

# NINTENDO POWER™

VOLUME 21

U.S. \$3.50 Canada \$4.50

## STAR TROPICS

Perils in Paradise

▶ **Don't Miss!**

TMNT II: The Arcade Game

Ultima: Quest of the Avatar

▶ **Plus!**

Game Boy —

Round Ball Roundup

Official  
Nintendo  
Seal of Quality

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS



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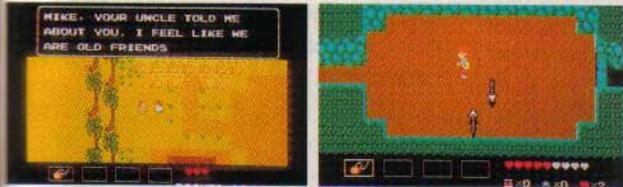
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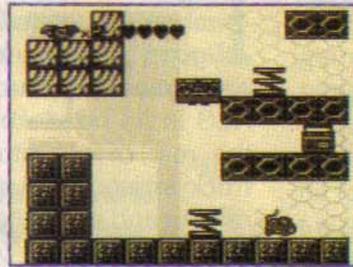
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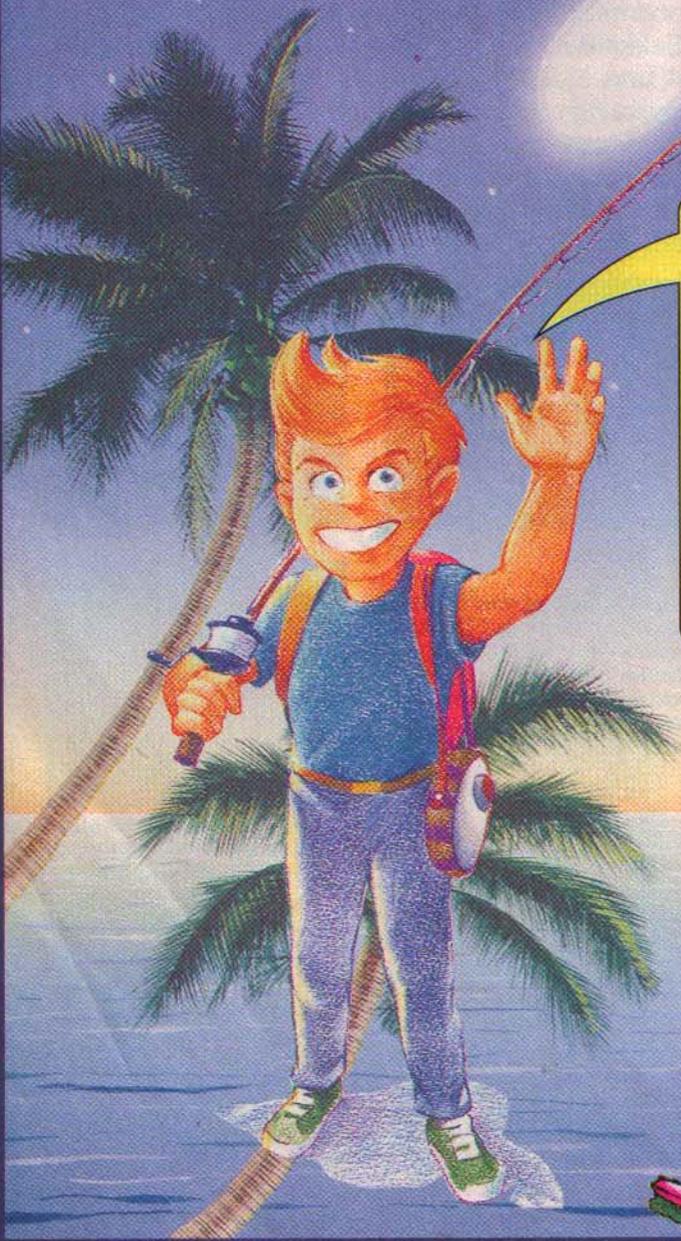
## NEXT ISSUE...99

classicgaming.com/StarLineup

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# STAR TROPICS™

Adventure game fans rejoice! *StarTropics* features adventure as big as the deep blue sea in an epic quest with cosmic consequences. We'll take a quick dip into the mysteries of the first two island encounters in this issue.

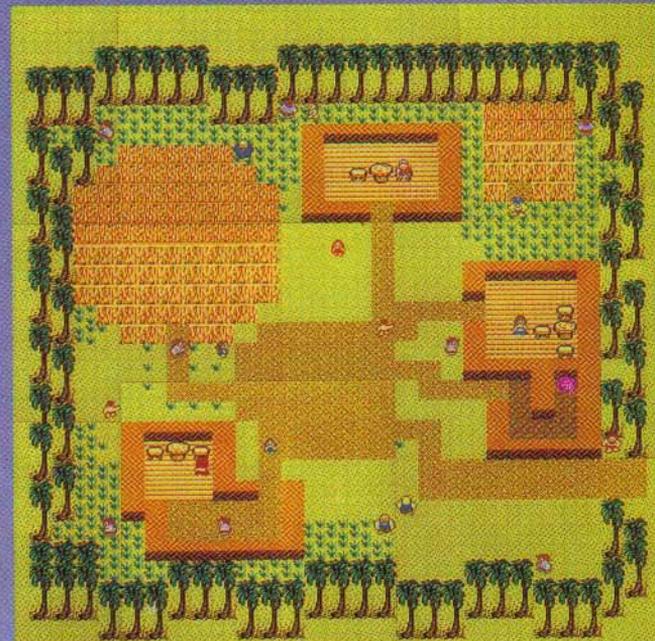


*Hi. My name's Mike. I'm a baseball player from the mainland. My Uncle, the famous archeologist Dr. Steve Jones, has a laboratory here on C-Island. The C-Islanders call him Dr. J. I came here on vacation to meet him for the first time, but the day before I arrived, he mysteriously vanished. Now, I've got to explore the islands to find him, and you can help! Your journey begins in Coralcola.*

# #1 PRELUDE

## THE DOCTOR IS OUT

CORALCOLA



WONDER YOU'RE AN ACE PITCHER.  
I HEAR. SHOW ME HOW TO THROW  
THE FAST BALL SOMETIME?



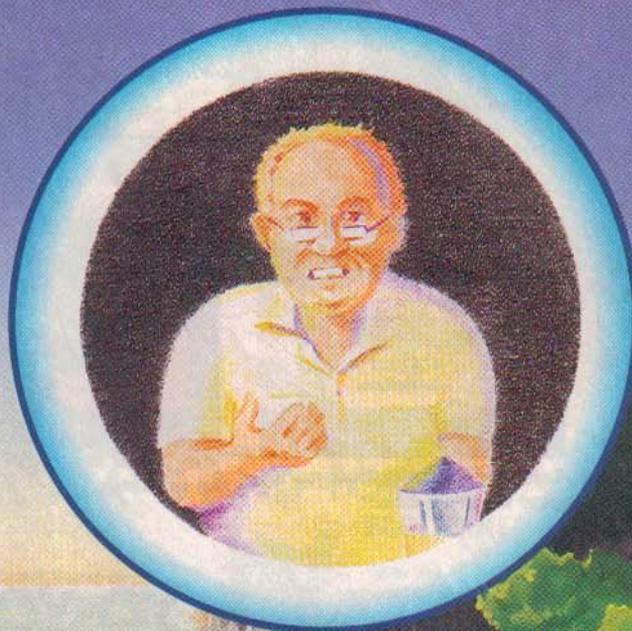
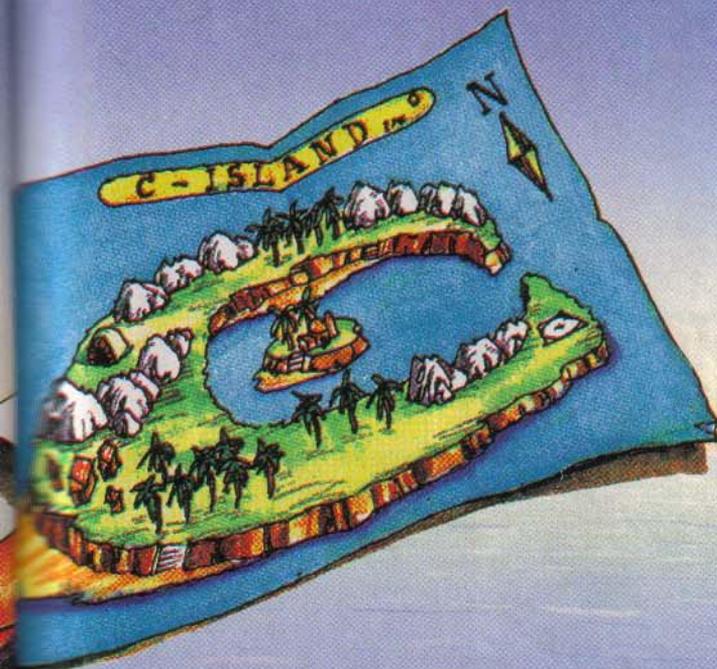
POINTS: 00000

LAST NIGHT I GAZED UP AT THE  
SOUTHERN CROSS. SUDDENLY I  
SAW MANY SHOOTING STARS. . . .



POINTS: 00000

Coralcolans are very friendly and some of them know about the events that led to Dr. J's disappearance.



### GAME PAK · DATA BOX

#### STAR TROPICS

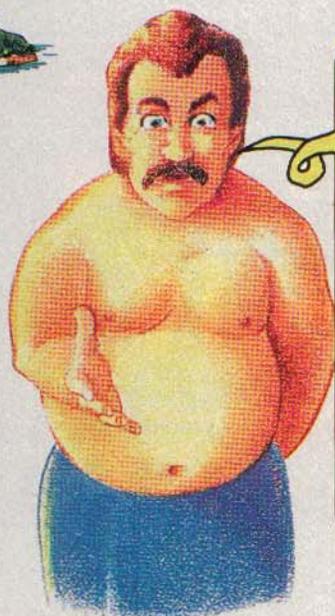
NINTENDO

MEMORY	2M × 2M	
	MMC6	--

#### POWER METER

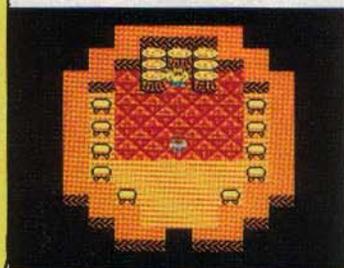
Graphics & Sound	3.8
Play Control	3.3
Challenge & Excitement	4.3
Theme & Fun	4.3

# LISTEN TO THE VILLAGE ELDERS



I'm glad that you could make it to our island, Mike. I am Chief Coralcola. The news of your uncle's disappearance is very disturbing. His assistant says that he was captured by aliens. This may have something to do with recent sightings in the night sky. I'm counting on you to get to the bottom of this and save Dr. J. Take the powerful Island Yo-yo and fight your way through the tunnel to Dr. J's Lab. You'll find help there.

The most important resident of the village is Chief Coralcola. He is a good friend of Dr. J's and a very wise man. Begin your journey by entering his hut.



Chief Coralcola has some important clues about Dr. J's disappearance and a very valuable item. He'll send you on your way.



If you haven't talked to all of the villagers, the guard will block the Island Tunnel.

I am the Shaman of Coralcola and sister of the chief. I will provide you with support so that you may complete your journey. There are many challenges that await you in the underground tunnels. Recent meteor showers have caused a disturbance in the creatures below. Be careful, Mike.



Once all of the villagers know you, the guard will let you enter.



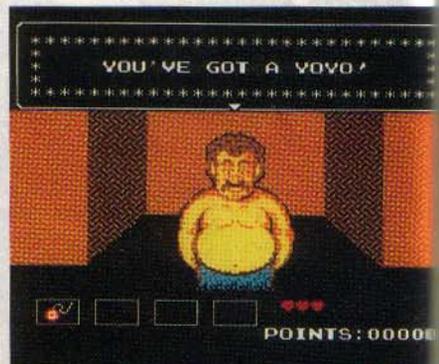
Many dangers await beyond the tunnel stairs.

## MASTER THE YO-YO



It's all in the wrist! The Island Yo-yo silences underground enemies.

A Yo-yo may seem like an unlikely weapon, but the Chief's Island Yo-yo has a long string and powerful sting. With it, you can lash out at the enemies underground and it will always come back. Since the Yo-yo slices through obstacles and stretches over gaps, it'll be easy to defeat creatures from a safe distance.



The keeper of the Island Yo-yo is Chief Coralcola. He'll give it to you so that you can face the dangers ahead.



## THE ISLAND TUNNEL

The only way to get to Dr. J's Laboratory is to pass through the tunnel at the edge of the village. The creatures in this tunnel are weak compared to what lies ahead.

### HIT THE SWITCH

The Gate is connected to a hidden Switch. Jump on the Tiles to trigger the Switch and jump on the Switch to open the Gate. Before you jump to the Gate, be sure to beat the Rattus from the other side.



Jump on the upper-right Tile in this room to uncover the Switch that opens the Gate.

### MAGIC ITEMS

#### SMALL HEARTS

Life-replenishing single Small Hearts are left after some enemies have been defeated.

#### STARS

Stars also appear after some enemies are beaten. Collect five to earn a Small Heart.

#### POTIONS

Fill Hearts when your Life Meter is low by using this powerful medicine.

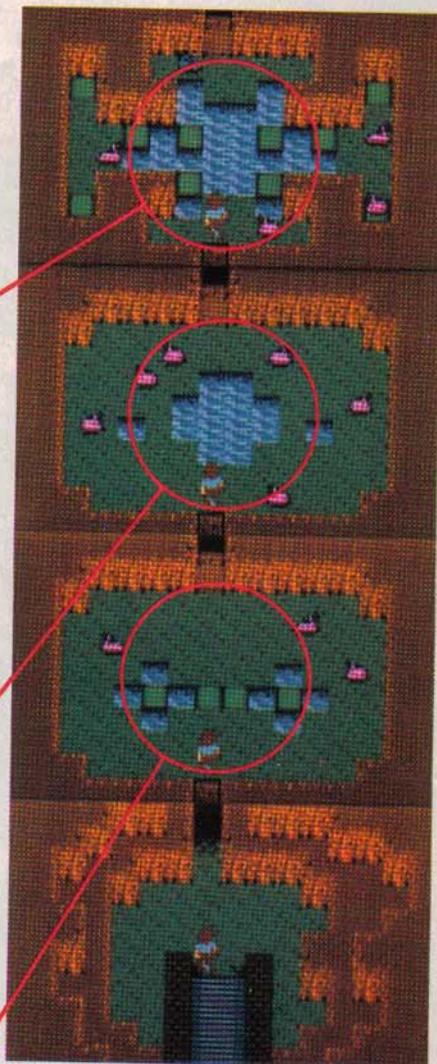
### GET THE RIGHT ANGLE

Jellies move left and right. Approach them from below and knock 'em out.



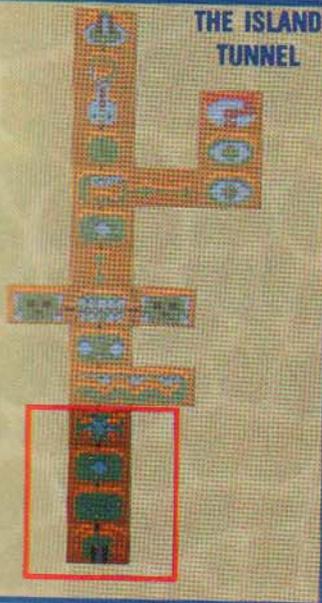
### SEEK SAFETY

Jump to an outer Tile and wait for Jellies to come to you.



**ENTRANCE**

### THE ISLAND TUNNEL



## TUNNEL TRAPS AND TOOLS

#### GATE

Many of the Tunnel Rooms are separated by Gates. You can open them by finding a Switch or by defeating the right enemies.

#### HIDDEN HOLE

Like Gates, Hidden Holes open after a Switch has been hit or enemies have been beaten. They blend into the wall before they're opened.

#### TILE

Tile hopping plays a big part in underground exploration. Some Tiles can be used as safe spots and some trigger items and Switches.

#### FOOTPRINT

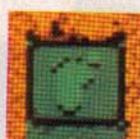
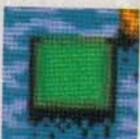
When you hit a trigger Tile, a Footprint will appear. It's important to know when you trigger something out of sight.

#### SWITCH

Once you've uncovered a Switch by hitting the right Tile, you can use it to open a Gate, Hidden Hole or Treasure Chest.

#### TREASURE CHEST

Special items are often kept in Treasure Chests. You'll have to find and trigger the correct tiles to open them.



# SPECIAL WEAPON

**FIRE**



Fling this flame to light up enemies from far away. It'll come in handy in the final encounter in this first Tunnel.



Toss the Fire to beat enemies at a distance before they close in.



Just like the Yo-yo, Fire can be used vertically and horizontally.

## STOP MOTION ATTACK

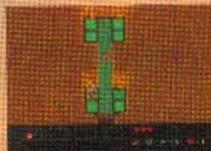
Noctos move quickly and unpredictably. Take cover as they fly across the room. Then hit them when they stop momentarily.



Wait until the Noctos stop. Then give them a piece of your Yo-yo.

## NO KEY NEEDED

The only way to move to the top half of this room is to open the Treasure Chest that blocks the way. Hit the Tiles to trigger the Treasure.



Open the Treasure Box, collect the Fire inside and move on!

## WORK AROUND

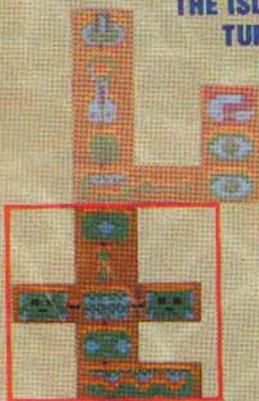
Walk to the right in this Rattus-filled room. Then Tile hop to the left.



## STRAIGHT UP

The rooms to the left and right are dead ends. Hit Tiles 'til you uncover a Hidden Hole to the next room up.

## THE ISLAND TUNNEL



### JELLY



The slowest of the tunnel dwellers is no match for the fast Island Yo-yo. Take them out before they have a chance to catch you off guard.



## ENEMIES

### LOOPER



As soon as these snake-like creatures see you, they'll charge. Get ready!



### NOCTO



The winged Noctos stop to rest after flying. That's your cue to strike.



### RATTUS



These fast movers change directions quickly. Stand back and let them come toward you. Then let 'em have it before they scurry away.



**EXIT**

## C-SERPENT!



## NO ENTRY

A Tile on the left opens the Hidden Hole on the right.

## MIXED COMPANY

There are both Noctos and Loopers in this room. Try to beat the Noctos without crossing the Looper's trail.



## THE ISLAND TUNNEL



## POTION POWER

Hidden Holes lead to Potions. Don't enter the room above, as it holds certain doom.



## SURPRISE ATTACK

A Looper makes a bee-line for you as soon as you enter. Plan for an attack and swing the Yo-yo out to the right.



## TAKE ON THE C-SERPENT!

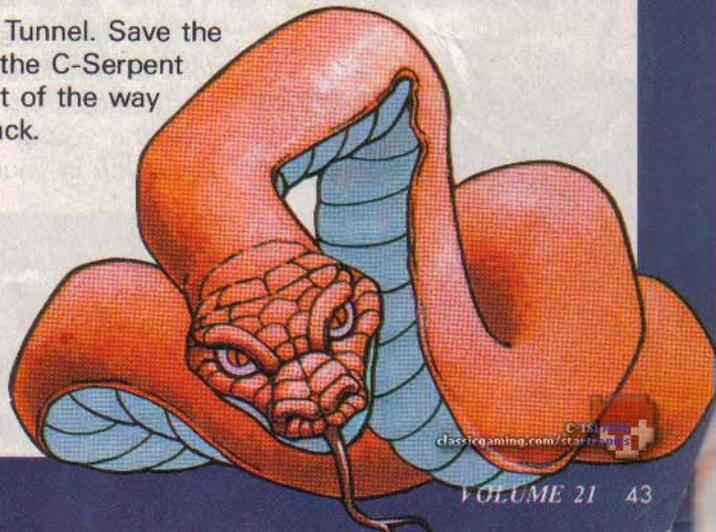
The huge C-Serpent blocks the exit of the Island Tunnel. Save the Fire for your encounter with this creature. When the C-Serpent opens its mouth, hit it with flames, then jump out of the way when it counters. Next, get ready for another attack.



Hit with Fire as soon as the C-Serpent opens its mouth.



Jump to the side to avoid the Fireballs.



# FIND HELP IN THE LABORATORY!



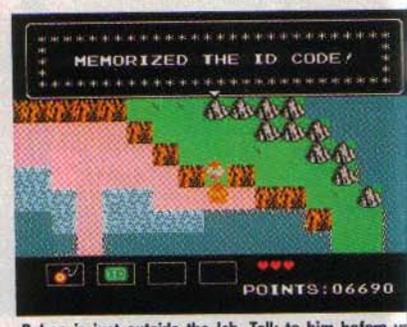
Now that you've made it through the Island Tunnel, you'll find Dr. J's laboratory and meet his assistant, Baboo. He'll tell you what he knows about recent events in the night sky and their connection to Dr. J's disappearance.



You've cleared the Island Tunnel! Points totaled depend on your performance.



Dr. J's laboratory is equipped with all of the latest in tropical archeologist gear, including the amazing Sub-C. This super cool mini-sub cruises quickly and has the capacity for other useful features, if you can find the access codes. The Sub-C's on-board robot, Nav-Com, will help you get to where you're going.

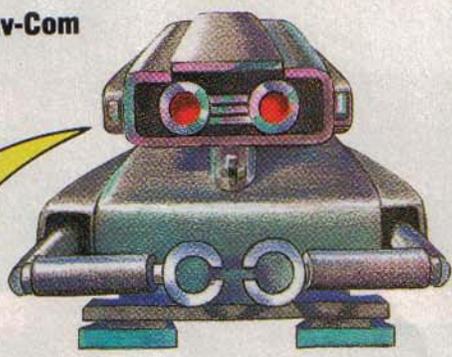


Baboo is just outside the lab. Talk to him before you enter.



SUB-C

Nav-Com



Nav-Com here, reporting for duty. As you discover the access codes, I will be able to activate the Sub-C's auto detection and submergible systems. I recommend an easterly direction to begin.



Set sail in the high-tech Sub-C on your adventure to find Dr. J.

## #2 DOLPHINS

### SEARCH FOR A LOST DOLPHIN



On the open sea, you'll find a distressed dolphin whose cub has been captured by the tentacled terror, Octo the Huge. If you save the young dolphin, the mother will assist you in your journey.



A mother dolphin approaches. She seeks your help.



The young dolphin has been captured by Octo the Huge. You'll find Octo to the east.

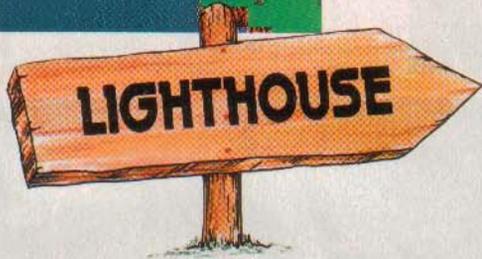
Qui! Qui! Please find my cub. You've got to find him before it's too late!



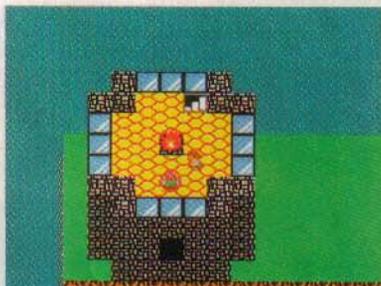


# LIGHTHOUSE ISLAND

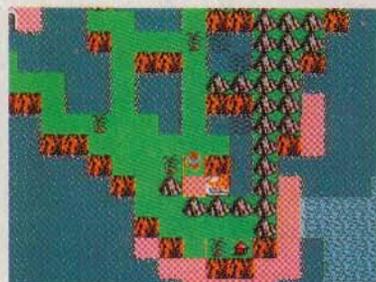
The maze-like Lighthouse Island has hidden passages both above land and below. You'll have to explore carefully to find a way to Octo's underground lair. Talk to the residents for clues.



The Lighthouse Keeper knows a lot about the island, but he's not very talkative. When you speak to him twice, he will reward your persistence by telling you an island secret.



Talk to the keeper of the Lighthouse for clues about island exploring.



There are hidden passages in the island waters. Test the walls by hitting them with the Sub-C.

You'll find the wife of the Lighthouse Keeper in their home near the south beach. Talk to her for clues about a hidden passage on land.

## WALK THROUGH WEAK WALLS

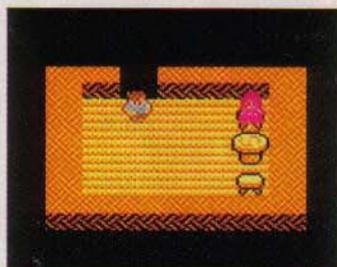


Look for bubbles while searching for underwater passages.



Push against land barriers to see if you can go through.

A good explorer tries everything. If you push up against barriers, you might discover a way to get to remote areas of the island.



The Lighthouse Keeper's wife will tell you about a bottle that she saw on the east beach. This could be a clue.

## PASSAGE TO A BIG HEART

Before you enter Octo's lair you'll want to be ready for a serious battle. The Big Heart on the island will add to your energy and let you last longer in the fight. Then, look for a hidden passage.



One of the mountains is not as solid as it looks. Somewhere near lies a secret passageway to a Big Heart!



Collect the Big Heart and add to your energy meter.

## MESSAGE IN A BOTTLE

After you talk to the Lighthouse Keeper's wife and find a passage to the east beach, you'll recover a bottle with a message from Dr. J. The message includes a code for the Sub-C.



Get the Submergible System access code from a bottle on the beach.



The Sub-C's Submergible System allows you to dive in one place and end up somewhere else. Go below!



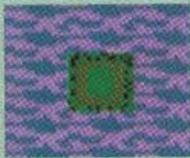


# OCTO'S LAIR

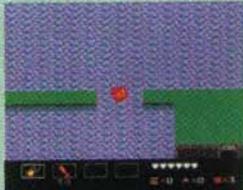
Mud-o-Fish, Spinistars and other slimy creatures occupy Octo's hole. Blaze a trail with the Yo-yo and burn those creeps with a blast of power. The fight really begins here. Stay on your toes.

## TUNNEL TRAP

### UP/DOWN TILE



A few tricky Tiles move in and out of the water. Avoid getting dunked by hitting these Tiles only when they're dry. As soon as you see them emerge, jump and jump again.



If the Tile is on its way down, don't jump!

## SWING AND CONNECT

It's hard to line up the Yo-yo with the Spinistar. Use the Bat to wipe it out.



## HIT THE PRINT AND BACK-UP

Advance toward the Gate and eliminate Octots if they get too close. When you hit the Tile in the middle, a Footprint will appear with no visible Switch. Move back to the right, though, and you'll find the Switch. Hit it and move on.



Wait for the Up/Down Tile to emerge and plan your jump so that the next Tile is clear of Octots.



Back-up to reach the Switch and you'll eliminate the Gate.

## PINCH HIT

Knock some sense into the Noctos in the room with a few well placed swings.



Use the Bat to hit the bats, but go easy and save your swings.

## ENEMIES

### MUD-O-FISH

This slimy being takes a cue from its ancestors and crawls out from the water to cause havoc.



### OCTOT

While the Octots are fairly slow and simple to defeat, they do tend to gang up and attack as a group.



### PUFF

This mighty blowfish is always out of reach. Move quickly when you see it and avoid the fireballs.



### SPINISTAR

The unpredictable movement of the sinister Spinistar makes it difficult to get around. Watch out for this one!



## DUAL MUD-O-FISH ATTACK

While you're fighting one Mud-O-Fish, a second will emerge from the other side. Work quickly and watch out.



## LOOK BEFORE YOU LEAP

If you jump as soon as you reach this area you may be surprised by a charging Loooper on the other side. Wait until the Loooper starts to slither away before you move.



Wait for the Loooper to retreat, jump when the Tile is up and get ready to fight the Loooper when you land.



## KNOCK OUT THE NOCTOS

Several Noctos attack at once here. Wait until they stop moving before you fight or use the Bat. It may pay-off to save your swings.



Use the Yo-yo or Bat to beat the Noctos.

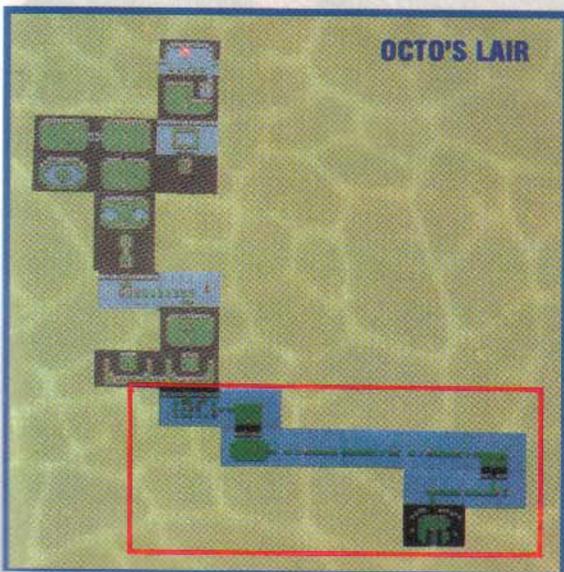


## MUD-O-FISH FILLET

When you walk about halfway on this narrow lane, a Mud-O-Fish will crawl onto the surface. Hit it with two quick Yo-yo lashes.



## OCTO'S LAIR



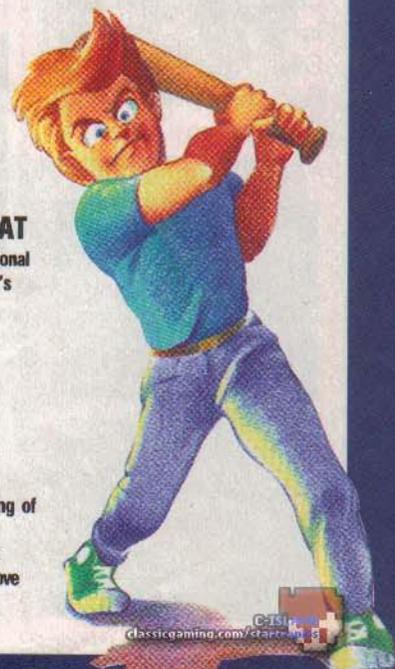
## SPECIAL WEAPON

### BASEBALL BAT

Swing away with a sensational enemy-swatting weapon. It's slow but strong.



The circular swing of the Bat is very effective against enemies that move diagonally.



## LUCKY PICK

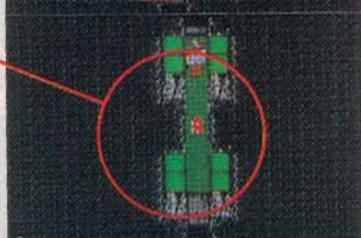
Sometimes you'll have to defeat all of the enemies in a room to open a Gate or Hidden Hole. Occasionally, though, you'll have to beat only one key creature to move on.



Defeat the right enemy to clear the way.

## TROUBLE FREE POWER-UP

The Double Small Hearts in this room are yours for the taking. Hit Tiles to open the Gate.



Puff's shots are low. Jump to avoid them.



Clear the area of Octots and the Gate will open.

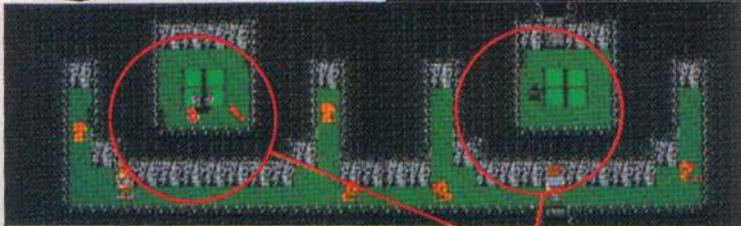
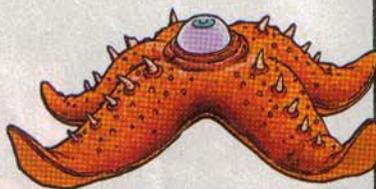
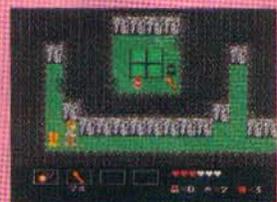
## SINGLE SWING STRIKE OUT

Before you enter this room, equip yourself with the Bat. Then run in and head straight for the Spinistars. Before they can move in on you, swing and defeat them all with one quick roundhouse sweep.



## LURE LOOPER

The only way to get the Looper to slither out of its hiding place is to cross its path. Step in, then step back and swat it with the Yo-yo when it approaches.



## STUDY THE GROUND FOR A SECRET PASSAGE

Make it to the Gate by moving all of the way to the left side and entering a secret passage that leads to the right. You'll find the entrance to the passage by looking on the ground for shadows.



Collect the items and jump on the Tiles to reveal a Footprint.



The Footprint in the left area triggers the Switch in this area.

## HIT IT QUICK

The Looter that charges when you enter this room triggers the Gate. Beat it and move!



Clear the way by hitting the charging Looter.

## THE DOLPHIN!

The captive boy dolphin is here. Defeat Octo and free it.



## NOTHING!

The room is empty. Move on to the left.

## OCTO THE HUGE



## CLOSE QUARTERS

Eliminate the Octots and avoid the fierce fire of Puff. There's not much room to move, so think fast.



Try to conserve energy. The big battle is still to come.

## LIFE SAVER

Take the Potion and hit Tiles to find the exit on the right. Then keep moving to save the dolphin.

## CIRCLE LEFT

Before you enter the secret passage on the right wall, go around this circle of rooms to get the Potion.

## GET THE TREASURE

Hit all of the Tiles to open the Gate and get the useful Snowman Doll.



## OCTO'S LAIR



## MAGIC ITEMS

### DOUBLE SMALL HEARTS



While single Small Hearts sometimes appear after enemies have been defeated, groups of two are intentionally scattered throughout tunnels to add to your energy meter. Perhaps Dr. J left them.

### SNOWMAN DOLL



The only place that you'll find the mysterious Snowman Doll is in Octo's Lair. Use its magic to temporarily freeze your enemies. It's particularly useful to keep Octo in place.



# SHAKE HANDS WITH OCTO

The incredible eight-legged terror, Octo the Huge, has taken a cue from his squid relatives by arming himself with rapid-fire Ink Pellets. Most of the time, Octo is safely out of Yo-yo range. Occasionally, though, he swims in for a closer look. Jump over the Ink Balls, but don't stray too far to the left or right. Then, when Octo swims in, freeze him with the Snowman Doll and pelt him 'til he thaws.

## AVOID THE INK BALLS!



Take your position on a Tile in the middle.

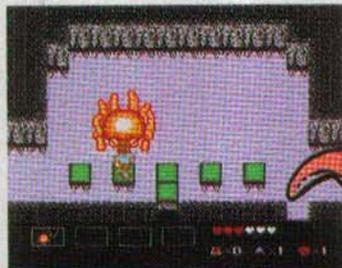


If Octo is about to move in, stay close.

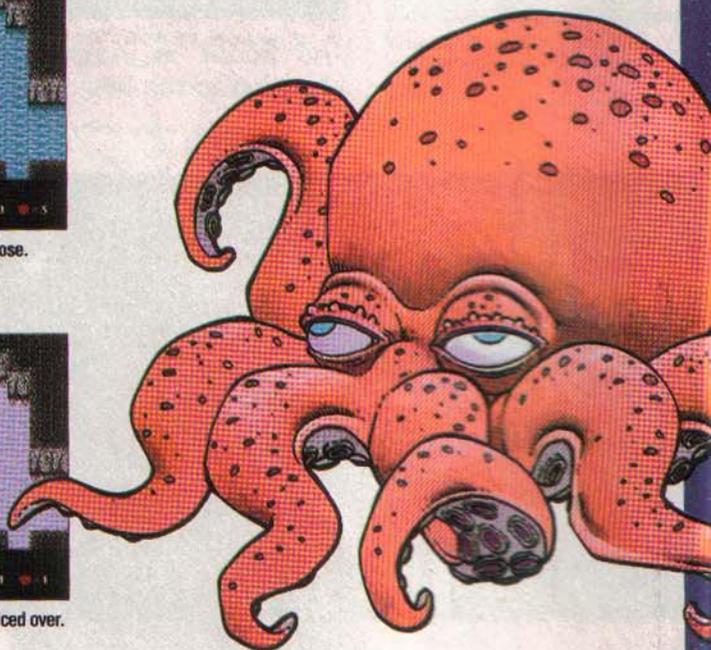
## FRY FROZEN OCTO



Use the Snowman Doll to freeze Octo when he's in Yo-yo range.

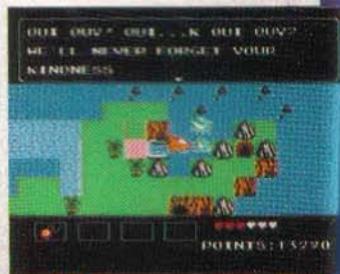


Knock the Ink out of Octo when he's iced over.



# THE DOLPHIN'S BEEN SAVED!

Now that the terrible menace, Octo, has been put to rest, the young dolphin can join his mother and you can continue on your journey to save Dr. J. In appreciation of your courage, the mother dolphin will guide you around the reefs of Lighthouse Island.



The dolphins lead the way through the reef.

Mike's quest to find Dr. J has only just begun. Look for our fold-out island adventurer's atlas (on this issue's poster) to get a preview of what's to come. Then watch for more island-hopping hints next issue!

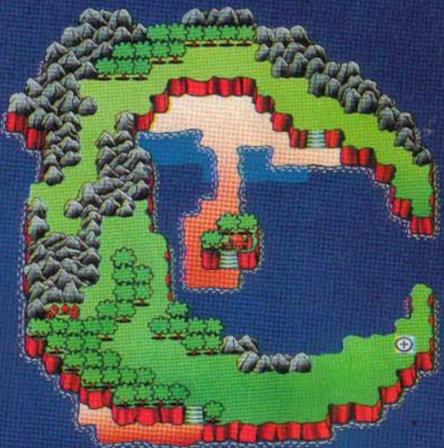
[classicgaming.com/startpage](http://classicgaming.com/startpage)

# STARTROPICS™

Study this map while reading the reviews in Volumes 21 and 22 of Nintendo Power.

## #1 PRELUDE

Your summer vacation has taken an interesting twist. Your uncle, Dr. J, has mysteriously vanished! After you ask villagers for information, explore the island and find Dr. J's lab.



## #2 DOLPHINS



You're asked by a dolphin to rescue her cub from Octo the Huge. If you help her you'll be well rewarded.

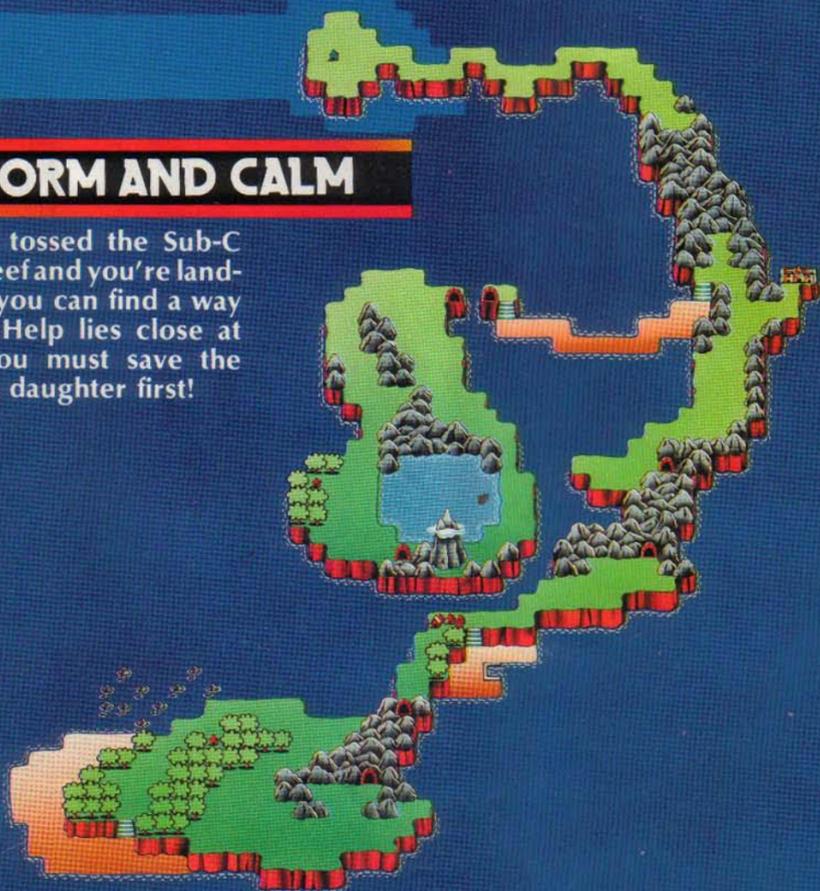
## #4 CONFESSION

On this uniquely-shaped island you'll meet Dr. J's assistant. Be sure to talk to him because he'll give you some important information.



## #3 STORM AND CALM

A storm has tossed the Sub-C into a coral reef and you're land-locked until you can find a way to repair it. Help lies close at hand, but you must save the island chief's daughter first!



## #5 CAPTAIN BELL

Captain Bell's ship is blocking a straight through this island. This ancient ship will take you where you want to go, but you must get Captain Bell's parrot to talk to you first.



## #6 REUNION

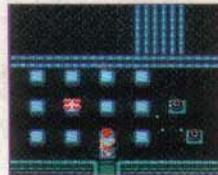
The Sub-C can only move safely through deep and dark waters. You'll have to search carefully for secret passageways in order to navigate through this maze-like series of islands. If you search each island carefully, you'll find many surprises. Good Luck!



# Games Reviewed Next Month:

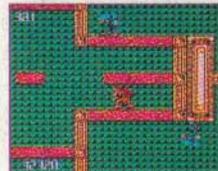
## STARTROPICS

Are you ready for Chapters 3 through 6? Next month's issue has all the info you'll need in a 20-page exposé. If you're traveling in the tropics, don't leave home without it.



## METAL STORM

Blast off for futuristic fun in this new space game from Irem America Corp. Before you challenge enemy ships and robots, arm yourself with special weapons and get set to defy gravity!



## G.I. JOE

Fall out and into combat action with your own squad of government issued heroes. Select your squad members from among the best—you'll need the very bravest when you face Cobra.



## SPECIAL REPORT: HARDWARE

Next month we'll report on Nintendo Entertainment System hardware and how it works. It's great reading for anyone who has ever wondered how on-screen characters and action are created.



### Dear Readers,

*It's not every day that you get the chance to simulate space flight with a genuine Soviet Cosmonaut! At the premiere of Solar Jetman at F.A.O. Schwarz toy store in New York City, I had just that opportunity. A real-life space adventurer himself, Nikolai Rukavishnikov was on hand to give tips on galactic travel and to show how a pro maneuvers a video space ship.*

*The Cosmonauts are no strangers to Nintendo games. You might remember that, when they lifted off for last year's space mission, they took Game Boys with them! In the spirit of Glasnost, Nikolai and I shared some techniques while playing Solar Jetman on F.A.O. Schwarz's giant video wall. (Of course, I couldn't resist getting in on the larger-than-life game play!) An enthusiastic crowd gathered to check out the game—and the players. In all, more than 40,000 people showed up that day!*

*Making a "rare" public appearance, Solar Jetman designers Chris and Tim Stamper of RARE Ltd. were also on hand to answer questions and sign Game Paks. It looks like they have another huge hit—F.A.O. Schwarz reported that Solar Jetman set a new sales record that day!*

*We'll have news about other hot titles next month in our complete report on this winter's Consumer Electronics Show (CES). There's plenty to tell, but we were past the deadline and couldn't include it this month. The CES is one of the most exciting events of the winter, so you can bet that the report will be worth waiting for.*



Cosmonaut Nikolai Rukavishnikov takes control while a curious crowd looks on.



Howard with the RARE team, Chris Stamper, left, and Tim Stamper, right.