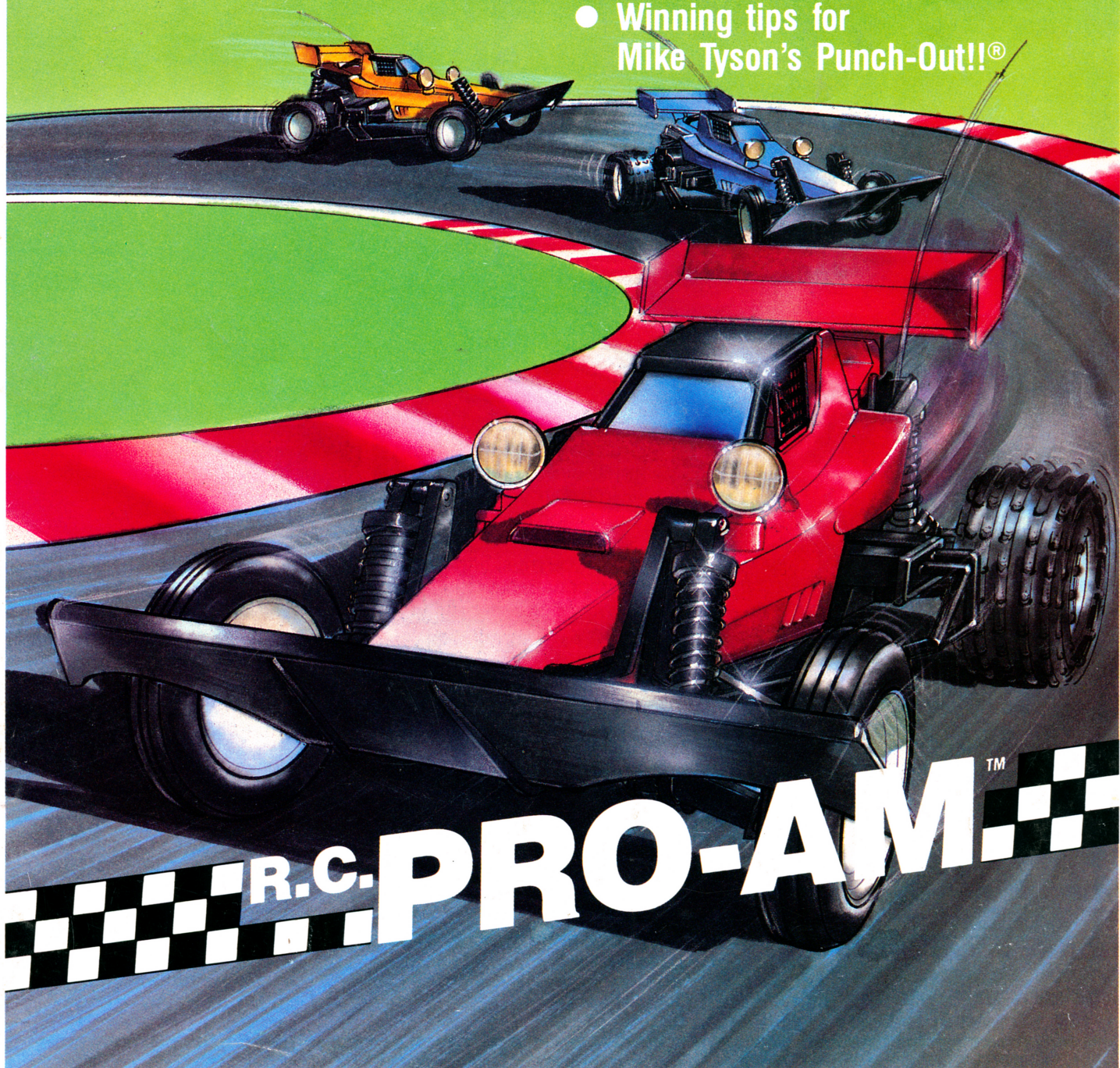


N I N T E N D O[®]

FUN CLUB NEWS

Vol. 7
5
Feb. - Mar. 1988

- R.C. PRO-AM[™]* special review
- High-speed international Ice Hockey new game review
- Winning tips for Mike Tyson's Punch-Out!![®]



R.C. PRO-AM[™]

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THE PREZ SEZ



The name of the game is strategy!

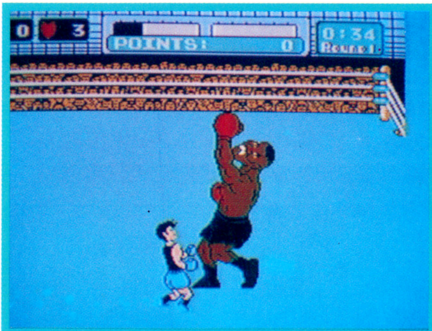
An important message from the "Prez," master gamesman—Howard Phillips

Happy new year from all of us to all of you! Thanks to your letters, ideas and creativity, the *Fun Club News* had a banner 1987. And we're looking forward to an even more exciting 1988 chock full of video game news hot off the Fun Club press.

Strategy is becoming a more important skill than ever in our newest video games. You still have to be fast, but planning is critical, too. Most of the games reviewed in this issue require a good game plan. Here's a glimpse at some of the strategic tips, fun and features packed

into the February *Fun Club News*. And thanks for your contributions! Keep those letters coming!

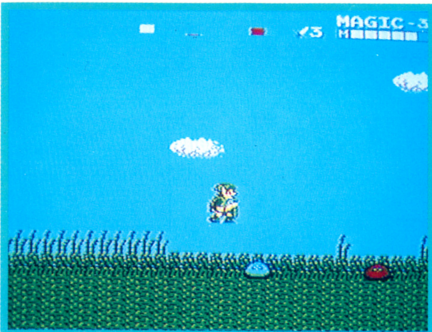
- Learn your opponents' weak points and use them in *Mike Tyson's Punch-Out!!*®
- Skate to victory against international competition in Nintendo's *Ice Hockey*.
- Steer clear of road hazards and look for special advantages in *R.C. PRO-AM™**



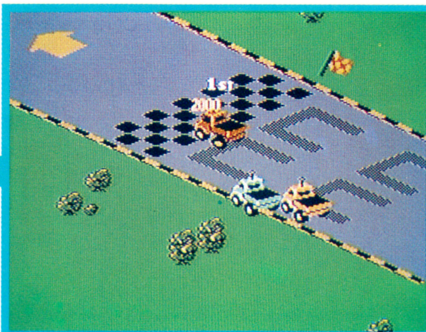
Learn new "ringers" in *Mike Tyson's Punch-Out!!* pages 16-17.



Get hot tips on how to avoid penalties in *Ice Hockey* page 6.



Go for the winning strategy in *Zelda II — The Adventure of Link™* page 9.



Power up for action with *R.C. PRO-AM* pages 4-5.



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R.C. PRO-AM

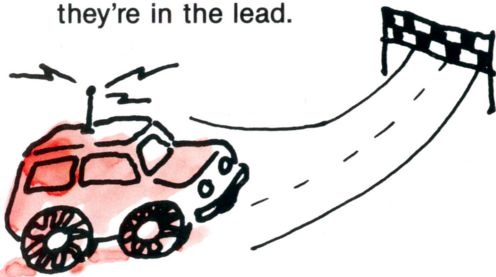
Can you handle the excitement, the power, the timing? 

The big difference is "R.C." and we're not talking cola!

The R.C. controller is in your hands, and you have a bird's-eye view of the track as you go through the twists, turns and blood-curdling rolls against tough competition.

This isn't a game of bumper cars. This is R.C. racing that's almost as real as you can get without being at the controls. The competition is nonstop. You'll battle around every corner, roar along every straightaway, race bumper-to-bumper and power through every track in the R.C. book against three other red-hot R.C. race cars.

Just when you think you're ahead, your competitors power up and pull out. One wrong move or a badly negotiated corner, and they're in the lead.

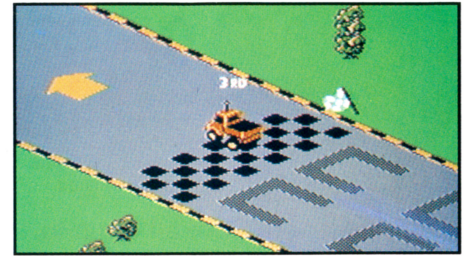


The ace race: how to win



For the novice R.C. racer, controlling your car can be tricky. For example, you expect to go right when you steer right. Right? Wrong. With R.C. driving, if your car is coming towards you (down on the video screen) and you steer right with your controller, your car goes to its right which is left on the video screen. Soon you'll be driving the hottest R.C. car on the fastest tracks of R.C. PRO-AM, fighting for a crack at the illustrious Super Trophy.

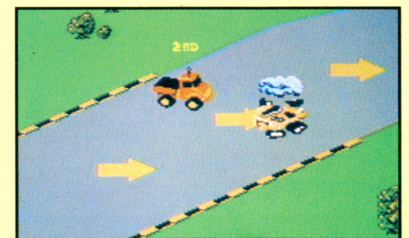
To add even more action to R.C. PRO-AM, there are bombs and missiles you can pick up during the race to use strategically against the competition. Also keep a sharp eye out for "tune-up" items which will help you gain the edge down the road by increasing your performance. If you are really hot, then collect the bonus letters to spell "Nintendo" and qualify to upgrade to a higher performance car. But beware of hazards!



Go into overdrive on 24 tracks in 48 races

R.C. PRO-AM has 24 exciting tracks which vary in curves and placement of hazards as well as helpful items. Look for the "tune-up" items to boost your cornering ability, acceleration or speed. Bombs can be dropped on cars behind you and Missiles can blast your competitors out in front. Collect Star Ammo to resupply your weapons.

The Roll Cage is great for tracks that are slick with oil. You'll be able to avoid hitting the skids and crashing with high-performance Sticky Tires! Watch for Zippers and go for them! Even if you have to pull a fast



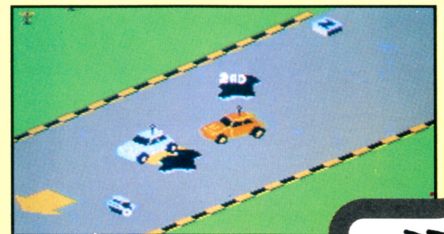
Shoot missiles for best offense.



Avoid water. It slows you down!



Arrows give you a boost of speed.



Steer clear of oil or hit the skids.

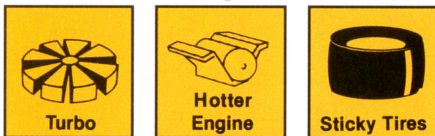


maneuver and dodge all the way across the track, Zippers are worth it in speed.

The tracks have all kinds of hazards, too. Puddles, oil slicks, rain squalls, and pop-up barriers all can act as spoilers to a winning game! Steer clear of skulls which diminish your valuable supply of weapon ammo.

The best items to get are the bonus letters. Get one per track. If you collect enough to spell "Nintendo," you qualify to race a hotter style of R.C. car. Is it too hot to handle? Good drivers should be able to qualify for a "4-Wheeler" but only skilled R.C. drivers are good enough to get a super fast "Off-Roader."

Tune-up items



Collect these items for that extra winning edge. Each one gives you a special advantage!



When you see any of these items, steer right into them. Then use them during the race to gain the lead and keep it!



Steer clear when you see any of these in the road. One slip on an oil slick and you could be out of the race for good!



Statistics help keep track of your status.

Get bonus letters for faster cars and bonus points.



Truck
Start out behind the wheel of this Truck and try to win your letters for a faster car.



4-Wheeler
Spell "Nintendo" and you can slide behind the wheel of a faster machine.



Off Roader
This is the coolest, most rad car of them all. But it takes power handling!

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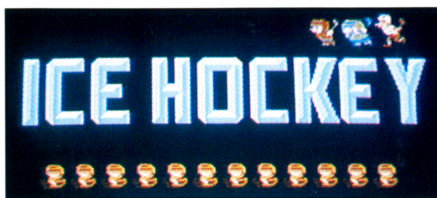
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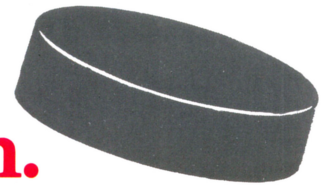
CURTIS

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It takes icy determination and skill to win.



You flash down the ice, crouch for a fake pass, then pour on the speed and shoot for the opening in the opposition. With unerring accuracy, your puck rockets past the goalie and sinks! But before you can bask in the glow of victory, a bad loser on the other team starts picking a fight with you. Can you keep your head or will you end up cooling your heels in the penalty box?

Play to win

First, you choose your international team. You're playing in the big leagues with the United States, Sweden, Poland, Canada, the Soviet Union and Czechoslovakia all ready to have you defend their titles in an International Gold Cup competition. Next, you build your team based on your knowledge of the players. Your squad of five ice-hard veterans all have special strengths and weaknesses. You can choose from five action speeds, and you can set the length of the period — seven, ten or fifteen minutes.

Know your players

There's Lanky, a tall mean hockey machine who is especially

talented at the face-off and fastbreak. But he's not your man when it comes to the score. He won't rocket any slapshots past the goalie. Fatso is the strong-arm of the ice with a shooting record that's unmatched. Your best strategy is to set up the shot, then feed him the puck for the grand slam. Pee-Wee is an average player with lots of enthusiasm.

Strategy counts

Speed, timing and smarts are what it takes to win this game and skate to victory. From the mid-ice face-off to the closing seconds, strategy counts. You can fake a shot on goal by tapping the "B" button. Give the "B" button a longer tap for maximum shooting speed. Pass to your teammates to set up the perfect play. Use a bodycheck to knock an opponent to the ice. The "B" button also lets you change the movable player to one that's closest to the puck. So hit the ice and good luck. It's a great time of year for *Ice Hockey* — the hottest game on ice from Nintendo.

Fast moves and skillful passes get you to your goal.

Fights put you in the penalty box, so stay cool.

Your team gets to switch sides after each period.

TEAM SELECTION

Choose from six top-notch international teams.

LINE UP

Players have varying advantages and defenses. You pick!

FACE OFF

Face-off and select your team's winning offense.

2 A.M. IS NO TIME TO BE ALONE IN THE SUBWAY.
AND YOU'RE ABOUT TO FIND OUT WHY.

RENEGADE™

They've got clubs, chains and blades. And it's three against one—but they've picked the wrong one. The streets are a mess and it's time to do a little street cleaning. They started it. You've gotta finish it.



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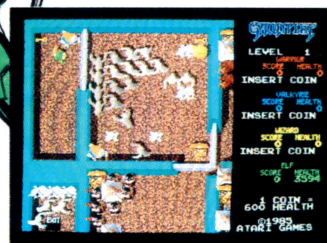
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GAUNTLET®

Gauntlet®, the fantasy role-playing phenomenon of the arcades, is finally available as a Nintendo Game Pak! The unique two-player interactive option lets you compete for food, treasure and magic potions or join forces to defeat the swarming monsters. Choose one of four heroes: Thor, the Warrior; Merlin, the Wizard; Thyra, the Valkyrie; or Questor, the Elf. Each possesses unique abilities which you develop by picking up special potions that impart such



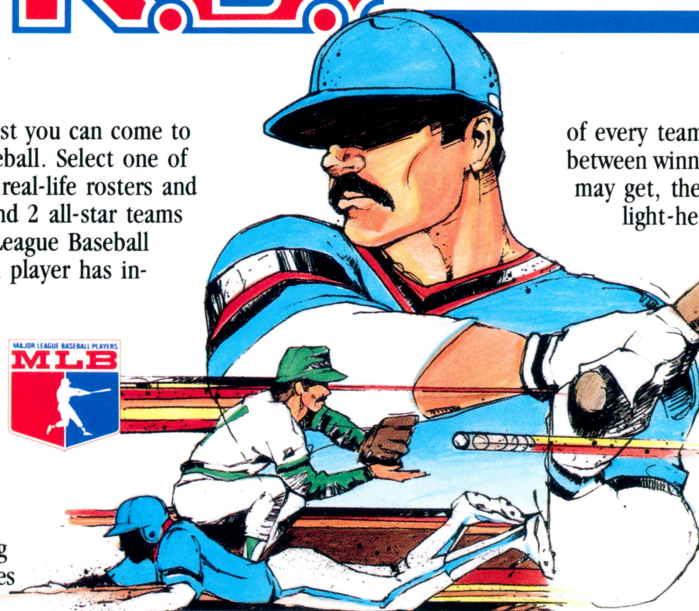
skills as "fighting power," "magic power" or "speed." Explore over 90 mazes, many of which will require puzzles to be solved before you can find the exit. A password feature lets you get back into action at an advanced level and with the same character abilities that you developed in an earlier earlier game. Experience the mesmerizing spell of Gauntlet. Its magic never fades.



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RBI BASEBALL™

RBI Baseball™ is the closest you can come to playing major league baseball. Select one of ten teams, each with the real-life rosters and player stats of 8 actual and 2 all-star teams licensed from the Major League Baseball Players' Association. Each player has individual running speed and batting power. Pitchers are left- and right-handed, have personal styles, speed and stamina characteristics. An on-screen display of each player's stats gives you the inside story — because knowing the strengths and weaknesses



of every team and player may mean the difference between winning... and losing. As intense as the game may get, the amusing animation keeps the action light-hearted and fun. Two-player competitive or against the computer, RBI Baseball is truly the ultimate action/strategy sports game.



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SNEAK PEEKS

WHAT'S IN THE WORKS AT NINTENDO

This issue of the Fun Club News gives you a peek at four great new video hits on the drawing boards at Nintendo — *Zelda II - The Adventure of Link*, *U.S. Golf*, *Return of Donkey Kong*, *Super Mario Bros II*. As these exciting new games develop, we'll continue to keep you posted on our progress in this section of the Fun Club News!

ZELDA II — THE ADVENTURE OF LINK™



You can look forward to the same kind of high-strategy, high-adventure game play that made *The Legend of Zelda™* a mega hit in Nintendo's soon-to-be-released *Zelda II — The Adventure of Link*.

The new adventure takes place in a land that is more vast than ever with game play on a horizontal (as in *Super Mario Bros.®*) as well as a bird's-eye-view format (as in *The Legend of Zelda*). The graphics are rich with varied terrain, different townships and helpful characters that, depending on your situation, you can talk to or not.

Now Link is full grown. And this time he has magic to help him in his adventurous new quest.

There are eight magic items in all. The challenge lies in learning how to use each one to the maximum! For example, "Jump" gives Link a boost. "Fire" puts heat on the enemy. A "Shield" provides protection. "Reflect" makes enemy spells reflect back on the bad guy. And "Spell" is for when all else fails!



Defeating enemies increases Link's strength.

To help you keep an eye on your strength, there's a "Magic Meter"

which shows you at a glance exactly how much Magic Strength you have. If it looks like you are low, you can discover ways to restore your magic.

This is one of Nintendo's most thought-provoking games yet. So sharpen your wits. *Zelda II — The Adventure of Link* is on its way.



Only wise use of magic will save the Princess.

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The new and exciting "Stadium Events" Game Pak to be used with the Control Mat is now available from Bandai America.

- 1 HURDLES
- 2 ANIMAL TRAIL
- 3 DARK TUNNEL
- 4 HOP A LOG
- 5 RAFTING

U.S. GOLF



move your tee to the right or left to set up your first shot.



Get a bird's-eye view of the challenging first hole of Nintendo's *U.S. Golf*.

Swing into action on an all-new championship 18-hole golf course. Play against the computer or tee off in a twosome, threesome or foursome.



You have your choice of fourteen different clubs and three swinging speeds — beginner to expert. When you tee up, you can

U.S. Golf gives you a bird's-eye view of each hole and a 3-D view of the fairway from the golfer's perspective. Watch out for trees! Shoot between them for the pin or hook your shot around.

Whether you're a pro or just hitting the links for the first time, you'll agree. *U.S. Golf* is far better than par!



Look down the fairway and through the trees, then shoot for par!

NO	PAR	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
1	4	1 21 3 3	5 1 2	4 1 1 2	7 1 3
2	3	3 1 5 2	4 1 2	3 1 2	5 1 1
3	5	6 1 0 2	6 1 1 2	6 1 0 2	6 1 0
4	4	1 0 1 4	1 7 1 3	5 1 0 2	1 0 1 6
5	4				
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9	4				
10	4				
11	3				
12	5				
13	4				
14	4				
15	3				
16	4				
17	4				
18	5				
SCORE		2 1	1 6	2 4	1 2
PBT		1 8	1 4	8	1 9

A scorecard lets you see at a glance how well you're doing in the tournament.

RETURN OF DONKEY KONG™



That barrel-throwing rascal Donkey Kong is some kind of crazy. In *Donkey Kong*, he has Pauline in his clutches. In *Donkey Kong Jr.*, he gets locked in a cage. In *Donkey Kong Jr. Math*, he knows the score in a math jungle. In *Donkey Kong 3*, he makes trouble for Stanley the bugman.

And now Donkey Kong is soon to come back with more barrel-tossing fun. But this time you're in control! Are you video buff enough to handle the one-and-only *Return of Donkey Kong*? Watch for it!

SUPER MARIO BROS. II™



Ever since it was first released, *Super Mario Bros.* rocketed to the top of the Nintendo video charts. The adventures of Mario and his brother Luigi as they battle Bowser, Mushroom People, evil Turtles and flying Koopa's through water, land and air has captured the imagination of video buffs of every age from four to 74!

And now, Mario and Luigi are coming back to dish up more antics, adventure and fast action stunts than ever! Watch for it!

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You and Jack must challenge the King Demon Balzabut to a final fight to the bitter end. Balzabut has abducted the merciful King Pamera, his Queen and the fair Princess. He has imprisoned them in his cursed pyramid. For 1 player.

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The GOONIES II

Louie Reviewee, a pseudonym for a well-known video expert and long-time game reviewer, has chosen **Goonies II*** as the kick-off review of his new column.



If you are a hard core video buff like many of our Fun Club members, or if you just hooked up your Nintendo Entertainment System® for the first time, **Goonies II** is

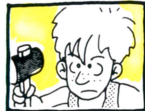
for you. The game has the kind of broad appeal and progressive challenge that's fun for everyone.

A tale of fearsome Fratellis

You'll meet a lot of colorful characters in **Goonies II** from Konami. And they include all the key types found in classic fast-action video game play — the

good guy, lots of bad guys, some helpful characters and of course the victim who is in dire trouble.

In this case, the victim is the fair and friendly mermaid Annie. The Fratelli gang, totally out of hand as usual, has captured Annie who of course must be rescued. Her



would-be heroes are the brave Goonies — the good guys. Unfortunately, the Goonies head out to the gang's hideout one at a time — and get picked off one at a time — until the Goonies are down to their last man. This is Mickey, the hero of our story, and it is your task to take up the challenge of saving all the Goonies and finally, Annie.

Action-packed adventure

Goonies II offers the best of both worlds in video game play. There's plenty of fast action where the only thing that keeps Mickey alive is his ability to run, jump and stay out in front of the bad guys. Yet **Goonies II** also offers the kind of interactive challenge that adds a whole new

dimension to game play. You have to out-think as well as out-run your enemies. The action takes place in the Fratelli Gang's hideout which — on a scale of one to ten — is about 11 for size and complexity. It's a big maze! And it's loaded with traps, tricks and other things meant to slow you down permanently. These Fratellis don't want house guests — unless they are prisoners.



You'll find plenty of items to help you in your search for Annie. There are also some very interesting characters in this hideout, and it's smart to check out the information they provide.

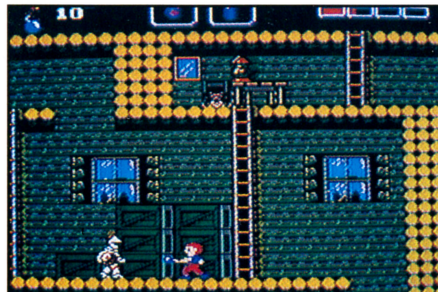
Who and what to avoid

There are over 28 characters in **Goonies II** that can do major damage to Mickey.

Ma Fratelli is the big boss of the gang. She uses a ladder to get



Watch your timing as you cross the bridge. Flying metal heads may steal an item!

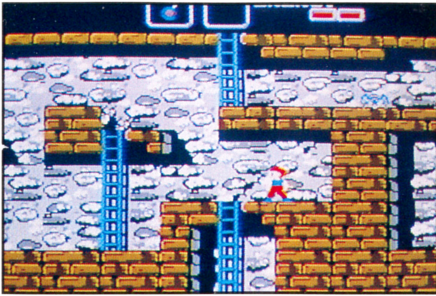


This is where you meet Knights. But you need a boomerang or slingshot for defense.

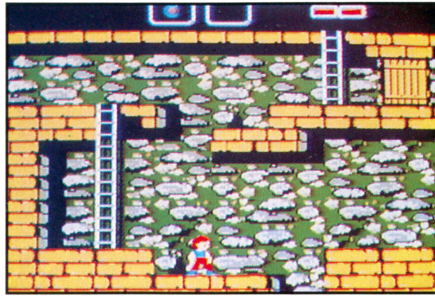


This area holds many answers to your questions. Just look carefully!

You will find your first locator box in this section. Also find a powerful weapon.



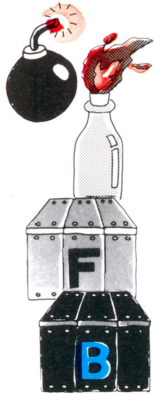
This is where you find the first Goonie. Quick thinking will free him. Don't delay!



Watch your step! You're on thin ice here. Look for an Eskimo who might be helpful.

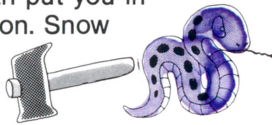


a boost on the action as she tracks down Mickey. You have to stay well ahead of her if you can because she also likes to throw bombs. And she has no problem running and throwing bombs at the same time — so move fast. Jake, Francis

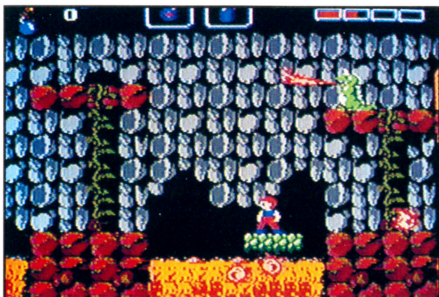


and Pip-Squeak Fratelli each have their own special bag of tricks. Jake is a sharpshooter, but he only takes aim when you stop. So keep moving! Francis' weapon of choice is a bow. And get this — he shoots three arrows at you all at once — some stunt! But don't stop in amazement at his bowmanship. Hustle

or you're out of luck in a big way. Besides the gang, there's a horde of bad characters. Jellar is a blob of glop that can put you in a sticky situation. Snow carries an axe that can stop you cold.



Ghosty spooks you off the screen. Snakey slithers behind you when you least expect it. Chokeenie is a crab



Use your slingshot (sparingly) against lava balls and fire-breathing dragons.

— and acts like it. Well, you get the idea. There are lots of challenges.



Where to find help

There are six friendly characters that help in your mission. For example, the old man lets Mickey "warp." Sometimes this is especially helpful in getting you out of a bad scene, or getting you to where you want to go pronto. You'll find that a little fellow named Konamiman becomes one of your favorite pals. He can replenish your strength! Only problem is, you have to find him first. Fishman has an ugly mug, but don't let looks fool you. He's a friendly underwater monster who offers you a "1-Up." And when you come across the Ambassador of Konami, get ready for a very important hint — a "VIH" to video game buffs.



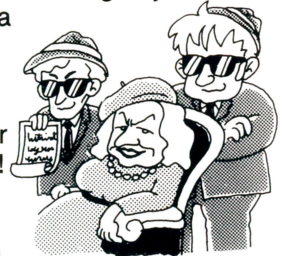
More power to you

The Goonies II is one of the best games around for power-up items. There are 21 in all, and you'll need every one to succeed in your rescue efforts. Part of the trick is to

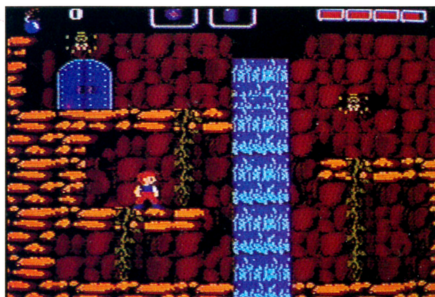
learn how to use them. The hammer, for example, makes things appear — like a door and a safe. It can also open up doors. In one case, it will get you into a particular backroom where you'll find a Goonie! Glasses and the Fist are also helpful in gaining entrance to hidden rooms while Bombs set in the right places can make secret doors appear.

A waterproof coat is a must when you find yourself under a geyser. That way you eliminate deadly water damage! And a helmet protects you from falling objects.

- You'll also get a kick out of the jump shoes in Goonies II.
- They triple your jumping power!



For defeating the toughest enemies, use a Molotov Cocktail — works like a charm! And a transceiver assists you in locating your imprisoned Goonie comrades.

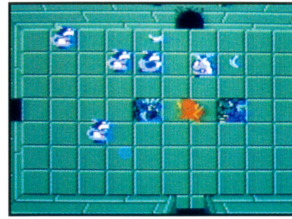


You should have a waterproof jacket to protect you from waterfalls. Where is it?



You need a diving suit to get here and find a trapped Goonie. A key is helpful.

Tips and Tricks



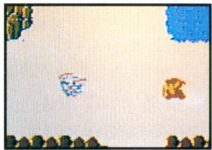
- A safe place to hide
- from the Statues' beam

When you step into a room with two statues, there's a way to avoid the crossfire beams! Hide right between them. This way, the Statues can't hit you with their dangerous beams. It's also a great vantage point from which to launch your own attack as you wait for an opportune moment to head for the next room!

THE LEGEND OF ZELDA™

- Warp to the next
- Labyrinth with the Whistle

Blow the whistle in the Overworld. It whisks you to a



labyrinth which you have already conquered. Let's say for example, it takes you to Level 4 labyrinth.

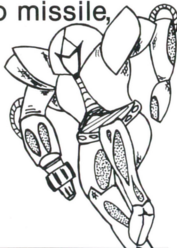


Now, blow the Whistle again. Before the Whirlwind catches you, face up or right. This makes you go to the next Level — Level 5. Now blow the Whistle again. Before it grabs you, face left or down. You will whisk *down* a labyrinth!

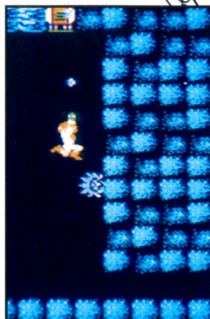
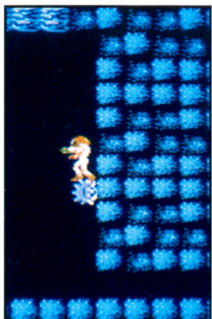
METROID™

- Defeat Ridley without
- damage to Samus

Ridley, the head Mini-Boss lives in Hideout II. When you enter the room, stand above the rock under the blue gate. Then shoot the gate with your beam to open it. At the moment the gate is closing, jump so that Samus is shut inside. Samus is not damaged by Ridley's attack. Now change from beam to missile, and shoot Ridley.

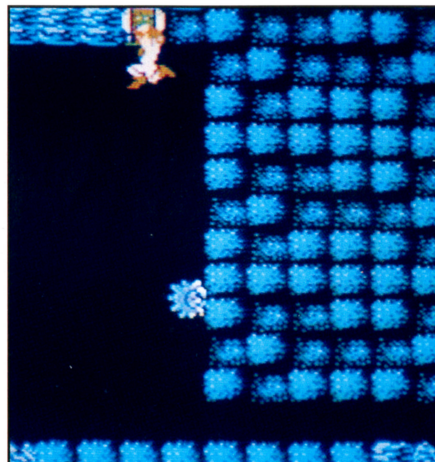


- The hidden
- Energy Tank



There's an Energy Tank in the third room from the starting point. Shoot at the right edge of the roof in that room, and the Energy Tank will appear. If you have the Ice Beam, you can get it without a High Jump.

In order to venture into the depths of the fortress planet Zebes, you need lots of energy! To ensure that you always have enough, you need to collect Energy Tanks which store energy.



RAD RACER™

- Nonstop
- turbo speed

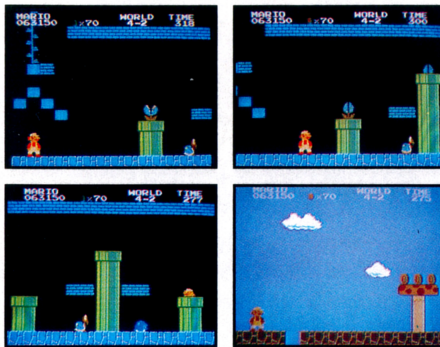


The trick is to rear-end other cars at just the right spot. They will bounce your car safely *into* the corner.

For a high-speed right turn, you must rear-end a car in the outside lane. Hit the car on the left bumper with the right side of your front bumper. If you're turning a sharp left corner, hit the front left bumper of your car into the right rear bumper of the other car.

SUPER MARIO BROS.®

- New way to
- the Warp Zone



In World 4-2, after the first drop lift, jump up (Big Mario) and hit the invisible bricks. Use the bricks as stairs and make the hidden vine appear. Walk to the bottom of the screen, and keep walking right — slowly — until the vine disappears. About one-fourth to one-half of the brick that had the vine will still show. Jump up to the left where the vine was, and walk left as if you're trying to grab the invisible vine. You will go through the wall and appear on the right side of the screen on top of the green pipe! Walk right and go down the first pipe you come to. You are transported to the Warp Zone!



NEWS FLASH

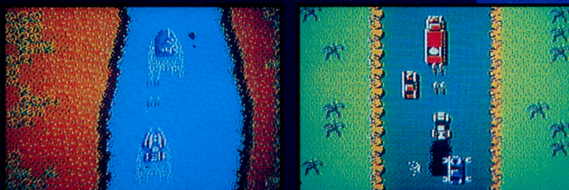
U.S. sales of Nintendo's hot new video hit, *The Legend of Zelda*, have reached a new record high of one million games sold! There are four million homes in the U.S. with the Nintendo Entertainment System. That means one in four "NES" households has the "Zelda" Game Pak. Watch out, Ganon. That's a lot of video players out to get you!

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And you'll find out that it takes more than brute strength to muscle your way into the limelight and ultimate victory in Mike Tyson's Punch-Out!!

Each fighter has his own special moves that come from long experience in the ring. Some of these moves you've probably figured out for yourself. If you're looking for some inside tips, however, here's some strategic advice on each fighter.

With the help of these tips, and lots of practice, you'll be in the ring — and maybe the big guy will go down for the count!

MAJOR CIRCUIT

3rd



Record: 22 W,
3 L, 9 KOs
Age: 23
Weight: 152
From: Madrid,
Spain

Don Flamenco

Don Flamenco has become famous — or infamous — for the "Flamenco Punch." As soon as you punch him, his guard goes up and he pops you with a strong uppercut. It's so fast, you can barely see it coming! This is the "Flamenco Punch." Dodge quickly and punch high left and right several times. If you succeed, he can't counterattack.

2nd



Record: 18 W,
9 L, 18 KOs
Age: ??
Weight: ??
From: Hippo
Island, S.Pac.

King Hippo

He blocks your every move — and worse — he throws a very strong punch aptly named the "Guillotine Punch." Just as he bends his arms and opens his mouth, make your move and hit high. He'll put up both gloves to guard his face. Now throw continuous body punches — about eight blows. Keep up this strategy, and once he's down, it's the big "KO!"

Top



Record: 24 W,
5 L, 3 KOs
Age: 29
Weight: 132
From: Bombay,
India

Great Tiger

This guy has a fierce "Tiger Magic Punch." Watch Great Tiger carefully. Before throwing the Tiger Punch, he steps back and gets ready to make his move. When he does this, move the controller down for a strategic block. If you can block five punches continuously, you will completely stun him. Now blast out with a high punch for the big knockdown.

Champ



Record: 34 W,
4 L, 29 KOs
Age: 36
Weight: 298
From: Istanbul,
Turkey

Bald Bull

The most important thing to learn is how to fend off the "Bull Charge," when he rushes at you with an uppercut. Although the Bull charge looks scary, it's not so difficult to dodge. Then launch your counterattack. When he rushes at you, throw a body blow. If it lands squarely, you're in business.

W = WINS L = LOSSES KOs = KNOCKOUTS

WVBA CIRCUIT

5th

Piston Honda



Record: 26 W,
2 L, 18 KOs
Age: 28
Weight: 174
From: Tokyo,
Japan

Watch Piston's eyebrows! He moves them up-and-down before a jab. When you see this, dodge his jab, and throw two punches high. If you fail, you will be hit by three

continuous jabs. Dodge a body blow and an uppercut, then you can pop him with four quick punches. Now consider the "Piston Punch." First he steps back and then moves forward fast. This is his special technique. If you throw a punch the instant he moves forward, it becomes a counterpunch and you will be able to "KO" him.

4th

Soda Popinski



Record: 33 W,
2 L, 24 KOs
Age: 35
Weight: 237
From: Moscow,
USSR

For a big guy, he moves fast! Be sure you dodge at the first sign of attack. After dodging his punch, hit continuous high punches. When he throws an

uppercut, you can land four to six consecutive punches. He throws a jab sometimes, but you can protect yourself with quick dodging. But watch out! He throws punches here and there that can be awesome if you don't dodge in time.

3rd

Bald Bull



Record: 34 W,
5 L, 29 KOs
Age: 36
Weight: 298
From: Istanbul,
Turkey

This time, Bald Bull speeds up the action. He also seems to have a different pattern of attack. The biggest difference in his strategy is that he can't be

defeated by any attack except an uppercut. When you see his hand go in circles, you know an uppercut is on the way, so watch out! Dodge his punch and do damage with a counter punch. You can knock him down with an uppercut after that. The uppercut is a cinch because he will be stunned.

2nd

Don Flamenco



Record: 22 W,
4 L, 9 KOs
Age: 23
Weight: 152
From: Madrid,
Spain

Dodge his attack as soon as you see him move and punch high immediately. You can land four punches after avoiding a jab and two punches after dodging a body blow. He'll taunt you with

jibes like "Come on!" Watch out, because this is also forewarning of the famous "Flamenco Punch." Dodge this and hit high.

Top

Mr. Sandman



Record: 27 W,
2 L, 21 KOs
Age: 31
Weight: 284
From:
Philadelphia, PA

Here's the nitty gritty on Sandman. His trickiest move is the "Razor Uppercut" — a continuous rapid-fire uppercut. If this hits you, down you go!

Before he launches this special attack, he holds still for a few moments, then his body flashes suddenly. If you dodge three times and hit a high punch, you can get in for continuous body blows.

Champ

Super Macho Man



Record: 35 W,
0 L, 29 KOs
Age: 27
Weight: 242
From: Hollywood,
CA

This is the most formidable opponent next to Tyson himself. His body blows are awesome, and his uppercut, the "Super Spin Punch," does

big damage. He has two attack styles. One is a rapid single punch; another is continuous rapid fire. You must make sure which attack style he will pull next, and plan your strategy accordingly.



We have only provided a few pointers on how to fight your way into the ring with the Champ. There are lots of strategies left to discover! So send us your best and enter our Tyson Top Tips Contest.

TYSON TOP TIPS CONTEST

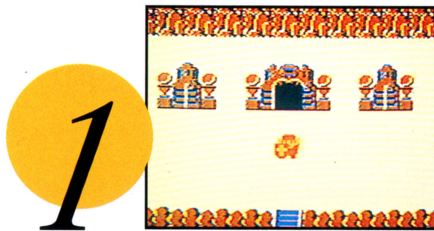
The winning tips will be drawn out of a hat (or maybe a boxing glove). Five winners will receive a stand-up life size cardboard Mike Tyson! Send your Top Tips to Nintendo Fun Club, Tips Contest, P.O. Box 97033, Redmond, WA 98073-9733.

TOP 5

MY FAVORITE GAMES

What game is on top? Find out right here! Fun Club Members all over the country have sent in the names of their top five favorite games for this section of the Fun Club News. Thanks! And keep those ratings coming to: Nintendo Fun Club, Top 5, P.O. Box 97033, Redmond, WA 98073-9733.

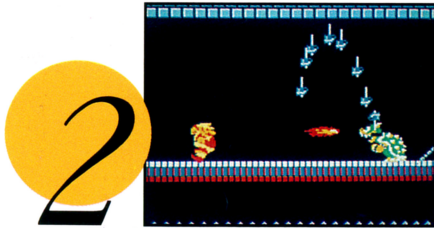
Here's the key to how we rated your responses to our Fun Club call for your top five favorite video games. For example, your first choice game was given five points and so on as you see here: 1st - 5 points, 2nd - 4 points, 3rd - 3 points, 4th - 2 points, 5th - 1 point.



1

The Legend of Zelda

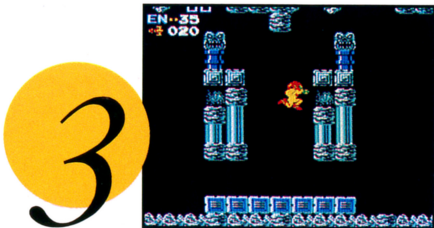
Zelda still holds the top spot for its nonstop role-playing adventure.



2

Super Mario Bros.

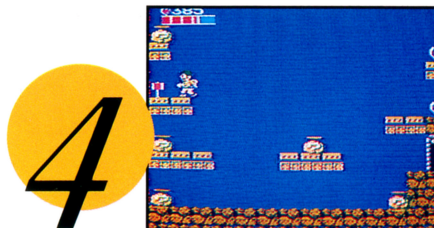
Many worlds, hidden surprises and colorful characters make it a hit.



3

Metroid

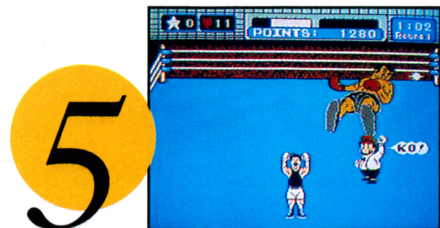
Space-age graphics, magical weapons and the mystery of Samus rank high.



4

Kid Icarus™

Special items, lots of enemies and helpful friends make this a classic.



5

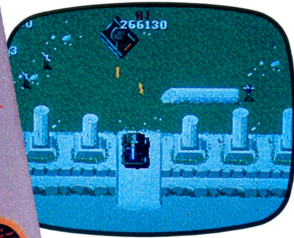
Punch-Out!!

This is a top contender with its many tough opponents and Heavyweight Champ.

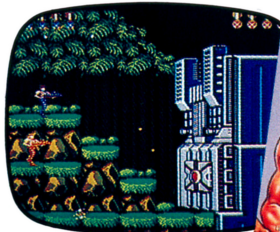
HOTTEST TITLES	SERIES	POINTS
1 THE LEGEND OF ZELDA	ADVENTURE SERIES	1929
2 SUPER MARIO BROS.	ADVENTURE SERIES	1080
3 METROID	ADVENTURE SERIES	853
4 KID ICARUS	ADVENTURE SERIES	630
5 MIKE TYSON'S PUNCH-OUT!!	SPORTS SERIES	531



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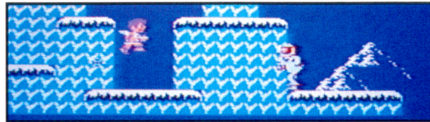
REVIEW

A lot of Nintendo video game reviews came pouring in from Fun Club members. Thanks for all your reviews. And keep them coming!

RAD RACER

By Pasha Durr, Brooklyn, NY

I recently purchased Nintendo's *Rad Racer*™ for my NES and I really think it's hip. I think *Rad Racer* outruns "you-know-who" every time. I really enjoy its graphics, music and the choice of cars. I especially like the 3-D action. Now that's what you call imagination. (If you decide to put this in the newsletter, you can use this title: RAD issss BAD.)



KID ICARUS

By Mark Tamola, Durham, OR

Yo dudes! I'm here with a review on *Kid Icarus*™. This game is one tough cookie! The graphics are great, and the action is hard to beat. I think the key to success is to get as many hearts as you can. Try to shoot all the enemies, too. And enter the lairs only if you are strong!



METROID

By Randy Pennington, Fruitland, ID

Metroid is a gas! Once you start playing, you can't put it down. I love the Advantage Joystick with this game — the turbo firing is really handy. My favorite weapon in *Metroid* is the Ice Beam. I like to freeze the rippers so I can climb up the levels that you can't reach in High Jump Boots.

MIKE TYSON'S PUNCH-OUT!!

By Andrew Falk, Port Huron, MI

I love the graphics of this game. They are totally cool. It really feels like you're the guy in the ring punching it out. When little Mac gets hit, you almost feel it! I also like the way each fighter you play has different tricks. Like first Piston Honda does a dance and then he nails you, so when you see him start to dance you can get ready for him. The game has some funny surprises, too. One time, I hit King Hippo and his pants fell down! Another time, I was fighting King Hippo and Little Mac said, "Help me, Doc!" And Doc said, "Join the Nintendo Fun Club!" So I did!

REVIEWERS WANTED

We're interested in hearing from the people who play our games just what you think of them — from graphics to sound effects to challenge. Send your reviews to: Nintendo Fun Club, Members' Reviews, P.O. Box 97033, Redmond, WA 98073-9733.

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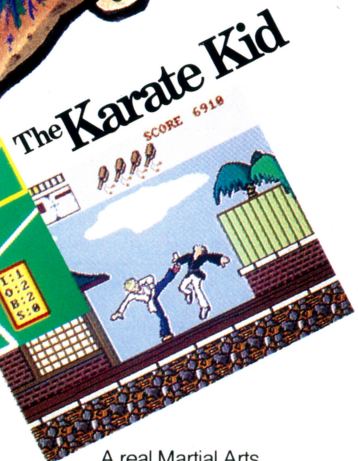
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Featuring three totally different game fields, you survive with your wits, your Nintendo® Zapper®, and, most startling, this game shoots back!

Quick, choose your weapons, pack your explosives, and check your maps. It's out there, you know it, and it's coming for you. This is the ultimate Jaws challenge.

O.K. dudes, get radical! You and the rest of "DA-BOYS," T&C's famous group of skate and surf crazies will kick out and pull off some awesome maneuvers together.

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SCORES OF FUN



Player	City/State	Game	Score
Devin Brown	Lake Jackson, TX	MT	Best Ending
Adam Poticha	Englewood, CO	MT	Best Ending
Nicholas/Michael Levendosky	Van Nuys, CA	ZL	Both Quests
Allen Lewis	New Smyrna Bch, FL	ZL	Both Quests
Eric Engstrom	Guilford, CT	ZL	Both Quests
Justin Benzer	Ipswich, MA	ZL	Both Quests
Steve Tomascick (6 years old)	New Bedford, MA	ZL	Both Quests
Wyman McCarthy	Esther, MO	ZL	Both Quests
Jayson Burke	Allen, TX	SMB	9,999,950
Erik Hayne	Hood River, OR	SMB	9,999,950
Brian Gatti	Manhasset, NY	SMB	9,999,999
Jim Hernandez	Fremont, CA	SMB	9,999,999
Adam Smith	Newport, CA	SMB	9,850,844
Erik Nelson	Newport, CA	SMB	9,850,844
Teddy LaRuffa	Barryville, NY	PW	Beat opp. in 22 seconds
Carmen DeVita	Pocono Lake, PA	PW	Beat opp. in 23 seconds
Erik Gibbs	Genoa City, WI	PW	Beat opp. in 24 seconds
Kevin Federline	Salem, OR	PW	Beat Puma
Erick Hofacker	Plum City, WI	PW	Beat Puma
Tommy Hazelton	Denham Springs, LA	EB	Track 1 54:50
Chad Foggi	Wallingford, CT	EB	Track 1 54:97
Brian Castorena	Fresno, CA	EB	Track 2 52:94
Michael Barrow	Indianapolis, IN	EB	Track 2 52:81
Erik Power	Olympia, WA	EB	Track 5 58:96
Kristopher Nelson	New Brighton, MI	HA	825,100
Nakia McCawley	Wakefield, MA	HA	648,900
Scott Decker	Hamden, CT	HA	351,000
Kurt Purpura	Wheeling, WV	HA	410,000

MT: Metroid™ ZL: The Legend of Zelda™ SMB: Super Mario Bros.®
PW: Pro Wrestling™ EB: Excitebike® HA: Hogan's Alley®

IMPORTANT REMINDER! We're getting lots of scores from all of you red-hot Fun Club players, but not enough pictures! Be sure to send us a picture of your score or a screen that shows you're the tops. Thanks!

ENTER HERE:

Name _____ Fun Club Membership No. _____

Address _____

City _____ State _____ Zip _____

Name of Game _____ High Score _____

Check this box if a photo of screen score is included. For best results, turn off all lights in room, do not use a flash, and use a 35mm camera.

Mail both a photograph and this entry form to: Nintendo Fun Club, High Score Competition, P.O. Box 97033, Redmond, WA 98073-9733. Then keep an eye on upcoming issues.



H O H O H O V I D E O

Thanks for the jokes, folks. Keep them coming!

Q: What does Link eat for dessert?

A: Ganon Yogurt.

*Sam Walter
Washingtonville, NY*

Q: What Super Mario character doesn't like to buy expensive things?

A: A Cheep-Cheep.

*Chris Macht
Westmont, IL*

Q: What's Mario's favorite song?

A: It's a small world after all.

*Robert Lunerford
Warren, MI*

Q: What's Mike Tyson's favorite drink?

A: Fruit Punch-Out!!

*Rob Johnson
Streamwood, IL*

Q: What does a Metroid do when Samus hurts him?

A: He goes crying to his Mother Brain.

*Dylan Rhodes
Colorado Springs, CO*

Q: Why are they building a fence in the graveyard of Ghosts-N-Goblins?™*

A: Because people are just dying to get in!

*David Jakowenko
Marietta, GA*

Q: What is Zelda searching for?

A: The missing Link!

*Scott Gravbart
Miami, FL*

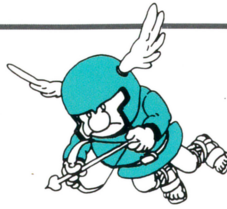
Q: What is Mike Tyson's favorite food?

A: Big Mac!!!

*Luke Czapl
Manalapan, NJ*

*Capcom USA, Inc.

MEMBER TIPS



METROID™ BRAINSTORMS

- When attempting to defeat the Mother Brain, stand where the last Zeebetite was and shoot missiles at the brain. If the Rinkas come at you, blast them with missiles and then continue shooting the Mother Brain.

*Paul Krakow
Roswell, GA*

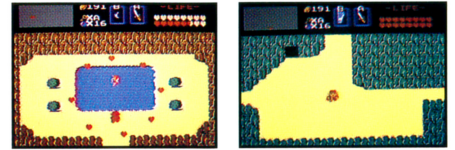
go all the way up. Repeat this process over and over until Medusa is defeated.

*Mark Tamula
Durham, Oregon*

ZELDA ZINGERS

- When fighting a Digidogger that splits into three small Digidoggers, destroy just one of the three, leave the room and return and the other two will have vanished!

*Kenny Jenkins & John Casby
Plainfield, Indiana*



- When you want to end your game, go to a fairy. When the hearts begin to appear, quickly go to the fast end option (controller no. 2, Up + A), then save. When you start your game later, you will have all red hearts!

*Erik Bocton
Springboro, OH*

- In *The Legend of Zelda*, when fighting a Dodongo, if you're low on bombs, use only one bomb and then quickly use your sword. Dondongo normally takes two bombs.

*Kevin Nowlin
Oklahoma, OK*

KID ICARUS™ TIPS



- When you're turned into an eggplant, explore what's beyond and what's in the future, maybe this will help you prepare.

*Brian Buerger
Muskego, WI*

- Here are some hints on defeating Medusa: stay about 1/4 screen width from the left edge of the screen. Always face right, only face left if you must move back. If you face left, Medusa's eye rays will get you. Start at the top, move down after the snake passes, to the level of Medusa's pupil. Shoot an arrow into her pupil, and go all the way down. Wait there, until the snake passes, then go back up shoot the pupil, and

These hot tips were submitted by Fun Club members. Thanks for sending them. We look forward to getting more!

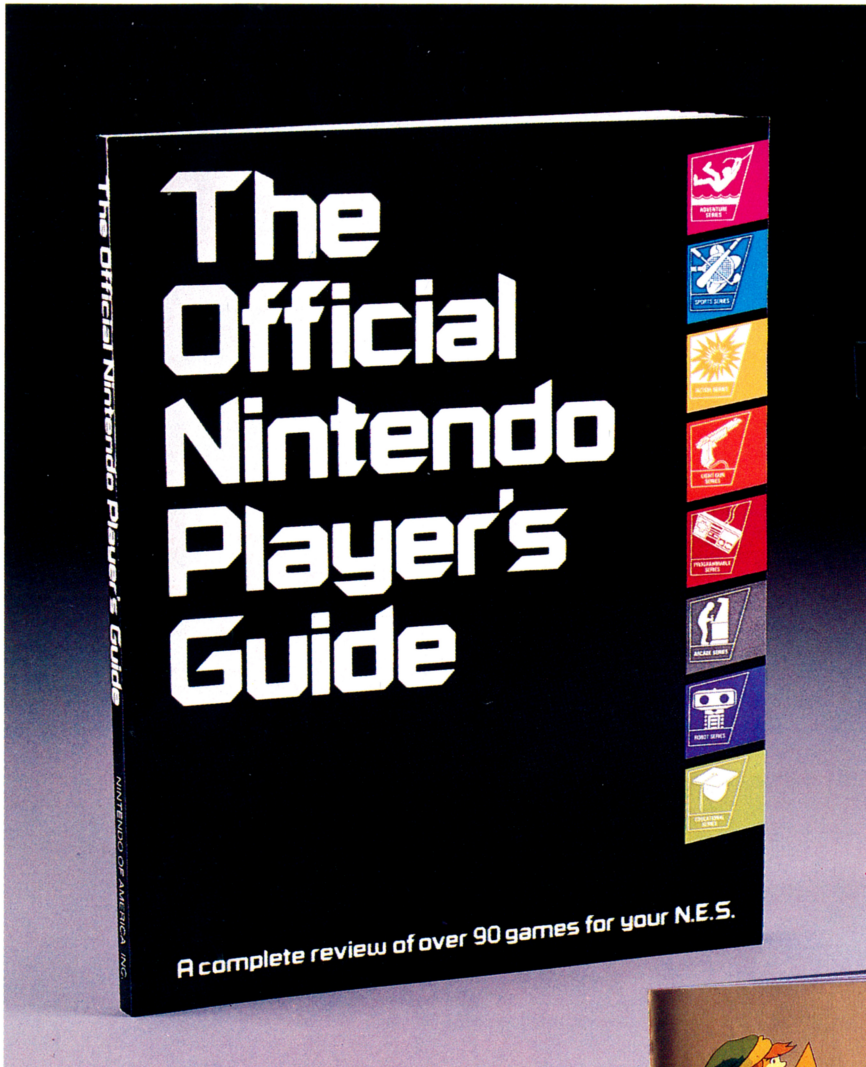
THE SEQUEL TO THE SMASH HIT IKARI WARRIORS™!

When we last saw Paul and Vince, they had saved the Colonel and were headed for home. But then, while in flight over the ocean, they are caught in a time warp and hurled thousands of years into the future, where the evil Zang Zip has enslaved the people of Earth. Paul and Vince know that they must fight for the cause of freedom. After all, they are professionals... they are the Ikari Warriors!

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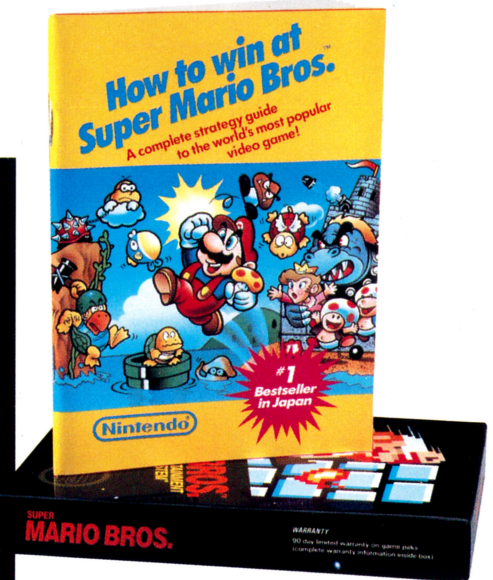
STUFF AND THINGS



POWERFUL READING! Now you can play to win with *The Official Nintendo Player's Guide*. It's packed with tips, tricks and inside information from the experts on more than 90 video games for your Nintendo Home Entertainment System.

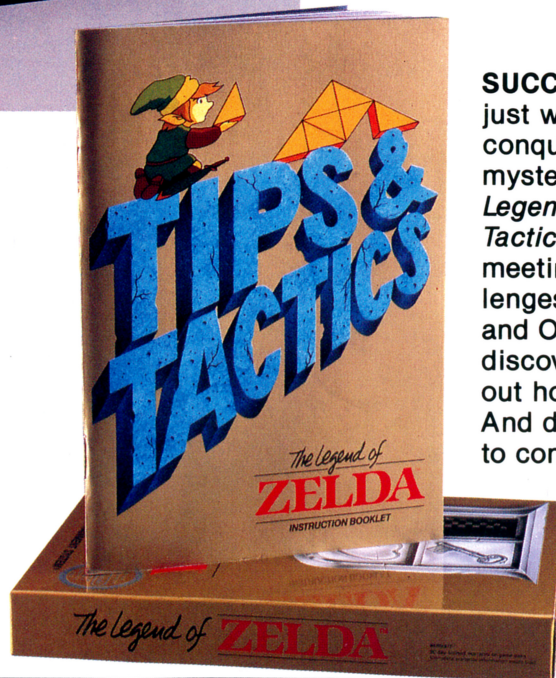
You won't find details, descriptions, maps and strategies like this anywhere else. And for a limited time, Fun Club members can buy this \$19.95 guide at a special members' price of \$11.95! Order today. And get ready for powerful tips on your all-time favorite video games from Nintendo.

Fun Club Members' Price: \$11.95



WORLDLY WISE. Here's just what you need to find your way through the exciting worlds and levels of *Super Mario Bros.* Find out how to get past Bowser. Get extra lives. Warp into new worlds. Discover hidden surprises with winning tips that work like magic.

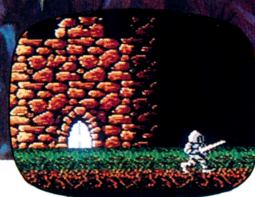
Fun Club Members' Price: \$4.95



SUCCESS STORY. Here's just what you need to conquer the evil and mysterious Ganon: *The Legend of Zelda Tips & Tactics*. It's your link to meeting the hidden challenges of the Underworld and Overworld. You'll discover shortcuts. Find out how to get information. And discover clever ways to conquer enemies and save the Princess!

Fun Club Members' Price: \$4.95

WIZARDS & WARRIORS



The Battle of Legends

You are Kuros, the knight warrior. Hero of the Books of Excalibur. Your journey begins deep within the woods of Elrond, where even the wind obeys the Supreme Wizard, Malkil. A wizard so great, Merlin calls him teacher. But Malkil has strayed from the path, and is now part of the dark side.

Buried within the catacombs and dungeons of Elrond lies

the key to your quest. The powers of levitation, the cloak of darkness, and the mysterious potions only Kuros can drink will be revealed to you.

In caverns of fire, through demons that fly and crawl, against the soldiers of the undead you must continue. No sorcery can prevail. For you are the only knight with the strength to wield

the Brightsword.

The prisoner of the wizard awaits. She calls to you from Castle IronSpire.

But the wizard is watching you, warrior. And this tale has just begun.

COMING SOON

RAMBO®



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MAIL BAG



Dear Nintendo,
Our club is called the Nintendo Maniacs. We have a meeting every two weeks. Our club is going just great and we love your games — especially *The Legend of Zelda!*
Bobby Bankowsky
Chicago, IL



Dear Nintendo,
Adults find Louis, age four, quite amazing when it comes to Nintendo (video) games, and also quite embarrassing when he beats them!

Mrs. McGinty
Tacoma, WA

It's hard to believe, but some of our best players — especially at *Super Mario Bros.* — are under ten! You might try playing *Kid Icarus™* which requires strategy as well as fast reflexes.



Dear Nintendo,
Could you give me a tip on how to beat the all-time heavyweight champ, Mike Tyson (Kid Dynamite).

S. Chacham
Tarzana, CA

The key to defeating the champ in *Mike Tyson's Punch-Out!!* is to learn the timing of Tyson's punches. Keep punching, dodge his punches, and get right back in there with the "old one-two." And keep practicing! See pages 16-17 of this issue for more insiders' tips!

Thanks Bobby! It looks like a lot of Fun Club members agree that *The Legend of Zelda* tops our charts. And if you like *Zelda*, you can look forward to more role-playing and interactive challenges in *Zelda II — The Adventure of Link* which arrives this spring.

Thanks for the mail! We appreciate your comments, tips, and new ideas. So keep writing: Nintendo Fun Club, Mailbag, P.O. Box 97033, Redmond, WA 98073-9733.

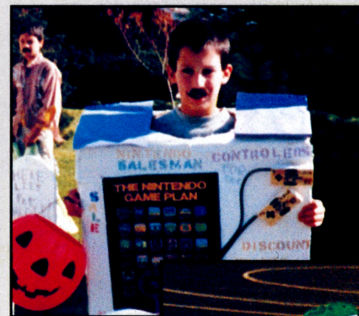
HALLOWEEN HOOPLA

Nintendo characters were out and about in full force on Halloween and a few smart goblins took pictures.

Is this Super Fiery Mario taking a rest before continuing his quest to save Princess Toadstool? Only David Rosner of Point Pleasant, NJ can tell you.



Here are costumes inspired by *Super Mario Bros.* from a video club in Aurora, CO: Kelly Hard as Cheep-Cheep. Danny Berlau as Bowser. Samir Desai as one of the Hammer Brothers.



"My son, Andrew age 12, wasn't a Nintendo character. He made his own costume — a Nintendo salesman!"
Kathleen Botticelli,
Brick, NJ



From *The Legend of Zelda* comes a "link" of Links. From left to right — Michael Sawyer of Buffalo, NY; Rossel Malone of Wingdale, NY; David Britten of Grand Rapids, MI and Brian McClure of Brownsville, TX.



Another "wowser" Bowser from *Super Mario Bros.* created by the Loudenclos family of Santa Barbara, CA.

**LOCAL CLUBS UPDATE
WANTED!**

POWER PLAYERS

We are looking for news from local Nintendo Fun Clubs. Specifically, we want you to send us the name and picture of your best player — a **POWER PLAYER** — for a special profile in the next issue of the Fun Club News. Send in a description of why this player is the best plus pictures, tips from your **POWER PLAYER**, and other interesting details like favorite video games, hobbies, pets and other interests. Send it to the address in MAILBAG. And if you have other Club news, send that, too!



Is this what the evil Ganon from *The Legend of Zelda* looks like? Nick Petrouic of Chicago, IL thinks so! Those who have met the challenge know.



Look out Mother Brain, here comes Andy Mitchell of Phoenix, AZ as the incredible Samus, hero of Nintendo's video hit *Metroid*.

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Play Of The
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JALECO™



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Play: unique life-like baseball character action—not cartoons.
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Start your engine and tour the world with **City Connection** by Jaleco™. It's an action-packed obstacle course, car race, with an enemy at every turn!
Drive: Original three-tiered race tracks.

Hurl: oil cans. **Dodge:** police cars. **Avoid:** shrieking cats. Coming this April to a video store near you. Ask for it!

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NEW PRODUCTS

GO FOR THE MAX— THE NEW NES MAX™



Lance Barr, product designer at Nintendo, looked at over 50 different hand-held controllers in order to research and

develop a new controller that gives players maximum performance in every way at a very affordable price.

The result is Nintendo's revolutionary new NES Max.

A Cycloid button puts power under your thumb. The NES Max features a unique Cycloid button that actually rotates 360 degrees. That means you have more moves in all directions — up, down, sideways and on the diagonal. And it's fast and easy to make those moves. This feature is great for times when you're trying to cover the whole screen at once such as in Nintendo's hot new *Ice Hockey* game as well as in *10-Yard Fight™*, *Tennis* and other Nintendo sports series games.

* © Irem Corp. 1983, 1985.

Power up with Turbo. The new NES Max gives you automatic rapid fire when you press the Turbo button. So when you're in a tight spot in fast-action games like *Metroid* or *Super Mario Bros.*, you have the repeat firing power you need to defeat one enemy or hordes!

A 360-degree rotating Cycloid button lets you cover the whole rink easily in Nintendo's new *Ice Hockey*.



The NES Max makes it easier to cover the field of action in games like *10-Yard Fight™*



Get a better grip on the action. The NES Max features a one-of-a-kind design that gives you a better grip on the action. This sleek, high-tech design fits right into the palm of your hand. Not too big, not too small — it's just right for maximum handling power.

Samus can blast fast with the smooth-operating automatic repeat fire Turbo button.



The new NES Max offers more control, greater accuracy and the power to win. Go for the Max!

A NEW LINE ON TIPS: (206) 885-PLAY

Call (206) 885-PLAY (885-7529) now when you need powerful tips on all your favorite Nintendo video games. This is a regular toll call, so watch the meter — especially if you're not paying the bill.

Hours to call: Pacific Standard Time M-F 7am-6pm, Sat. 8am-5pm.
Central Time M-F 9am-8pm, Sat. 10am-7pm.
Eastern Standard Time M-F 10am-9pm, Sat. 11am-8pm.



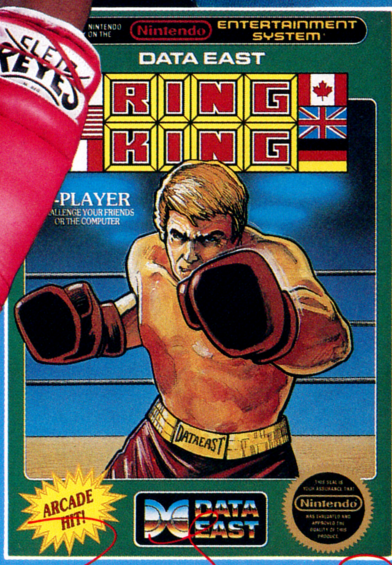
"RING KING IS UNDISPUTED"

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Ray Leonard Jr.



TAG TEAM



BURGERTIME



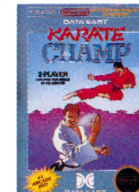
KID NIKI



BREAKTHRU



KARNOV



KARATE CHAMP



SIDE POCKET



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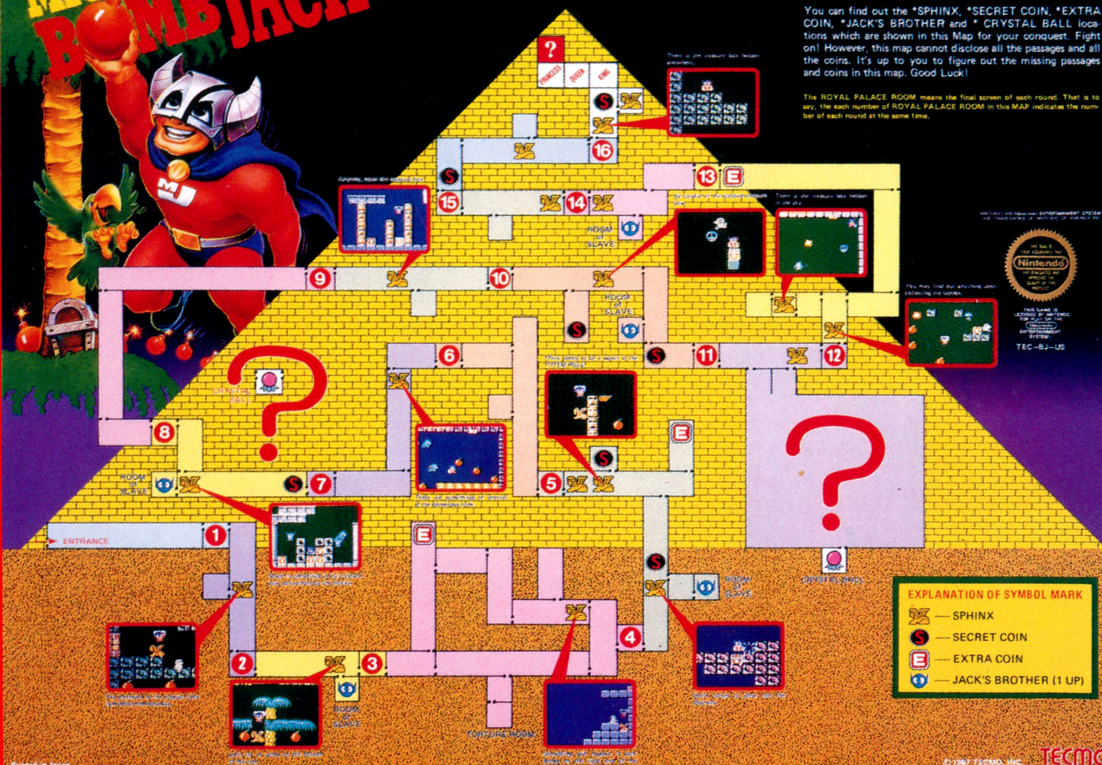
TECMO MIGHTY BOMB JACK



THE CONQUEST-ROUTE FOR THIS FINE GAME

You can find out the *SPHINX, *SECRET COIN, *EXTRA COIN, *JACK'S BROTHER and *CRYSTAL BALL locations which are shown in this Map for your conquest. Fight on! However, this map cannot disclose all the passages and all the coins. It's up to you to figure out the missing passages and coins in this map. Good Luck!

The ROYAL PALACE ROOM means the final screen of each round. That is to say, the each number of ROYAL PALACE ROOM in this MAP indicates the number of each round at the same time.



- EXPLANATION OF SYMBOL MARK**
- SPHINX
 - SECRET COIN
 - EXTRA COIN
 - JACK'S BROTHER (1 UP)

TECMO'S SOFTWARES



RYGAR



MIGHTY BOMB JACK



SOLOMON'S KEY



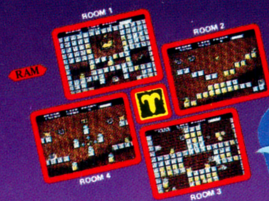
STAR FORCE

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TECMO SOLOMON'S KEY

PHOTO MAP OF CONSTELLATION SIGNS

Tecmo, Inc. has only printed game screens from ROOM No. 1 - 28, the remaining ROOMS are for you to discover! Please review this Map for your improved game satisfaction. Good Luck!

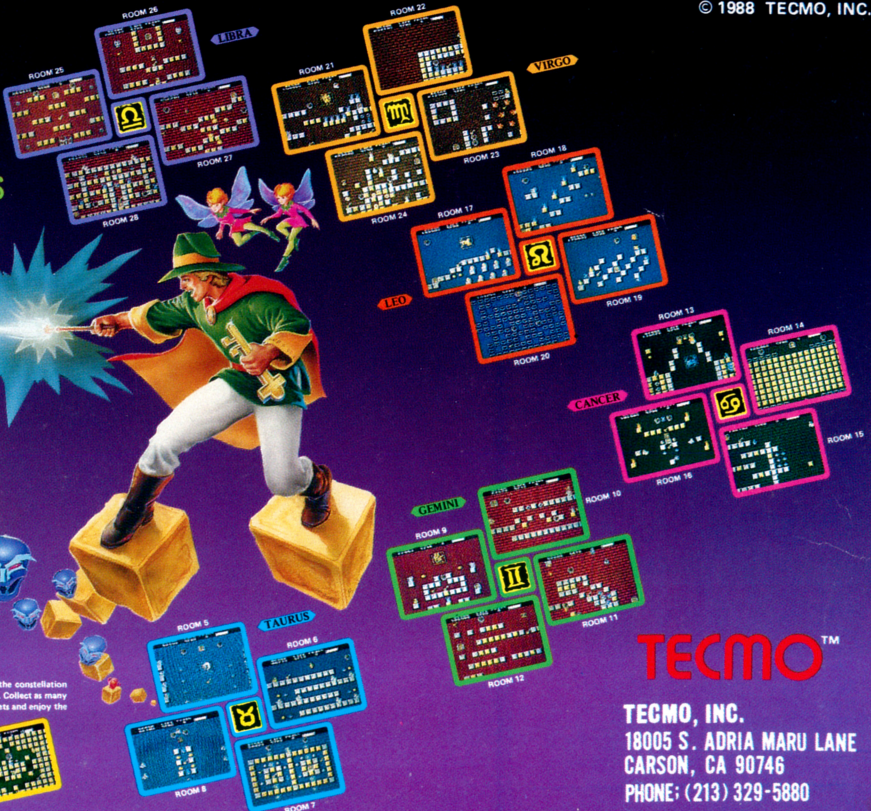
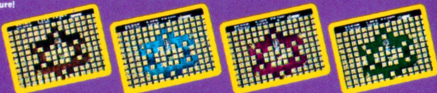


USEFUL HINT FOR CONTINUOUS PLAY

You can resume playing where the game is over, if you press **A** and **B** BUTTON and the upper direction arrow of CONTROL PAD at the same time during the appearance of "G.D.V." on the screen. However, if the game is over at the room after the room No. 41, the continuous play will start at the room No. 41.

HIDDEN ROOM

Each constellation mark exists in the fourth room of each constellation sign. When DANA gets the constellation mark, DANA can enter into the HIDDEN ROOM where there are many items and faeries to collect. Collect as many of these as possible! Sometimes there are hidden items in the stones. Search out SOLOMON'S secrets and enjoy the adventure!



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MEET MAX



Meet Nintendo's revolutionary NES Max™ and put power in the palm of your hand. You have the power to move accurately in many different directions on screen with a unique 360 degree cycloid button. There's Turbo Power for repeat fire. And handling power from a high-tech design that gives you a better grip on your game. It's the Max!

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