

NINTENDO POWER

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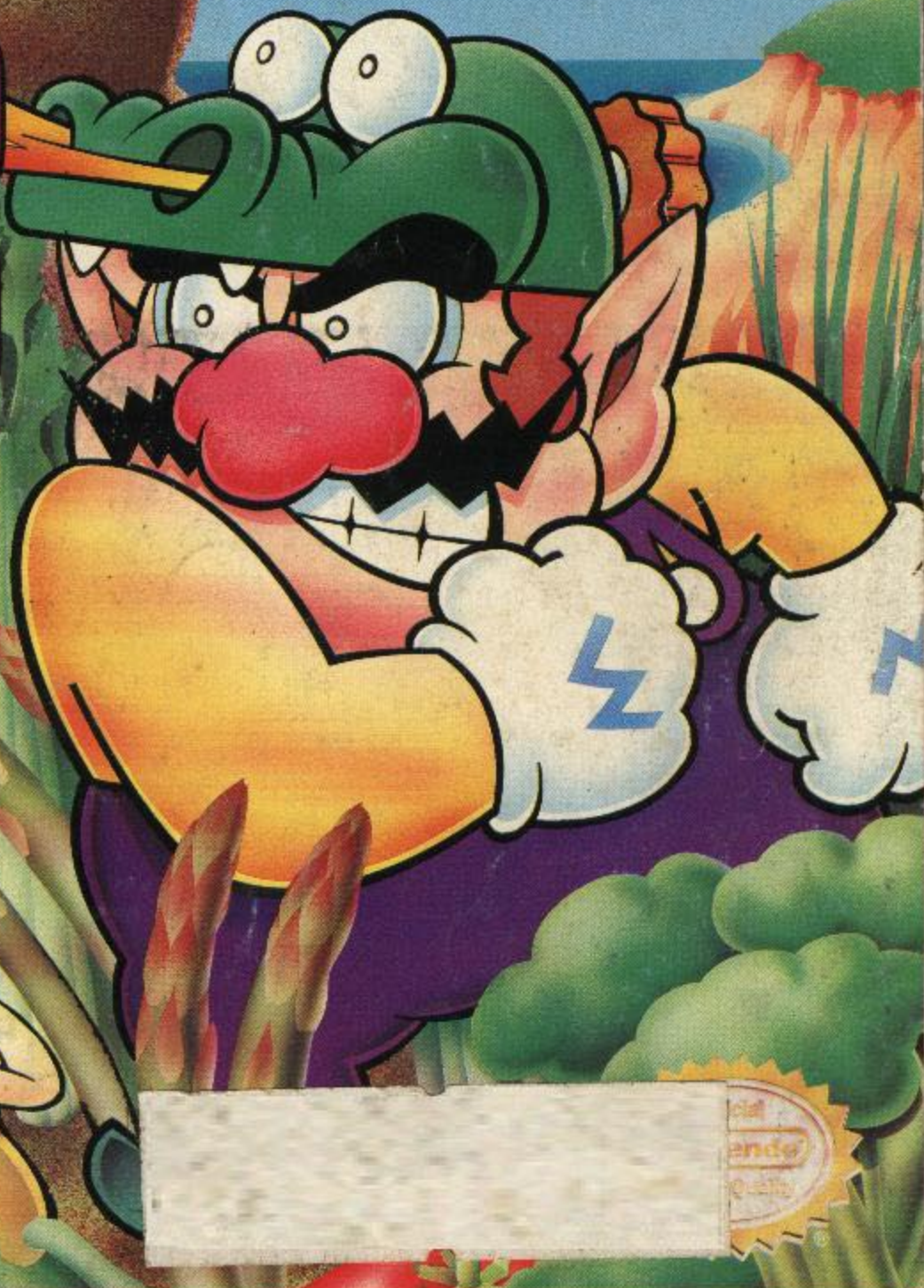
FORWARD & ADDRESS CORRECTION

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America Inc.

WARIO LAND

SUPER MARIO LAND 3
Treasure Hunt On Kitchen Island

**SUPER NES
NBA JAM**



THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

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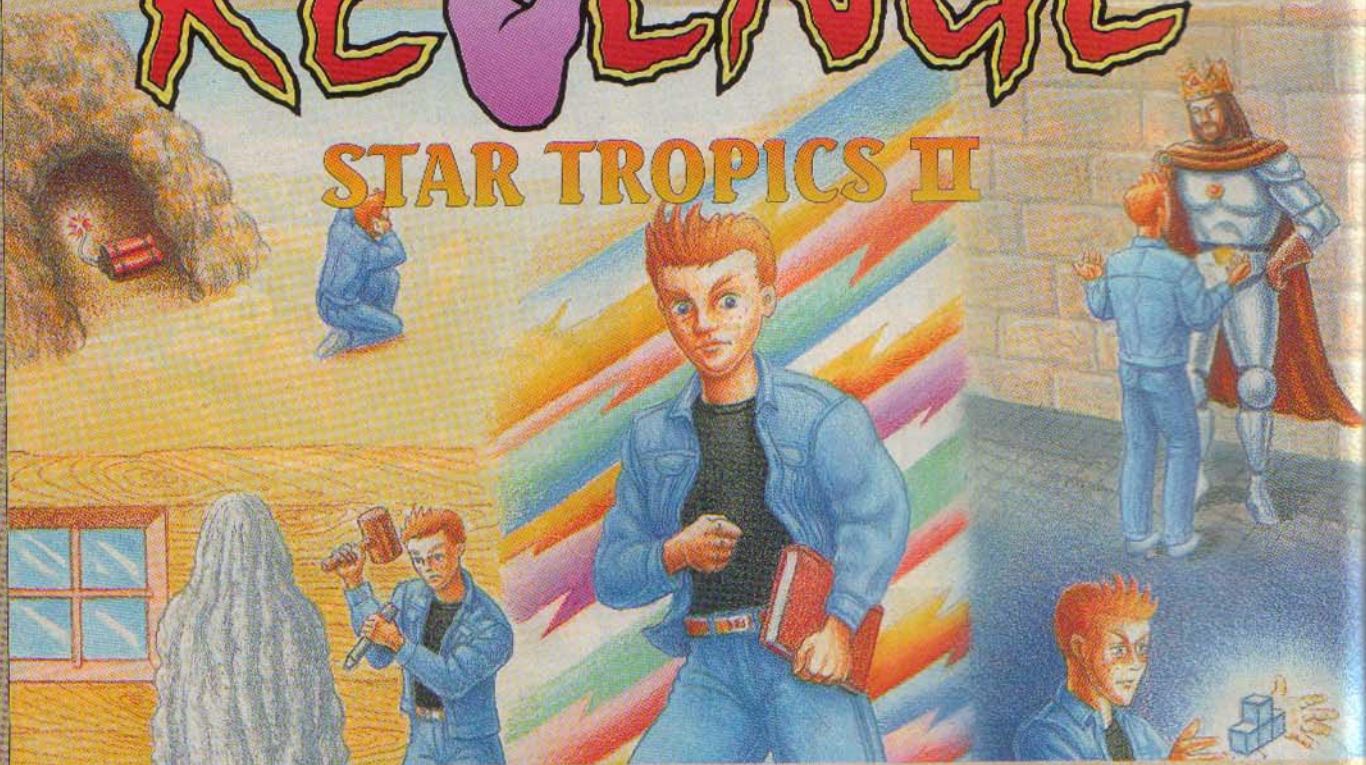
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PART 2

ZODDA'S REVENGE™

STAR TROPICS II



THE ADVENTURE CONTINUES



Last issue, we discussed the first four chapters of Mike Jones' journey through time. With stops in a prehistoric land of cave dwellers, Ancient Egypt and 19th Century London, Mike managed to collect three of the

seven mystic Tetrads and defeat the first of three alien clones, the mighty Zoda-X. Now, we turn to another page of the Oxford Wonder World and slip to a different time and space.

* SHE IS A KNOCKOUT!



AHH...GOOD EVENING. ALLOW ME TO INTRODUCE MYSELF... THE NAME IS HOLMES



CHAPTER 5: SAN FRANCISCO

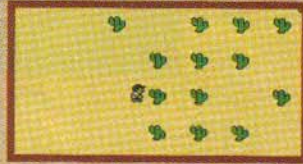
A BLAST IN THE PAST

The Tetrad of this era is lost in a haunted mine that has long been closed by an avalanche. Talk to the 49er miners and find out where you should place the dynamite in order to open up the mine. You could also uncover a passage that leads to a Big Heart.



A CACTUS CLUE

The piano player at the local sarsaparilla establishment will play a tune for you that will clue you in on the steps that take you close to the mine's entrance. Look for an unusual Cactus and follow the singer's lead.



The piano player's Cactus Dance is a clue that will help you uncover the location of the lost mine.



GOLD MINE



1 MINE CAR MADNESS

A mine car villain fires multiple shots and controls a pair of Golden Children. Jump over the shots and target the car.



2 GET THE POINT

Sharp-ended logs shoot out of the walls in a narrow section of the mine. Watch them carefully and make your big move when they retreat.



BIG STAR

There are a pair of Big Stars in the passages of the haunted mine. Collect these Items and use them in your battles with the most challenging creatures of the stage for temporary invincibility.



BIG STAR AND MEDICINE

MASHING MINER



MEDICINE

MEDICINE
BIG STAR

MEDICINE

MASHING MINER

Everything stops for a moment when the Mashing Miner slams his hammer to the ground. After the slam, several rocks roll down and cause trouble for our time-traveling hero. Clear away the rocks, then toss blades at the ghost before he hammers again.



ENTRANCE

PLASTERED MASTER

Renaissance man Leonardo da Vinci has been encased in a plaster-like substance by the evil Zoda-Y. Mike's mission is to make it through Leonardo's workshop so that he can retrieve a hammer and chisel and free the master artist.



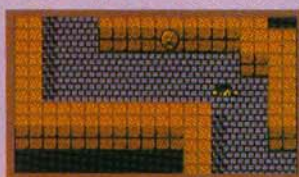
TAKE TO THE AIR

With his plaster covering removed, Leonardo is able to help Mike in his search for the remaining Tetrads. The artist provides the adventurer with a flying machine and a Katana and sends him on his way to a castle in the east.

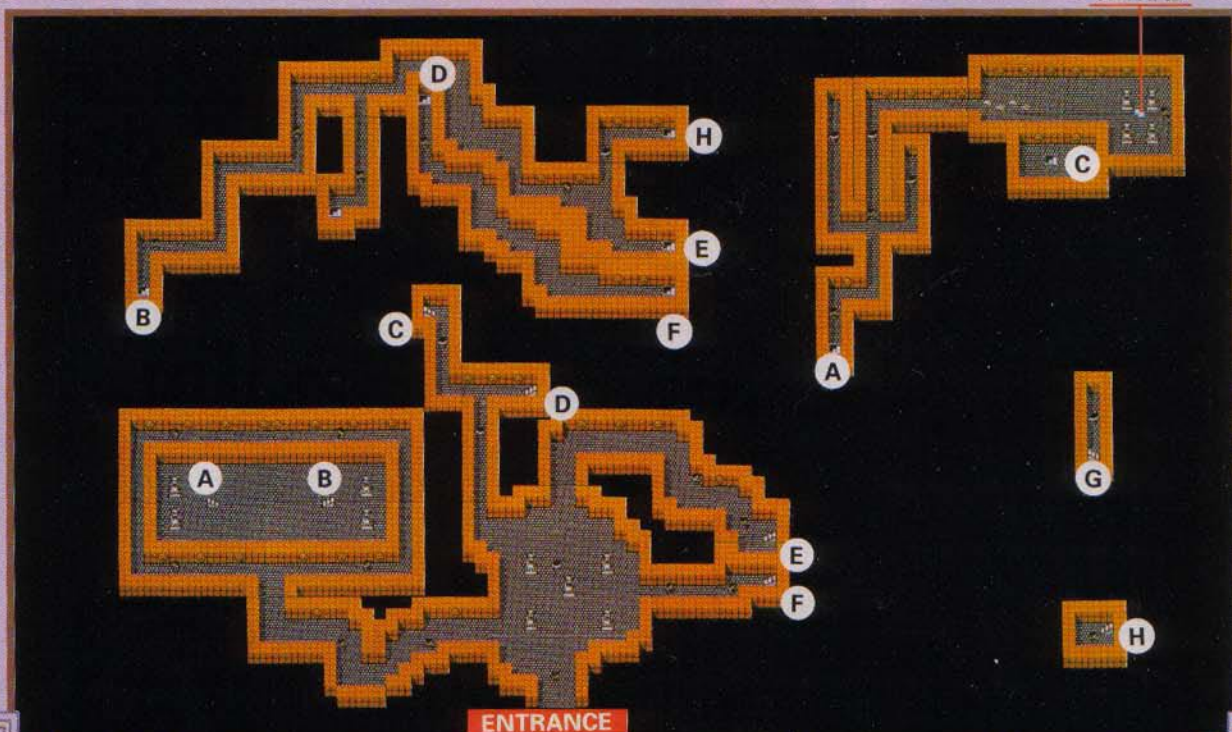


EAST CASTLE

The castle is loaded with trap doors and dead end passages. Matching letters on the map indicate connecting areas. Follow the letters in alphabetical order for the fastest possible route to the Tetrads. When you fall into a hole, fight your way out, then keep moving.



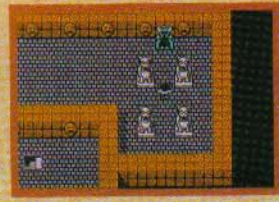
TETRAD



CHAPTER 7: TRANSYLVANIA

ON THE TRAIL OF ZODA-Y

From a palace in Eastern Italy to a haunted castle in Transylvania, Mike time slips in pursuit of Zoda-Y and the Tetrads that the monster has stolen. There are many ghoulish creatures in the castle. Take them on one at a time.

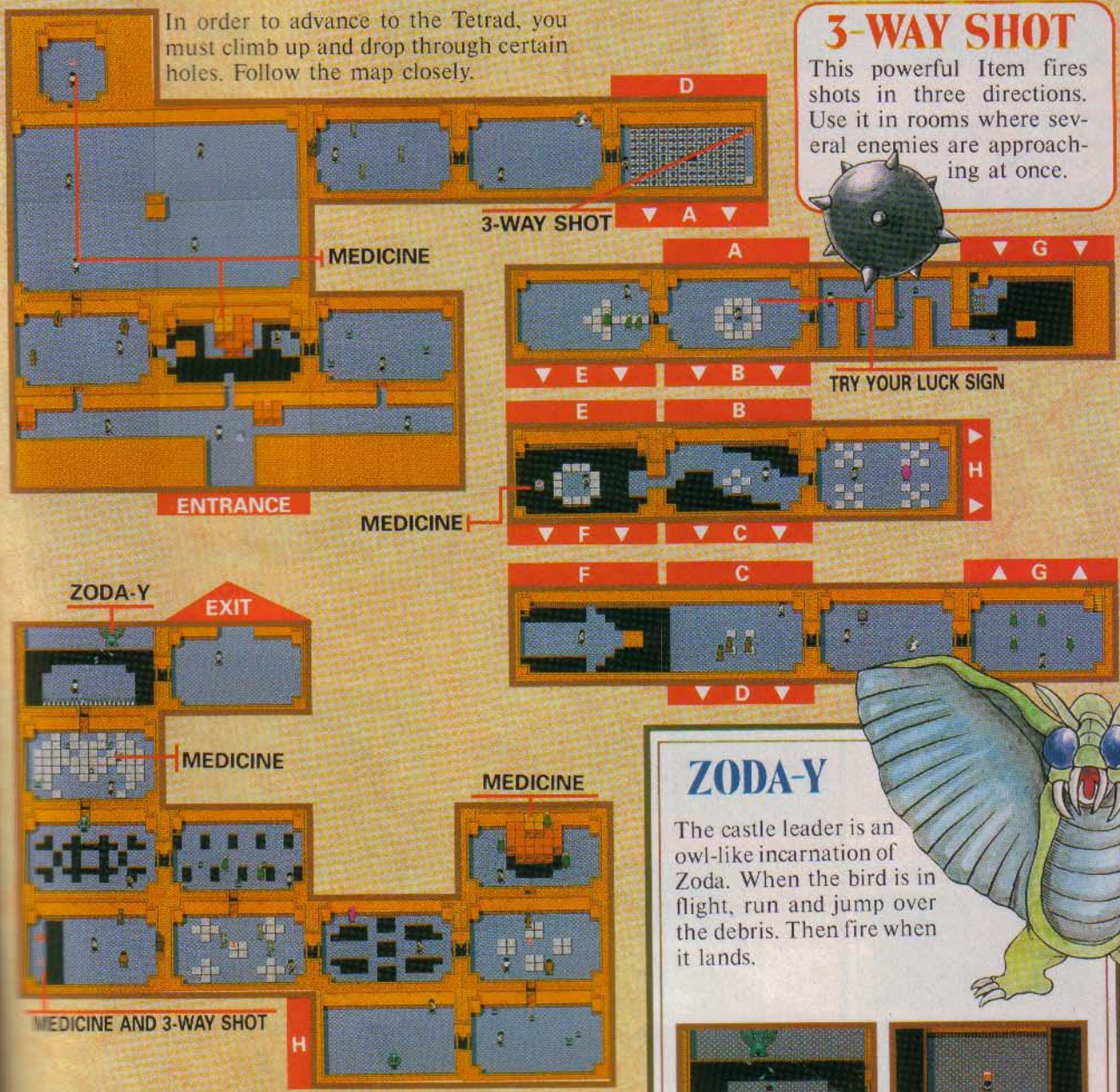


TRANSYLVANIAN CASTLE

In order to advance to the Tetrads, you must climb up and drop through certain holes. Follow the map closely.

3-WAY SHOT

This powerful Item fires shots in three directions. Use it in rooms where several enemies are approaching at once.



ZODA-Y

The castle leader is an owl-like incarnation of Zoda. When the bird is in flight, run and jump over the debris. Then fire when it lands.

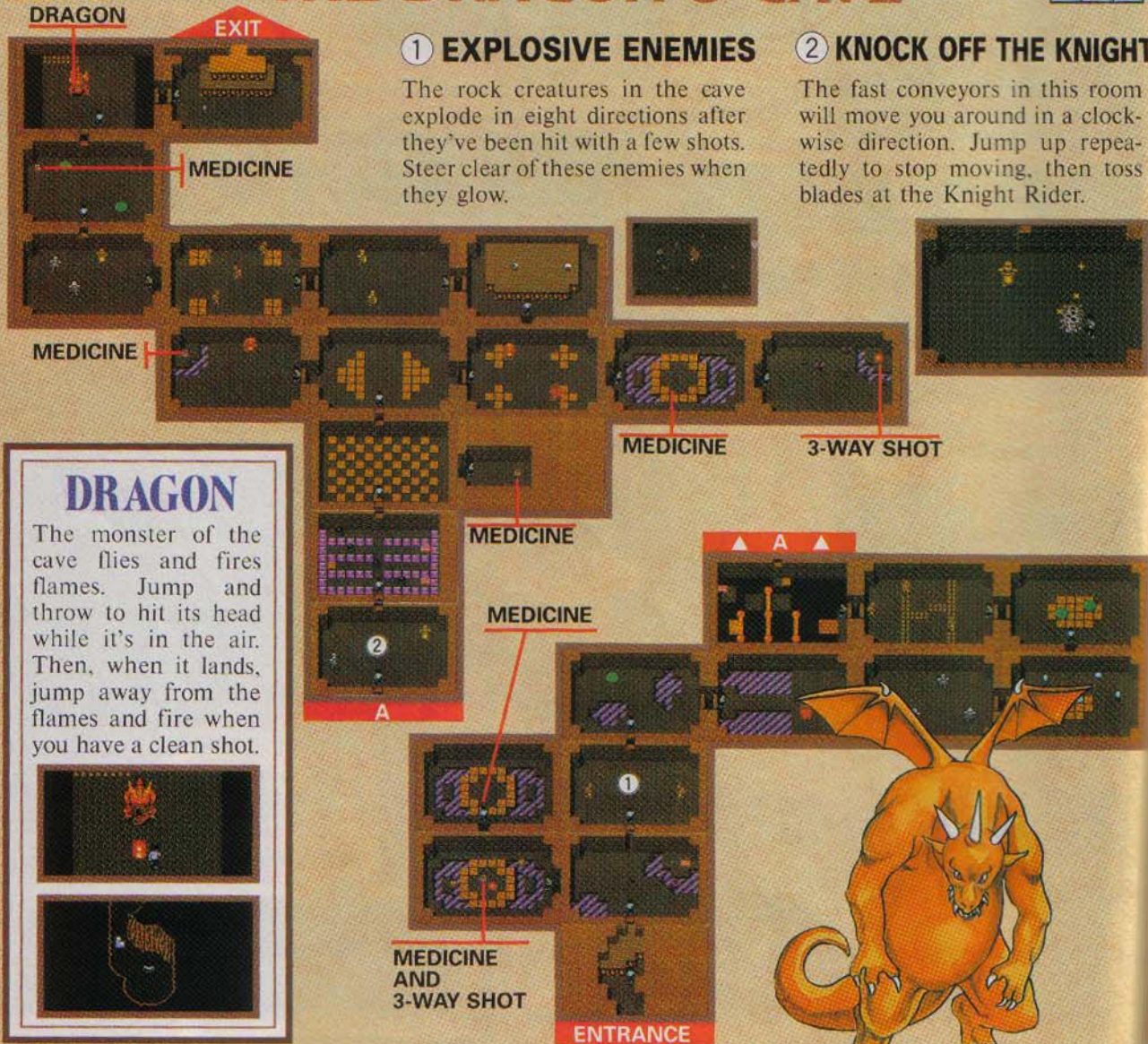
ROUNDTABLE DISCUSSION

The last of the mystic Tetrads is in a cave in King Arthur's England. When Mike meets the king, he'll learn about the ferocious inhabit-

ant of the cave to the north. None of the knights of the round table are available to take on this creature. Sir Mike must go alone.



THE DRAGON'S CAVE



1 EXPLOSIVE ENEMIES

The rock creatures in the cave explode in eight directions after they've been hit with a few shots. Steer clear of these enemies when they glow.

2 KNOCK OFF THE KNIGHT

The fast conveyors in this room will move you around in a clockwise direction. Jump up repeatedly to stop moving, then toss blades at the Knight Rider.

DRAGON

The monster of the cave flies and fires flames. Jump and throw to hit its head while it's in the air. Then, when it lands, jump away from the flames and fire when you have a clean shot.



CHAPTER 9: C-ISLAND

RETURN TO C-ISLAND

With all of the Tetrads in hand, Mike magically returns to the sight of his original adventure: C-Island. All of the citizens have been transformed into wild boars. Now, Mike must enter the cave of C-Island and defeat one more group of powerful enemies to set things right and vanquish the enemies for good.



C-ISLAND CAVE

Collect as many jars of Medicine as you can on the conveyors of the cave. Then move on to a rematch with the leaders of the passages in the past.

1 C-SERPENT

Mike met this cave leader in his original adventure. Hit it when its mouth is open, then jump out of the way.

