The only official game guide published by Nintendo with maps for the most popular hits ever!
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Journeying through the universe of game worlds for the Nintendo Entertainment System can be a monumental task, but it can be made a little easier with some help from the NES Game Atlas.

In the following pages you will find every inch of the hottest game series mapped out, labeled and detailed with tips and strategies. You'll see what routes lead to treasure and danger. When there's a choice of direction to take, you can make an informed decision. Maybe your character is running out of energy; take a look at the map for the closest refill. Of course, every game map offers different benefits. In an adventure like The Legend of Zelda you'll learn where to burn trees and collect Hearts. In action games such as Mega Man you'll see how far it is to the end of the stage. Some maps reveal mazes and towns while others help lead you through a complex story. And the maps are as varied as the different games themselves, from sprawling overhead views of complete worlds to linear maps that uncover where the baddest bosses are lurking ahead.

If you've ever drawn your own game maps, you know how important it is to be accurate. You also know how hard it can be, and how much time it takes, and that's just using paper and pencil. Most of the maps in the NES Game Atlas are created by fitting hundreds of screen shots together with intricate precision, a process that takes weeks of painstaking work. Other maps are illustrated, and that takes even more work, because the artist has to draw every element in the game and then triple check to make sure nothing is left out. With help like this, you'll never get lost.

The games chosen for the first Player's Guide series book are the most popular in history. Together they have sold more than 50 million copies! Many of these maps were reviewed in Nintendo Power, but now, for the first time, the entire games are shown from start to finish. That's powerful coverage you can't get anywhere else. This book is just one in a series of in-depth guides on the hottest video games, brought to you by the same pros who create Nintendo Power.

Look for more Nintendo Player's Guides for the most complete game coverage from the pros
Mario Means Nintendo!

From his early days as a monkey-taming carpenter in Donkey Kong to his super stardom as a high-flying raccoon in Super Mario Bros. 3, Mario sure has come a long way. After starring in the Donkey Kong series and Mario Bros. in the arcades, he took the home video game world by storm when he appeared in the most popular Nintendo Entertainment System game ever—the original Super Mario Bros.

Even if Super Mario Bros. hadn’t come with a majority of the systems sold, it would still have become a classic. The original Super Mario Bros. introduced a whole genre of adventure titles with its great play control, whimsical setting (the now famous Mushroom Kingdom) and many secrets. Video maps like the ones you’ll find in this book are especially valuable in finding the hidden worlds and stashed items in all the Super Mario games. Because the original has been around for so long, many of its tricks (such as pressing Start and the A Button to continue) are well known.

Super Mario Bros. 2 continued the Brother’s super tradition with an entirely new world to explore—the Land Of Dreams. This time Mario and Luigi were joined in their adventures by their friends Toad and Princess Toadstool. Each of the four characters gave players different play control options; for example, Luigi could jump high and the Princess could float for a short distance. Many of the bad guys in SMB 2, such as Wart, Shyguy and Birdo, have become as popular as the Goombas and Koopas of the original SMB.

The pinnacle of Mario’s games thus far is Super Mario Bros. 3. Even more worlds, more secrets and more fun await you in this adventure. Mario’s new super suits—Tanooki, Frog and Hammer Bros., all give you that extra edge against Bowser and his brut pack of Koopalings. Through rolling hills and icy chills, in the air and under the earth, players everywhere are making sure Mario and Luigi don’t stop until they’ve saved the Princess once again.

What’s next for the Super Mario Bros.? An even more super adventure in Super Mario World, for Nintendo’s 16-bit Super NES.
Mario and Luigi have a wild adventure ahead as they set out to save Princess Toadstool from the evil Bowser. Hordes of crazy enemies await them!

**WORLD 1**

**WORLD 1-1**

**WORLD 1-2**

**WORLD 1-3**

**WORLD 1-4**

**TOP SECRET**
Jump up on the platform. Scoot across the ceiling and warp to Worlds 4, 3, or 2.

**A Bonanza Of Six Hidden Coins For Your Stash!**
MAP SYMBOL KEY

- **P**: Power-Up Item
- **§**: Ten Coins
- **1**: Hidden 1-Up
- **★**: Invincible Mario
- **(): Hidden Coin

WORLD 2

WORLD 2-1

WORLD 2-2

WORLD 2-3

WORLD 2-4
WORLD 3

WORLD 3-1

Boot kick the turtle for a 1-up
Jump on the turtle to make it tuck in its head and legs. Kick it to bowl over all the bad guys. They'll fall like bowling pins, and you'll get a 1-Up. Way to go!

WORLD 3-2

NEED A LIFT?
There are all kinds here. Platforms that go left and right. Platforms that go up and down. And tricky platforms that are balanced like pulleys. When you hop on, they go down, so you need to keep moving and hop off before you're sunk!

WORLD 3-3

WORLD 3-4
**WORLD 4**

**WORLD 4-1**

This takes good timing. Ride the platform so far down that it almost dumps you, but jump just in time to save yourself. Collect 1000 points!

**WORLD 4-2**

Go for the Bonus. Jump to make the invisible blocks appear in the order shown. Then scamper up the handy steps to the platform. You've made it!

**WORLD 4-3**

**WORLD 4-4**

**JUMP FOR 1000 POINTS**

This takes good timing. Ride the platform so far down that it almost dumps you, but jump just in time to save yourself. Collect 1000 points!

**DON'T RUN OUT OF TIME IN THE MAZE**

This maze was designed to put the kibosh on your quest to save the Princess. But there is one way to get through. Follow the yellow path indicated on the map. If you're careful, you'll be cool.
WORLD 5

WORLD 5-1

WORLD 5-2

BONUS
Before you go to the Bonus Stage, the Hidden Coins. They're a golden opportunity!

WORLD 5-3

WORLD 5-4
Use the experience you've gained on your journey, and find another six hidden coins as you did in World 1-4.
WORLD 7

WORLD 7-1

A VERY TRICKY AREA!
This is like World 4-4 where you need to follow the special route to get through. Bowser was the mastermind of this Maze and his evil henchmen built it just to slow Mario down. Take this carefully marked path to safety, and don't run out of time!
These pipes are bad news. You can pop down one and then another and another and get nowhere fast. Your best course is to follow the arrows in and out of the pipes as we've indicated on the map. Won't the big, bad "B" be surprised when you find your way!
Mario and his friends are faced with zany challenges in the bizarre dream world of Sub-Con. Ultimately they must tackle the wily Wart!

**POWER UP**
In the first hidden world you enter, there's a Power-Up mushroom to bolster your courage.

**MAP SYMBOL KEY**
- Vegetables
- Unripened Vegetables
- Bomb
- Koopa Shell
- Potion
- 1-Up
- Bob-omb
- Rocket

**WORLD 1**

**WORLD 1-1**

**BEAT BIRDO**
Beat this bad bird at his own game. First, catch the eggs he's heaving at you. Then scoot behind the stone steps for cover and wait for a good shot. Three hits and he's out!

Move fast and jump high to avoid a white water ride on the falls. Use the B button to jump.
LOOK IN THE JARS
These are no ordinary jars! In the jar on the right there's a key to success. It opens the door to a mushroom—if you use the potion when you enter Sub-Space between the two jars.

JUMP ON YOUR ENEMY'S HEAD.
Pick him up and toss him off the carpet. Then go for a ride.

WORLD 1-3
FIRST, GET THE KEY
Scamper up to the top room and grab the all-important key. Now take the same dandy route back down. There's a locked door in the bottom of the room. Check it out!

WARP TO WORLD 4
Take the potion to the end of the world and use it. Then sink into the jar in Sub-Space and warp.
WORLD 2

WORLD 2-1

Two Parisers are waiting to blow you away with flaming breath. Look around the bottom of the steps for something that might cool their jets. Or just run!

WORLD 2-2

USE THE MUSHROOM BLOCK

Here's that pesky bird again. This time he's lobbing eggs and fireballs at you. Try dropping three mushroom blocks on his noggin from above. Ouch!

WORLD 2-3

WATCH YOUR BACK!

Birdo is back, and boy is he heaving those eggs! Remember lessons learned in the past, and boomerang those eggs right back at him for three hits. Careful! Don't step backwards into the abyss!
WORLD 3

WORLD 3-1

Polish off Piranha once again. First, jump up onto the flying carpet. Now grab the vine, ride firmly and high till it upwards.

WORLD 3-2

Use the potion to enter Subspace. Then sink into the jar and warp to World 5.

WORLD 3-3

YOUR LAST FACE-OFF IN WORLD 3

The Mouser is back with lots of ratty tricks. Catch him just the way you did in World 1-3. Let him have it with heavy artillery—six bombs will do.

WORLD 3-4

YOUR LAST FACE-OFF IN WORLD 3

The Mouser is back with lots of ratty tricks. Catch him just the way you did in World 1-3. Let him have it with heavy artillery—six bombs will do.
You can't walk on this floor unless you have lead feet. Those spikes are sharp! Instead, hitch a ride on the Autobomb. If you can get the Cherry en route, a friend will appear in a twinkle-Starman. With his help, you can skate through to victory against Poreupo.

**FRYGUY IS ONE TOUGH COOKIE**

This firecracker means business. When he spits flames, the best tactic is to attack with mushroom blocks from the upper stairs. He takes the heat and splits into four enemies. Block him!
Here comes your fine-feathered enemy, Birdo. He hasn't learned any new tricks since your last encounter of the "fowl" kind. Use your tried and true methods of combat. Or try this trick. Throw the Trouter below at Birdo. You may see surprising results when these old buddies run into each other.

You can really bottom out in this area if you're not careful. Those steel spikes are the real thing. If you slip and start to fall to your doom, quickly press Left and Right on your Control Pad. You won't run into many enemies in this area. It's probably because they all hit the spikes before you got here!
Enter Sub-Space with the potion and go into the jar. And warp to World 7!

FIGHT ROCKS WITH ROCKS
You don't want to get into Clawgrip's clutches under any circumstances! And don't let him hit you with those triangle shaped rocks or you'll be down and out. Throw the rocks right back at him when you see an opening.
WORLD 6

You weakened Birdo in your last encounter! Now he only blows fire. And the flames aren’t all that hot. Pluck him out of action with three mushroom blocks.

This crazy dream world is full of hidden surprises! To find a key, check out the fifth jar from the right. You won’t be disappointed! And hidden in the third jar from the left is a valuable 1-Up.

Uh oh! Trouble is flying your way fast. One Albatross is bad news, but three in a row could spell disaster. Those beaks are sharp and the talons accurate. What do you do? Take a flying leap for your life. You have to jump over them because if they hit you, you’re out of luck in a big way.
Climb up the vines on your left. If you go to the right where you see the three vines, you'll discover three Hoopsters above you. If you don't want to jump through hoops, go left.

Those Sniffs on the clouds are no angels. They are blasting at you with evil intent. Watch the height of their shots. Then get as close as you dare and zip up the vine the second they pass.

Move sideways from vine to vine. Don't hesitate. If you move fast and keep up your momentum, you won't take a tumble. You can make it by pressing Up and Right or Up and Left on the Control Pad.

If you're not confident that you can travel sideways, try holding onto the vines on your right. There is one hitch, however. You'll have to go over three Hoopsters.

Things happen fast in the land of dreams. Here's where you'll end up if you take the shortcut from the start!
WORLD 7

WORLD 7-1

PILE UP BLOCKS & JUMP
Pile up mushroom blocks and make a Squat Jump. This is the only way to get to the cloud. Before you jump, clear out the Sparks with blocks.

WORLD 7-2

WART'S HIDEOUT
Now you must face the toughest challenge of all. Can you find your way through a castle designed by the twisted mind of the evil Wart? If Sub-Con is dreamland, Wart's castle is a nightmare. This is the last map and needless to say, the easiest to get lost in. Study the diagram to find your way.
A REALLY TIGHT SPOT

It's hard to climb and stay on the lookout for fast-moving Sparks at the same time. But try, because it's the only way you're going to get out of this predicament without getting hit by a bad-tempered Spark. Move it!

GO LEFT FOR SURE!

If you do this the right way, you'll set off a chain reaction that leads you to Map 4. Grab the chain on the left and start climbing. If you grab the chain on the right, you won't be able to reach the door to opportunity.

EVERYTHING DEPENDS ON TIMING

There's a way through here if you can swing it. Jump onto a chain from the second platform. Time your leaps so you pass by the mean Sparks. Even if you have a healthy life meter, you'll have to zoom through!

A MOVING FLOOR

When you walk into the castle, the floor suddenly starts moving. This has to be Wart's diabolical idea! The footing is treacherous, but at least the enemies are wimps.

You want to move down through this mushroom block floor. But it's not easy. Pull out the blocks at your feet and always keep moving. Luckily, there are plenty of blocks around to throw at the pesky Sparks. Pick up cherries, and Starman will help you.
STAY IN THE CENTER
This place is easier than most. That's because you can escape Spark attacks by holding onto the center chain. Resist those tempting cherries on the side unless you are feeling exceptionally confident.

WHAT IS BIRDO UP TO?
Climb up the chain and you get a bad surprise in the form of Birdo. He's on guard duty, and doing a great job of it! The best strategy is to avoid a fight and lay low—literally. Get past him by crouching. You can also try jumping over him.

GRAB THE LAST KEY
You can get to this room from either Map 3 or Map 7. In here, find a key that unlocks the door leading to Wart's room. Wart awaits you!
**UPSIDE DOWN**
Uh oh. This has the look of a really bad situation. You have to climb up the moving floor and avoid determined attacks from the crafty Shy guy, Snifit and Spark. What do you have to do to win, be an acrobat? Stay on your toes! Move up carefully in steady little jumps, and you'll make it without a scratch.

**MASK GATE ATTACK**
Now you've discovered a room with just two mushroom blocks, a crystal ball and the Mask Gate. Take the crystal as usual but look out! The Mask Gate is coming at you. Hit the gate with blocks three times. The mouth opens. Are you prepared to hop in?

**FINALLY, WART!**
The wicked Wart is one tough customer. But you're no marshmallow either. After all, you've made it this far with all of Wart's bad-news buddies trying to stop you. But are there more? He is the creator of all the monsters you've been dealing with in the World of Dreams. Maybe he doesn't need any other monsters on his side when he's taking up the fight by himself. Can you withstand his wily ways and awesome powers? Luckily, you have learned quite a few tricks of your own. Get ready to use them. And be prepared to invent some new ones. You'll need all the courage and cunning you can muster! Feed Wart his vegetables to put him to sleep permanently!
Mario's Biggest Adventure Yet!

More worlds, more secrets and more action—Super Mario Bros. 3 has it all. Super Suits, Warp Whistles and the return of King Koopa are just a few of the things that keep players coming back for more Mario in SMB3!

MAP SYMBOL KEY

<table>
<thead>
<tr>
<th>Super Leaf</th>
<th>Starman</th>
<th>Switch Block</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire Flower</td>
<td>Continuous Starman</td>
<td>Magic Note Block</td>
</tr>
<tr>
<td>1-Up Mushroom</td>
<td>10-Coin Block</td>
<td></td>
</tr>
</tbody>
</table>

WORLD 1 GRASS LAND

WORLD 1-1

Stomp and kick a Koopa to get the Super Leaf from this block.

Clear out the Goombas, then get a running start to fly and collect the coins in the sky.

As Raccoon Mario, you can score Mips by stomping nine or more Goombas without touching the ground.

To escape the slowing effect of a Micro-Goomba attack, press the A Button repeatedly.

From the top of the sky pipe, jump up and to the right off the top of the screen to score a hidden 1-Up.

WORLD 1-3

Use a Koopa to clear away some of the blocks. Then jump around until the Note Block appears. Bounce on it and press Up to go to Coin Heaven.

Hop on top of the white block. Press Down for five seconds and you'll drop down. Run to the end of the level to find a hidden Toad's House which hides the first Warp Whistle.
SUPER MARIO BROS. 3

WORLD 1-4
If you get both 1-Ups, you can afford to lose a man in this world and still come out ahead.

Be sure to acquire the coins in the air and in the 10-Coin Blocks. If you score 44 or more, the White Mushroom House will appear on the Map Screen.

WORLD 1-FORTRESS
Stomp the Dry Bones to get flying space. Fly up and to the right. When you can’t go any further, press Up to reach the room containing the second Warp Whistle.

Go for the safe spots to avoid the falling ceiling. Move to the right when the coast is clear to get to BOOM-BOOM.

WORLD 1-5
Press Down while you’re on the hill to slide and eliminate enemies on the slope.

Hop about in this tunnel to reveal a Magic Note Block that will take you to Coin Heaven.

Use a Koopa or a fireball to wilt this Piranha Plant.

WORLD 1-6
Strike the left side of this block so the 1-Up inside goes right. Collect it and continue!

To get enough power to fly, start at the left edge of this platform, run to the right and make a very small jump over the step.

WORLD 1-AIRSHIP
Stand on top of the cannons and the cannon balls will harmlessly hit your feet for 100 points a pop!

Enter the pipe to face Larry Koopa, the first of Bowser’s Koopalings! Stomp him three times to win!

SUPER MARIO TACTICS
If you hit the left side of a Mushroom Block, the Mushroom inside will go right (and vice-versa). This is important to keep in mind in levels with automatic scrolling in order to collect the Power-Ups.

NES GAME ATLAS 29
**WORLD 2 - KOOPAHARI DESERT**

**WORLD 2-1**
Use the top of the pipe structure as a runway to fly up to the sky pipe. It leads to a secret room with invisible coins.

When the Micro-Goombas attack by launching blocks at you, hold Down the A Button and bounce from block to block as you advance.

**WORLD 2-2**
Ride the platform, uncover the Switch Block, and collect all the visible coins. Backtrack, get on the platform again, and this time hit the Switch Block and collect all the new coins. Collect 30 or more to get the White House to appear on the Map Screen.

**WORLD 2-FORTRESS**
Get close to the Thwomp trap to trigger it. Run through as it slowly resets.

Don't jump too far onto this platform or you'll get squashed by the Thwomp.

You can use invisible Note Blocks to make your way up to the coins and Switch Block in the sky. Head straight down after you activate the Switch to get a load of coins.

**WORLD 2-DESKERT**
Pick up a Koopa near the start and keep him to use as a weapon against the Sun later in the stage.

Hold down the B Button to run through the Tornado.

Don't get burned by the Sun, but use the Koopa you kept to make it go down!
**WORLD 2–4**

As Raccoon Mario, fly up to the upper left corner, breaking blocks as you go, and reach the upper part of the stage.

Each of the blocks in this platform have coins in them. Collect them all!

**WORLD 2–5**

After the Boomerang Brother throws his two boomerangs attack quickly but watch for the returning weapons.

Boot a Koopa into the small passage to break the blocks and make the vine grow.

**WORLD 2–PYRAMID**

Make the invisible block appear, then use it as a stepping stone to reach the pipe which leads to a secret room.

The entrance door resets the Item Blocks in the Pyramid. You can collect a Power-Up from the block, leave the pyramid, and when you go back in the item will be in the block again.

Watch out for Buzzy Beetle on the ceiling. He'll drop off and whirl towards you at high speed!

**WORLD 2–AIRSHIP**

The cannons on this Airship are strategically placed. It seems like one lies around every corner!

Morton Koopa Jr. waits in his cabin! The irregular floor of the room makes maneuvering tricky. Defeat him using the same method you used against Larry.

**THE WARP WHISTLES**

**WORLD 1–3**

Kneel down on the White Block near the end of World 1–3 for five seconds. After you drop down behind the background, run to the end of the stage to find a hidden Toad's House with the Whistle inside.

**WORLD 1–FORTRESS**

Fly up and right through the gap in the ceiling of this fortress. When you can't go right any further, press Up to reach the room where the Whistle resides.

**WORLD 2–FIRE BROS.**

Use the Hammer to break the boulder in the upper right corner of World 2. Battle the Fire Bros. bandits who are hiding beyond the boulder to get the final Whistle.
The fifth door in the fortress leads to a ledge with a 1-Up Block above it. The final door in the fortress leads to a secret coin room.

Go left and up to find BOOM-BOOM. Hit the block on the left side so the 1-Up goes right. That way you won't have to swim after it.

WORLD 3-1
Jump at the water's surface to get on top of this island. Then collect the Power-Up. If you approach the exit pipe from below, a powerful current will boost you past the Blooper.

Hit the block so the 1-Up goes right, then collect it as it bounces off the pipe.

WORLD 3-2
Each of the blocks marked by a "Continuous Starman" symbol will have a Starman inside if you hit them when you're invincible.

If you hit the Switch Block, the lower coins will turn into a platform, allowing you to get the 1-Up.

Before you finish this world, fly up and grab the coins and the 1-Up around the Rail Lift in the sky.

WORLD 3-3
Punt a Koopa so it makes the Switch Block appear. Hit it to get some extra coins and the Power-Up in the Note Block.

The second Switch Block helps you by changing the row of coins into a dry passage over the treacherous waters. Run fast past Boss Bass!

Beyond the goal pipe lies a 1-Up you may want to try for if you feel brave.

WORLD 3-FORTRESS
If you're looking for BOOM-BOOM, take the sixth door in the fortress.

The final door in the fortress leads to a secret coin room.

Be wary of Boo Diddly as you make your way to the door of your choice.

The fifth door in the fortress leads to a ledge with a 1-Up Block above it.

GO CANOEING
Get the Hammer from a wandering Hammer Brother, and use it to open the path to the Canoe. This will give you access to islands containing Bonus Games and Power-Ups.
**WORLD 3-4**

Jump at the last second. If you time it correctly, you'll make a Jet Coaster Jump over the pond.

**Slide down the hill to wipe out the Goombas, then.**

**Find Lakitu. Then capture a Koopa and make it bounce back and forth underneath the pipe. Stand directly under the pipe. The Koopa will then hit Lakitu's Spins, giving you points and then 1-Ups.**

Lakitu shows up near the end of the stage. He'll follow you if you backtrack.

**WORLD 3-5**

Hidden in the current below this pipe is an invisible block with a 1-Up inside.

**If you fall in the pond, an invisible block on the right will help you continue onward.**

**If you're wearing the Frog Suit, you can enter this pipe. Hold Right as you enter to reach a giant block with three 1-Ups in it.**

**WORLD 3-6**

Boot a Koopa so it falls down and collects the coins in the 10-Coin block below.

**Use an Ice Block to make the Switch Block appear. Then hit the 1-Up Block so the Mushroom goes right. Tap the Switch and catch the 1-Up as it falls through the coins.**

**WORLD 3-7**

You can get the 1-Up inside these blocks even if you're small. Activate the Switch Block in the clouds and then backtrack left.

**The Magic Note Block will launch you to a special Coin Heaven where you can finish the stage and get a Jugem's Cloud Item.**

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**THE WHITE MUSHROOM HOUSE**

To get the White Mushroom House to appear on the Map Screen, you must collect a certain number of coins in specific worlds. In most cases it is very difficult to get the number of coins you need, but the effort is worth it if the reward is a P-Wing.

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<th>Coins</th>
<th>Item</th>
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<tr>
<td>5-5</td>
<td>28</td>
<td>P-Wing</td>
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<td>6-7</td>
<td>78</td>
<td>Anchor</td>
</tr>
<tr>
<td>7-2</td>
<td>46</td>
<td>P-Wing</td>
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</tbody>
</table>
WORLD 3–FORTRESS

Since this stage rises and sinks into the enemy filled waters, a high and dry spot can be a lifesaver. That’s exactly why the Vine Blocks come in handy. Use them to your advantage.

WORLD 3–8

Drop down behind the background by kneeling on the White Block for five seconds. If you can make it down the next pipe while you’re still in the background, you’ll become invisible!

WORLD 3–9

Capture a Koopa and kick it so it bounces back and forth between the Bullet Bills. Find a safe spot (on top the pipe or in the gap between the background bushes above) and watch while it racks up points and 1-Ups!

You can find a Frog Suit in the pipe to the far left of the underwater section of the stage. After you enter, press Right as you fall.

WORLD 3–AIRSHIP

You have to be quick to collect this Power-Up. Hit the block so the Mushroom goes right.

Although you can use the Bolt Lift to get across this gap, it’s just as easy to take the low road. Just be careful to avoid the Flame Jets.

This way to Wendy Koopa! You’ll have to time your jumps carefully to jump over her and avoid her “love taps.” She attacks as she makes small rapid hops.

COPING WITH KOOPAS

If you want to get rid of a Koopa for good, stomp it, pick it up, and release it as you hold it over a pipe.

You can use a Koopa as a shield in front of you as you run through an area. It will only help against a single attack, though.

Koopas are great for breaking blocks. Stand one block away from the Koopa, and it won’t hit you as it bounces back.
### World 4-1

You can collect a pair of 1-Ups in this pond in the sky, but be sure to make them appear one at a time.

Clear away the blocks and get rid of the Koopas by releasing them over a pipe. You then have a path to fly to the lake in the sky.

### World 4-2

Grab an Ice Block and toss it at the giant Item Block to get the Power-Up inside.

Get Starman, then hit the Switch Block and collect coins. If you get 22 or more, the White Mushroom House will appear on the Map Screen.

### World 4-3

You can run under or jump over the Sledge Hammer Bros. if you don't want to fight them.

Make the 1-Up appear and then follow it as it moves right. Keep your eyes open for Buzzy and Spiny ahead.

Hold down the B Button to make the leap over the bouncing Wood Blocks.

Once you've cleared this area of enemies, fly up to the ceiling and collect the coins.

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**Super Mario Tactic**

If you stay close to pipes with Piranha Flowers inside, they won't come out. Likewise, Bullet Bill Cannons won't fire if you're near. In Giant World, however, the Piranhas are too big to notice Mario and will still come out of their pipes.

If you don't have a long runway, you can sometimes build up flight power by running back and forth in a smaller area.
**WORLD 4-FORTRESS**

Go down the center pipe to find an easier path through the fortress.

Hot Foot acts like a ghost. If you turn your back on it, it will run towards you.

Make the two invisible blocks appear in order to exit from the shortcut passage.

**WORLD 4-4**

Start on the ledge where the Power-Up block is located and work your way left and down. You can make it to the left pipe and a secret room with a Frog Suit inside.

Look out for Lakitu! He'll rain Spinys on you in the latter half of this stage.

**WORLD 4-5**

Red Guided Missile Bills move back and forth in search of their target.

Climb the vine in the middle of this stage to reach a secret room where you can score a Tanooki Suit. Hit the Switch Block, exit the room and follow the trail of coins down.

**WORLD 4-6**

On the normal size side of the stage, you'll find a 1-Up in the sky.

Another 1-Up in the normal size side of the stage is hidden in an invisible block between the pipes.

When the enemies are giant size, you'll find a 1-Up located in one of the bricks of this box structure.

Going through the two doors in this stage will change the size of the Koopas and Goombas. The stage therefore has a normal size side and a giant size side.

1-UP TECHNIQUE #1

Stomp several enemies in a row without touching the ground and you'll earn more points for each one. After the ninth enemy, you'll start gaining 1-Ups. You must be either Raccoon Mario or Tanooki Mario.
SUPER MARIO BROS. 3

WORLD 4—FORTRESS

To make the leap to the final group of Donut Lifts, press and hold down the B Button as you run and go for it!

Hit the Switch Block and a hidden door will be framed in silver coins. Enter the door to find a Hidden Quarter of the fortress with Power-Ups and 1-Ups.

A path of hidden blocks will allow you to make your way to the 1-Up in the secret room.

As you ride the Directional Lifts upwards, be careful to avoid the Piranha Plants that guard the gaps in the pipes.

Fly to the upper left corner of the second secret room for a chance to collect 30 extra coins!

Some Directional Lifts will change course every time you jump on them. But be careful! Your ride will vanish if you hit your head on the ceiling while you’re standing on the lift.

WORLD 4—AIRSHIP

Again you have the option of using the Bolt Lift. In this case it may be the safer path.

Carefully study the timing of the Jet’s firing to make it through this area unscathed.

Iggy Koopa, who waits for you down the final pipe of this Airship, is a real speedster. He fires double blasts from his wand, too.

THE GREAT WHITE TREASURE SHIP

You can turn a wandering Hammer Brother into a White Ship in Worlds 1, 3, 5, and 6. Collect a number of coins that is a multiple of 11. Then score points until the tens digit of your score (the second number from the right) matches the multiple of 11. Finally, stop the timer at the end of the stage on an even number. One possible combination would be 44 coins, 10,140 points and time = 152.

Don’t miss the 1-Up near the exit pipe.

Battle the Boomerang Bros. to finish the Treasure Ship.

WARPING

Use a Warp Whistle on the Map Screen to warp to the Warp Zone (World 9). The section of the Warp Zone that you arrive in depends on which world you used the Whistle in (see chart below). To go straight to World 8, use a second Whistle while in the Warp Zone.

USE HERE — WARP TO

WORLD 1
WORLD 2-6
WORLD 7-9
Once you've dealt with the Chain Chomps, clear away the blocks and fly to the sky pipe. Collect the four 1-Ups on the island one at a time.

Don't touch your controller when you start falling and you'll land on the first Note Black. From there, use the other blocks to work your way up and out.

For making it to the upper path, you'll get a 1-Up.

In worlds that contain multiple 1-Ups or hundreds of coins, you can easily collect extra lives. Go through and get as many 1-Ups or coins as you can, then make Mario jump off a cliff or let the time expire. (You'll still have gained at least one extra life.) As long as you don't finish the stage, you can go back and do it again.

Collect both 1-Ups in the sky pond and then let Big Bertha eat you. Do it over and over to gain 1-Ups. This is a slow method, but it works.

In World 7-Fortress, you can collect hundreds of coins after hitting the Switch Block in the first room. Reset the Switch by exiting and returning to the room, then do it again and again.
**Kuribo's Shoe**

The magical Kuribo's Shoe bestows many powers on its wearer, but is only found in World 5-3. It protects you from Munchers and Spinies, and gives you boosted jumping ability. Have fun with it while you can!

**World 5-3**

Kuribo's Shoe allows you to walk across Munchers. Be sure to collect the 1-Up in the blocks above these hungry plants.

To claim Kuribo's Shoe, hit the Goomba that is wearing it from underneath when he lands on the blocks above you.

Mario can wear Kuribo's shoe no matter what size he is or what suit he's wearing.

**World 5-Fortress**

In this pipe an arrow of coins shows the way to three 1-Ups near the ceiling. Fly up as Raccoon Mario and collect them all.

After you've cleared away all the bricks blocking the upper path, go back and start to run under the first Roto-Disc. Dash under the Thwomp and fly up into the passage!

**World 5-Tower**

With a P-Wing, you can collect three extra 1-Ups in the Tower Level. You'll discover them in the sky up and over the first brick portion of the Tower.

**World 5-4**

You'll find the lower path of this stage difficult to get through due to the presence of many Rotary Lifts.

Use the first cloud as a runway to fly to the upper portion of the stage. It's a lot easier than the lower route.

Don't panic if you fall into the waterfall. You can swim out by pressing the A Button repeatedly.

**Earth Bound**

You can return to the terrestrial portion of this world by going back down the Tower. On the way, you can even collect a 1-Up. To return to the clouds, however, you'll have to go through the entire Tower Level again.
**WORLD 5–5**

Break away the blocks with a Koopa or your Raccoon Tail, then head down the second pipe to find a Tanooki Suit!

Hit the block with the Power-Up inside and the pesky Para-Goomba will bite the dust.

To collect a coin underneath a Donut Lift, stay on the lift as it falls just long enough to snag the coin, then jump for safety.

**WORLD 5–6**

Jump squarely onto the back of the Para-Beetles to get a lift across the gaps in the clouds.

Activate the Switch Block and the temporary platforms created will make your path to the goal safer and easier.

**WORLD 5–7**

Use a Starman from your inventory on the Map Screen before you start World 5-7. There are many blocks in this world that contain continuous Starman power, but there is no actual Starman to be found.

Kneel down on the White Block in the lower half of the stage. Make your way to the upper half and if you’re still behind the background objects, you’ll be invincible.

**WORLD 5–FORTRESS**

The Podoboos in this fiery fortress bubble forth from both the floor and ceiling, so advance with caution.

Getting Starman is important here. Hit the block so he goes right, then collect him and go right as fast as you can to outrun Boo Diddly.

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**STATUE MARIO**

The Tanooki Suit will turn you into a statue for five seconds if you hold Down and press the B Button. Not only are you invincible as the statue, but you can stomp enemies like the Lava Lotus when in this form. Statue Mario can also fit through small gaps.
WORLD 5–8

Speed is essential to making it past Lakitu, so press the B Button and boogie!

Focus your efforts on going right as fast as possible, and you should make it through with only one hit. Try not to slow down even when Koopas are in your path.

WORLD 5–9

The difficulty of this world is compounded by the fact that the action scrolls vertically and to the right!

To make the jump from the eighth to the ninth platform, you’ll have to “bend” Mario’s trajectory around the edge of the platform using the directional arrows on the Control Pad.

If you stand on the center of the 15th platform, the Fire Chomp chasing you will run into your feet and self-destruct.

WORLD 5–AIRSHIP

Roy, the Koopa king who captains this Airship, is a big bully. When he hits the ground, the whole ship shakes. Time your jumps so you’re in the air when he touches down.

UNLIMITED 1-UPS #3

In certain worlds you’ll be faced by an endless stream of attackers such as Bullet Bills or Spinys from Lakitu. Find a place where you can set up a Koopa so it bounces between two obstacles and clears away the enemies. Quickly get to a safe spot and as the enemies are knocked out by the Koopa, you’ll get points and eventually 1-Ups.

THE MATCHING GAME

The Matching Game will appear on the Map Screen every time you score 80,000 points. The eight different possible patterns to the Matching Game are shown below.
**WORLD 6-1**

In the secret room, slide under the gaps in the upper passage to activate the Switch Block. Then quickly retrace your steps and collect the loot below. It takes practice!

Hit this block when you're invincible to get another Starman.

**WORLD 6-2**

Jump quickly from cloud to cloud to make it up and over the brick wall.

Hit the block with the 1-Up in it, then jump down to the lower platform and catch the 1-Up there.

**WORLD 6-3**

Duck under the ice wall as you ride the first platform.

A well-timed Koopa toss will make the vine sprout. The vine leads to a secret room with a Tanooki Suit inside. You can charge up to fly inside the room. Then leave and soar to the end of the stage.

**WORLD 6-FORTRESS**

Before the platform heads down, jump off. When the Roto Disc goes down and right, jump into the pit and veer right as you fall.

If you need a Power-Up, get the one in the first block by hitting it from underneath and then jumping on top of the block. From there leap to the left to land where you started from. The moving platform will be there again.

Wait in the corner near the Roto Disc until the coast is clear, then get a running start and fly to the 1-Up above.
WORLD 6-4

Start the lift moving but then jump off onto the big block of ice. When the lift comes out from under the block, jump back on, make the Magic Note Block appear, and use it to go to Coin Heaven.

Hit the Switch Block. While it's activated you'll have a clear runway. As you run right to get up speed, slide under the ice wall. Once you're airborne, go for the 1-Up but watch out for the Fire Chomp.

WORLD 6-5

In order to reach the exit pipe, you must carry a Koopa up to clear away the blocks and the White Piranha Plants.

Clear away all the Ice Blocks and Buzzy Beetles before you attempt to capture the Koopa and fly up with it.

WORLD 6-6

Swim up to the dead end to find a 1-Up. Wait until Spike is next to the wall to get the jump on him.

Grab Starman and use the "B Button Run" through the first part of the stage.

WORLD 6-7

If you're feeling brave, ride the Donut Lifts down to collect the coins beneath them before you jump to safety.

Make the 1-Up appear and quickly vault to the top of the block it was in and collect it.

As Fiery Mario you can melt the ice encasing these coins. You'll need them if you want to get the 78 coins necessary to get the White Mushroom House to appear on the Map Screen.

WORLD 6-FORTRESS

Spring the third Thwomp before you try to make it through the gap.

Set off the fifth Thwomp and carefully jump up. If you go too far too quickly, you'll get hit by the Roto Disc.

Hold the B Button down, run and jump over the last Thwomp. It's easy to avoid if you're ready for it.
A kicked Koopa can be extremely useful in wiping out the Walking Piranhas on these grassy hills. If you don't get them all the first time, you can go back and get the Koopa again for another sweep.

The Switch Block near the end of the stage is useful in turning the giant block of bricks into coins. Run, jump, hit the Switch and fly straight up.

If you have a P-Wing, you can fly over the mountain of ice and bypass the entire level, collecting a 1-Up along the way.

Use the Switch Block to turn the Munchers into money!

If you're wearing the Frog Suit, you can enter this pipe and gain three 1-Ups and 35 coins!

Activate the Switch Block and dive into the resulting wall of coins!

If you're Fiery Mario, melt the ice blocking the second pipe. The Munchers will turn into coins. Go down the pipe for a Hammer Bros. Suit.

Draw the ghost close to you by turning your back on him, then jump over him and run!

As Raccoon Mario you can fly to the ceiling and bypass a few of the dangerous spots in this stage. A 1-Up is another reward for taking the high road.

When Stretch heads left, that's your cue to leap over him and B Button dash to the right.

You can avoid using the two Bolt Lifts if you press the B Button as you jump.

The clown prince of Koopas, Lemmy, wants to play! The balls he tosses aren't too dangerous; in fact, you can jump on top of them. But don't waste your time playing—take care of that crazy Koopaling!
SUPER MARIO BROS. 3

WORLD 7

PIPE MAZE

WORLD 7-1

This stage scrolls upwards as you climb through the maze of pipes and blocks.

Kick the Koopa so it falls through the narrow gap in the skinny pipe. You can then use that pipe as a runway to fly up to the coin room.

Jump straight up off the back of the Koopa Paratroopa to reveal a 1-Up near the ceiling.

Jump to the right to hit the invisible block containing the 1-Up, then follow it down as it falls to catch it on a ledge below.

Make your way into the Piranha-patrolled pipes rapidly, or you might get nipped! It can be a good idea to take out the plants with a fireball or tail attack first.

Make all of the Note Blocks appear between the two pipes, then exit via the lower level. The Note Blocks will allow you to advance when you return to the top part of the stage.

With the Frog Suit on, you can hit the Switch Block and swim quickly enough to collect the 46 coins you need to get the White House to appear on the Map Screen.

WORLD 7-3

If you get the first Starman, you have a chance to stay invincible through the entire world. There are five blocks in the stage that will contain Starman if you hit them while they are invincible.

There's no need to jump over the gaps at the end of this world. Hold down the B Button as you dash right over them.

WORLD 7-2

This stage scrolls upwards as you climb through the maze of pipes and blocks.

Kick the Koopa so it falls through the narrow gap in the skinny pipe. You can then use that pipe as a runway to fly up to the coin room.

Make your way into the Piranha-patrolled pipes rapidly, or you might get nipped! It can be a good idea to take out the plants with a fireball or tail attack first.

With the Frog Suit on, you can hit the Switch Block and swim quickly enough to collect the 46 coins you need to get the White House to appear on the Map Screen.

UNLIMITED 1-UPS #4

If you tag the card at the end of a world when five or more enemies are on the screen, you'll get bonus points and a 1-Up. This is easy to do in most levels of World 5, because Lakitu will follow you to the end and throw Spinys.

HAMMER TIME

The Hammer Bros. Suit allows Mario to toss Hammers that can harm even seemingly invulnerable enemies such as Boo Diddly, Thwomp and Stretch. (And for some real fun, try the Hammers on Bowser...) Mario is also invulnerable to fire when he kneels in the Hammer Bros. Suit.

NES GAME ATLAS 45
WORLD 7-4

- Although you can fly over the wall as Raccoon Mario, this is not a shortcut to the end of the world. You will find two 1-Ups on the other side, though.
- Speed swim past the Lava Lotus before it erupts.
- Making it through this mine field of Jelectros is one of the toughest parts in the game. Swim slowly and carefully. If you have firepower, use it on the Bloopers and fish.
- When Big Bertha has her back turned, swim past above or below her.

WORLD 7-5

- Make the 1-Up appear and go left. Go back down the pipe and up the next one to the left. The 1-Up will be there waiting for you.
- Make all the invisible blocks appear, then use them as a bridge to continue right.
- Near the end of the stage, you must make the bridge of blocks appear. Then backtrack through the maze above and cross the bridge to the goal.
- Jump on the Koopa Paratroops to get a boost up to the platform above.

WORLD 7-PIRANHA

- Your reward for finishing this section overgrown with Piranha Plants is a P-Wing.
- For finishing this short level you'll obtain a Power-Up Mushroom.
- You'll find a Tanooki Suit inside the secret room. Put it on and then go to the checkerboard floor room.

WORLD 7-FORTRESS

- If you don't have the power of flight, you'll need it to finish this fortress. After you hit the Switch Block, jump for the platform to the left and enter the door to a secret room.
- You'll find a Tanooki Suit inside the secret room. Put it on and then go to the checkerboard floor room.
- When you're riding the first Directional Lift upwards, jump up and around the horizontal pipe. Get back on the Directional Lift and continue riding it to the vertical pipe above.

WORLD 7-6

- This world has vertical scroll action, but to go up you must ride tricky Directional Lifts.
- Stand on the edge of the Directional Lift as you ascend through the Piranha guarded gap.
- Ride the Directional Lifts over the spikes and stay clear of the obstacles that can knock you off.
- When you're riding the first Directional Lift upwards, jump up and around the horizontal pipe. Get back on the Directional Lift and continue riding it to the vertical pipe above.
WORLD 7-7

When you make a Starman appear from a block, follow him as he bounces. Grab him just when you think your invincibility is about to wear off to extend your invincibility for as long as possible.

Try to tag the previous Starman as close to the last one as you can, as it can take some time to get the next Starman from the block in the overhang.

WORLD 7-8

Kneel down on the White Block until you drop through it to become temporarily invincible. Make the Magic Note Block appear next to the tall vertical pipe. Then use the Note Block to go to coin heaven.

When you make a Starman appear from a block, follow him as he bounces. Grab him just when you think your invincibility is about to wear off to extend your invincibility for as long as possible.

WORLD 7-9

An invisible block in the middle of the line-up of coins contains a 1-Up. Duck and jump in the gap to collect it.

If you have a lot of time, go left and clear out as many coins as you can.

WORLD 7-FORTRESS

Turn away from the ghost to draw him close, then jump over him and continue.

To reach the exit pipe, jump up and use the arrow keys to bend your fall around the overhang.

Stand on the very edge of the platform under the first block, then jump up to get Starman. Invincibility can be very helpful in this world!

WORLD 7-AIRSHIP

Hit the Bolt Lift from below to move it left. Then use it to reach the Power-Up above.

Towards the end of the Airship, you have to use the Bolt Lifts to make it across safely. Jump continuously to move them across the gap. Don't stop jumping when riding on a Bolt Lift or you'll fall through it!

Ludwig von Koopa, the toughest Koopaling you've faced yet, waits for you in the cabin of this Airship. He combines many of the abilities of his siblings.
WORLD 8

WORLD 8–BIG TANKS
Try to avoid going all the way to the ground, but jump from tank to tank. Practice will enable you to learn the timing of Rocky Wrench's whirling weapons.

Stay to the right of the screen towards the beginning of the tank battle.

WORLD 8–BATTLESHIPS
When the battleships stop moving, jump back onto the last ship and go down the pipe to fight BOOM-BOOM.

Dive into the muddy water between the first and second ship, and then swim underneath the next two ships to avoid the fireworks on deck.

WORLD 8–HAMMER BROS.
You'll have to fight a representative of each member of the Hammer Bros. family to finish off this mini-world. In this and the other Hand Traps, you will be rewarded with a Super Leaf for finishing.

WORLD 8–HAND TRAP
Take your time to avoid the Podobooos and you'll easily finish off this stage.

WORLD 8–FISH HAND TRAP
Use the B button run to whiz past the attacking Cheep-Cheep in this lengthy Hand Trap stage. Don't be distracted by the few coins along the way.

SPECIAL ENDINGS
If you finish an Airship while wearing one of the special Suits, you'll get a different "Thank You" message from the King.

Frog Mario
Tanooki Mario
Hammer Bros. Mario
**WORLD 8–AIRSHIP**

If you have a P-Wing in reserve, now is the time to use it. Maneuvering from ship to ship can be difficult with the top speed screen scroll in this stage.

![Airship diagram]

**WORLD 8–1**

Fly from the start of World 8-1 to reach the top of this tall pipe. Three valuable 1-Ups are inside.

Fly up to the Switch Block and activate it. Go straight down and collect a ton of silver coins in the air.

Use the Koopa Paratroopa to make the jump over the gap, but time your jump so you don’t get hit by a bullet!

**WORLD 8–2**

As you exit the secret passage you’ll be surrounded by Piranha Plants. Jump to throw off their aim, then run past!

B Button dash down the hill for enough momentum to fly over the final gap.

Dive into the first quicksand pit and let yourself sink. Take the left pipe if you need a Power-Up or take the right if you want some coins. Both lead to shortcuts bypassing much of the stage.

If you skipped the shortcut through the quicksand, activate the Switch Block to turn the coins into stepping stones over the wide pit in the middle of the world.

**WORLD 8–FORTRESS**

This puzzling fortress has two sides, connected by a ton of doors. You’ll have to go through both sides to make it to the end. Certain invisible secret doors are revealed by Switch Blocks; these are indicated by red colored letters.

The final secret exit door to BOOM-BOOM is only visible when a Switch Block is active.
**WORLD 8—SUPER TANK**

At one point in your battle against this tank, you'll be attacked by six Rockys. Take your time and eliminate them one by one. Don't jump any more than you have to— you can always duck under their wrenches.

Defeat this BOOM-BOOM and you're on your way to The Castle of Koopa!

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**KOOPA'S CASTLE**

Jump on the lift and ride it up the chimney.

Don't miss the 1-Up near the stairs. If you get this Mushroom, you can challenge the castle over and over.

Keep moving as you make your way over the giant pit of lava. This will help you avoid the dropping Podoboos and being dunked in the fire by the Donut Lifts.

B Button boogie past the first three statues of Bowser to avoid the laser beams they fire!

You'll go through a different final sequence depending on which path you take through the castle. In either one, watch out for the first Bowser statue's laser beam.

The blasts of fire that show up towards the end of the castle are flames from Bowser's bad breath. You'll have to memorize the pattern of these blasts to avoid them.

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**HOW TO CONQUER THE KOOPA KING**

As Bowser jumps around his room, his weight will shatter the bricks that make up the floor. If you can avoid being stomped or fried by Bowser's flaming breath for long enough, Bowser will defeat himself and fall through the floor. Congratulations! You've saved the Princess once again!
The Saga Of Link And Princess Zelda

When The Legend of Zelda hit the U.S. market in the summer of 1987, it changed the way people looked at video games. It was very popular in Japan, but U.S. players had never seen an adventure of its depth! And because it was the first battery-backed Game Pak, now they were able to save their progress. For the first time, a game became an on-going challenge. While earlier games challenged dexterity, this one challenged players' wits as well. Now they had to ponder clues and plan strategies. Link and Princess Zelda introduced not only the mythical land of Hyrule, but a whole new world of possibilities for adventure games.

As the tale begins, once-peaceful Hyrule is invaded by Ganon, a mysterious force who rules by force and terror. When he kidnaps Princess Zelda, the people are powerless to help her. Then a young lad, Link, steps forward and vows to return the Princess to her rightful realm.

Link's quest takes him to the far corners of Hyrule and to nine Underworld labyrinths. Our Atlas is your complete guide to every Level. For the first time we've mapped all Levels of both Quests! Now you'll know where to find all of the items you'll need to complete the journey.

Zelda II—The Adventure of Link introduced a new perspective to adventure. When Link's walking through the country, he's seen from overhead, but when he enters a battle or a village, he's seen from the side. Villagers give him information, and sometimes they also give him special items and teach him special techniques. Our overview map shows the layout of the countryside. Other detailed maps show the interiors of the various castles.

Link's two adventures have not only broken video game ground, they've also made him one of the most popular characters ever. What's in store for the future? The Super NES has capabilities just waiting to be explored!
Ganon casts an ominous shadow over Hyrule. Only young Link can challenge him and restore peace to the land.

**Discover Secrets**
- by moving Arms
- by using Bombs
- by using Candles
- by pushing Rocks
- by pushing Tombstones
- by blowing Whistle

**Hyrule Overworld**
There are many items hidden in the Overworld that will aid Link as he searches out the evil Ganon. Use the map to find treasures, magic, weapons, and entrances to other levels. Explore each area thoroughly as you gain experience and strength.

**Find Dungeons**
- Level 1 H-4
- Level 2 M-4
- Level 3 E-8
- Level 4 F-5
- Level 5 L-1
- Level 6 G-3
- Level 7 C-5
- Level 8 N-7
- Level 9 F-10

**Obtain Rupees**
- 10 B-6
- 0
- 30 H-7
- 30 N-3
- 30 B-8
- 0
- 0
- 30 H-7
- 30 N-4
- 30 L-6
- 100 P-1
- 30 G-6
- 100 L-7

**Gamble**
- A-2
- G-8
- D-6
- M-8
- P-2

**Obtain Information**
- A-8
- K-2
- F-8
- M-2

**Find Fairies**
- D-5
- J-4

**Find Shops & Items**

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<td>10</td>
</tr>
</tbody>
</table>

**Find Warp Halls**
- O-3
- J-8
- M-8

**Find Potion Shops**
- D-4
- E-7
- E-1
- H-3
- E-5
- N-10
Link must explore nine dungeons on his quest. Their entrances are located in the Overworld, as indicated in the table on pages 52-53. Each Level is named for its shape. The rooms of Level 1, for example, are laid out in the shape of an Eagle.

**LEVEL I**

**LEVEL 1: EAGLE**

Level 1 is the Eagle. It houses, among other things, the Wooden Boomerang and a Heart Container. With five Heart Containers, you'll be able to get the White Sword from an old man in the Overworld. Aquamentus guards a piece of Triforce here.

Use the shield to deflect Aquamentus' fire and aim for its head.

**BAIT THE ENEMY**

A quick way to take out Goriyas is to use Enemy Bait. When they gather around it, either bomb them or use one of your other weapons.

**LEVEL 2**

**LEVEL 2: MOON**

Shaped like a crescent moon, Level 2 yields a Magical Boomerang and lots of Rupees. Dodongo is a tough character, but an old man will tell you how to beat him. Once you've cleared the level, pick up Rupees.

Dodongo is thick-skinned and hard to hurt. He eats anything—feed him bombs.

**A KEY TO THE MAPS**

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>✈️</td>
<td>Doors you need keys to open</td>
</tr>
<tr>
<td>⏬️</td>
<td>Shutters</td>
</tr>
<tr>
<td>✯</td>
<td>Walls you'll have to blast with bombs</td>
</tr>
<tr>
<td>🔍</td>
<td>Entrances to secret passages</td>
</tr>
<tr>
<td>➡️</td>
<td>Arrows that show which way you can go</td>
</tr>
</tbody>
</table>
LEVEL 3: MANJI
You’ll find the Raft in this, the Manji level. The fighting is much fiercer than before, and most of the action takes place in one of the four Darknut rooms.

Even a Magical Shield is no match for Manhandla. Plant a Bomb directly under him to destroy him in one shot.

The shape of Level 3 is based on the Hindu symbol, the manji, which represents good fortune.

LEVEL 4: SNAKE
Buy the Blue Candle before entering Level 4. You won’t be able to see a thing in the dark rooms here without it. Link can pick up a valuable item, the Ladder, in the room with the Like Likes. Search thoroughly after destroying them.

Strike the Two-Headed Gleeok repeatedly on its heads.

LEVEL 5: LIZARD
Digdogger hates music. Shrink him down to size by using the whistle.

The Darknuts in Level 5 are formidable foes. If all of your Heart Containers are full, you can stand in the doorway and throw your sword at them.
LEVEL 6: DRAGON
This is the toughest level yet. Wizzrobes and Like Likes are tough individually; combined, they're next to impossible. Keep moving! Beat the Wizzrobes first, then concentrate on the slower-moving Like Likes.

Gohma, a very crabby character, guards the Triforce in Level 6. His tough shell repels every attack, but he does have a weakness. Use your arrow and aim directly for his eye when it's open.

LEVEL 7: DEMON
Before entering, have Enemy Bait and at least 100 Rupees. You must beat all of the Wallmasters in the tip of the nose room before discovering a secret stairway, but a clock freezes Wallmasters in the walls. If a clock appears, leave it!

To reach the hidden staircase that connects the two A's, go through the room with the Red Candle. This room does not appear on your map, but it's there. Bomb into it to get the candle.
LEVEL 8: LION
Level 8 has many enemies and several hidden passages. Plan your path to avoid your enemies when possible and be sure to pick up the Magical Key. Try bombing or walking through every wall.

If you thought the Two-Headed Gleeok was bad, wait until you face the three heads of this one! Hit them repeatedly with your sword.

LEVEL 9
LEVEL 9: DEATH MOUNTAIN
Level 9 has lots of hidden passages. Check everywhere! Get the Red Ring and the Silver Arrow, then head for the final showdown with Ganon.
The Overworld map to the Second Quest may look like the First Quest map, but the similarities end there. Don’t expect to find items hidden in the same places, and don’t look for entrances to the levels where they were before, either. In the Second Quest, many walls are just illusions. Try walking through them everywhere. You’ll find that the Whistle is more useful than ever.

**DISCOVER SECRETS**
- by moving Armors
- by using Bombs
- by using Candles
- by pushing Rocks
- by pushing Tombstones
- by blowing Whistles

**FIND WARP HALLS**
- D-3
- J-5
- N-2

**GAMBLE**
- A-2
- G-2
- M-8
- A-7
- G-8
- P-2

**OBTAIN INFORMATION**
- A-8
- K-2
- F-8
- M-2

**FIND DUNGEONS**
- Level 1 H-4
- Level 2 E-4
- Level 3 M-4
- Level 4 L-2
- Level 5 F-5
- Level 6 A-4
- Level 7 M-7
- Level 8 J-2
- Level 9 A-1

**PAY RUPEES**
- B-1
- C-8
- D-1
- E-1
- F-1
- G-1
- H-1
- I-1
- J-1

**FIND POTION SHOPS**
- C-1
- D-4
- E-7
- J-3

**FIND ITEMS**
- Choice of Heart Container or Water of Life
- A-3 Sword
- G-1 White Sword
- K-4 Magical Sword
- P-3 Letter
- Power Bracelet
- P-6
- H-8
- K-1
- J-1
- E-3

**OBTAIN RUPEES**
- 10 B-6
- 30 C-3
- 30 D-2
- 100 D-6
- 10 G-6
- 30 I-3
- 30 I-5
- 10 I-6
- 10 L-3
- 10 L-6
- 30 N-3
- 30 N-4
- 10 D-5
- 10 L-7

**FIND FAIRIES**
- D-5
- J-4
- L-1

**FIND SHOPS**

<table>
<thead>
<tr>
<th>Item</th>
<th>Magic / Shield</th>
<th>Key</th>
<th>Blue Candle</th>
<th>Enemy Bait</th>
<th>Hearts</th>
<th>Bombs</th>
<th>Wooden Armor</th>
<th>Blue Ring</th>
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<td>130</td>
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<td>20</td>
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**START**
In the Second Quest, you'll find it helpful to walk through walls to discover otherwise invisible passages. You never know where the technique will work, so try it on walls everywhere. See the key on page 60 for the locations of important items.

**LEVEL 1**

- Aquamentus
- Triforce
- Wooden Boomerang

**LEVEL 2**

- Map
- Whistle
- Two-Headed Gleeok

**LEVEL 3**

- Triforce
- Magical Boomerang
- Dodongo

**LEVEL 4**

- Map
- Raft
- Bombs Increase
- Triforce
- Digdogger
- Magic Book
A DESCRIPTION OF THE MAP

- Doors that require keys
- Shuttles
- Invisible doors (Walk through the walls)
- Walls that you can blast with Bombs
- Entrances to Secret Passages
- Arrows that show which way you can go

LEVEL 5

LEVEL 6

LEVEL 7
LINK RETURNS TO HYRULE
Only Link can find Princess Zelda and break the sleeping spell cast by Ganon. He must be not only brave but wise enough to make sense of the many clues he finds on the way.

Hyrule The Overworld
As you can see on the Overworld map, Hyrule has rugged, varied terrain and many villages to explore. Although you can travel many paths, if you follow the numbered locations in sequence, you'll be taking the most direct route. Sometimes you'll have to retrace your steps and visit particular places or people more than once.

Villagers Know Many Secrets
Be observant and learn from the people you meet. Townspeople give clues that help Link on his journey, and they also teach special techniques and magical wonders that are vital to his success. For example, a Knight in Mido teaches the Downthrust technique, and someone in Darunia teaches the Upthrust.

Experience Pays Off
As Link gains battle experience, he increases his powers of Attack, Magic and Life. On his trek, he encounters enemies of varying strengths. If he touches an enemy, he immediately enters a side-view battle scene. If you can't beat a particular enemy early in the game, try again after you've gained experience.
The many tunnels in the Death Mountain Area form a maze. If you follow them in the right sequence, you'll find precious items.

This area of the map should look familiar if you explored Spectacle Rock in The Legend of Zelda. Compare it to the map on page 52.

EASTERN HYRULE: AREA A

NABOORU TOWN
FIRE

DARUNIA TOWN
REFLECT
UPTHRUST

FOREST
TREASURE BAG

FAIRY

RIVER DEVIL

CAVE
TREASURE BAG

PALACE ON THE SEA
PLUTE

SEA
HEART CONTAINER

1-Up

(To Maze Island)

(To Eastern Hyrule, Area B)

(To Eastern Hyrule, Area B)

(To Western Hyrule, Area B)

Page 63
Page 63

Page 70
**MAZE ISLAND**

Maze island is mind-boggling. The stars on the map, right, show where enemies, like Killer Bees and Tektites, await.

**EASTERN HYRULE: AREA B**

You’ll find the Thunder Magic in this area, but you can’t get it until you’ve collected all eight Magic Containers.

The journey to the Great Palace is arduous and many fierce enemies block your path. If your Experience Level is high, pick up a 1-Up. If it’s not, have men in reserve.
Pass the silent guardian and enter the first of the Palaces, Parapa. You'll find that the bridges here aren't built to last. They begin to crumble as you step on them, so hurry across and collect the keys and candle. You'll have to pass the guardian, Horsehead, to reach the statue and place the crystal, and he's a horse of a different color!

Horsehead guards the statue with diligence. Link's attacks to his armored body are wasted effort; instead, he must jump up and strike him directly on his huge head.

As you enter, strike the statue at the Palace door. When you do, either a Red Magic Jar or an Ironknuckle will appear. If it's the enemy, quickly run off the screen and return to try again. A very handy tool, the Glove, lies in this Palace. To reach it, Link must dodge falling rocks, which form walls behind him. With the Glove, Link can easily break down certain stone walls to continue his journey towards the helmet-headed Palace guardian.
When Link wanders around just south of the King's Tomb, he'll fall into a Pit that leads to the Island Palace. The first Key he sees is trapped under stones, but that's no problem for Link. Using the Glove with Dastard, he can easily break through and grab the Key. Although the Palace seems easy at first, its guardian is a force to fear.

The knives Irrotknuckle throws are deadly, and the huge horse he rides makes him invincible to Link's attack. Link can make him dismount by Jumping and using Down-thrust. Once afoot, Irrotknuckle is vulnerable.

The statue at the entrance to the Maze Palace also holds either a Red Magic Jar or an enemy. To find out which, strike it. To get the valuable Winged Boots in this Palace, you'll have to fall through a Pit to the area where they're hidden. The dotted lines below show your path. Drop and hold Right on your controller to land on the ledge.

To defeat the sly and quick Wizzrobe, Garock, Link must use Reflect. After activating the spell, crouch at the left of the screen and wait for the magic to give the Wizzrobe some of his own medicine.
Choose your path carefully to avoid the many pitfalls in Three-Eye Rock Palace. The dotted lines on the map below show Pit entrances and exits. To enter Barba's area, drop into the Pit, then immediately use Fairy Magic to fly to the right through the narrow opening. Avoid the fireballs Barba throws and attack its head.

The Palace on the Sea is huge and complex. To get to the Flute, you'll have to walk through the false wall indicated by the arrow below. Jump Up and press Right to see if you can pass through. After you pick up the Flute, visit the area of falling rocks to collect 1-Ups.
You can't enter the Great Palace without completing the other first six. It's bigger and tougher than the others, so be prepared before you attempt it. You need to know all of the Spells and have your Powers pumped to the max. Many enemies inhabit the Palace. You can't fight them all, so don't waste your strength when it's not necessary. Just remember: running is good. Take to your heels when you can avoid a confrontation! Before you're through, you'll see Bots galore, a thundering bird, and a familiar shadow.

Every sixth Bat you beat drops a Red Magic Jar. Build up your Magic Power before you take on the big blue Boss Bat. He can give you a splitting headache!
Stand on the bridge just above the Pit's opening. In a moment, the bridge below you will dissolve and you'll fall into the Pit. Immediately use Fairy Magic to fly to the right when you enter the room below. Are you ready to meet Thunderbird?

Use Thunder Magic as soon as Thunderbird appears. It will cause him to turn blue and expose his face. You can destroy him when his face is uncovered by jumping up and striking him there.

THE SHADOW KNOWS

Magic is useless against the final foe, Link's Shadow. Be defensive. Protect yourself with the Shield, strike with your blade when possible, and use Life to restore your power when necessary. Only the most tenacious will succeed in showing the Shadow up and waking Princess Zelda. You must be valiant to be victorious!
Face Off With An Insidious Inventor And His Mechanoids

The dastardly Dr. Wily will never give up! His goal is nothing short of world domination. Only Mega Man, a heroic robot creation of Dr. Wily’s former friend, Dr. Right (a.k.a. Dr. Light), can stop Wily’s army of inventions from taking over.

Through three brilliant battles, Mega Man has clashed with all sorts of curious contraptions. And, with each meeting, the fight has been longer and more fierce.

In their first classic fight, Mega Man took on Dr. Wily’s six Robot Leaders and then endured a four-stage battle to Dr. Wily himself.

In Mega Man II, Dr. Wily constructed eight new Robot Leaders and a final castle full of dangers for our mechanical hero. In the meantime, Dr. Right constructed three gadgets which helped propel Mega Man through the dangers sent before him.

After his second defeat, Dr. Wily constructed eight more Robot Leaders, rebuilt the eight Robot Leaders from Mega Man II and completely renovated his Skull Castle. To counter these efforts, Dr. Right built an all-purpose best friend for Mega Man, Rush the RoboDog. Rush helped Mega Man leap to new heights, soar over dangers and dive below the surface.

In their Game Boy adventure, Mega Man In Dr. Wily’s Revenge, Mega Man takes on some classic enemies from his NES adventures and some new ones as well.

Mega Man IV is set for an NES release in the fall of 1991. Only Dr. Wily knows what kind of ingeniously evil machines Mega Man will face in what will surely be their biggest battle yet!
The war between Mega Man, the do-gooding robot, and Dr. Wily, the sinister scientist, began in this original classic. Dr. Wily's Robot Leaders can be taken on in any order. Our recommended order is shown in this review. Each victory will bring you a new weapon which can be used in the next stage.

**BOMB MAN STAGE**

While Bomb Man's domain is one of the largest of all the Robot Leaders' Stages, you will easily be able to clear the area without Special Weapons. Make sure that you collect Power-Ups along the way and watch out for deadly spikes.

**BOMB MAN**

The explosive power of Bomb Man should not be overlooked. He can jump far and throw Bombs for long distances. Try to stay on the opposite side of the screen so that you'll have plenty of time to react when he tosses a Bomb in your direction. When you're not making evasive maneuvers, hit him with an Arm Cannon attack. Victory will earn you the Bomber.

**GUTS MAN STAGE**

The most dangerous features of Guts Man's sector are the trap door platforms near the beginning. Watch the track that they travel on and jump just before the platforms drop. It's very tricky.

**ELEC MAN STAGE**

Disappearing platforms are among Dr. Wily's most famous obstacles. He first experimented with them here. The Magnet Beam will help you clear areas that feature these platforms. You'll find it in behind two huge blocks. Move them with Guts Power.

**ELEC MAN**

Elec Man may think he's big time, but you can cut him down to size with the Cut Blade. Three hits will send him flying and net you Guts Power.
MEGA MAN

Once you've done away with Dr. Wily's inventions, you'll go after the madman himself. Use all of the weapons you've accumulated to get through the treacherous tests ahead.

MEGA CLONE

Dr. Wily is indeed a master of devices. He slapped together a perfect replica of Mega Man in order to confuse you. The Clone has all of your special weapons, too! Keep your distance, fire and evade.

DR. WILY STAGES

ICE MAN STAGE

The main worry in the Ice Man Stage is the ice itself. Even after you stop running, you'll continue to glide on the frictionless surface. Watch your footing.

FIRE MAN STAGE

THE ROCK MONSTER

This eerie creature flies apart and comes back together on the other side of the room. Hit him with the Elec Beam when he's all in one piece.

Cut Man and Elec Man have both been rebuilt for appearances in this section. Dispose of them as you did before and continue on to more challenging exercises.

MEGA CLONE

Dr. Wily is indeed a master of devices. He slapped together a perfect replica of Mega Man in order to confuse you. The Clone has all of your special weapons, too! Keep your distance, fire and evade.

DR. WILY STAGE #1

Once you've done away with Dr. Wily's inventions, you'll go after the madman himself. Use all of the weapons you've accumulated to get through the treacherous tests ahead.

DR. WILY STAGE #2

Cut Man and Elec Man have both been rebuilt for appearances in this section. Dispose of them as you did before and continue on to more challenging exercises.

DR. WILY STAGE #3

ICE MAN

When the Ice Man cometh, you'd better strap on the Elec Beam and go to work. After three jolts it will all be over. You can grab the Ice Ray and move on.

FIRE MAN

What better way to extinguish Fire Man but with the chilling power of the Ice Ray. Leap over his walls of flame and hit him with a cold blast. You'll get the Flame Thrower!

THE DOCTOR IS IN!

The Doctor appears in a crazed contraption. Send it to the scrap heap by blasting the front end. The doctor will beg for your forgiveness when he's done. Your future battles, though, will show that he lacks sincerity.
DR. WILY STRIKES AGAIN
After his loss to Mega Man, Dr. Wily quietly rebuilt his empire and vowed that he would return with an even more powerful force. Meanwhile, Mega Man's creator, Dr. Light (A.K.A. Dr. Right) readied the Blue Bomber for another battle.

BUBBLE MAN STAGE

FEROCIOUS FISH
Arm Cannon shots deflect off the armor-like scales of the incredible Lantern Fish. The only way to stop them is to aim for the light that hangs above them. While you're approaching these denizens of the deep, make sure that you take care of the Super Shrimp that they produce.

PLUNGING PLATFORMS
Dr. Wily has set a trap for you early in this stage. These platforms plummet when you land on them. Don't pause as you leap from one to the next. Hesitation will send you to a watery doom!

ROUND UP THE ROBOT LEADERS
As you conquer the worlds of Dr. Wily's domain, you'll encounter his army of eight new Robot Leaders. Each victory will earn you a new weapon. Defeat the Robots in the order shown in this review and you'll find that the weapons you earn will come in handy in future battles.

BUBBLE MAN
Your aquatic adversary is very comfortable in these soapy surroundings. Keep your distance and leap over his Bubbles as they come toward you. A solid Arm Cannon attack will put him in his place. Victory will earn you the Bubble Lead.
FLASH MAN STAGE

Flash Man's flashy territory tends to be very slippery. Watch where you're running and give yourself plenty of room to stop before you get to a ledge or get too close to one of Flash Man's fiends.

ARMORED ASSAULT

The robots on walking tanks are heavily shielded. Take out the tanks first by aiming for their legs. Then aim for the robots. You may choose to avoid them altogether.

QUICK MAN STAGE

BEWARE THE BEAMS

As you drop down through a long section of Quick Man's quarters, you'll encounter deadly Force Beams. Avoid them!

QUICK MAN

Quick Man's super fast Boomerangs are difficult to avoid. Use Flash Man's Time Stopper and you'll knock out a good portion of his energy. Then finish him off with the Arm Cannon. He'll give you the Quick Boomerangs.

FLASH MAN

While Flash Man does have the power to temporarily stop time, his bag of tricks is not very deep. Avoid direct contact and hit him with the Bubble Lead. You'll earn the Time Stopper.
**METAL MAN STAGE**

Metal Man's conveyors make moving in the right direction a real challenge. Jump to cover ground quickly when the conveyors are moving against you.

**WOOD MAN STAGE**

As you climb down into new territory, look at your surroundings before you drop. You may be able to take out some mechanoids from your high perch.

**METAL MAN**

The power of Metal Man's Blades are no match for the speed of your Quick Boomerang. You'll easily cut him down and earn the use of the Metal Blades.

**WOOD MAN**

Leaves rain down and surround Wood Man in this fortified forest. When Wood Man sheds his Leaf Shield, leap to avoid it and hit him with a non-stop Metal Blade barrage. When you emerge victorious, you'll become the keeper of the Leaf Shield.
**AIR MAN STAGE**

**GET THE GREMLINS**
Hit the pesky Air Gremlins as they fly above the Air Tikis. The Power-Ups that they leave behind will land on the Tikis for an easy pickup.

**AIR MAN**
The master of the skies, Air Man, releases a ton of Tornados all at once. Steer clear of them and hit him with a Wood Shield. If you run out of Wood Shield power, just leap over or run under the Tornados and hit him with the Arm Cannon when you have a clear shot. The Air Shooter will be yours.

**CRASH MAN STAGE**

**CRASH MAN**
The power of Crash Man is best viewed from afar. Stay on the opposite side of his chamber and use the Air Shooter as he approaches. When you defeat him, you’ll get his Crash Bomber.

**BOMBER BIRDS ATTACK**
While you’re climbing the long ladders of this area, Bomber Birds will fly by and drop exploding eggs. Hit the eggs before they release swarms of smaller birds and keep climbing.
After you complete the Air Man Stage, you’ll receive the Jet Sled. Use it in this section to glide easily over the flames below. If you don’t have it, you’ll have to time your jumps to the disappearing blocks.

DR. WILY’S SKULL CASTLE

When you clear out Dr. Wily’s Robot Masters from his expanded domain, he’ll make quick passage to his new Skull Castle.

DRAGON DROID

At the top of this initial leg of your journey through Skull Castle, you’ll encounter a long corridor of blocks that appear at the last moment. An alternative to fancy footwork here is the use of the Jet Sled. Soar over the dangers below and make it safely to the three blocks at the end. Then hit the Dragon Droid with all that you’ve got.

The first big creature in Skull Castle isn’t as difficult to conquer as the trip to him is.
Dr. Wily has rebuilt Guts Man so that he more closely resembles a Bulldozer than his original form. Climb on and spray him with Quick Boomerang!

Load up on Crash Bomber power before you enter this room. Then use it to destroy the walls that block the Cannons.

The Transporter takes you to chambers with new versions of all eight Robot Leaders. Defeat every one and you’ll meet Wily!

Dr. Wily is an alien! Clean his clock with the Bubble Lead.
**NEW APPROACH**

Dr. Wily has apparently given the old heave-ho to his evil ways and has resolved to construct a peace keeping robot with Dr. Right (A.K.A. Dr. Light). In order to make the machine, they need to collect elements from eight planets.

---

**MAGNET MAN STAGE**

**WATCH THE BLOCKS**

This looks like something that Dr. Wily would cook up! Blocks appear and disappear. Watch them, and hop on the blocks to get over tall obstacles.

---

**BREAK MAN**

The mysterious Break Man means no real harm, although his weapon is real enough. He seems to want to train you for more formidable opponents. When he's had enough, he'll move on.

What is with this guy? Break Man appears for a while. Then, when he's taken some hits, he leaves.

---

**MAGNET MAN**

Work against Magnet Man's magnetic pull and fire when he relaxes. Then slide under him as he jumps. You'll collect Magnet Missiles when you defeat him.
HARD MAN STAGE

HIT HAMMER JOE
Slide to avoid Hammer Joe's throwing tools and shoot him when you have an opening.

Hammer Joe can cause a lot of trouble with his powerful Hammer. Before you get within Hammer height here, hit him with Arm Cannon blasts.

TOP MAN STAGE

TOP THE TOP DISPENSER
Before you drop from the ladder, look left and see a Top Dispenser in Arm Cannon range. Hit it and go on unharmed.

BOBCAT BOUNCE
Jump over the two Balls that the Bobcat releases and hit it with Arm Cannon fire. Do in this feline with two sprays from the Cannon.

TOP MAN STAGE

TOP MAN
Top Man tosses up three Tops which converge on the space where you're standing. Jump to avoid them and send him a Hard Knuckle in return before he charges. You'll earn the Top Spin with a victory.

HARD MAN
The Hard Knuckles come two at a time and bounce off the walls in your battle with this big man. Hit him with Magnet Missiles and you'll soon possess the Hard Knuckle.
SHADOW MAN STAGE

KEEP THE LIGHTS ON
Holograms make the area dark. Double back as soon as you see them. Once they're off the screen, they'll disappear for good and the light will return. You can also hit them with your Arm Cannon.

SHADOW MAN
The best way to quiet Shadow Man is with the Top Spin. Four dizzying hits will mean lights out for this shady character. When he's gone, you'll get the Shadow Blade.

Avoid Shadow Man's Blades and hit him with the Top Spin.

SPARK MAN STAGE

WAIT FOR A RECHARGE
After letting loose a surge of current, the moving electric shockers recharge. That'll be your cue to jump through and get moving.

SPARK MAN
Seven shots from the Shadow Blade will knock the power out of Spark Man. Keep your distance and jump to avoid the big spark. You'll earn his Spark Shock when he's unplugged.

Get out of the way of Spark Man's jolts and peg him with the Shadow Blade.
MEGA MAN III

SNAKE MAN STAGE

The Big Snakes shoot out three fire-balls at a time. Start on the left and jump to the right over the first two. The third one will just miss.

SNAKE MAN

Snake Man tries to crowd you out of the chamber with his Search Snakes. Stay away and hit him with the Spark Shock. When you’ve finished him off, you’ll have Search Snakes to call your very own.

GEMINI MAN STAGE

GEMINI MAN

When you reach Gemini Man’s chamber, he will split into two. Stay just left of center and jump over the Gemini Men as they circle. Then fire when you have a clean shot. Victory will get you the Gemini Laser.

The Penguin Makers produce a steady flow of Bomber Penguins. Jump over them and, when you’re at the peak of your jump, aim for the crank.
Hard Hats are only vulnerable when they lift and reveal their eyes. Get close and hit them with a shot as soon you can.

Spike Traps always emerge from the surface at the same rate. Wait until the first one goes down and make a run for it.

Stay far away from Needle Man and use short jumps to avoid the shower of Needles. Then slide under him as he bounds toward you, and hit him with the Gemini Laser. With victory, you'll receive the Needle Cannon.

Hop to avoid the fire from the cannons and hit them when you get a chance. Unfortunately, you cannot merely run past them.

Since Mega Man earns new weapons with every victory over a Robot Leader, the order in which you conquer the stages and collect the weapons is important. Our review covers the suggested order of completion so that when you follow it, you will always have the weapon that you need in every Robot Leader encounter. While some weapons take a lot of energy from their targets, their delivery can be clumsy. For instance, the Hard Knuckle works well against Top Man, but it tends to be slow. In these cases, the Arm Cannon also does a good job at taking the energy out of an opponent.

Once you've conquered the eight planets and have retrieved the elements, Dr. Wily's plot will be revealed.

While Dr. Wily steals the elements and constructs the robot on his own, he will attempt to keep you busy by sending Doc Robot, who has the powers of the old Robot Leaders, to cause havoc on four of the mining planets.
QUICK MAN
When Doc Robot takes on the abilities of this menace he'll hit you with a fast and furious attack. Use the Gemini Laser.

WOOD MAN
Nothing in your arsenal can penetrate the Leaf Shield. Avoid the falling leaves and jump over the Leaf Shield when Doc Robot releases it. Then counter with Needles.

HEAT MAN
Run from Doc Robot's three exploding bursts and hit him with a Shadow Blade. Then get ready to jump as he blazes across the room.

WOOD MAN
When Doc Robot sheds the Leaf Shield, hit him with shots from the Needle Cannon.
**DOC ROBOT STAGE [GEMINI MAN]**

Flash Man:
Knock the flash out of Doc Robot with the Needle Cannon or Gemini Laser.

Bubble Man:
Beware of the spike-lined ceiling and jump or slide to avoid the Bubble Lead. Then hit back with the Spark Shock or Shadow Blade.

The slow moving Bubbles are easy to maneuver around.

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**DOC ROBOT STAGE [NEEDLE MAN]**

Air Man:
Doc Robot's Air Tornadoes are indestructible. Work your way around them and hit 'Em Wind Bags with Magnet Missiles or Spark Shocks. Seven shots from either weapon will knock the air out of him.

Crash Man:
Run from one side of the screen to the next. Then turn and toss the Hard Knuckle when Doc Robot, in his Crash Man guise, is at a safe distance.
Dr. Wily has been very busy! He completely updated his Skull Castle with new hi-tech gear. Everything has changed since you last visited in Mega Man II. Wily returns to Skull Castle to put the finishing touches on his new creation. Take each challenge as it comes and soon you will find him.

Dr. Wily’s all new Skull Castle is a work of mad genius. He’s installed a truck load of hi-tech gadgets.

Don’t waste your time on trying to penetrate the armor of the Turtle Machine. Aim for the Turtles instead.

When you destroy the Turtles, the machine will follow in kind.

This sturdy machine is one of Dr. Wily’s most incredible creations. Avoid the pieces as they move across the room and hit the whole creature with the Hard Knuckle.

Three Mega Men appear here. Only one can be hurt. Give them each a shot to see which one reacts. Then test them again when they change places under the Beam in the center of the room.

Find out which Mega Man can be hit and pelt it before it moves.
Just as you did in Mega Man II, you will again transport for encore battles with all of the biggies. Ouch!

Taking a cue from one of Mega Man’s original enemies, Guts Man, this creature tosses blocks at a rapid rate. Avoid and fire.

You didn’t really think that Dr. Wily wanted to build a peace keeping robot did you? No. This robot is as evil as they come. Jump up to the ledge on the right and leap to the left with a Search Snake attack. The only way to cause damage to this monstrosity is to hit it on the topside with Search Snakes.

The baffling Break Man will return and appear to crush the evil scientist with a block. What could this possibly mean? We’ll only know for sure in Mega Man IV. At this point, the sequel is only a rumor. It’s possible that it could be made for the Super NES. Keep your eyes open. In the meantime, you can check out Mega Man for Game Boy. The enemies and stages are similar to those for the original NES Mega Man. That could mean that Mega Man II and III are also in the works for Game Boy. Our little robotic hero is fast becoming a classic character in the Nintendo Universe.

Dr. Wily says that he will change his evil ways. Don’t you believe him!

What will become of Dr. Wily and his wacky inventions? Only time will tell!
Unravel The Many Mysteries Of A Remote Island Chain

The famed archeologist, Dr. Steve Jones, has disappeared from his small island laboratory where he has recently made an amazing new discovery. As his nephew, Mike, you must search the islands for the Doctor and, in the process, uncover the secrets of the south seas.

Your journey covers eight giant chapters of action and adventure. There are ten underground tunnels, dozens of mysteries, a huge spaceship, tons of secret passages and, if that's not enough, an enormous submarine-swallowing whale!

You'll start with a powerful island Yo-Yo to fend off enemies and earn more weapons along the way.

Your journey begins on the island of Coralcola where you'll fight through an underground tunnel to your uncle's laboratory. There, you'll find the Sub-C, Dr. Jones' mini-submarine, and set sail.

Your main objective is to find and save your uncle, and to discover the circumstances behind his disappearance. There are plenty of surprises along the way, too! Each chapter contains a new twist to the plot.

First, you'll have to save a young dolphin from the underground lair of a terrible Octopus. Then, you'll be shipwrecked in a storm and have to search for a miracle to save the Sub-C.

Your adventure continues with one bizarre incident after another with a finale in a spaceship circling the planet. And that's not all! There's a good chance that a sequel could surface.
TAKE OFF ON AN EPIC ADVENTURE

The famed archeologist, Dr. J, has vanished from his C-Island lab. It's up to you to fight through eight exciting chapters and uncover the mysterious plot behind his disappearance.

#1 PRELUDE

CORALCOLA

The Chief of Coralcola will clue you in on the story behind Dr. J’s disappearance.

THE ISLAND TUNNEL

ISLAND YO-YO

Chief Coralcola will arm you with a Yo-yo. Use it to silence the creatures roaming Island Tunnels.

C-SERPENT

Blast the giant C-Serpent with flames and jump out of the way when it fights back with its own flame attack.
#2 DOLPHINS

OCTO'S LAIR

SEEK SECRET PASSAGES
Shadows near walls often expose secret passages. Keep your eyes open for them and walk through the walls.

HIT 'EM WHEN THEY'RE UP
Up/Down Tiles come out of the water, then sink again. Watch them and get hopping as they're on their way up.

OCTO THE HUGE
You must take on the incredible Octo in order to save a young Dolphin. Octo will pelt you with Ink Pellets from a distance and, occasionally, move in for a closer look. That'll be your cue to freeze him with a Snowman Doll and hit him with a rapid-fire Yo-Yo attack. If you're quick on the draw, two Yo-Yo barrages will do the trick.
**FALSE EXIT**

Don't exit through this room. You’ll end up on the wrong side of the mountain range and have to re-enter the tunnel from the beginning.

**SHED LIGHT ON THE TUNNEL**

Some tunnel rooms are dark when you enter them. Search for a Light Tile and you'll be able to see where you're going.

**MAGMA’S MOLTEN TUNNEL**

**WATCH THE ENEMIES**

Watch where the enemies in dark tunnel rooms travel and you will know where there is solid ground. Hop on those Tiles and search for light.

**DEAD END**

The path to the left in the fire room leads to a dead end. Go right instead.

**MAGMA THE FIERCE**

Magma absorbs shots from your weapons. Look for Switches that will break his bond with the surface. You'll sink him.
Like the Wizzrobes from the Legend of Zelda, Dimhags release powerful blasts of magic. Use Miracle Mirrors to bounce the magic back to them and give them a taste of their own powers.

**SLUG IT**
Hit the slug near the stairs with your Yo-Yo and reveal a secret passage. Don't go up the stairs.

**FLASH!**
With a flashbulb-like burst, the Rod of Sight reveals otherwise invisible ghosts.

**MAXIE**
Use a Rod of Sight to make Maxie come out of the dark. Then hit him with a big Bola attack. He'll go down in flames. Lob Bolas in Maxie's direction and try to avoid the Minies and shots from the Mini-Volcanos.

**SHOOTING STAR**
The queen of Shecola will reward your heroics with the strong Shooting Star. Use it to hit faraway enemies.

**THE GHOST VILLAGE**

**SHECOLA**

**THE WEST TUNNEL**
REMEMBER PO'S POEM

The eccentric poet of the island, Po, will recite for you a poem which describes how you will get to the top of the mountain.

#4 CONFESSION

INSIDE A WHALE

As you travel eastward from Tunacola, a Whale will swallow the Sub-C. You'll find Baboo, Dr. J's assistant, inside. Retrieve his Lighter and you can escape.
THE MEMORIAL
The pipe organ in Captain Bell's Memorial is the key to the underground tunnel. Play Pete's tune on the keys to unlock the entrance.

GET THE GHOULS
Pirate Ghouls are similar to Dimhags. Use Miracle Mirrors to reflect their magic and you will be able to knock them out easily.

SINK IT
Jump on the Tile near the waterwheel. The water will flow into the ship, sink it, and clear the strait.

#6 REUNION
NAV-COM KNOWS DIRECTIONS
You'll get an update on Dr. J's location whenever you talk to Nav-Com. Keep searching.

Nav-Com lets you know how close you are to Dr. J's location.
DR. JONES!
When you find Dr. Jones, he'll tell you of an alien plot and three hidden Cubes. Board the spaceship and retrieve the Cubes.

THE STATUES OF TWIN SUMOCHO
While you're taking on the Statues of Twin Sumocho, use the Asterisk and stay near the center of the room. You'll be able to hit them both at once and defeat them in double-time.

GIANT TURBOSS
The squid-like Giant Turboss fights like Octo The Huge. Jump left and right to avoid its shots and hit it hard when it moves in.

NINTENDO PLAYER'S GUIDE
Once you retrieve the first Cube, you'll be rewarded with this most powerful weapon.

The Jet-Pack Jumper is a wide robot. Instead of meeting it head on, approach it from the side and hit it with the spreading beam of the Super Laser.

There are a few weak walls in the spaceship. Look for cracks and hit those sections to open entrances to hidden rooms.

The Ostroid is well-built. The only way to defeat it is to hit the Switch which will break the piping and send it tumbling.
#8 FINAL BATTLE

THE CONTROL CENTER

**POTION POWER**
Before you destroy the Main Engine, drop into a trap door, defeat the aliens below and collect three Potions.

THE MAIN ENGINE
The ship's power source is surrounded by armored plating. Run to the space below the trap doors and fire when the plating opens.

ZODA
The evil alien scum, Zoda, has a deadly claw-like hand. Avoid it and blast away when he shows his face.

Blast Zoda when his head appears.

THE MAIN ENGINE
Get into position under the trap doors and blast the Engine.

ZAP ZODA AGAIN
After your first encounter with Zoda, he will change to his true form. Hit him with the Super Nova until your life is low. Then switch to your Laser. Try to corner him in the lower-right area and keep fighting 'til he's history.

Hit Zoda with a far reaching weapon. He'll take a lot of hits before he's gone.

When Zoda is hurt, he'll change colors and fight even stronger.

THE LAST CUBE

SHIPWRECK
After you collect the last Cube, the alien spaceship will go down.

A DARING SAVE
When the ship goes down over the ocean, you'll go with it. It's good that you have Dolphin friends.

The Dolphins will save you from the water and take you back to C-Island.

THE STORY CONTINUES

Safety at last! After a long journey you'll finally recover the three Cubes and return to Coralcola. Chief Coralcola and Dr. J will be waiting for you. They have the ability to fuse the Cubes together. With a brilliant flash, seven alien children will appear from the Cube. These children are the last of their race. They were planted in the Cubes by Hirocon, an alien who wanted to see his own kind prosper. What will become of these creatures? Have we seen the last of Zoda or was his defeat only an illusion? And what of the messages on the meteor in the lost ruins? Dr. J will have his work cut out for him in deciphering those strange markings.

Look for the sequel, as the StarTropics story continues!

The Cubes fuse together in a brilliant flash.

Seven alien kids, the last of their race, emerge from the Cubes.

Dr. J attempts to solve the mystery of the meteor markings.
Disney

With Duck Tales and Rescue Rangers, Capcom has accomplished the difficult task of creating top-notch video games with characters from popular syndicated cartoon series. Others who have tried to make the transition between animated television and video games have found that it takes more than just a popular character or theme to make a great game. With quality programming, Capcom has managed to project the same special personalities in its video game characters as Disney has in its highly successful cartoon characters.

Scrooge McDuck is a case in point. With a sly wink, a shiny top hat and a slick walking cane, he steps out in style in Disney’s Duck Tales. Not one for fisticuffs, he uses his cane like a golf club to swing obstacles out of his way. When he’s not swinging the cane he uses it to Pogo Jump over whatever blocks his path. Released in 1989, Duck Tales was one of the first cartoon-based games to really catch on. Also featuring cartoon cohorts Launchpad, Webby, and notorious nephews, Huey, Dewey and Louie, it’s fun and challenging. Four of the five stages take you to remote regions around the world; the fifth takes you out of this world! Use the maps to find your way to the five most valuable treasures in the world—and beyond.

Disney followed in 1990 with another hit, Chip ’n Dale: Rescue Rangers, starring the cheeky chipmunks of cartoon fame. Busy bodies that they are, they make great video game heroes! They defend themselves by either hiding in or tossing crates, and their cartoon-like enemies include Kangaroos that serve tennis balls, Mice that pop party favors, and Lizards that toss fedoras at the pair. In a terrific two-player mode, Chip and Dale can interact to help or hinder each other, much as they do in their cartoon show. It, too, is fun for even experienced players. Not content to stay in the park, the toothy twosome explore areas ranging from treetops to coffee shops to toyland. These and other sites are mapped on the following pages.
SCROOGE MCDUCK GETS GOLD FEVER

Ever greedy, Scrooge wants the world's five most valuable Treasures. Join him and pals Launchpad, Webby, Huey, Dewey and Louie as they withstand the elements and race time to bring home the gold.

THE AMAZON

THE INCAN KING

Beat earth-shaking Zarduck to get one of the five Treasures, his magnificent Sceptre.

Use your golf swing to slide the platform over beside the statue.
**GO THROUGH THE LOOKING GLASS**

The mirrors do more than just reflect the image of a very handsome duck. You can walk through them to Warp from one area to another. Use them with care, though, because they Warp only one way and you'll be stuck wherever you land. Mirror D will Warp you to the end of the stage. Are you really ready to face Magica DeSpell?

**LIFE IN TRANSYLVANIA**

In mysterious Transylvania, some walls are merely illusions. Try to walk through them. Scrooge begins with three filled Life Containers, but he can raise the number to four by finding one of the two Containers hidden in the game. Look for one in Transylvania.
BRING THE KEY FROM TRANSYLVANIA

To enter the African Mines, you must have the Skeleton Key from Transylvania. If you didn't bring it with you, go back to Mirror A and Warp to a special room to pick it up.

FIND THE SECRET ROOM

In the Mine there is a secret 1-Up room, but even if you know where it is, it's difficult to reach. There are three hidden pouches in Area C. Pogo jump to the lower bag, then jump from there to the middle bag. Pogo from the middle bag to the upper bag, then go left at the top of the screen to enter the secret passageway.

IT'S SNACK TIME!

Mrs. Beakley fixes very nutritious snacks. She'll toss you some power-packed Ice Cream Cones that will fill up your Life Meter. All you have to do is find her!
HIMALAYAS

POGO IN SNOW? NO GO!
Scrooge just sinks if he tries to Pogo on soft snow, and he'll be stuck for a few moments to boot. Instead, either use regular jumps or just walk.

BUBBA DUCK ON ICE
Use the Pogo Jump to break the ice and free Bubba. He'll be so grateful that he'll direct you to a secret room that holds a Life Container.

SLIPPING AND SLIDING ON ICY SLOPES
You have to jump from ice block to ice block while watching for the super sharp icicles that fall from above. Inch over, wait for the icicle to drop, then jump. It's a good thing you can Pogo on these icy surfaces!

Jump to the platforms to let the boulders drop.
Launchpad occasionally offers Scrooge a ride back to the Control Room. Build up your treasure cache by playing the stage over and over.

Launchpad offers you a lift. Why not take him up on it?

A WALL BLOCKS THE PATH TO THE FINAL TREASURE

Scrooge tries everything but just can't get past this wall on his own. Who is he going to call? Gizmo Duck! After he finds the Remote Control he can use it to summon Gizmo. He's a motoring moonscape machine—he can break through anything! When the path is clear, Scrooge is once again on his way.

A WALL BLOCKS THE PATH TO THE FINAL TREASURE

Scrooge has collected all five Treasures and is ready to head for home, victorious. Not so fast, McDuck! When Flintheart Glomgold snatches the goods and disappears, Scrooge has to return to Transylvania and beat Dracula Duck to recover them. He'd better know the ropes before he takes on Drac!
THE RESCUE RANGERS TEAM UP FOR A BIG ADVENTURE

The amazing pint-sized detective team of Chip 'N Dale and the Rescue Rangers are on their biggest case yet. That fiendish feline, Fat Cat, has kidnapped their pal Gadget. Now they've got to face Fat Cat's army of Mechanical Dogs and Robot Rats.

SPECIAL ITEMS

- **FLOWERS**
  - Pick 50 Flowers and you'll earn a 1-Up!

- **ACORNS**
  - Grab Acorns for extra energy.

- **STEEL BOXES**
  - Pick them up and toss them or stack them.

- **STARS**
  - Find 10 Stars and you'll be rewarded with a 1-Up.

- **BLACK BALLS**
  - Toss these devices quickly, before they explode.

- **TREASURE CHESTS**
  - Open Treasure Chests and get some great gear.

ZONE O

Watch out for the spark! Touching it can be a shocking experience.

BEAT THE BRUSHER

This multi-armed device tosses sparks. Avoid the sparks, pick up the ball and throw it straight up at the bulb. Five hits will do the job.
OVERVIEW MAP

After you clean out Zone G, you'll rocket to another area.

ZONE A

OWL ATTACK
Make the treetops safe by knocking this big bird to the ground. Avoid the Owl in Zone A when it swoops down and watch for falling feathers. Then send the ball skyward five times.

Dodge the Owl's feathers as they fall from above. Toss the ball straight up and hit the Owl five times.

ZONE B

SCRAP THE SPACESHIP
It may look like a toy, but this little alien ship in Zone B is a serious threat. Jump out of the way of the aliens that drop from the ship and counter the attack by tossing the ball straight up at the ship. If you can connect five times, you'll save the day.

Run from the aliens and toss the ball straight up to dismantle the ship.
LIBRARY DISTURBANCE
The Zone C library has been taken over by Hawk Bombers and Racquet Roos. Jump over the streams of tennis balls, dodge the bombs and move!

This mechanical wonder in Zone D has sturdy armor, but if you aim for the lights on its front panel, you'll be able to send it to the scrap heap. Watch out for a shower of toy balls and hit it in a hurry. Look for a hole in the ball shower. Then jump and toss the ball toward the lights.
SPARKS FLY WHEN YOU MEET THE GREEN GROOPER
The green Grouper in Zone E swims quickly and sends out an electrical storm of sparks. Think fast and toss the ball as soon as you have a clean shot. This finned fiend is one of the most difficult creatures to defeat that you will come across. Be careful!

ROLL OUT THE BEARINGS
Big ball bearings and steel pipes are the main features of Zone F. Watch the roll of the balls and avoid getting bowled over. The balls always follow the same pattern. Study them and move when the area is clear. Timing is key in this mechanical mayhem.

ZONE F
Wait for the balls to drop, then jump to the other side.
The balls always roll the same way. Watch them before you make your move.
**FELINE FOOLISHNESS**

The cat in Zone G is no match for the Rescue Rangers. As soon as you get into the room, jump over the first spike and move into the center. Then toss the ball straight up and clobber Fat Cat. When he throws balls straight down, move to the left slightly to redirect the flow. After you hit him five times, Fat Cat will lick his wounds and run off to his secret hiding place.

**CRACK THE CRABS**

Zone H is full of Crabs who send out three bubbles at a time. They can do a lot of damage. Try to knock them out with a crate before you get into bubble range.
**CLEAN UP IN THE BONUS ROUNDS**

After you clear a Zone, you'll end up in a room full of Crates. There are Stars and Flowers under every one. Look for a 1-Up Star under the middle Crate on the top row.

*Time is short. Get the Stars on the top first. Then go for the Flowers.*

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**BREAK UP THE CATERPILLAR**

Every time that you hit the Caterpillar in Zone I, it'll break into five pieces and drop to your level. Keep an eye on the falling pieces and try to avoid them. Then, when it falls back together, hit it again.

*Hit the Caterpillar and dodge the pieces.*

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**ZONE J**

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*Map Continued On The Next Page*
IT'S THE END OF THE LINE, RESCUE RANGERS!
FAT CAT IS WAITING!

The foul Fat Cat flicks ashes down from his cigar as you approach. His smoking habit is bad for your health. Put out his light by dodging the ashes and sending the ball his way. You'll rub him out in no time.

MORE GREAT DISNEY CHARACTERS ARE ON THEIR WAY!

Disney's Duck Tales and Disney's Chip 'N Dale Rescue Rangers are just two of the many Disney/Capcom collaborations which either have already been released or are on the way for the NES.

Mickey Mousecapade was the first NES game with Disney characters from Capcom. It's a fun and challenging five-stage romp with Mickey and Minnie Mouse.

Capcom has also released Adventures in the Magic Kingdom. The game features action-packed adventures in The Haunted Mansion, The Pirates of the Caribbean, Space Mountain and other popular Magic Kingdom attractions, as well as a test of Disney trivia.

Capcom and Disney have also ventured into the world of Game Boy with Mickey's Dangerous Chase, a game similar in style to Disney's Chip 'N Dale Rescue Rangers for the NES. Mickey and Minnie chase a gift-grabbing cat through their hometown, and just like the Rescue Rangers, they can toss boxes and collect special Power-Ups.

There are also plans for a Who Framed Roger Rabbit Game Boy adventure. Roger runs through 1930's Los Angeles and tries to clear his name of a crime that he didn't commit.

The NES will play host to several Capcom/Disney collaborations in the future. They include TailSpin, The Little Mermaid and Dark Wing Duck.

The Little Mermaid follows the adventures of Ariel as she takes on evil Ursula's deep sea creatures and collects sunken treasure. The soundtrack features many of the songs from the hit animated feature.

TailSpin takes off with Baloo, Louie and the rest of the crew from the animated series for a high-flying adventure in the wild blue yonder.

Darkwing Duck is based on a new series which will spin-off from Disney's popular Duck Tales this fall.

Watch for news on even more fantastic fantasies to come from this lucrative team of creative forces.
The Lost Art Of Ninjutsu Comes To Life

The Ninja Gaiden series from Tecmo tells the tale of the Dragon Ninja, a Ninja clan that stealthily works for good in the shadows of the modern world. Ryu Hayabusa, the youngest and next-to-last member of the family and heir to all their Ninja lore, is thrust into his first world-spanning quest in Ninja Gaiden. His father has been mysteriously killed for possessing a strange statue. After battling through armies of martial arts thugs and menacing monsters, Ryu finds his father alive and rescues him. He also uncovers and destroys a conspiracy led by a powerful being from the Realm Of Chaos, the evil Jaquio.

Ninja Gaiden broke new ground by introducing "cinema scenes," animated graphics between levels that tell the game's story. The story unfolds through these scenes and the further you get into the game, the more story you uncover. Just like great novels, you won't be able to put down either of the Ninja Gaiden games until you've finished them. You'll find video maps invaluable in planning the use of your Ninja Arts and finding your way through the madhouse passages of Jaquio's lair.

Ryu goes back into action in his second adventure, Ninja Gaiden II: The Dark Sword Of Chaos. This time his girlfriend Irene has been kidnapped by an evil creature known as Ashtar. Ryu's pursuit of evil leads him beyond earthly bounds and into the Realm of Chaos for contact with even more diabolical enemies. Again Ryu must use his Ninja Magic to defeat evil legions and he must do it without the mighty Jump And Slash technique! In one of the most dramatic finales in video games, Ryu eventually triumphs over Ashtar's mysterious master, the re-born Jaquio.

Judging from the popularity of Ryu's first two adventures, we expect to see more of him, his Ninja Magic and his arch-enemies, the creatures from Chaos, in a third installment for the NES. Will Jaquio be return again? Anything can happen in the dark realm Chaos!
RYU BEGINS A JOURNEY OF DANGER AND VENGEANCE

Ryu's father, a consummate master of the martial arts, has met his end at the hands of a mysterious and mighty Ninja. Now Ryu must use all his skills and wiles to seek out this treacherous enemy, and avenge his father's death.

ACT I DESTINY

AREA 1

Barbarian

The hefty ax he wields is bad business, but he can't finish you off with it. Get him before he comes close enough for a body attack!

AREA 2

Jay's Bar

ACT II THE ESCAPE

AREA 1

Outpost

AREA 2

Death Valley

NINJA ITEMS

Ninja Throwing Star (3 points)

Windmill Throwing Star (5 points)

Art Of The Fire Wheel (5 points)

Jump And Slash Fighting (5 points)

Power Boost (Red)

Restore Life

1-Up

All Items except "Bonus" and "Time Freeze" are indicated on the maps in this book.

POV

1-Up

The wily Ryu never misses a chance to increase the likelihood of survival. Get the 1-Up!

1-Up

Whip out a fistful of flaming rockets and send them upwards and diagonally to nail a fast-moving enemy. This ultimate weapon uses five Ninja power points.

The Ninja is master of many moves, but Bomberhead has only one in his lethal repertoire. Once you learn his attack pattern, you will have a significant advantage for it is always the same!

NINJA ITEMS

Ninja Throwing Star (3 points)

Windmill Throwing Star (5 points)

Art Of The Fire Wheel (5 points)

Jump And Slash Fighting (5 points)

Power Boost (Red)

Restore Life

1-Up

BARBARIAN

The hefty ax he wields is bad business, but he can't finish you off with it. Get him before he comes close enough for a body attack!

BOMBERHEAD

The enemy approaches swinging a mean-looking sickle and chain. If you crouch and duck, you can avoid the lethal blow of this iron-fisted sewer rat. Now make your move swiftly from a crouching position.

ITEMS

All Items except "Bonus" and "Time Freeze" are indicated on the maps in this book.

POWERS

Power Boost (Red)

Restore Life

1-Up

NINJA ITEMS

Ninja Throwing Star (3 points)

Windmill Throwing Star (5 points)

Art Of The Fire Wheel (5 points)

Jump And Slash Fighting (5 points)

Power Boost (Red)

Restore Life

1-Up

Few enemies can withstand the Art Of The Fire Wheel when used with skill and nerve. Ryu needs to gain power to use options. The blue Power Boost is worth five Ninja power points.

It takes skill and power to attack. With this, Ryu gains an added 10 points of Ninja power.

Ryu's mission is fraught with life-threatening pitfalls. These six 1-Up points are critical!

NINJA ITEMS

Ninja Throwing Star (3 points)

Windmill Throwing Star (5 points)

Art Of The Fire Wheel (5 points)

Jump And Slash Fighting (5 points)

Power Boost (Red)

Restore Life

1-Up

This is one of Ryu's mightiest weapons. Once released, it flies to the attack, strikes, and makes a U-turn to go for the enemies behind him.

Whip out a fistful of flaming rockets and send them upwards and diagonally to nail a fast-moving enemy. This ultimate weapon uses five Ninja power points.

Ryu's mission is fraught with life-threatening pitfalls. These six 1-Up points are critical!

NINJA ITEMS

Ninja Throwing Star (3 points)

Windmill Throwing Star (5 points)

Art Of The Fire Wheel (5 points)

Jump And Slash Fighting (5 points)

Power Boost (Red)

Restore Life

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Whip out a fistful of flaming rockets and send them upwards and diagonally to nail a fast-moving enemy. This ultimate weapon uses five Ninja power points.

This is one of Ryu's mightiest weapons. Once released, it flies to the attack, strikes, and makes a U-turn to go for the enemies behind him.

Ryu's dazzling acrobatics are bad news to the Boss. He spins into action, launching his body into the air with an attack which is impossible to withstand!

NINJA ITEMS

Ninja Throwing Star (3 points)

Windmill Throwing Star (5 points)

Art Of The Fire Wheel (5 points)

Jump And Slash Fighting (5 points)

Power Boost (Red)

Restore Life

1-Up

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Ryu's mission is fraught with life-threatening pitfalls. These six 1-Up points are critical!
The cruel and sly Basaquer is the toughest enemy Ryu has yet encountered. His leaping ability is awesome. He is able to fill an entire room with zinging bullets. Drop low to duck the barrage of flying lead. Every time he lands, move in for a hit. He is a relentless enemy, and not easily vanquished. Again and again you must strike when he's on the ground and you see an opening.

Don't get too close to Basaquer. His sword arm has a long reach, and that glittering weapon cuts a wide and lethal swath. Stay clear to stay alive. But Basaquer must be defeated, if Ryu is to claim the ultimate victory.

Ryu's skilled handling of the mighty Windmill Throwing Star is critical to survival amidst the mass of bullets flying his way. By using this ancient weapon, he can stop the bullets coming in at two levels—low and waist high.
These lightning bolts strike at set intervals, and they are brutally accurate! Attack low and fast and get the enemy before your hit points are all zapped out.

Ryu observes his enemies to learn their weakest points. Jashin's Achilles Heel is his head! Hit it. Now strike fear in his heart.

Once you have eliminated the spewing ball, Jaquio appears. Find your opening in between his shots.
RYU SEEKS OUT THE ENEMY CLAN

Ryu's mission of revenge drew him into an international plot to destroy the world. He failed his arch enemy just in time to save mankind. Now his nemesis has risen from the rubble with evil in his heart and power in his sword.

AREA 1

BEGIN THE JOURNEY TO LAHJA

ACT I CITY AMBUSH

START

SPECIAL WIND

Beware of the wind. Exceptionally strong wind currents make for treacherous movement in this area. Ryu finds it most difficult to maneuver in the face of this elemental force. It is critical to time every jump to be in tune with the natural forces of the wind.

AREA 2

ANGEE'S VALLEY

RUN THROUGH ENEMIES

Here are many enemies. Plow through them with the Invincible Fire Wheel, and no harm will come to you.

TOSS THE INVINCIBLE FIRE WHEEL

Enemies attack from below bearing lethal Throwing Stars straight at your heart. Duck and run.

GET THE SCROLL

Blaze a hot trail through your enemies to get the scroll by wielding the Fire Wheel. This is one of the most important weapons to the master of the martial arts. The Scroll raises Ryu's maximum Ninja points.

ITEMS

Ail

Items except "Bonus Points" and "Time Freeze" are indicated on the maps.

NINJA ITEMS

The items listed are indicated on the map shown here. You'll see they give you many necessary powers!

ITEMS

NINJA POWER-UP BLUE

NINJA POWER-UP RED

1-UP

This lucky find gives you 10 Ninja points to add to your weapon.

This Power-Up gives you the maximum number of Ninja points.

Here, you can obtain a 1-Up worth one more Ninja life. Don't miss the chance.

RECOVERY CURE


HIGHER MAXIMUM POINTS

Ryu can now add another 10 Ninja points to his maximum level.

NINJA ITEMS

THROWING STAR

WINDMILL THROWING STAR

INVINCIBLE FIRE WHEEL

When you fire a Throwing Star, five points go with it. Careful!

This powerful weapon requires even more points to launch — 10 total.

This weapon combines heat and ferocity. Uses eight points.

The Fire Wheel cuts a flaming path ahead of you. Takes eight points to toss.

The Invincible Fire Wheel uses 15 points.

AREA 2

DANDO THE CURSED

Climb the wall, and jump down to take Dando from behind.

AREA 3

BARON SPIDER

As Ryu carries on, the evil Baron Spider crawls down and, with spite, strikes swiftly with the Dragon Staff, and you will vanish.
ACT III  THE DEADLY TOWER

AREA 1  THE DARK FOREST

LIGHTNING SHOWS THE WAY
The forest is as dark as the heart of the evil Ninja. It is impossible to negotiate without light. Wait for the lightning to show you the pitfalls. If it doesn’t strike you, it just helps you move safely.

STAY CALM AND JUMP
The path is narrow and the footing treacherous. Be cautious. Don’t move until the lightning dispels the darkness. Danger lurks ahead.

AREA 2  UP AGAINST THE WALL

ACT IV  THE MAZE OF DARKNESS

AREA 1  BENEATH THE TOWER OF DREAD

WATCH FOR HOT LAVA
Molten lava spews from deep within the heart of the mountain. Watch to learn the way it erupts from specific places and shoots in four different directions at once. Learn the pattern well. Then if you dare, jump between the lava jets to meet the next danger.

AREA 2  THE DEEP MAZE

JUMP OFF THE WATERFALL
Climb on the left side here as you make your way down. Jump to the ladder on the right.

ATTAIN THE FIRE WHEEL
The Fire Wheel awaits your command at the top of the steps. This is the best place to attain it. Once you have this incredible weapon in hand, move!

AREA 3  FUNKY DYNAMITE

This reptilian super cyborg is the tool of evil. He is equipped with a powerful rocket propulsion system that gives him an aerial advantage. Once on the wind, he aims to demolish with heavy artillery. But he’s vulnerable up there! Get him on the fly.

INVINCIBLE FIRE WHEEL DEFEATS ENEMIES
This area is loaded with powerful enemies. You’ll need heavy support, and the ancient art of the Invincible Fire Wheel is your best weapon. Use it with skill and cunning, you will get through.

AREA 3  NAGA SOTUVA

The Phantom Double is as mighty a fighter as Ryu himself. This shadow technique will make it easy to take him out.

WATCH YOUR SPEED
The water gives you a rapid ride which can be advantageous, but you best take care not to let the speed get out of control.

NINTENDO PLAYER’S GUIDE
ACT V  THE WRATH OF ASHTAR

AREA I

THE SPIKES ARE HAZARDOUS
Ashtar didn't put those spikes there for decoration. They are razor sharp. Venture under them, and you're in for a big headache.

AREA 2

THE ICE IS TREACHEROUS
The ancient arts of the Ninja may be rendered useless if you slip and ruin the timing of your attack. Plan your moves for slippery footing and you may avoid disaster.

ACT VI  THE CASTLE OF CHAOS

AREA I

KELBEROSS
There's a safe spot in the cage of these two mad dog-like creatures. Climb to the top of the right wall and execute the quick kick technique until you fail down to where the door is located. Kneel down and the Kelbeross won't be able to hit you. Of course, you won't be able to attack them unless you have a Ninja art such as the dreaded Windmill Throwing Star.

BEHIND THE SCENES
At this point, you'll run along hidden platforms. There's a Scroll coming up. If you fail off the hidden platforms, you can collect the Scroll by shooting it down with the Art Of The Fire Wheel. You'll find much needed Medicine of Recovery hidden behind the wall.

AREA 2

USE FIRE DRAGON BALL ART
Fire Dragon Ball Art comes in most useful for attaining invaluable Medicine for Recovery. Ashtar cannot withstand the force of this weapon.

USE FIRE DRAGON BALL ART

AREA 3

ASHTAR
This awesome opponent launches his attack at warp speed, appearing and disappearing randomly. The fireballs he launches come as fast and furious as rain in the typhoon season. Climb the wall to gather your powers and center yourself for battle with the Emperor of Darkness.

USE FIRE DRAGON BALL ART

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USE ALL OF YOUR NINJA ARTS
The walls seem to be alive with throbbing blobs that come at you from four directions. Whip the Fire Wheel into action and blast through these globular beings.

JAQUIO PART 3
Attack with rapid-fire strikes. Then jump and let him have it on the head. Once he loses his head, his fighting pattern changes. Observe his new pattern, then go for the heart and the finish.

If you squat down low at the left of the screen, you're safe. Attack using the Phantom Double technique.

The sky is raining rocks on your head. Dodge left and right to minimize the damage. It's good your reflexes are lightning fast.
Under The Shells

Eastman and Laird’s classic comic characters first came to the NES in the Fall of 1989. Released by Ultra Soft, the game arrived just in time for frenzied Turtle fans. Already the four mutated Ninja Bros. had become national heroes from their comic books and TV shows, and their feature-length movie was about to hit theaters all across America. The Turtles were on a roll.

The video game offered a new experience for Turtle fans. For the first time they got to crawl into the shells of Leo, Raph, Mike and Don. Cries of “Cowabunga!” echoed down every street and sewer in America.

The first game combines both action and adventure. A variety of stages must be cleared in each of the six awesome areas. Turtle talents are tested for fighting, jumping, making use of ninja weapons, exploring sewers and buildings and even swimming! Plus you get to make use of the unique individual skills of each of the TMNT Bros. Although it’s only a one player game, there’s enough packed-in action and pizza to keep you playing until the Mousers come home.

Late in 1990, T.M.N.T. II: The Arcade Game followed in the footsteps of the radical, two-player, arcade-action hit from Ultra. Two all new stages were developed for the NES version to keep arcade fans on their toes.

Turtlemania has even reached Game Boy with Ultra’s T.M.N.T.: The Fall of the Foot Clan. So what is it about these fun-loving mutants that sets them apart? Is it because they were raised by a wise and courageous rat? Or maybe because they never say die? Only one thing is for sure—the Turtles love trouble, and they know where to find it.

You can bet the heroes in a half shell will continue to find trouble in the arcades and at home with the NES and the Super NES. Cowabunga!
Who Are Those Masked Mutants?
The Bros. first appearance on the NES includes hot ninja action, all your favorite Foot Foes and lots of pizza. Cinema scenes add to the fun.

BEATING BEBOP
Hit Bebop low or use special ninja weapons. Don and Leo are your best fighters, so have them ready to fight Bebop.
The maps of each area are marked with letters to help you find the best route. Follow the recommended route through fighting scenes both above ground and in the sewers. In Area 3 use the following route: A → D → E → F → G → J → K → L. The arrows between letters indicate movement on the streets while the squiggle line means that passage occurs underground. Keep all four Turtles in the game by switching between them when one Turtle's energy runs low.
TURTLE VS. TECHNO-DROME

Crawl out of your shells, guys. The Tank at the end of Area 5 isn’t fooling around. Attack the second gun turret first, then go for the eye-turret up on top.

BOSS ENEMIES

The “Boss” rooms in the cave don’t always have Bosses inside.
Master Splinter is proud of you for managing to make it this far. Your ninja training and all-pizza diet have prepared you for the ultimate challenge—to avenge yourself upon Shredder. In the final battle you should use Leo or Don because of their strength. If you have collected lots of Scrolls, use them. It should only take about 15 direct hits. But whatever you do, watch out for Shredder’s sneak Turtle attack. If you get hit, your Turtle will shrink into a baby bro.
Seven Stages Of Beaucoup Head-banging

The two-player Turtle arcade hit from Konami came to the NES in late 1990, featuring awesome graphics, play control and best of all—the Turtles!

SCENE I

The number of foot soldiers who attack in each area is listed above the map in both one- and two-player games.

MEET THE TURTLES FROM NINJA TECH

Ninja technology is ancient, but it’s as effective today as it was long ago. Leo swings a Katana sword and Don cracks heads with his Bo. Raph cleans up Shredder’s scum with his Sai while Mike gets swinging with his Nunchukus. For each Turtle’s Special Attack, quickly push A then B.

ROCKSTEADY

So who or what is Rocksteady? Try 60 Hit Points worth of anti-social rhinoceros! His thundering charges will skewer a Turtle quicker than you can say “awesome, Dude.” But there is hope. Use the Flying Kick against the brute, then leap away. Kick back and forth, and stay clear of his charge!
**Scene 2**

**Enemies**

<table>
<thead>
<tr>
<th>Karate Foot</th>
<th>Dynamite Foot</th>
<th>Boomerang Foot</th>
<th>Bebop</th>
<th>Knife Foot</th>
<th>Hammer Foot</th>
<th>Mouser</th>
<th>Katana Foot</th>
<th>Prof. Stockman</th>
</tr>
</thead>
<tbody>
<tr>
<td>KF</td>
<td>DF</td>
<td>BF</td>
<td>Boss</td>
<td>KnF</td>
<td>HF</td>
<td>MO</td>
<td>KtF</td>
<td>Boss</td>
</tr>
</tbody>
</table>

**Bebop**

Bebop has some bad moves. He punches, he charges, he fires a space-age blaster, and then he does it all over again. If you're a Turtle, you've got to be thinking that he has a problem. He also has a weakness. Use your Flying Kick combined with an immediate leap to safety. Give him the Flying Kicks from both sides until he's down and out.

**Scene 3**

**Enemies**

<table>
<thead>
<tr>
<th>Karate Foot</th>
<th>Frosty the Hitman</th>
<th>Snowball Foot</th>
</tr>
</thead>
<tbody>
<tr>
<td>KF</td>
<td>FH</td>
<td>SnF</td>
</tr>
</tbody>
</table>

**Professor Stockman**

When you're under the boardwalk looking for Stockman, you'll meet all sorts of interesting people and things. Those friendly Mousers, for instance, would like to shake your hand...and keep on shaking until it comes off! If you don't want to be that sociable, stand just to the right of the holes where they appear and slash 'em. As for the classy Professor, Flying Kicks to his hovering Prof. Pod will expel him from the sewers.
If you thought Pro! Stockman was annoying, wait until you meet his alter-ego, Baxter the Human Fly! He buzzes overhead and can be attacked only by Flying Kicks. Since you don't have a giant swatter or a can of Raid, use your Flying Kicks to back him into the left hand corner of the screen. Once he's there, continue to use the Flying Kick.

BAXTER

If you thought Prof. Stockman was annoying, wait until you meet his alter-ego, Baxter the Human Fly! He buzzes overhead and can be attacked only by Flying Kicks. Since you don't have a giant swatter or a can of Raid, use your Flying Kicks to back him into the left hand corner of the screen. Once he's there, continue to use the Flying Kick.

SCENE 4

ENEMIES

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7

SnF 9/12 FH 4/7
STONE WARRIOR
Use the Flying Kick strategy against this invader from Dimension X. If you don't dodge his flame, you'll get fried!

SHOGUN WARRIOR
The Shogun Warrior is so angry to see you that he literally loses his head. From time to time his head floats back onto his shoulders, which is when you should attack using your Flying Kick. Don't attack until the head reaches its low point. The head follows a figure eight pattern that is easy to learn.
**SECRET CODES**

To get a super jump on Shredder, try the following secret codes when you first start the game. For ten Turtles, press Up once, Right twice, Down three times and Left four times. Then press B, A and Start. For a Stage Select, press Down five times and Right seven times. Now press B, A and Start. After you select your Turtle, choose the Stage by pressing Left and Right, then Start. If you want to have both ten Turtles and the Stage Select, first choose the number of players then press B, A, B, A, Up, Down, B, A, Left, Right, B, A and Start. Now choose your Turtles and select a Stage.

**KRANG**

Eyebeams, rocket arms and wicked kicks are the trademarks Krang brings from his alien home. Once again, Flying Kicks are a Turtle's best friend, but dodging Krang won't be easy. Two hundred twenty Hit Points is a lot of bad attitude to work off, so jump it up!

**SHREDDER**

One Shredder is bad enough and two are about as much fun as stale pizza. The first Shredder to appear is the real one, so ignore the double when you attack with Flying Kicks. The real Shredder has 176 HP while the fake has only 16. Stay clear of Shredder's eyebeams.
Creatures Of The Night

Trevor Belmont was the first vampire hunter to track Dracula to his haunted lair. One hundred years later, his great grandson Simon followed in his footsteps. They hunted the Prince of Darkness and his armies of the night armed only with whips and the weapons they found along the way... and with their wits. The people were impressed. But vampires are not easy to kill—after all, they are already undead—and every time the Belmont's destroyed Dracula, he came back even stronger.

In Konami's three Castlevania games, players relive the terrifying exploits of the Belmonts.

Castlevania, the original game, was one of the first super hits for the NES. All the action takes place in Dracula's Castle. The most important skills are quickness and good jumping ability, as in all the Castlevania series of games. The shrewd vampire hunter will use the NES Atlas Maps to locate vital items such as food and weapons and to prepare for upcoming battles.

The second adventure, Castlevania II: Simon's Quest, is even bigger, and it is a true adventure. There are items to buy in shops, mysteries to solve, clues to gather from villagers, and of course, more monsters than you can shake a wooden stake at. Complete maps are almost a must if you want to find your way from town to town, mansion to mansion and swamp to swamp.

Castlevania III: Dracula's Curse deals with the adventures of Trevor Belmont. The action is almost exactly the same as in the first game, except that you can take a spirit helper with you. Try using the name HELP ME in Castlevania III to start out with nine extra lives.

Castlevania: The Adventure is a Game Boy version of the Belmont's exploits. If you dare, turn to the following pages to see every dreadful step of these NES classic thrillers.

After you master these, get ready for more chills when Castlevania IV haunts the Super NES!
Simon Belmont has come to the evil castle of Count Dracula with a whip in his hand and vengeance in his heart. Through 18 stages of terror and trial he must pass, gathering special weapons, battling creatures and preserving his courage.

Apart from being impossibly brave, the professional vampire hunter must know what he's getting into. Maps of the vampire's castle are essential, but more important is knowing how to defend yourself against ghouls and undead creatures of the night. The basic Whip will lash your foes back into the shadows, and it can be used while leaping or crouching, as well as standing tall. Knives give you a longer range, and the Axe arcs up to hit flying creatures. The powerful Boomerang also has great range while the Fire Bomb burns enemies and may disintegrate stone blocks. Other aids such as the Clock, Food and multiple shots are marked on the map. To get them, slash candles or break stones. You'll have to learn the basic fighting moves early on if you hope to dispatch the five guardians of the castle and reach the Count.
BATTLING THE BAT
Before heading upstairs in the castle you must do battle with a giant black Phantom Bat who swoops down from the high vault. Use the Axe, which is located above the steps to the left, or jump onto the block and use your Whip. After defeating the bat and other castle guardians, you’ll get a glowing orb that refills your energy and allows you to pass to the next stage.

The Phantom Bat is the easiest of the Guardians, but a Double Shot will help.

MANAGING MEDUSA
It is said that one look at Medusa will turn a hero into stone. Apparently the old witch has lost something over the eons, though, because now she is fairly easy to beat. A continuous attack using the Whip or Dagger will work, but it’s even easier using the Fire Bomb. If you found the Clock before reaching her, use it to freeze her snaky hair.

If you only have the Whip, crouch within range of Medusa and use the Whip continuously.
MUMMY MADNESS
The Mummy Brothers are visiting Uncle Drac from their ancient crypts in Egypt. As you will discover when you meet them, they have become a bit unraveled lately. The bandages they throw at you will cause damage. The Dagger, Fire Bomb or Boomerang all work well against the petrified pair, but you'll have to dodge while you're attacking and it isn't going to be easy.

DANCE AND HOBB, WEEVE AND DUCK. QUICKNESS AND GOOD MOVES WILL GET YOU THROUGH THIS FIGHT.

THE PRIDE OF FRANKENSTEIN
Frankenstein and his little companion, Igor, are truly reanimated by your arrival in their hall. Although Frankenstein has certainly been bulking up, the real threat comes from Igor who leaps off Frank's shoulder and attacks you. Use the Knife against Igor, attacking from the block to the right. Then, when it's just you and Frank, hurl Fire Bombs at him.

THE KNOBE CUT SHORT IGOR'S VISIT AND THE FIRE BOMBS SET UP FRANKENSTEIN TO GET BURNED.
The Grim Reaper is known for his harvests of death. If you don’t want to be added to a bushel of bones, attack his wickedly sharp sickles first using your Whip. The Reaper himself is rather slow, but he is stronger than any mortal enemy. Using the Axe or Knife while jumping between the ledges is one strategy, but throwing Fire Bombs from the center platform is even better.

Two strategies are needed to destroy the Reaper. First go for the sickles, then attack the Reaper.

The Count has been waiting for you to stick your neck out too far and this is his big chance. When he opens his cape, watch out! Three shots come out. Use the Whip to defeat him while the cape is spread out and he is vulnerable. Now get set for the real challenge. The Spirit of Dracula is much stronger than his earthly counterpart. Use the Fire Bombs which are found in the room.

Dracula and his evil spirit await you at the end of your journey through Castlevania.
Simon Belmont is back. This time he's going to hunt vampires the old fashioned way—with wooden stakes. His path leads through the ancient land of Transylvania where he must collect the scattered remains of Dracula, and destroy them.
In Jova and the other towns of Transylvania you'll find many useful items, weapons and services. To rest up and refill your Life Meter, visit churches. If stores seem to be empty, use the Holy Water on the walls and floors to reveal secret rooms. Also talk to all the people in every town. Most of the villagers have a hint or can direct you to the next stage of your quest.

Make sure you pick up the White Crystal and Holy Water. Both are essential to Simon.
**TOWN OF VEROS**

At the bottom of the steps from Veros Woods is the hidden town of Veras. Here you can purchase the mighty Chain Whip and the throwing Dagger. Both of these weapons will come in handy when you enter Berkeley Mansion. Here, as in most towns, you'll also find a church. Speak to the priest and you'll regain full Life Meter points. Other secrets may also be revealed, so explore everything and speak to the people.

**BERKELEY MANSION**

The first mansion to visit is Berkeley Mansion east of Jova. Use the Blue Crystal to see hidden lifts and then explore the many halls. Beware of invisible pitfalls where you'll tumble into the dungeon. Whip blocks to uncover scrolls and valuable information, then head toward the old man with the Stake. Dracula's Rib is kept in the final room.

**ROVER MANSION**

Rover Mansion (also known as Lauber Mansion) is where Dracula's evil Heart is kept. When you first enter it may seem as if you are trapped in two large chambers. But the vertical blocks to the right of the lower chamber are False Stones which you can leap through. Also beware of False Floor Stones on the way to the Scroll.

At Yuba Lake, kneel on the shore for about seven seconds in order to reach the mansion.
Beyond the perilous Joma Marsh lies the Mansion of Laruba. Gather the Stake and Laurels then proceed to the room of the Weeping Mask. Hurl the Gold Knife repeatedly to freeze the Mask and defeat it, then claim the Magic Cross. In the chamber beyond you will find Dracula’s Ring.

These tears turn to fire, so kneel just inside the door and wait for a pause to attack.

Dracula’s Nail is kept in Bodley Mansion. To reach this Mansion you’ll need to get the Red Crystal and kneel at the base of Deborah Cliff. Inside are many False Stones and blocks that can be burned. Beyond the man who sells Stakes take the pitfall to the Nail. The purpose of the Nail is a great mystery. Its use will be revealed to you later.
Beyond the Marshes of Belasco and the Dead River is the town of Alba. Recover energy in the church, then stock up on Garlic and Laurels. The most important item, however, is the Red Crystal, which is used to ascend Deborah Cliff.

Trade your Blue Crystal for the Red one from the warrior in Alba.

Stake

THE GRIM REAPER

Eye and the Golden Knife are guarded by the Grim Reaper in Brahm's Mansion. In the Reaper's chamber, stand still and use your Whip for defense. When he gets close, the Whip attack will freeze him until he's defeated.
The journey has been long and lonely, but nothing has prepared you for these final steps. The castle of Dracula is deserted, but along the dark corridors are many blocked passages that you must whip or burn using the Holy Water. Descend floor by floor to the crypt. In the great chamber with the pedestal you will reassemble the parts of the vampire that you have collected. As the reanimation of the undead takes place, a flame surges toward the roof. Then Dracula returns. Use the Flame Whip on Dracula repeatedly, and when he begins firing at you, use a Laurel for protection. In a few moments he will split into four figures and whirl about the room. Aim for the head of one of them. Repeated shots will keep Dracula in place. When your invincibility drains, use another Laurel. The Prince of Darkness cannot long withstand such an attack.

Save your Laurels until Dracula attacks you, then renew the protection when it wears off.
The Destiny Of The Family Belmont
Long before the famous exploits of Simon Belmont, another fearless vampire hunter—Trevor Belmont—set out to rid the world of the dark menace known as Dracula!

ROUTE-1
(Blk 1-01 thru 1-04)
Total Number Of Small Hearts And Bonus Bags In This Route:
$=30
%=7 (9300 pts)

SKULL KNIGHT
He materializes from a heap of bones and attacks with a sword. Take refuge on the left platform and use your whip to reduce the knight to bone dust.

ROUTE-2
(Blk 2-01 thru 2-06)
Total Number Of Small Hearts And Bonus Bags In This Route:
§=14
%=5 (1000 pts)

SPECIAL ITEMS
Trevor’s options are much the same as those of his descendant, Simon, but the spirit helper you have adopted can use only the special items listed below. Some of the items are offensive, such as Grant’s Axe or Dagger. Sypha controls the elements of Lightning, Ice and Fire while Alucard transforms into a giant bat.

Characters

- Trevor
- Sypha
- Grant
- Alucard

Items

- Axe
- Pocket Watch
- Meat
- Double Shot
- Triple Shot
- One Up

- Bonus Bag
- Small Heart
- Big Heart
- Dagger
- Boomerang
- Sacred Water

- Ax
- Fire
- Axe
- Small Hearts

- Boomerang
- Lightning
- Fire
- Dagger

- Sacred Water
- Ice
Total Number Of Small Hearts And Bonus Bags In This Route:

I \( \rightarrow \) 22 \( \rightarrow \) 2 \( \rightarrow \) 2 (400 pts.)

TAKE THE HIGH ROAD
The crushing platforms turn vampire hunters into applesauce, but you need not risk your neck here. Leap to the top of the platforms when they are close to the ground, then cross safely above the spikes. From here you can collect the items in the candles.

A FOWL PLAY
Evil owls roost in the trees and swoop down upon Trevor. Prepare for them and strike as soon as you can.

ROUTE-3
(BLK 3-01 thru 3-04)

UNDEAD BUT FRIENDLY

GRANT DANASTY
Grant’s strength is in movement and agility. Only Grant can cross certain walls or obstacles.

SYPHA BELNADIS
Sypha can’t take much physical abuse, but his magic is strong. Pick up the Fire, Lightning spells and Ice spells.

ALUCARD
He may be a vampire, but Alucard is on your side. In bat form he can go anywhere.

Simply Slime
Your Whip is the most effective way to reduce these ectoplasmic slime-balls to harmless slime vapor.

CYCLOPS
The Cyclops may be slow and stupid, but he packs a monstrous wallop with his mallet. Wait in safety on the block to the left and aim for his head when you get the chance.

ROUTE-4
(BLK 4-0A thru 4-0E)

Total Number Of Small Hearts And Bonus Bags In This Route:

I \( \rightarrow \) 55 \( \rightarrow \) 2 \( \rightarrow \) 8 (5600 pts.)

CyCLOPS
The Cyclops may be slow and stupid, but he packs a monstrous wallop with his mallet. Wait in safety on the block to the left and aim for his head when you get the chance.

EVIL FLAME
The flame above the pedestal becomes a pair of Mummies. Once defeated, the flame turns into another Cyclops.

MUMMIES
Crouch behind the block to the left and whip the first Mummy, then cross the room to attack the second headless brute.

Simply Slime
Your Whip is the most effective way to reduce these ectoplasmic slime-balls to harmless slime vapor.

CASTLEVANIA III: DRACULA’S CURSE

UNDEAD BUT FRIENDLY

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ROUTE-5
(BLK 4-01 thru 4-04)

Total Number Of Small Hearts And Bonus Bags In This Route:
♥ = 11 6 = 3 (600 pts.)

THAT SINKING FEELING
This marsh is truly harsh, full of fearsome frogs and quicksand. If you take the upper path and jump from platform to platform, you'll miss the quicksand but face enemies that are just as tough as those in the lower route. In the quicksand, keep jumping to avoid getting trapped in the mire.

MUD MEN
Mud Men in the lower reaches of the swamp bubble up from the ooze to attack. Use the Boomerang or Dagger to defeat them.

DRIVEN BATTY
The giant bat in the cave will become a sworn enemy of both once it's hit. Using Grant and the Axe is a good strategy, but if Trevor has the Boomerang he can make quick work of them. Wherever you are, you'll have to attack most move fast.

THE LOW ROAD
The dripping acid burns through stone and eliminates blocks. Earlier on it will allow you to pass through to the lower paths and gather valuable items. Some blocks must be broken by the Whip and other passages are so small that only Grant can pass through them. Whatever you do, don't let the acid drip on you unless you're made of tougher stuff than stone.

The 1-Up extends Trevor's life by one turn, which is a valuable asset in these dangerous parts. Once the 1-Up is used, you can jump to the right platform where the 1-Up is located.

ROUTE-6
(BLK 5-01 thru 5-06)

Total Number Of Small Hearts And Bonus Bags In This Route:
♥ = 31 6 = 12 (5000 pts.)

ALUCARD
The son of Dracula has waited long in this cold chamber, but now he attacks with fire and Fury. The holy can't hurt you, and you can't hurt them. When they come together to form the vampire, aim for the head with your Whip. If you survive, Alucard becomes a friend.
**ROUTE-7**

Total Number Of Small Hearts And Bonus Bags In This Route:

- 1 = 20
- 3 = 7 (1600 pts.)

**FRANKENSTEIN**

Mount your attack from the right platform. There you'll be safe from falling stones, but you'll still have to watch for the stones Frank throws. The Axe is the best weapon to use.

**ROUTE-8**

Total Number Of Small Hearts And Bonus Bags In This Route:

- 1 = 20
- 3 = 6 (1400 pts.)

**ROUTE-9**

Total Number Of Small Hearts And Bonus Bags In This Route:

- 1 = 7
- 3 = 3 (600 pts.)

**CHARACTER TOUGHNESS**

Trevor and his spirit helpers each have different strengths. As the game progresses, monsters will inflict more damage with each hit. In Dracula's Castle, depending on which character you are using, you will lose four or five Life Bars each time the enemy strikes you.

<table>
<thead>
<tr>
<th>Level On Which Enemies Appear</th>
<th>Trevor</th>
<th>Grant</th>
<th>Sypha</th>
<th>Alucard</th>
</tr>
</thead>
<tbody>
<tr>
<td>ROUTE 1-3</td>
<td>2</td>
<td>3</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>ROUTE 4-13</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>ROUTE 5-6</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>4</td>
</tr>
</tbody>
</table>

**SKULL KNIGHT KING**

The Skull Knight King has a very effective defense—if you hit him, a bone flies out at you. The trick to beating him is that he's only vulnerable to your attack when one of his bones is flying about.

**UP THE CREEK**

If you have Sypha as your spirit helper, use him in the river to freeze enemies. If you don't have Sypha, jump continuously so the current of the river doesn't slow you down.

**WATER DRAGONS**

Learn the pattern of when and where the two Water Dragons stick their long necks out, then aim for the backs of their heads.

**CLIMB OR DIE**

As you mount the steps of Frankenstein's tower, Flying Gargoyles attack. They'll be easy to defeat on subsequent trips if you remember where the Gargoyles come from. Beyond the first section of the tower the screen automatically scrolls, which means you have to keep moving upwards or vanish off the bottom of the screen.
**PREPARE FOR DANGER**

In Block 6-02 you’ll encounter Bats and Fishmen. They’re not too difficult to defeat, but you must keep on your toes. The Boomerang is hidden in the candle above the lower platform and isn’t easy to grab. Make sure you get it.

---

**THE TEMPLE OF SARNATH**

The Sunken Temple of Sarnath contains many secrets. Whip the block near the start to find a Big Heart. Defeat the Skeleton in front of the high wall by throwing Daggers from the right ledge. When you reach the wall, use Grant to climb over it and save time. Now get ready for the Bone Dragon King.

---

**BONE DRAGON KING**

The Bone Dragon King flies about, unattended like his royal breed whom you met earlier. You’ll have to keep moving, dodging and jumping while hurling the Axe toward his head. You can tell when he’s hit because a noticeable flap off his tail. When he’s down to about one third of his strength, he’ll run away. Quickly follow him out of the flooding Temple.

---

**HIGH WATER**

After the Bone Dragon King flees from your attack, the water level begins to rise. Time is short. Move as quickly as you can, but be careful on the jumps. Try to defeat the remaining enemies quickly by using the Whip, or just skip past them.

---

**“MEAT” YOUR FATE**

Just before you meet the next Bone Dragon you can find some Meat in the block shown. The problem is that the Meat will fall into the water unless you’re standing half off the lower block. At the same time, the Bone Dragon is attacking! Better donk the Dragon first, then take the Meat. Chances are you’ll need it more after the battle.

---

**GO FOR IT**

(shortcuts and 1-Ups)

Grant is useful here. Shortcuts and 1-Ups can be reached only by making use of his jumping and climbing skills.

---

**HIGH & DRY**

Grant can reach the 1-Up on his ledge, but you may not have time to get it. The water is surging and the Bone Dragon King is somewhere ahead.

---

**DIFFICULT ITEMS**

Throughout the game are items placed in positions that seem impossible to reach. Some of them can only be collected with the help of Grant or Alucard, but if you don’t have these spirit helpers with you, such as at the beginning of the game, what can you do? Hang in there. After defeating Dracula once, you’ll be able to start over again, only this time you’ll have a helper beside you from the outset. Even if you have the correct spirit helper with you, some items, like the 1-Ups in Routes 4, 6, and 7 can be difficult to collect.
ROUTE-12
Total Number Of Small Hearts And Bonus Bags In This Route:

* = 41  ¥ = 6 (2100 pts.)

**Mummy**
Once you've seen one Mummy you've seen them all. Use the Whip and get ready for worse enemies to follow.

**Cyclops**
The Cyclops is as dangerous as ever so you'll have to stay clear of his pounding attack.

**Leviathan**
The Leviathan is a giant Gargoyle with a predictable jumping pattern. Run under him on the third or highest jump and attack from the rear.

ROUTE-11
Total Number Of Small Hearts And Bonus Bags In This Route:

* = 17  ¥ = 8 (5100 pts.)

**Frankenstein**
This new Frankenstein, Frankie II, is basically the same as your old pal from Route 7.

**HITCH A RIDE**
Here in the deepest dungeons of the castle you'll have to use moving platforms, jumping from one to the next to cross the perilous pools.
DROPPING OUT
To reach the end of this stage, you'll have to cross a series of platforms that move continuously downward into oblivion. It's not as easy as it sounds because each platform is at a different level. When you reach the solid blocks half way through the platforms, wait for the next platform while jumping out of the way of the Fuzz Buster.

Is this deja vu or what? Seems that Dracula has a thing for Mummies, Cyclopes and Leviathans. Maybe because they're such a pain to vampire hunters. Whatever the reason for their presence, you'll have to go through the drill once more. Just don't get smug and forget how dangerous these foes really are.

ROUTE-14
Total Number Of Small Hearts And Bonus Bags In This Route:
-23 (6) -7 (350 pts.)

HALLS OF HORROR
Here in these elaborate halls you'll have to take things easy. The floors may crumble away beneath you if you are in too much of a hurry. There are many things to find and gather here, including a Double Shot. When you reach the Knight, leap over him and move on rather than fight him and lose precious Life Bars.

GRIM REAPER
The Grim Reaper stalks the hall wielding his terrifying sickles. Speed is of the essence because you can't hide from his attack for long. That's where the extra shot options come in handy. Try to collect the Double Shot or Triple Shot for your encounter with this Rend and let him have it with the Boomerang.

DOPPLEGANGERS
The Doppleganger is an evil chameleon who changes his appearance to look like you. If he does change to your form, you won't be able to damage him until you change your shape again.

To use the elevator you should leap on and stand at the edge as shown in the screen shot. But before you even reach the tower you'll have to fight past Gremlins who drop from the sky, not to mention spiked crushers inside.

Take advantage of Grant's climbing and jumping prowess in these areas.

Once again you'll run into an upward scrolling section as in Route 7, remember where all the enemies appear.
GEARING UP

If you took the time to go through the Clock Tower, you'll know how to deal with these massive gears. You can stand on the teeth, but when the gears turn too far you'll fall off. You'll have to wait until the gear tooth on which you're standing is horizontal before you jump, or until you can see a large enough gap.

DRACULA AT LONG LAST!

The Prince of Darkness has many surprises, for instance, two fake Dracs who attack before the real thing.

MULTIPLE SHOTS

Most often you'll find the Double Shot and Triple Shot inside blocks that you whip, but you can also earn them anywhere along the way. By using a special weapon such as the Axe or Dagger to defeat 10 enemies in a row, you'll receive the Double Shot. The Triple Shot can be earned by defeating another 10 foes the same way, using the special weapon.

Don't switch to another character or change your special weapon if you are trying to earn a shot multiplier. If you do, the count of defeated enemies will start over again.
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Ninja Gaiden II
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