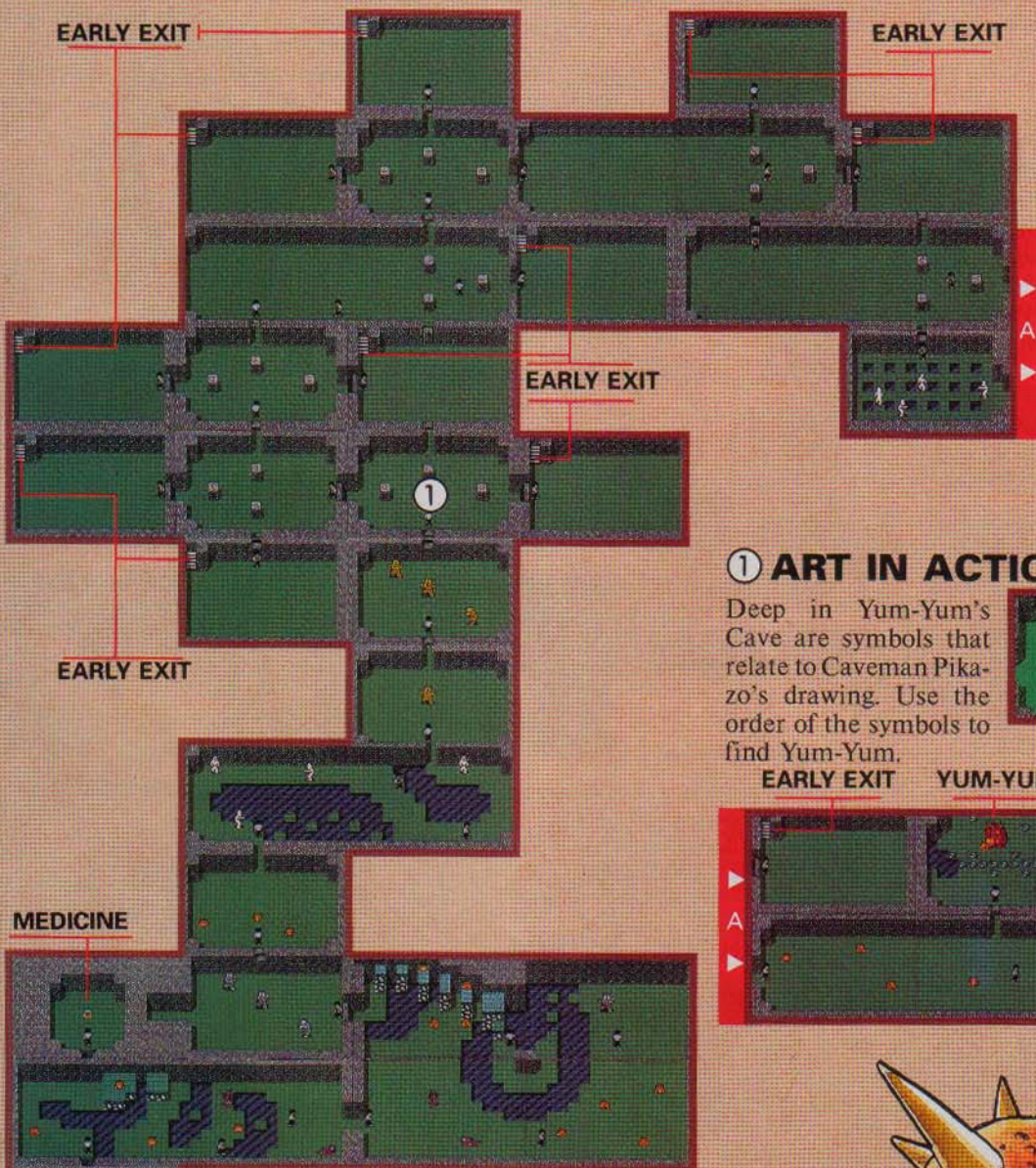


TAKE TINK'S AXE

Caveman Tink has mastered the art of toolmaking. If you tell him that you are on your way to Yum-Yum's maze, he'll give you an Axe that will help you take on the monsters of the cave.



YUM-YUM'S MAZE



① ART IN ACTION

Deep in Yum-Yum's Cave are symbols that relate to Caveman Pika-zo's drawing. Use the order of the symbols to find Yum-Yum.



EARLY EXIT YUM-YUM

EXIT



YUM-YUM

The villain of the cave is a big creature with a monster-sized appetite. As you enter his chamber, he will be feasting on Wild Boar. Interrupt his meal with an Axe attack. Then, when Yum-Yum starts to fight back, jump over his three-rock blasts and counter with more Axe power.





CHAPTER 3: ANCIENT EGYPT



CLEOPATRA'S REQUEST

The demise of Yum-Yum has led to the discovery of one of the seven mystic Tetrads. It is now clear that Mike is traveling through time to collect all of the Tetrads and bring them to the space children. Mike's new location is Ancient Egypt, where the Queen of the Nile, Cleopatra, is waiting on her barge for an important delivery. If you can help Mike retrieve the item that Cleopatra craves, she will take you to the next Tetrad.



SCORPION'S NEST

Cleopatra has been waiting for a Pizza from Ancient Italy. If you can track down this prize, she'll return the favor with passage to the other side of the Nile. Make sure to trade for a Dagger in the hidden shop near the barge, then take a shortcut through the nest of a Giant Scorpion and find the pizza before it gets cold.



MONKEY BUSINESS

The Tetrad is inside The Great Pyramid. In order to enter the Pyramid, you must seek out the magic of a Monkey that lives in a grassy maze to the north.



ANCIENT EGYPT



SCORPION'S NEST

TOOL TRADE

The shopkeeper on the eastern end of a hidden tunnel is willing to trade Tink's Axe for a sharp Dagger. Make the trade and move on.



GREAT PYRAMID



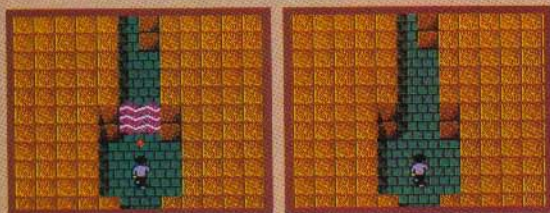


THE GREAT PYRAMID



1 FRY THE FORCE FIELD

The Monkey in the maze will reward you with a power called the Psychic Shock Wave. You'll be able to use this weapon to destroy the force field at the entrance of the Pyramid.



MONSTER MASK

EXIT



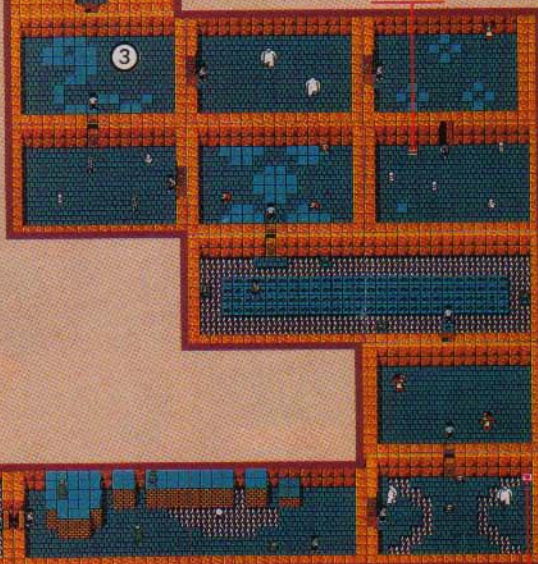
MEDICINE

THE FLUTE

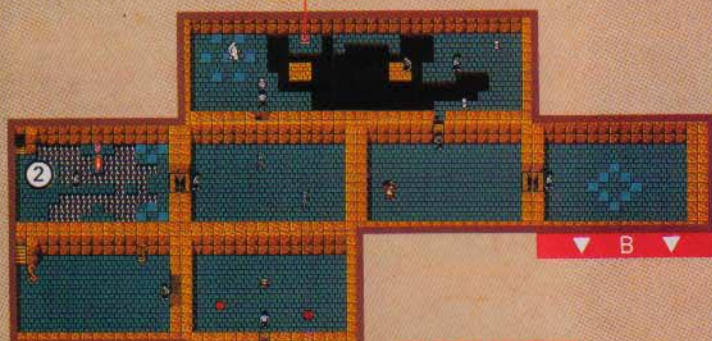
The Flute of the Great Pyramid has one very special purpose. Use it in the room with a snake tile design to call on a trio of passage-opening Cobras.



FLUTE



MEDICINE



TRY YOUR LUCK SIGN



3 FLUTE TOOT

After you receive the Flute and return to the room with tiles in a snake-shaped design, play the instrument to call on three Cobras, then beat the Cobras to open up a secret passage.

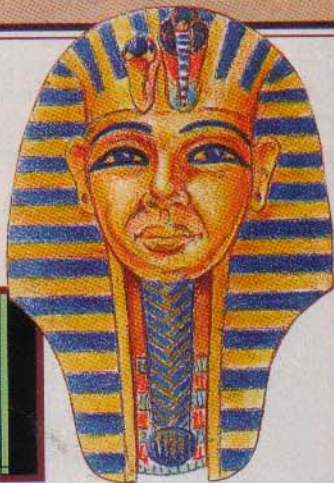
2 TRIPLE THREAT

Spikes, hidden holes and flames await you in this dangerous room. Move slowly and methodically to avoid being singed by the flames. If you fall through a hidden hole, make note of its location, then avoid it when you return.



MONSTER MASK

The Mask of the great pharaoh has taken on a life of its own. Jump over the Mask's spread shots and fire whenever you have a clear shot. Clear out of the way as the Mask rotates and shoots out its deadly beam.





CHAPTER 4: 19th CENTURY LONDON



CASE OF THE MISSING TETRAD

The plot thickens as Mike warps to 19th-Century London and meets up with famous detective Sherlock Holmes. It seems that a villain named Zoda-X has been staking out the museum and has his eye on a piece that resembles one of the Mystic Tetrads. Sherlock suggests that Mike meet him at the museum to make sure that the villain is caught red-handed.



UNDER THE MUSEUM



After you fight Zoda's Brain in the museum underground, you'll chase the villain to another dark maze.

SPIKE DISC

This powerful item flies through the air and causes great damage to enemies on the receiving end. Save it for the big battle at the end of this stage.

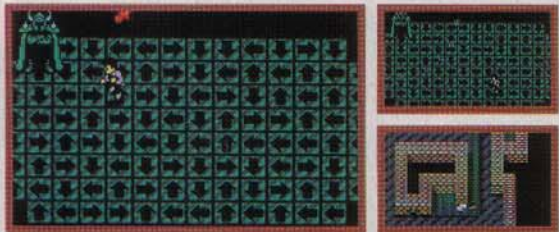
① FALL AND FIGHT

There are several hidden holes deep in the second section of the museum underground. Use them to fall into unexplored sections of the maze, then fight off the enemies.



ZODA-X

This clone of the original Zoda is one of three copies of the creep that are after the Tetrads. You'll meet him in a room with conveyors that pull in several different directions. Jump continuously to keep from sliding into Zoda-X's shots, then fire when you're close.



THE ADVENTURE CONTINUES

CHAPTER 5

From 19th-Century London, Mike travels to San Francisco, circa 1849. The precious stone that Mike is after was spotted in a now covered-up mine. Mike must carefully listen to clues and figure out how to open the entrance to the mine. The solution involves Dynamite and a curious Cactus.



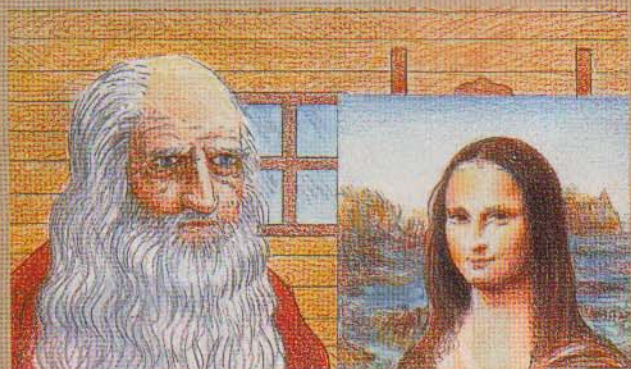
A Tetrads is hidden deep within a closed mine in the Gold Rush setting of San Francisco in 1849.

CHAPTER 6

The great artist and scientist, Leonardo da Vinci, plays host to Mike in Chapter 6. Leonardo has come into contact with the second of three Zoda clones. Zoda-Y blasted Leonardo with a plaster-like substance, turning the Renaissance Man into a statue. It's up to Mike save Leo from his solidified state.



A hammer and chisel are needed to break Leonardo out of his plaster cocoon.



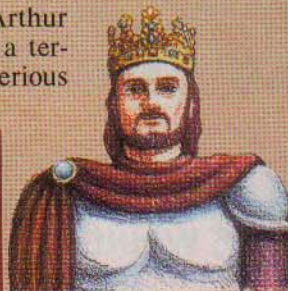
CHAPTER 7

Dark forces loom in Chapter 7. Mike is taken abruptly from Renaissance Italy to Transylvania where ghosts, zombies, monsters and an evil clone prevail. This action-packed episode in Mike's trip through time will prove to be one of his most challenging adventures. Help him find his way through a maze-like mansion, then confront the clone.



CHAPTER 8

This last journey into the past will answer a lot of questions for our young adventurer. King Arthur seeks Mike's help in slaying a terrible beast that lurks in a mysterious cave.



CHAPTER 9

Once the last Tetrads is in Mike's possession, a final battle will take place with the alien forces that have been shadowing our hero. It's up to you to see that Mike is victorious.



WATCH FOR
DETAILS ON
ADVANCED CHAPTERS
NEXT ISSUE!