

N I N T E N D O[®]

POWER FLASH

Summer/Fall 1989

HUMUNGOUS SNEAK PEEKS EDITION

THE REVOLUTIONARY NEW
POWER GLOVE

- Dragon Warrior™
- Tetris™
- Faxanadu™
- To The Earth™
- Short Order/
Eggsplode!™
- NES Play Action
Football™

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From the top

The name of the game is Power!

If you joined the Power Club before May of this year, by now you should have received the newest power source on the block — **Nintendo Power™** magazine. (If you haven't, check out this issue's Member's Forum.)

Nintendo Power is a super 100-page magazine put out by Nintendo in the U.S. It's being offered here in Canada for the very first time. And naturally, Power Club members will get the first chance to subscribe.

Jam-packed with tips, tricks, game info and mind-blowing graphics, **Nintendo Power** is the answer to a Nintendo fan's dream. It comes out six times a year, and costs just \$21.00 for the first year. It's sure to become an indispensable part of every Power Club member's game library.

At the same time, now that **Nintendo Power** is available in Canada, it's time to make some changes to our own **Nintendo Power Flash**. What we're going to do is make the Power Flash more of a newsletter — a place where Nintendo fans can read what's happening right here in Canada.

Of course, we won't need as many pages. The new Nintendo Power Flash will be leaner,

meaner, and more zeeed in on Canadian interests — with letters, tips and questions from Canadian fans; a Canadian Top 10, news about games coming out in Canada and special events happening here in the Great White North. The new Nintendo Power Flash will be, more than ever, your forum for opinions and ideas. And, best of all, it's still free.

Now on to this issue of the Power Flash. And a really special one it is, too. We've got Sneak Peeks everywhere. Even our Power Play feature, **Dragon Warrior™** is brand new. And wait till you see Tetris, F-16s, the Power Glove, and all the rest. There's only one word for it — awesome!

So dive in, and enjoy. Because no matter what you're reading, if it says Nintendo, the name of the game is always POWER!



Guy Martin
Editor-in-Chief

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As you probably know, once Mario gets tired of something, he doesn't want to let go — unless he's throwing it at Poo! And Super Mario Bros. 2 certainly has a firm grip on the number one spot in our Top 10. With almost twice as many points as its closest competition, *Zelda II - The Adventure of Link*, the second Super Mario Bros. saga seems set for a good long stay at the top of the charts.

Of course, how long Mario, Luigi and the rest stay in number one depends on you. Send us your votes for the Top 10 games in the Nintendo Universe by jotting down your favourites on a letter or postcard and mailing it to:

Top 10 Games, Nintendo Power Club,
PO Box 902, Stouffville,
Toronto, Ontario M8Z 5R5

GAME	POINTS
1. Super Mario Bros. 2	4,361
2. Zelda II - The Adventure of Link	2,204
3. The Legend of Zelda®	2,112
4. Mike Tyson's Punch-Out!!®	1,890
5. Super Mario Bros.®	1,872
6. Blades of Steel™	1,658
7. Contra™	1,575
8. Double Dragon™	1,374
9. Ice Hockey	1,124
10. Metroid™	786

Points system: A 1st choice vote counts for 5 points, 2nd choice scores 4 points, 3rd choice scores 3 points, 4th a good for 2 points and 5th through 10th choice is worth 1 point!



Only You Can

Come with us now to the ancient realm of Alefgard where legend tells of how the brave warrior Erdrick defeated the evil Dragon Lord and banished the Darkness.

Now, once again, evil creatures and merciless monsters ravage the countryside...poisonous marshes make travel all but impossible...and entire villages have been turned into ghost towns haunted by spirits and werewolves.

In the midst of this doom and destruction, the great seer Mahetta makes a prediction. "One day, a descendant of the valiant Erdrick shall come forth to defeat the Dragon Lord." That fearless hero is you, and this is your quest...

Starting off on the right foot.

To become the Dragon Warrior, it's crucial that you go into every village and cave, cross every bridge, talk to everyone you meet and listen to their advice. What you must not do is try to fight every monster you meet right away. Take your time, build up your experience points and strength. Only then will you be ready to go south where the worst monsters (and the



Take to the road, you fool!

greatest treasures) are found.

Windows on your world.

You'll notice right away that this game is played very differently. For example, to leave the castle cellar you have to stand at the stairs, then call up the Command Window by pressing the A button.

Using the controller to move the arrow, press the A button again to select the command you want, in this case "Stairs". You'll find yourself in the castle courtyard.

You'll also see another window on the left side of your screen. The Status Window shows you your warrior level (LV), how many hit points (HP) you have left, what magic power (MP) you have, how much gold (G) you're carrying and what experience (E) level you've reached.



The Command Window



The Status Window

DRAGON

in Save Alefgard



Scouten its skin is tough, its sting deadly



Mogwrens his spells can leave you helpless



Mogwrenn if its blood don't put you, its magic will



Green Dragon Demons its fiery breath



Watch out for an invisible figure of ice and clothing



Search for secret places

Walk a treacherous path.

In the realm of Alefgard you will encounter many types of terrain - forests, plains, rolling hills, impenetrable lakes and mountains, and hazardous swamps.

Begin by exploring the northern part of the kingdom. That way you can build up your experience points, raise your warrior level and increase your store of gold. In the towns you will find friendly folk who will sell you weapons and armour. They can also give you helpful information. Watch out as well for secret underground places where clues and precious items are hidden waiting for you to discover them.

A challenge to do battle.

Be forewarned. Your enemy is ruthless and strong. Anywhere, any time, you could be the victim of a sneak attack.

When that happens you will see another window - the Battle Window. If you choose to fight, you will experience a totally different style of battle, as the computer determines the effectiveness of your attack and parry.

If your hit points are low, or you encounter a foe that is too strong for your warrior level, you can opt to run away to fight another day. Or you can use the many spells and items you will pick up along the way to fight or flee or heal yourself.



Will you fight or flee?



A sneak blow has been struck!



The spoils of battle one year.

The secret of your success.

Ultimately your goal is to find and collect key items that will enable you to face the final challenge - the evil Dragon Lord.

Along the way you will need to find the fair princess, the Balls of Light, the Rainbow Staff, Edrick's Armour and many other items before you can build the Rainbow Bridge that leads to the Dragon Lord's lair.

To save your achievements, visit the king and tell of your deeds so you can continue later where you left off.

Your quest awaits you.

Now you have the knowledge you need to begin your quest. For the sake of king and country, venture out and earn for yourself the title Dragon Warrior!

WARRIOR

PRO'S CORNER



Uncover the hidden town.



Invoke "SPELL" at the edge of town.

The secret of the magic key.

Deep in the woods northeast of Triple Eye Rack lies the Hidden Town of Kasuta. Use the hammer to uncover the town, then enter it. After you have visited the old man and acquired the magic of "Spell," continue on to the far side of town. Stand next to the cliff there and use the Spell magic. A mystical tower will rise out of the ground. Go inside, and there you will find the magic key that can unlock any door. Now you are ready to assault the sixth palace.

Maintaining your speed.

Do you have problems picking up a plant then maintaining your speed? Well, here's the answer. When you push the B button to pick up the plant, keep holding it down and you will keep your speed. Once you let go of the B button you won't be able to get your speed back without throwing away whatever you picked up.

SUPER MARIO BROS.2™



COBRA TRIANGLE™



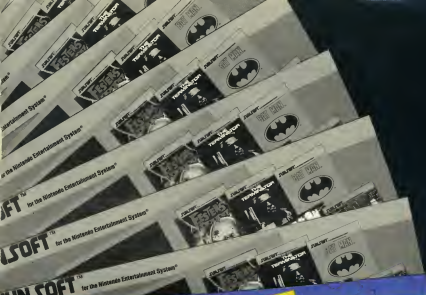
Stop here, shoot boots, get pods!

Jump start your game.

Start your mission through the Cobra Triangle with a bong! Just as you see the very first screen (the instruction screen), press the fire button. Then press it again at the starting gate. It's good for a cool 1000 points! (Adventure users: turn off your turbo before you try this.)

Power up fast.

Wait of the spot in level one shown here. Boots dropping pods will whiz by. Shoot the boots and collect the pods to Power Up with any of the 5 items. Don't go past the second turn or the boots will stop coming. Keep collecting pods until you hear the 15-second warning music, then go to the next bend in the river and collect the 1-Up. Let your time run out and repeat this process until you are completely powered up with everything. The 1-Up will always be there.



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SNEAK PEEKS

SNEAK

There's so much new stuff to tell you about this issue, sit back, relax and be prepared to be amazed. This is

TETRIS

THE SOVIET GAME OF MIND OVER MATTER.

We take you now on a journey to the innermost reaches of your mind.

The name of this game is Tetris – the first ever from the Soviet Union. Beams, boxes, zig-zogs and L-shaped building blocks drop relentlessly down a narrow



passage. Your goal is to spin, shift and align the shapes so they slide in for a perfect fit. The action is challenging, the pace unforgiving, the satisfaction outstanding.

Can you master the challenge that has baffled brains from Kansas to the Kremlin? You'll never know 'til you try Tetris!

Faxanadu

A JOURNEY OF FEAR AND WONDER INSIDE THE WORLD TREE.

In the land of Ealls, inside the fabled World Tree, the elves are dying, victims of an Evil that has blocked their fountains and poisoned the water. You are the elves' last hope. Only you can complete the terrifying journey that will take you from the roots to the outermost branches of the World Tree.

Along the way you will encounter complex labyrinths, misty maors, haunting fortresses and gloomy passageways.

You'll visit stores, churches, hospitals and taverns where you can buy weapons, armour, magic and medicine. And you'll meet wise gurus who will give you mantras which can help you re-enter Faxanadu with all your tools and magic intact.

This is a quest as gripping and as visually stunning as any you have ever seen before. This is Faxanadu – where a world hangs in the balance!



A town like in the sky?



Every step is a challenge.

PEEK

SNEAK PEEKS

we've expanded our Sneak Peeks section to 3 pages. So, just a glimpse of what's coming your way from Nintendo.

POWER GLOVE™

NOW THE POWER IS IN YOUR HANDS!

Reach into the next dimension with Mattel's new Power Glove! Fitted with special 3D sensors and a programmable keypad, the Power Glove puts game control right in the palm of your hand.

With a simple upward sweep of your arm, game characters jump and climb, planes and spaceships swoop and saar, hardened villains turn and run. Grab for treasure with an outstretched hand or clench your fist for the knockout punch. Use the programmable features to preset hand gestures and movements for instant onscreen action! It's all at your fingertips when you're wearing the Power Glove.

And if you're impressed by what the Power Glove does for your favourite games, wait 'til you see the new lineup specially designed for it. The Power Glove puts your hand right "inside" the TV for true interactive games play.

Watch out for Mattel's amazing Power Glove. Video gaming will never be the same again!



TWO GREAT GAMES FOR FAMILY FUN!

Get out your Power pad and get set for frantic family fun.

Short Order – long on fun.

Can you build a better burger?

Find out when piggy, rabbit and mouse place their orders. Hop to it, matching their steps on the Power Pad and you'll make humungous hamburgers as tall as houses.

Test your stamina and your stomach when you play Short Order on your NES!

Eggsplode! is Eggciting.

There's a fox among the chickens. Or there will be if you don't keep him and his giggling friends out.

It's up to you to jump on the Power Pod and egg-tinguish the eggsplooding bombs your foxy foes are planting in the hen house. But be sure it's really a bomb you're jumping on, or you could end up with egg on your face.

Eggsplode! means eggstra good times for all!

SNEAK PEEKS

NES PLAY ACTION FOOTBALL

NES Play Action Football.

This is the real thing. Two powerful pro teams crunched

it out. You have to make the blocks, complete the passes, read the defense and call the plays. It's 100 yards

of heart-pounding play — and you're at the centre of it all.

NES Play Action Football is video sports action the way it was always meant to be — tough, fast and furious.

Whether you're a seasoned veteran or an armchair athlete, this is the pigskin power you've been waiting for!

Feel the excitement of real pro action!

Are you ready for ultra-real, heads-down, hard-bruising action? Then get ready for



Pick your play



Pass for yardage



Wait for help!

TO THE EARTH

The year is 2050 and the Earth has fallen victim to the biological attack of the deadly Reggossians. It's up to you to deliver the antidote that will save the human race from extinction.

Hurting Earthwards in your high speed astro cruiser, you must use your Zepper Light Gun to blast your way past all obstacles.

You'll have deadly UFOs, massive meteors and angry aliens to contend with on this cosmic battleground. On the plus side, you'll find Energy Boosters, Barrier Shields and Smart Bombs to help you in your mission.

Have courage and hold your course steady. Only then will you win through and complete your mission of mercy — To The Earth!



DON'T TOUCH



INTRODUCING U-FORCE,[™] THE REVOLUTIONARY CONTROLLER FOR YOUR NINTENDO ENTERTAINMENT SYSTEM.[®] SO HOT, NO ONE CAN TOUCH IT.

Now you can feel the power without touching a thing. It's U-FORCE from Broderbund[®]--the first and only video game controller that, without touching anything, electronically senses your every move. And reacts.

There's nothing to hold, nothing to jump on, nothing to wear.

U-FORCE creates a power field

that responds to your every command--making you the controller. It's the most amazing accessory in video game history--and it will change the way you play video games forever. It's the challenge of the future.

U-FORCE. Now nothing comes between you and the game.

Broderbund

U-FORCE[™]

Controlled by Broderbund for play on the

Nintendo
ENTERTAINMENT
SYSTEM[™]



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Member's Forum

ZELDA II THE ADVENTURE OF LINK

by Chris ????????, Ottawa, Ont.

You know when you're in the castle and you just can't find a key? Well I have a solution. If you have a fairy spell, you simply turn into a fairy and go through the key hole. It worked in one castle for me, so experiment and try it for yourself in other castles.

SUPER MARIO BROS. 2

by Steven Landry,
Dollard des Ormeaux, Que.

I have found a way to get many men in Super Mario Bros. 2. In worlds 1 through 3, look for a place that you could get the most coins. This gives you many chances in the bonus round.

Now there is a simple trick but it will take practice. Once in the bonus round, press the "A" button right after the music starts. If you do it correctly, the first shape will be a cherry, meaning an extra man. If you get even better you will be able to know when to pause and press again after you get the first cherry, to give you two or three cherries meaning two or five more men. So far the most men I have gotten is 134 in one game.

MIKE TYSON'S PUNCH-OUT!!

by Steven Fortune and Stephen Malcolm,
New Waterford, Nova Scotia

Great Tiger: This guy is a toughy and something you must be careful about is his tiger punch. When he starts to turn around, count to 2 fast and press down on the control pad. He will do this

5 times. After the fifth, he twists his head. Give him a fast uppercut and he will go down.

Van Kaiser: When you hit Van Kaiser, stay still for a moment. If you have a star, lay it right on him. A guaranteed K.O.!

COUNSELLOR'S CHOICE

by Bryan "Gannon Crusher" Chellis

Editor's note: To help introduce you to our inhouse game counsellors, we've asked each of them to tell about one of their favourite gaming moments, starting this issue with "Gannon Crusher" Chellis.



The Legend of Zelda was my first experience with Nintendo. The most frustrating level for me was level 5, trying to get the whistle. I'll give you some tips on it so you don't have as much trouble as I did.

To get the whistle you have to deflect all the darknuts on the left-hand side near the start. It's best if you go in with full life, a red potion

and all your bombs. The darknuts don't like bombs, so lure as many of them toward you as possible and drop a bomb. Also, use your sword from a distance and shoot them in the back or the side.

But make sure you save one bomb, because when you take the passageway you'll find some more of those nasty darknuts again.

You will need more bombs to defeat these guys. To find more bombs, go one room down and bomb the right-hand wall. The old man is on your side. He'll sell you 12 bombs for the low low price of 100 rupees. Now go back in there and get the whistle.

THE BULLETIN BOARD

The Nintendo Mallers (game tips) — open Monday to Friday, 8 a.m. to 8 p.m. Eastern Time; Saturday, 10 a.m. to 6 p.m. — call (416) 253-PLAY (long distance charges apply).

For equipment problems — call collect (416) 252-GAME.

If you have any game tips or tricks to share, send them to: Member's Forum, Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ontario M5J 5R5

We're waiting to hear from you!

THE POWER CLUB ROLL CALL

Two issues back we told you how to go about starting your own chapter of the Power Club. Since then, we've heard from Nintendo fanatics across the country, and here are just a few of the local chapters we've heard from:

Chapter Name	Location	Contact
Nintendo Trailers	Toronto, Ont	Amal Sheth
The Trooper's Power Club	The Pas, Man	D'Arcy Luszer
N PC Deluxe Kids	Calgary, Alta	Larry Robey
Gamers Club	St. Laurent, Que	

We're not printing the phone numbers and addresses of local Power Club chapters because we don't want peoples' families to be bothered by late night calls from potential new members. But keep an eye out - if there's a chapter in your area, you're sure to find them at your local video game store or even in your school.

NINTENDO MOTORSPORTS

WINNERS
CIRCLE

Before we get to the winners of our racing challenge, a small apology. Due to production hold-ups, our last issue was a little late going out. And, of course, that made the July 7 entry deadline really tough to make. However, as

always, you come through with flying colours, against all odds, and these are our Nintendo

Motosports champions:

Winner	Score
Seth Dallyn, Burnaby, B.C.	99,987
Josh Winter, Ottawa, Ont.	52,810

Who is this Guy, anyway?

It seems like every day someone calls the Hot Line wanting to know more about Guy Martin. Where does he live, what does he look like, what's his favourite game and why does he spend so much time on the road?

Well, there's a good reason why we don't say more about our favourite Guy: You see, he likes to visit video stores and arcades, checking out new games and players' reactions. But if everybody recognized him he'd never get any work done.

However, we thought we might have a little fun with Guy's "secret" identity. We've put together some vital statistics on Mr. Martin and what we want you to do is draw a picture of the way you think he

might look. So here goes...

Name	Guy "Mystery Man" Martin
Age	23 (gang on 12)
Home town	Dorval, Hymak
Height	5' 4" (5' 3" when he "powers up")
Hair/eyes	Yes
Favourite foods	Hotless potato chips, 1-Up mushrooms
Favourite games	"I never met a game I didn't like"

That should get you started. Send your artistic impressions to: Who's that Guy, Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ont M8Z 5R5. We'll let Guy himself choose the winner, and use it in the "From the top" section of the next Nintendo Power Flash. Try to have your entry in by November 15, 1989 and don't forget to include your name, address, phone number and age.

Blast your video scores into hyperspace with Nintendo Power™

It's here - the power blast you've been waiting for - direct from Team Power headquarters at Nintendo. It's Nintendo Power magazine and it'll take you to places you've never been.

U.S. players have been turbocharging their scores with it. Now it's available in Canada through a special offer for Nintendo Power Club members.

Nintendo Power is 100 pages of vivid action and vibrant colour. Each explosive issue is packed with hints, ideas, tactics and inside information on every new game you play on your Nintendo Entertainment System - to help you play better and choose the Game Paks you want most.

And Nintendo Power is only available to those in the know. You won't find it on any newsstand. So if you haven't already subscribed, now is the time to do so.

To subscribe toll-free by credit card call 1-800-556-2800. The lines are open 24 hours a day, 7 days a week. (The Nintendo representative will need to talk to the person whose name is on the card.)

Subscribe to Nintendo Power today - and get set to blast your video scores into hyperspace!

MAIL BAG



Dear Nintendo,

I thought I'd just write to say thanks a million! You know that number that was in your earlier issue? Well, I phoned it to ask about Castlevania II and they came up with it just like that. I was amazed. Thanks to your advice I finally finished Castlevania II. I also finished Commando, Legend of Zelda, Adventures of Lolo and Ghosts & Goblins. Now I'm working on Zelda II - The Adventure of Link.

That reminds me, in one of your earlier issues you showed the western part of Hyrule, and I'm having real trouble finding the palaces over on the eastern part at Hyrule. So I was wandering if in one of your next issues you could show the eastern part of Hyrule. Thanks.

Steve Boyd, Lewisport, Newfoundland.

No sooner said than done, Steve. Your Spring '89 Power Flash has the complete map of Hyrule, including all the palaces up to number five. And if you look in the Member's Forum section of the Winter '89 issue, you'll find a tip to help you locate the sixth palace. After that, it's on to the final level and that unmentionable meanie, who we won't mention here.

Dear Nintendo,

Here's something you should know. My cousin let me borrow his racing cars, but I didn't put them away. So my cat chewed up the cards. Now I put my Nintendo where my cat can't get it. If you have a cat, dog, baby brother/sister, always put your Nintendo away, if my cat chewed up my Nintendo, that would be a disaster. Bye for now!

Martin Zizek, Scarborough, Ontario.

Just think of us as your friendly neighbourhood disaster control crew. We're passing on your advice to gamers everywhere, Maria. Thanks.

Dear Nintendo,

In the past six months I have cleared Super Mario Bros. 1 & 2, Metroid, Kid Icarus, Zelda I & II and Mike Tyson's Punch-Out. I have beaten every team on Ice Hockey and I have

cleared many other games too.

However, there is one thing I do not understand. In Power Flash (Fall 1989), a letter said that upon clearing Metroid, Samus takes off her helmet and shows her face. I'd like to know why she didn't take off her helmet when I cleared it.

S.D.C., Charlottetown, P.E.I.

The answer is simple to explain, S.D.C., but not so simple to put into practice. The secret to getting a peek at Samus's face is in how fast you finish the game and how often you die. The quicker you are, the more you'll see. So now that you know where all the weapons, missiles and energy tanks are hidden, plot out a course that gets you through the game quickly, without dying. Simple, right?

Last summer I went to my cousin's house in Florida. He had a Nintendo. I played it once and was amazed, so I had to buy it. When I came back to Canada my (other) cousin played it. So for Christmas he bought a Nintendo. Then my friend played it and he bought it, and my friend's friend bought one after playing my friend's Nintendo. Then my brother's friend bought one after playing my Nintendo. What I'm trying to say is that this video game system is just amazing, and thanks!! Because it's about time somebody came out with a video game like this.

Ernesto Fajardo, Scarborough, Ontario

Isn't it great when you can turn all your friends on to something really cool like the NES? As the saying goes, one good thing leads to another.

Dear Nintendo,

Your magazine is the greatest, and your games are spectacular. You really outdid yourselves with Zelda II.

Zelda II is just like a role playing game but you don't have to spend time creating characters or drawing out a map. Instead there is a whole world to explore at the press of a button. Plus there are people to write to (like the Power Club) if you need help.

I need help!

I have all the spells except Reflect. Where can I find it? I also can't find the Cross. Please help me.

Toby Kessler, Winnipeg, Manitoba.

Thanks for the kind words Toby. We know you'll get a real charge from Nintendo Power magazine as well. Now then, to your questions. You get your Reflect magic in the Mountain Town of Darunia, but first you have to save the kidnapped child. To do that, cross over to the island maze where the fourth palace is. The little munchkin is hidden away in a corner in the bottom part of the maze. The Cross is a little harder to get as it's in the sixth palace. But saviour on, and victory is sure to be yours.

It looks like we're all out of space again. Remember to keep those cards and letters coming. With all the changes happening in the Power Club we want to hear from you more than ever. Send your tips, tricks, questions and comments to: Mail Bag, Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ont. M8Z 5R5. We're waiting to hear from you!

THE LAST WORD

And, as another Nintendo Power Flash rides off into the sunset, it's time once again to say "so long 'til next time!"

Remember you'll be seeing a very different Power Flash next time around, but between our Canadian content and the exclamation of **Nintendo Power**, we think you're going to agree that the fun's just begun. Be seeing you!



FIGHTIN'

DRIVIN'

ZAPPIN'

BAYOU BILLY™

AND OF COURSE
AND SHOOTIN'
ALL IN ONE SWAMP STOMPIN' ADVENTURE

THE ADVENTURES OF

You're a Cajun Cajun on the heels of that Gangster King of Bourbon Street that kidnapped your best girl Annabelle. And it'll take all the right moves, lightning-fast reflexes and an eagle eye to emerge alive from the first game for Nintendo that combines hand-to-hand combat, drivin' and shootin', and zappin' into one wild adventure.

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FOR NINTENDO®

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Distributed by **BEATSCOPE**





Don't touch that dial, 'cause here comes *The Nintendo Challenge Championship!*

Three grueling months on the road. Over 80,000 ecstatic Nintendo fanatics. Scores in excess of 260,000 points.

That's the story on The Nintendo Challenge, Canada's first-ever coast-to-coast video game contest. Chances are you've never seen anything like it. We know we haven't.

The Nintendo Challenge trailer has been criss-crossing the country since June, winding up at the Canadian National Exhibition in Toronto on September 4th.

All that's left now is to find out who the Grand Champion of The Nintendo

Challenge is. The top Nintendo players in the country – one from each of the two major regions in Canada – compete live on MuchMusic on October 7, taking on a variety of Nintendo games over 2 days to determine who's the finest in the land.

At stake is a wealth of prizes,

Nintendo
GAME BOY ADVANCE



including the exclusive Nintendo Challenge Trophy, a brand new Power Glove and a selection of great Nintendo game paks. Runners-up will also receive great games as recognition of their awesome achievements in this summer of Nintendo.

We'd like to thank the people at Pepsi, Hostess/Frito Lay, MuchMusic and you for making The Nintendo Challenge the event of 1999. Be watching for more great promotions – more great ways to keep your power turned on – coming soon from Hostess/Frito Lay and Pepsi.

For now, Soyonzor!





*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

