

February 14, 1992

Scott D. Sevener  


Dear Scott:

Congratulations on your accomplishments with Super Mario World! We're always interested in hearing about outstanding game play.

You've been added to our "Power Players" file, and you might see your achievement in an upcoming issue of Nintendo Power. We receive thousands of entries every month and can print only a portion of them, so we can't guarantee that yours will appear. Keep watching "Power Players," though--you may have sent a lucky entry!

Our Game Play Counselors need to have exceptional game play skills, as you would probably expect. They must also be able to explain complex game play strategies clearly and be at least sixteen years old. The counselors make game maps and write game tips too, so they must pay close attention to details. All job openings are advertised in newspapers in the Seattle metropolitan area.

For more information about Nintendo products, please call our Consumer Service Department at 1-800-255-3700. As part of our commitment to consumer service, we also offer game play counseling at 1-206-885-7529. Our representatives and counselors are available from 4 a.m. to midnight Pacific time, Monday through Saturday and from 8 a.m. to 5 p.m. Sunday.

Sincerely,

NINTENDO OF AMERICA, INC.



Elizabeth A. Coleman  
Consumer Service Representative

July 12, 1992

SCOTT SEVENER

Dear Scott:

Thanks for taking the time to write to us. We're always happy to help our fans out with their game play strategies. Even the best game players can use a hand now and then.

Throughout the game of Final Fantasy II, there are many wondrous items that can be found after battles! Here is a list of them, and how they are found:

The Cabin, Cure1 Potion, Cure2 Potion, Cure3 Potion, Ether1 Potion, Ether2 Potion, Heal Potion, Life Potion, and Tent can be found by defeating random enemies throughout the game.

Firebomb: Defeat random Red Dragons in Lunar Subterrane.

Artemis Arrow: Defeat random Warlocks and Kary in Cave Bahamut and/or Lunar Subterrane. Use the ninja's Sneak command on Kary to receive 10 arrows for each sneak.

Fire Arrow: Defeat random FlameDogs in the Tower of Bab-il.

Poison Arrow: Defeat random HugeNaga in the Sealed Cave.

Rune Axe: Defeat random Red Giants in either Cave Bahamut or Lunar Subterrane. You cannot Sneak to get this item.

Artemis Bow: Defeat random Warlocks and Kary in either Cave Bahamut or Lunar Subterrane.

Shuriken: Defeat random Blue Dragons in Lunar Subterrane.

Rod: Defeat random TinyMages.

Dragoon Spear: Defeat random Red Dragons in Lunar Subterrane.

Silence Staff: You may get one if you defeat Random Conjurers in the Summoned Monster's Cave.

Avenger Sword: Fight random Red Dragons in Lunar Subterrane.

Dragon Whip: Defeat random Blue Dragons in Lunar Subterrane.

Heroine Robe: Defeat random Warlocks or Kary in either Cave Bahamut or Lunar Subterrane.

Power Robe: Also called the Power Armor. Defeat random Behemoths in Cave Bahamut and/or Lunar Subterrane.

Silver Shield: Defeat random IronBacks and Armadillo.

Headband: Defeat random Ogres and Behemoths.

Leather Helmet: Defeat random Roc and Roc Babies.

Dragoon Gloves: Defeat random Red Dragons in Lunar Subterrane.

Cursed Ring: Defeat random spirits.

Crystal Ring: Defeat random Behemoths in Lunar Subterrane.

Bomb Call: Caller learns this by defeating random Balloons & Grenades.

Imp Call: Caller learns this after defeating random Imps.

Zeus Ring: Defeat random RedBones and Skeletons on Mt. Ordeals.

Hand Axe and Assassin Knife: The Hand Axe and Assassin Knife are mentioned in the instruction manual, but as far as we know, nobody has found them yet. We do know that if they are in the game, you'll have to fight random enemies somewhere!

Every other item can be found by searching treasure chests and pots, talking to people, and achieving goals. Be sure to check stores in every town you come to as well. You never can tell what they sell until you ask!

To defeat Zeromus, you must first reveal his true form by having the Paladin use the Crystal he received from Golbez. Next, have the Paladin use the Crystal Sword, order the Dragoon to Jump into battle, and let the Ninja slice and dice with the Murasame and Masamune blades. Caller Rydia should call Bahamut and Asura. The White Wizard's White Spell is very damaging, but don't forget to use Cure4 and Life2 to keep the party intact. When Zeromus uses the Meteo Spell, you can be sure the end is near. Ignore your casualties and keep attacking. Don't venture to the bottom of the Lunar Subterrane until the Paladin is at least level 50.

There are four Magic Bottles in the game *The Legend of Zelda: A Link to the Past*. All of them are well hidden throughout the vast lands of Hyrule.

**Bottle #1:** In Kakariko Village, purchase a bottle for 100 Rupees from the vendor sitting near the Weather Vane.

**Bottle #2:** Also in Kakariko Village, enter the back door of the bar where the two old men are. You'll find the bottle in a chest.

**Bottle #3:** In the Light World, you'll need to swim up one screen from the Pond of Happiness in Lake Hylia. Swim left one screen and continue to swim left under the bridge. Talk to the sleeping man to receive this bottle.

**Bottle #4:** You should notice that the Smithy's house in the Light World is nothing but a broken-down shack in the Dark World. If your Master Sword has been tempered by the Swordsmiths, there will be a locked chest inside the shack. There's something peculiar about this treasure chest, though. For some reason, the chest follows you around wherever you go. What a nuisance this chest has turned out to be! To shake this menace, return to the Light World and journey back to the Middle-Aged Man. He is an expert thief, and if you promise not to tell, he'll pick the lock for you! When the chest is opened you will find a Magic Bottle inside.

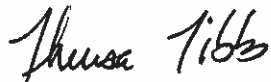
After you defeat the Swamp Palace in the Dark World, journey back to the Pyramid. From there, go to the right and stand next to the sign. Now go up and to the right. Continue to go up until you reach a purple post with a big boulder next to it.

Look closely at the ground and you'll notice a patch of grass in the formation of an arrow. Directly across from the arrow is a gap in the side of the wall. If you stand in the middle of the gap and use your Hook Shot you will zip across to the other side. Now you will be able to reach many places in the Dark World that were previously unattainable, including the Skull Woods Palace. Have fun exploring!

If you find yourself in need of more game play advice, either write back or call our Game Play Counselors at 1-206-885-7529. It is a regular toll call, so be sure to get permission before calling. We're open from 4 a.m. to midnight Pacific time, Monday through Saturday, and 6 a.m. to 7 p.m. on Sunday. Good luck with your game play! Have a great summer!

Sincerely,

NINTENDO OF AMERICA INC.

A handwritten signature in cursive script that reads "Theresa Tibbs".

Theresa Tibbs  
Consumer Service Representative

June 9, 1992

SCOTT SEVENER

Dear Scott:

Thanks for writing. We know that even experienced players need a few hints every now and then, so we're glad that you turned to us for your game play help!

In the game Final Fantasy II, nothing can stop Odin's devastating sword attack, so you must finish the battle before he launches it. His only weakness is lightning. Have the Ninja cast Blitz while the Caller strikes with Lit3, and have White Wizard Rosa fight with the Lit Arrows and Samurai Bow. It would be best not to fight Odin unless the Paladin is at least level 35.

There are a few things you should keep in mind when fighting the Elements in the Giant of Bab-il. Rubicant is weak against ice attacks, and lightning spells are the most effective against Kainazzo and Valvalis. The Elements have some new attacks, and are a bit stronger than before. If you have trouble, try fighting other enemies until your Paladin is level 40 or higher.

In order to beat Leviathan, you want to use any lightning based attacks that you have. Make sure that you are at level 35.

Defeating Bahamut is nearly impossible to do if your experience levels are below 45. Every second counts during this battle, so you've got to move quick! Have Cecil attack with the Excaliber Sword, and Kain with the powerful Jump Attack. Ninja Edge should cast Blitz, while Rydia calls Asura when needed to give your party a boost. If the White Wizard, Rosa, casts Wall on herself and any other party members, the deadly Mega-Nuke spell that Bahamut casts can be deflected! Rosa's White Spell is also a very damaging option. If you still have trouble defeating Bahamut, raise your levels. All opponents in this game can be defeated if your party is strong enough!

In the game The Legend of Zelda®: A Link to the Past™, the first Crystal Palace is over by where the Eastern Palace was in the Lightworld. Once you rescue the crystal all other crystal locations will be shown on your map.

Here is a list of what you can find in each Palace in The Legend of Zelda: A Link to the Past™ to help you on your quest. Most of these items must be found sequentially, so don't try to jump too far ahead!

### Light World

Location:	Item:
Hyrule Castle	Boomerang
The East Palace	Bow
The Desert Palace	Power Glove
The Tower of Hera	Moon Pearl

### Dark World

Location:	Item:
The 1st Palace	Hammer
The 2nd Palace	Hook Shot
The 3rd Palace	Fire Rod
The 4th Palace	Titan's Mitt
The 5th Palace	Blue Mail
The 6th Palace	Cane of Somaria
The 7th Palace	Mirror Shield
Ganon's Tower	Red Mail

The Magic Cape lies within a secret passageway at the graveyard in the Light World. You must have your Titan's Mitt in order to get it. Go to the top right tombstone and throw the dark green rocks in front of it out of the way. Now use the Dash Attack on the tombstone and you will find an entrance leading to the Magic Cape.

The Bombos Medallion can be found on a desert plateau in the Light World. Once you have the Hook Shot, journey down to the far southwest corner of the Dark World and search for a group of posts. Stand within the group of posts and use the Mirror to return to the Light World. Head one screen to the left and use the Book of Mudora in front of the Monument to obtain the Bombos Medallion.

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regular toll call, so be sure to get permission before calling.  
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Saturday, and 8 a.m. to 5 p.m. on Sunday.

Sincerely,

NINTENDO OF AMERICA INC.

*Margaret Bentley*

Margaret Bentley  
Consumer Service Representative