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TUROK

TM

Prepare to meet and defeat Dinosoids of a higher order and settle the score with some familiar foes in Turok's latest mission. Just when you thought it was safe to go back into the jungle, Iguana proves it's more dangerous than ever. Lock and load, and blast your way through our coverage of the first three stages.





Rematch!

The time has come again for us to give you an exclusive, head-to-head comparison of two of the season's heavyweight football titles—Madden NFL '99 from EA Sports and Acclaim's NFL Quarterback Club '99. How will they stack up against each other? Tackle our highlights of each one and decide for yourself.



PAGE 34

Space Station Silicon Valley

A pig in a blanket? A wolf in a sheep's fluffy, white clothing? Try a robotic computer chip in farm animals' bodies! The space station's fate lies squarely in your paws and claws as you take control of multiple animals and graze your way through more than 40 levels. Beam up our tips for saving the space station from its impending demise.



PAGE 56

WCW/NWO Revenge

THIS take a step—right beyond the ring and onto the brasserie. This bi-year raises the bar with more to choose from and a ton of new options. Add in lots to injury by throwing items from the crowd at your opponent to become lord of the ring.



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Episode 3: Pokémon Power

PLAYER'S PULSE

It's Halloween, and while you're expecting to score some tasty candy, every so often you'll knock on a door and end up with a box of raisins or stale jellybeans. What's the raisin in your bag this season? Is it a trouble spot in a game or disappointing trend? Treat us to your thoughts.

Super Mario RPG 2

Having read the letters in Volume 111 criticizing the graphics of Super Mario RPG 2, I had to write in to disagree. SMRPG2 looks like it'll be one of the N64's best games in terms of art. It's refreshing to see a game with style again (resist the urge to render, Nintendo!). My biggest problem with the excellent Super Mario RPG was its graphics, and I know you can do better, especially if you keep SMRPG2 on the track it's headed. The Mushroom Kingdom is a whimsical place that's supposed to be better than reality, so don't make it look like real life! That would be a conflict between style and subject.

Shane McTaire
Via the Internet

There's a reason why the original Super Mario RPG is second only to The Legend of Zelda: A Link to the Past, and it's that you got the game right the first time you made it! I know the graphics of Super Mario RPG 2 aren't complete, but the look could be a big mistake. If you use the same graphics and playing style from the first game, plus the N64's amazing



Sherrill White • Virginia Beach, Virginia

capabilities to make the game bigger, you'll really have a winner. Ditch the 2-D in a 3-D world idea, but please don't make the game fully 3-D like Quest 64. Quest shows how stopping to fight enemies in a fully 3-D environment can be disorienting. I hope you consider my ideas, or you might ruin what could be a masterpiece.

Ian Helm
Via the Internet

I don't like it when a sequel to a great game such as Super Mario RPG gets



Francisco Salazar • Placerville, California

changed to 2-D. I think SMRPG2 should look like the original. It shouldn't look like Yoshi's Story for the N64.

Thomas Maluck
Via the Internet

I don't see what the problem is with having 2-D characters in a 3-D world. That style of graphics is fitting for Super Mario RPG 2. Plus, you can have a bigger game with 2-D sprites as opposed to 3-D polygons. Other games have used the style and have succeeded—just look at Killer Instinct Gold.

Steve Comisso
Phoenix, AZ

Imagine seeing Mario in full, lush 3-D, like Super Mario 64. The camera pans around him to expose a 3-D world, where people are walking around a little hut and a castle sits in the distance. Then a Goomba jumps out from behind a bush! The camera changes to 3/4 view like a battle scene out of Super Mario RPG for the Super NES. Mario shoots a fireball that explodes like a blast from Turok's Fusion Cannon. The Goomba is gone. Then the perspective changes back to a 3-D view like SM64, as Mario continues walking to see what else lurks in this vast 3-D world. This is how Super Mario RPG 2 should be.

Nathan Draluck
Via the Internet

A Colorific Fix

My friend and I were argu-

ing over whether or not the new Game Boy Color games will work on the regular Game Boys. Please let us know if we will have to buy Game Boy Color in order to play any of the newer games.

Greg Bliss
Durham, NC
All Game Boy Game Pak's will be compatible with any Game Boy, so you'll be able to play new Game Boy Color games like *Top Gear Pocket* on the original Game Boy. Of course, the game will appear in monochrome rather than in color.



Gary Hasta • Westwood, New Jersey

Keep Your Hands to Yourself

I am writing in response to all the whiners and complainers who are having a hissy fit because Link was shown holding his sword in his right hand. It's not like it

POWER CHARTS

NINTENDO 64 TOP 10

1

GOLDENEYE 007



Mission Impossible debuts on the charts this month, but GoldenEye 007 is still the top spy game for the N64. Banjo-Kazooie is the top bear and bird game, and WCW vs. NWO is the top big, sweaty beat-'em-up game.

2

BANJO-KAZOOIE



3

WCW VS. NWO



GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1 GOLDENEYE 007	NINTENDO	1	22
2 BANJO-KAZOOIE	NINTENDO	2	3
3 WCW VS. NWO: WORLD TOUR	THQ	6	9
4 1080° SNOWBOARDING	NINTENDO	5	5
5 MORTAL KOMBAT 4	MIDWAY	10	3
6 SUPER MARIO 64	NINTENDO	3	25
7 STAR FOX 64	NINTENDO	4	17
8 MISSION: IMPOSSIBLE	OCEAN	—	1
9 DIDDY KONG RACING	RARE	8	11
10 MARIO KART 64	NINTENDO	—	22

SUPER NES TOP 10

1

THE LEGEND OF ZELDA: A LINK TO THE PAST



There's zero movement on the Super NES charts, but that's not to say that the games don't move the gamers. Surely the N64 updates of *Zelda* and *SMRPG* will move them even more.

2

SUPER MARIO RPG



3

DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE



1 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	80
2 SUPER MARIO RPG	NINTENDO	2	30
3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	24
4 FINAL FANTASY III	SQUARE	4	46
5 DONKEY KONG COUNTRY	NINTENDO	5	48
6 DONKEY KONG COUNTRY 2: DADDY'S KONG QUEST	NINTENDO	6	42
7 CHRONO TRIGGER	SQUARE	7	39
8 SUPER MARIO KART	NINTENDO	8	66
9 FINAL FANTASY II	SQUARE	9	71
10 SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	10	36

GAME BOY TOP 5

1

THE LEGEND OF ZELDA: LINK'S AWAKENING



Zelda holds strong at number one, while another classic, Final Fantasy III, makes a reappearance. Sunsoft's re-release of Square's Final Fantasy III returns to the Game Boy chart at number five.

2

JAMES BOND 007



3

DONKEY KONG LAND 3



1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	66
2 JAMES BOND 007	NINTENDO	2	7
3 DONKEY KONG LAND 3	NINTENDO	3	11
4 SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	70
5 FINAL FANTASY LEGEND III	SUNSOFT	—	58

1. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
2. NINTENDO 64 DISK DRIVE
3. TUROK 2: SEEDS OF EVIL (N64)
4. BANJO-KAZOOIE (N64)
5. POKÉMON (GAME BOY)
6. SUPER MARIO 64 2 (N64)
7. WWF: WAR ZONE (N64)
8. GAME BOY COLOR
9. WCW/NWO REVENGE (N64)
10. GOLDENEYE 007 (N64)



MOST WANTED

LETTERS, CONTINUED...

August issue where I noticed that GoldenEye 007 had been on the chart for 20 months. Not remembering GoldenEye being that old, I checked back in the January '97 issue and saw the game was on the charts at number eight. This was one month before the game was even previewed, and many months before the game's release in August later that year. Please shed some light on this subject.

Zane Davis

Via the Internet

Back in January '97, unreleased games were eligible for the Power Charts as long as they earned enough votes. Backed by a tidal wave of hype, GoldenEye 007 racked up enough votes to land it in the charts months before its release. Things have changed since then, and, unreleased games are now eligible only for the Most Wanted charts.

Robotech Check

In your July and August issues you stated that Robotech was licensed by FASA. Robotech, in fact, is licensed by Harmony Gold USA. FASA is the owner of Battletech, which has some similar aspects to Robotech.

Drew Hill

Via the Internet

Good catch. We apologize to FASA and Harmony Gold USA for mixing up the two games.

Overruled!

What if you made an N64 game based on the TV show "Judge Judy"? You'd get to judge people who want to sue each other. Then, if they get mad at you, you can yell

THQ's WCW Vs. NWO: World Tour gives gamers ringside seats to wrestling mayhem. Teaming up with Nintendo Power, THQ helped take a couple of lucky gamers even closer to the action. Henry Ong, winner of the Volume 103 Player's Poll Contest, won a trip for himself and his friend, Steve Iguchi, to witness the spectacle known as the WCW/NWO Bash at the Beach. But it wasn't your normal pay-per-view event, mind you. Adding to the intensity of the already fired-up wrestling fans was the ragtag teamup of Dennis Rodman and Hollywood Hogan pitted against DDP and The Malfman. Henry and Steve witnessed the rasslin' melee from prime seats, and as an added bonus, the pair got to attend THQ's pre-event party, where they previewed the company's wrestling follow-up, WCW/NWO: Revenge.

"Should I toss a few folding chairs and baseball bats to the wrestlers, just like in THQ's video game?" Peering over the WCW/NWO ring, Henry Ong ponders the possibilities.



at them and tell them to be quiet. That would be awesome.

David Frohlich

Via the Internet

It sounds like someone needs to be pounded with a gavel. That would be awesome.

WRITE AWAY RIGHT AWAY!

Pokémon, the game and TV series, is in full swing now. Send us your feedback to let us know if you think it's a hit or miss. And if you've gotta catch 'em all, flip to our Pokéman Power insert to find our monthly tips on critter maintenance.

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As the evil Primenon threatens the universe, only Turok stands in his way. From Acclaim and Iguana Entertainment, comes the action title of the year. The greatest adventure of Turok has begun.



The six vast worlds of Turok 2 include rich, interactive backgrounds and an assortment of fiendishly cool mutants, monsters, aliens and dinosaurs.



Incredible lighting effects are combined with detailed textures, dazzling fire and explosions and some of the best animations of any game to date.



Power begins its coverage of Acclaim's incredible Turok 2: Seeds of Evil with a playable alpha version and exclusive information from Iguana.

The outlines will get

you started on the adventure of a lifetime, but be forewarned! Turok 2 is the most powerful game of its kind, and it may not be suitable for young players or people with an aversion to Lost World carnage. We expect it to be rated Mature. If you think you're gamer enough to take the heat, proceed with this review at your own risk!



Transcending Turok



The elusive elien, Adon, instructs Turok on his mission objectives for each of the six worlds in the game.

ADON AND THE TALISMANS

At the beginning of each mission, Adon will reveal secret instructions from the Lazarus Concordance, a group of wise beings who seek to keep the Primagen locked away in the Lost World. As the Primagen's servants search for the six energy totems, they also wage a terrible war. In each world, Turok must complete several mission objectives, including the discovery of the powerful talismans—objects that serve as keys to open up hidden areas in other worlds.

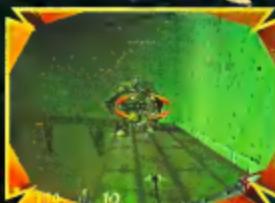


EAGLE-EYED TUROK

The new sniper sights on several of Turok's weapons look cool, but they're practical, as well. When you lock on to targets with some powerful weapons, the shot will "home" on to the enemy. In the case of the Tek Bow, arrows will fly straight to the target when you fire from the zoomed-in position. The Plasma Rifle also uses a limited zoom sight.



The Plasma Rifle has a limited zoom function. Press the Control Pad to activate it and you'll see a green targeting sight.



With the zoom activated for the Tek Bow, you'll be able to use this incredibly powerful weapon with greater accuracy.



The Flame Thrower uses realistic particle animation to create a stream of fire. Some enemies will actually catch on fire.



The Firestorm Cannon lays down a spread of explosive shots powerful enough to defeat most regular enemies.

ARSENAL UPGRADES

Turok has always benefitted from having access to the most incredible weapons in the universe, and in Turok 2, the arsenal gets even better. The coolest new weapons include the Shredder, with its ricocheting shots, and the Cerebral Bore, which homes in on an enemy's skull and drills inside. Turok's arsenal includes 20 weapons, most of them new or improved.



In addition to opening doors, some levers may activate other types of machinery, like the signal flares in the Port of Adie.



Not all barrels conceal hidden entrances, but enough do to make it worth your while to blow them all up.

PASSAGES

Getting around in Turok 2 will require more than a quick gun and sharp eye. In many instances, Turok may come to a dead end. Lever switches are one possible answer. If you see one, flip it. It may open a passage. In some cases, there are other ways to forge ahead, such as barrels full of explosives. One shot will ignite the barrels and blow a hole through the nearby wall, revealing a passage beyond. The trick is to explore every possibility.

The Lost Lands

Several tools will help you navigate through the six hostile realms of the Lost World. The game map is the most useful aid, just as it was in the first Turok adventure, but when you wander into dark corners the Flashlight will light up Turok's path. The Flare Gun also sheds light on the scene. The flame thrower serves dual duty as a weapon and fire starter that can ignite enemies and objects.



Enemies also show intelligence in how they stalk Turok as he hide from him. They can even hear him coming and take cover.



The Flashlight directs light forward in the direction Turok is facing, but the beam is not as powerful as the flares.



The Flame Thrower can ignite piles of wood or kindling as easily as enemies, and it boasts the best flame animation in any video game.



Flashing is impressive, but what really gets the blood pumping is when you blow an arm, leg, claw or pincer clean off an enemy.



DON'T FLINCH

Every enemy has multiple flinch zones for hit detection. If you shoot a Purr-linn in the arm, the arm will flinch back from the impact and the creature may grab at the wounded limb. Some enemies also have armor and high damage areas. If you hit the armor, no damage will occur, but if you hit them in an uncovered part of the head, one hit can defeat them. Hits to non-vital parts score less damage.

Turok Travels

The way in which Turok moves remains largely unchanged from the first game. Climbing, crawling, and swimming all occur automatically in the proper locations. But what about the impossible jumps required of Turok in his first outing? The Turok 2 team fixed it by making jump platforms much larger. You still have the thrill of leaping over chasms, but it's a lot easier to make the jump.

SWIMMING



Using either the Tazer or Torpedo, Turok can dangerous dude under the water. Swimming is automatic in deep water.

CLIMBING



Turok reaches the heights by scrambling up ladders, vines and some snowballs. It's automatic in the right location.

SCANNING



Turok's full range of vision allows you to look almost straight up and down and all around in 360 degrees.

Multiplayer

One of the most anticipated additions to Turok 2 is the inclusion of multiplayer modes. Our current alpha version includes both Frag Tag and Blood Lust and about ten multiplayer arenas. Iguana promises that the number of one-to-four-player arenas will end up at about eighteen—all of them designed especially for multiplayer matches.

FRAG TAG



One player is unarmed and marked as it. The others have to track down the screaming it does before it reaches a safe goal.

BLOOD LUST



Traditional multiplayer matches allow players to choose between eight Turok 2 characters, including two Turok styles.

Level 1: Port of Adia

Once a peaceful village, flames now fill the streets of Adia when Turok arrives to protect the energy totem from the agents sent by the Primagen. Those agents belong to the evil race of Dinosoids, who have subjected the port city to terror and destruction beyond the call of their master, for they secretly hope to destroy humanity. In addition to his main objective, Turok must warn Adia's allies by activating three beacons, save as many of Adia's children as possible, and activate the warp portals in order to access the part of the key that opens the Primagen's command center.



You won't have many chances to practice shooting with the bow, so take this opportunity here and collect all the arrows you shoot before moving on.

WEAPONS & ENEMIES

You'll begin your adventure armed only with the Tilon and Bow, but a Pistol isn't far away. The best weapons in the first world are the Tek Bow and the Shotgun. Dinosoids are aggressive and show intelligence. Don't get too close or you'll get mauled.



BOW MAX: 20

Your trusty Bow is always at hand. Remember to pick up spent arrows.



Pistol MAX: 10

The Pistol is fast at short range and nimble at vulnerable points.



TAILON MAX: NA

Instead of the knife, you have the more powerful Tilon at all times.



FLARE MAX: NA

Shoot a flare at a wall to illuminate the area for a limited period.



TEK BOW MAX: 10

With the zoom feature, the Tek Bow is an awesome weapon.



SPEAR GUN MAX: 12

The Spear Gun is useful only when Turok is submerged.



SHOTGUN MAX: 20

The Shotgun packs a lot of punch at short range or in a crowd.



RAPTOIDS

Raptoids may not have weapons, but they don't need anything more than their claws.



ENDRILLS

The next evolutionary step for Dinosoids are the Endrills. They are around and bad news.



SENTINELS

Another advanced vet from Turok: Dinosaur Hunter, the Sentinels have new animation and attack AI.

Level 3: The Death Marshes

Welcome to the home of the mighty Purr-Linn. The Primagen has entrust ed these powerful but rather dim creatures with a limited arsenal that can cause trouble for Turok. And somewhere within the murky Death Marshes is the energy totem that Turok must protect. In addition to that, you must save five prisoners who are being held for sacrifice to the Primagen, obtain explosive charges, destroy three ammo depots, and activate the warps. It's a lot to ask from a puny, weakling human. The Purr-Linn have never thought much of humans, and so it has been to their dismay that they have seen humanity rule the earth. Perhaps if they trust the Primagen they will reign. Or perhaps not.



SIDEROVER MAX: 50

Break a shot off a wall to hit enemies around corners with the Siderover.



PLASMA RIFLE MAX: 150

The Plasma Rifle has a limited zoom system for targeting shots.

WEAPONS & ENEMIES



Level 2: Slaughter by the River of Souls

Nothing that drinks from the waters of the River of Souls could survive until the Lazarus Concordance erected one of the energy totems on its banks. When it was discovered that the totem purified the water, the great city of Araissi was built on the site, but now the Dinosaur army has come with its campaign of terror. Turok must close all of the newly opened Soul Gates to keep the undead from pouring into the city. Then he must defeat the Sisters of Despair—three witches from the Deadside. As always, he must activate the warps and locate and defend the energy totem.

WEAPONS & ENEMIES

It isn't easy destroying soulless villains who are already dead, but that is Turok's task in this second world. You will run into some old enemies such as the Leapers, but you'll have better stopping power with the magnum pistol and Warblade.



WARBLADE MAX: NA
The Warblade has more slashing power than the Talon, and you'll never run out of ammo.

MAGNUM PISTOL MAX: 20
At alesa renga, you could atop a train with ena of these pistols.

TRANQUILIZER MAX: 50
The Tranquillizer Gun will put enemies to sleep in strategic places, such as on door switches.



RAPTOIDS



ENDURIANS



RAPTORS



DEMON WITCH

The Demon Witch levitates and moves constantly. She is a difficult target to hit.

OTHER ENEMIES

**DEADMEN
HALVES**

These fleshaarts and discoids are raiding the city. The trick will be to find the Seni Gates and clean down the internal immigration from the Deadside.

**LEAPERS
LORDS OF DEAD**



Although the Purr-Linn may seem like dupes of the Primagen, and somehow rather sad creatures in spite of all their power, Turok has a job to do, which is made easier with the addition of the Shredder and Plasma Rifle. Both weapons allow you to attack from a greater distance, but you'll have to keep supplied with ammo, and Purr-Linn armor offers fewer vulnerable hit points than on previous enemies.



WAR CLUBS



CATAPULTS



GUNNERS



JUGGERNAUTS



SWAMP WASPS

At the low end of Purr-Linn society are the horned-listed War Clubs.

These pony Purr-Linn launch rocks with their catapults. Purr-Linn hit-hard!

Slightly more advanced than Fred Flintstone, gunners operate a rock-shooting catapult gun.

These big boys have big Swords and helmets protecting their heads. Try the Tiki Bow.

The Swamp Wasps are more annoying than anything else. Don't waste much ammo on them.

Level 4: The Lair of the Blind Ones

The Blind Ones dwell deep beneath the surface of the Lost World, emerging at night from thermal vents to feed on hapless victims. Turok must venture into this steamy, subterranean realm if he is to save the universe. One mission objective will be for Turok to locate explosive charges, then seal the three thermal vents that the Blind Ones use to enter the upper world. He must also retrieve another piece of the key to the Primagen's command center and activate the warp portals. The task won't be an easy one, for the Blind Ones can smell the blood of an intruder from a great distance, and they'll be sniffing for Turok.



CHARGE DART MAX: 30

Recharged dart can paralyze an enemy or turn out the lights.

TORPEDO MAX: 3

The torpedo sled gives you firepower and speed underwater.

SUNFIRE POD MAX: 3

The blazing light of the Sunfire Pod is like poison to the Blind Ones.

CEREBRAL BORE MAX: 10

This weapon "homes" to an enemy's head and burns inside.

WEAPONS & ENEMIES

Some of the coolest weapons are introduced in this level. For fans of gore, nothing beats the Cerebral Bore, except a strong helmet. And the Flame Thrower, with its realistic flames, is a technological marvel.

GUARDIANS

Armed with a wicked blade, the Guardians can cut short your mission with one swing.

FIREBORN

These creatures can withstand the heat of lava. Stop them using the Tek Bow.

BIG SPIDERS

Stay clear of the poisonous green ooze that these arachnids shoot at Turok.

SMALL SPIDERS

These small, hopping spiders can be cleaned up using the Flame Thrower or mace.

FLESH WORMS

Flesh Worms surge out of the ground to take a bite out of passersby. They're mainly a nuisance.

CAVE WORM

The huge, gaping maws of the Cave Worms are an easy target, but don't get within range of their lashing tentacles.

SKIMMERS

Skimmers are leaping, biting, disgusting, cave-dwelling little wastes of nimbo; the skimmers can be a real headache.

Level 6: The Primagen

The Primagen's Lightship is one of the wonders from the first civilizations to inhabit the universe. A crew of biomechanical droids is thought to maintain the huge vessel, and it is known that power cells of the Lightship are the cause of the toxins that poison the River of Souls. Before confronting the awesome might of the Primagen himself, Turok must locate six ion capacitors and purify the River of Souls. Then he must destroy the automated plants that churn out an endless army of Bio-bots.

WEAPONS & ENEMIES



RAZER WIND MAX: 10

The spinning Razer Wind mutes to your hood like a boomerang.

RAZE'N'PAIN MAX: 5

The most powerful rifle of all returns to neke Turok's enemies.

Level 5: The Hive of the Mantids

Aggressive and intelligent, the Mantids have been promised new worlds to infest if they help the Primagen stop Turok. In order to save the earth from the invasion of Mantid soldiers, Turok must destroy three heavily guarded queen embryos and eliminate four force-field generators to gain access to the main computer. After finding four explosive charges, Turok will be able to blow up the main computer and end the threat to earth.



P.F.M. LAYER MAX: 10



FIRESTORM CANNON MAX: 150



SCORPION LAUNCHER MAX: 5

If an enemy enters the trigger zone of a mine, it explodes.

The powerful Firestorm Cannon acts like a plasma chain gun.

Lock on targets, then acquire a new target while firing the first shot.

WEAPONS & ENEMIES

The Mantids come in all sizes, shapes and smarts, but all of them are fearless and without mercy. Their limbs have evolved to serve different functions, and the top Mantids carry powerful weapons. The P.F.M. Layer is useful for wiping out nests and small critters like the mites. The Scorpion Launcher gives you the ability to fire "homing" shots at enemies while sighting on your next target.



MITES

The Mites skitter around on the floor. Look around for a nest from which they emerge, then lob in a grenade.



WORKERS

Workers are another step up the functional ladder of Mantid society, but they still can't take a hit.



SOLDIERS

The Soldiers are the big boys of the Mantid world. Heavily armed and armored, they'll put up a good fight.



The hive is the most alien world in Turok 2, and it contains a mix of organic elements and technology. It's hard to tell what's alive and what's a machine. Deers may be hidden in the circuit-like panels on walls.

The Razor Wind is a powerful weapon, but one that requires practice for aiming. The Nuke is really a weapon of last resort, or one to use when you have time to aim and fire with care. To reach the Primagen, you'll have to possess all of the talismans.

ENEMIES

TROOPERS

NUKE-BOTS

ELITE

The crew of the Lightship consists of several powerful anomalies who have very specific orders to stop Turok. In addition to the Primagen at the end, you'll find another terrifying boss on board.

Turok 2 Time



When Turok 2 arrives soon, few gamers will be able to resist its combination of incredible graphics, depth of game play, cool weapons and enemies, and great new multiplayer modes. As soon as we have the final version in hand, we'll begin specific strategic coverage of this vast game. At that time, you'll also find a Now Playing entry with evaluation numbers for Turok 2.



extreme-g™
XG2

PC
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ESRB



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Extreme-G 2. Feed the speed freak within. Faster than the original. And ten times more deadly. Over 36 new twisting tracks. An expanded arsenal of vicious weapons. 12 all-new homicidal bikes for the surreal ride of your life. And 2-4 player multiplayer madness. This is pure unadulterated velocity. One false turn and you're toast.



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THE LEGEND OF

ZELDA[®]

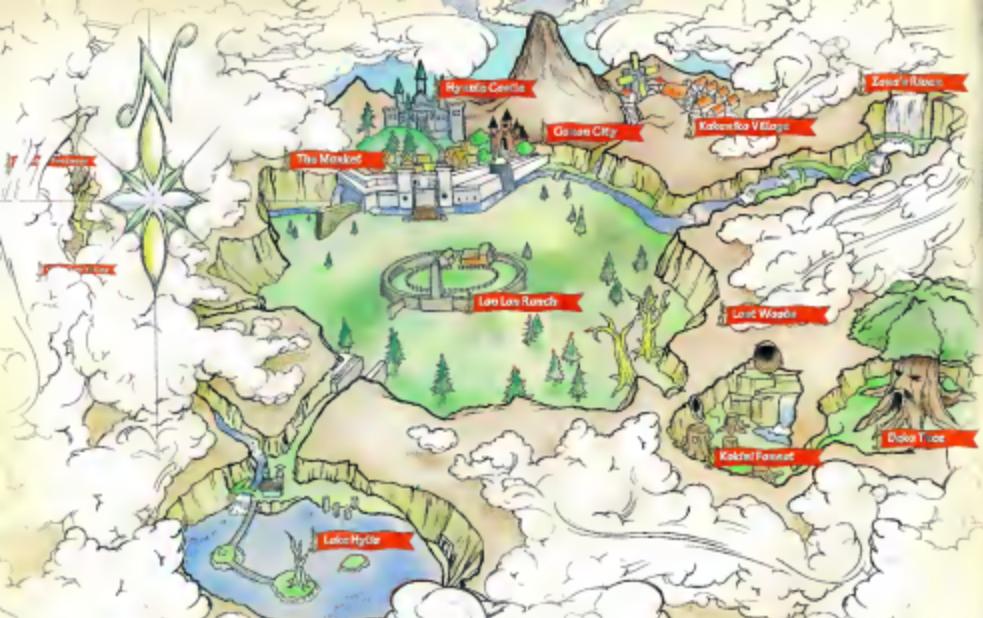
OCARINA OF TIME™

HISTORY IN THE MAKING

Ocarina of Time will make history—not only in the sense that the groundbreaking epic will redefine gaming, but history in the sense that the game will span years unraveling Link's heroism from childhood to the brink of manhood. The time has come, and finally you will be able to take a brief tour and overview of a few of Zelda's worlds. Be a part of history with this first glimpse at the future of gaming.



big, big, big. If there is one word to describe The Legend of Zelda: Ocarina of Time, it's big." The word sums up almost everything about the overwhelming adventure—its impact on the gaming industry, its servings of drama, magic, mystery, and action it delivers, the number of hours people will invest in playing and replaying the epic, and the sheer size of the seemingly endless acres of photo-realistic worlds. Ocarina of Time is so huge, in fact, that six pages can cover only a scant fraction of what's in store. This brief sampling of a few of the game's worlds merely hints at Zelda's magnitude, and judging from the fifty-odd screen shots snapped from a yet unfinished, unpolished version of the game, the completed Zelda will be staggering in a big way.



A Small Sampling of Hyrule

 *Ocarina of Time* covers far more ground than this partial map indicates. To count the paces it would take Link to walk from one end of the world to another would be a feat as

exhausting as undertaking the journey in real life. Moreover, the worlds are barely half of what you'll see, since they will look considerably different when Link revisits them when he's older.

Kokiri Forest

 Hidden in the woods outside Hyrule is the Kokiri Forest, a Never-Never Land where its elven inhabitants have guardian faeries and never grow old. Only the child known as Link is without a fairy—until a posse named Navi joins his side. Before meeting her, Link had been suffering from nightmares, and Navi explains that his dreams were not without purpose.



The isolated forest is populated by children who never age. Among them is 10-year-old Link, a much more youthful version of the hero introduced to gamers over a decade ago. Saria is his best friend in the forest, and she'll dispense valuable advice to the naive knave who'll eventually mature into a young man after he leaves the village.



Deku Tree

The almighty Deku Tree presides over the timberlands as the spiritual protector and watcher of the woods. Coinciding with Link's nightmare spells, the Deku Tree is infested by dark forces.

Weakened by the creatures that have invaded

the dungeons and chambers within its trunk, the tree sends Navi to find the chosen one who has been sensing the aura of evil spreading throughout its branches and across the land.



To gain access to some areas, Link will have to dive, jump, run or climb to activate switches.



New the fairy will help Link target enemies, such as the giant spiders creeping within the Deku tree.

Among the many beasts that have their eyes (or eye) set on Link is the cyclopean parasite, Gohma.



Link's legendary relationship with Zelda begins at age 10 when he sneaks into her castle.



As a child, Link won't be able to reach certain places, so he'll have to rearrange crates to bridge gaps.



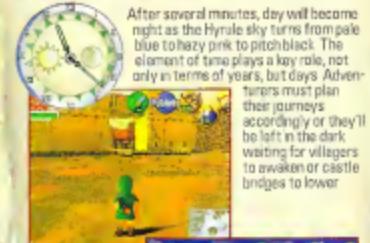
In the castle courtyard, Link will have to play cat and mouse with the guards to slip past their watch.



Hyrule Castle

He will have Link and Zelda crossing paths many more times in the years to come, and in Hyrule Castle, Link meets the young princess for the first time. Sharing the same feelings of dread as Link, Zelda confides in the Kokiri her reservations about her father's alliance with the shady Ganondorf, king of thieves. At the castle, Link also encounters Impa, Zelda's nanny who is from the mystical Sheikah people. Though Zelda fans will remember Impa only as an elderly servant, the Sheikah is younger and tougher in this game, which is set years before any other Zelda game.

Persistence of Time



After several minutes, day will become night as the Hyrule sky turns from pale blue to hazy pink to pitchblack. The element of time plays a key role, not only in terms of years, but days. Adventurers must plan their journeys accordingly or they'll be left in the dark waiting for villagers to awaken or castle bridges to lower.



Lon Lon Ranch



At Lon Lon Ranch works the amiable father-daughter pair of Talon and Malon with their farmhand Iago, who's best described as disgruntled. As the years go by in the gaige, Iago will become grayer, but nevertheless bitter, man. Link, too, undergoes change, and as a teenager his size and strength will enable him to become a skilled horseback rider. No longer saddled with the burden of walking, Link can ride his horse to the far reaches of the ever-stretching landscape.



Too small to ride horseback, young Link will be perfect for fitting into spaces too large for adults.



Hyrule's market is a cheery site. Only years later will the happy townsfolk be replaced by zombies.



At the shooting gallery, Link can set his sights on winning special items.



To win extra Rupees, Link can try his hand at bowling with bombs.

The Market

Just in front of Hyrule Castle is the city's market, where Link can sell and trade weapons, potions and masks, or take a stab at winning other-prized goods in games of chance and skill. In the shooting gallery, Link can take aim at a procession of Rupees or the occasional hapless, but always plump, rooster, chicken. In a contest new to the series, Link can try hitting a bell's eye using a new mobile bomb weapon as a howling hall.

Goron City

The plague of evil and ruin spreads to the cavernous underworld of Goron City, a land harrowed in the shadow of Death Mountain. When Link stumbles into their lair, the friendly cave dwellers explain the crisis that has befallen them. A born hero, Link takes up the task of aiding a reluctant Darunia and his Goron citizens.



In addition to countless new surprises, everything tried and true from the previous Zelda games returns in *Goron of Time*, the familiar music, intricate puzzles, retaliating chickens and blasting bombs.



Zora's River

Floating with sacred water, Zora's River is home to the Zora people, an aquatic race of fish-like humanoids. The peaceful Zoras live upstream sheltered from the rest of the world. Surrounded by their river's rough waters and the confusing pretzel-like network of passageways known as The Lost Woods, the Zora people meet Link when he swims and leaps from bank to bank to reach their sanctuary.



Cut off from the rest of the world, Zora's Domain is an oasis of mystical power.



Kakariko Village

The modest town of Kakariko was founded by Impa. While the village is as friendly as Princess Zelda's guardian, it can also be as deceiving as Ganondorf, since the town conceals a hidden fight fest of bunn-y-eons. Within their halls, trap doors and illusory walls lurk regurgitated corpses, flying skulls and other restless souls.

The centerpiece of Kakariko is its inviting windmill, but the town has more than a few skeletons in its closet. Literally.

As brave as he may be, Link will be scared stiff—and stopped dead in his tracks—by a single glance from the undead.

Lake Hyrule

The blessed waters of Zora's River flow down the Hyrule countryside and spill into Lake Hyrule. The lake boils over with marine miseries, and if Link can't deep-six them, he can take his frustrations out on the smaller fish swimming in the fishing pond. For a few Ripples, he can take a break from his odyssey to rent a rod and see what's biting.



The Rumble Pak will truly enhance the fishing experience by alerting players of every tiny nibble or gigantic tug on their line.



Items of Interest

He may have been destined to be a hero, but Link can't get by with a pointy hat and ears alone. Along the way, he must find, buy, trade or earn weapons, armor, spells, potions and other tools of the hero trade.



Link's sword is the perfect foil for most enemies, especially when it's used for his Whirling Blade attack.



Link is more magical than ever, and he can cast a fire spell to embed flames in a flaming sphere.



Link will have an ever-growing arsenal of items, and what he can use will depend on his age.



Weapons aren't just for fighting. Younger Link's slingshot can target prizes at the shooting gallery.



Link can wield Deku Sticks in battle, or he can set them ablaze to light his way or burn obstacles.



To launch a grappling chain, Link can fire his Hookshot into enemies or objects to pull himself to them.



The Stone of Agony will make the Rumble Pak beep like a heart when Link is near something hidden.



The Bombchu is a new mobile weapon that shuttles bombs across the ground and up walls.



Once he's learned some songs, Link can play them on his Ocarina to summon its magic.

As Time Goes By...

It's fate would have it, Link is too young to fulfill his destiny of saving Hyrule, but the temple of Time is his solution. Emerging from the shrine as a 37-year-old, Link finds his abilities enhanced and the world he once knew entirely changed. From then on, Link can use the time portal to travel from his childhood world to his adult world to rewrite the future or undo the past.



When he awakens as a young adult, Link meets Sheik, a mysterious Sheikah with sage advice.



Skiping past those awkward teen years, an older Link visits a darker future.



Link will confront Stalfos Knights, Zeldas regulars, as well as a slew of new beasts and villains.



Though seven years pass in the game, Link and Zelda experience a lifetime of adventure.

FIGHTING FORCE™



IN NOVEMBER, EIDOS WILL PRESENT A FIST-FIGHTING BRAWLER FOR THE N64. BUT THIS MONTH, NINTENDO POWER GOES BEHIND THE DIGITAL SET TO DISCUSS FIGHTING FORCE 64 WITH THE GAME'S HARD-CORE, BUT DEDICATED, CHARACTERS.

POWER: HAWK, LET'S BEGIN WITH YOU. WHAT'S THE STORY BEHIND FIGHTING FORCE 64?



HAWK: It's really a story about me saving the world—with some help from Mace, Smasher and Alana, of course. Seems that this total whack job,

Dr. Dex Zeng,

thinks the world is going to end in the year 2000. When the clock strikes twelve but all that happens is a few computers croak, man, he just goes

nuts. Zeng decides he's going to end the world anyway, and he has biological weapons that can do the job. You guessed it, it's my job to stop him. I'd like to take a minute here to thank the developers at

Core who created such a great 3-D world for us fighters on the N64. It's definitely a step up for us.



Two players become an awesome fighting force when they work in unison to take on the cronies of the mad Dr. Zeng.



POWER: MACE DANIELS, CAN YOU TELL US WHAT PLAYERS CAN EXPECT FROM FIGHTING FORCE 64?

MACE: I consider Fighting Force a post-modern exploration of urban angst. Yes, my I.Q. is 200 and I can use words like angst without breaking a sweat. But seriously, FF 64 is a brawler, and players should expect constant action, quite a lot of challenge, and the best moves in the game if they choose me as their character. Of course, what it means to yours truly and my colleagues is



With 25 stages, five bosses, and two multi-path junctions, Fighting Force 64 provides more game play than you might expect.

that we get to kick the pasta out of hundreds of enemies while avoiding bullets, explosions and just about any heavy object that these virtual thugs can throw at us. Personally, I find it exhilarating to toss a 250-pound man over my shoulder and see him completely at my mercy. We can work individually, or cooperatively in teams of two, making this one of the most interactive fighters ever. Weapons are strewn throughout the game-guns, knives, bats,



and lots of incidental items that you can use as weapons if pressed. It's important to use your wits, not to mention anything that

comes in handy, from the chairs in the mall to the fire extinguishers in the elevator of Zeng Tower. Players will also find a choice of paths to follow at two critical junctures in the game, giving the game even more replay value. With 25 levels altogether, this game has enough action to last a lifetime, which might not be too long if you cross me.

POWER: BEN JACKSON, IS IT OKAY IF WE CALL YOU "SMASHER?" HOW WOULD YOU DESCRIBE YOUR COLLEAGUES?



SMASHER: Okay, I guess. They're better than the sort you meet in the lockup. Mace, see, she's not just a pretty face. She's got brains and I wouldn't

want to mess with her, at least not when she's got a weapon. I hear she was a private investigator before she got caught up in this Zeng business, and I bet she was the best. Now, Hawk, he's got a thing for

Mace, and he fights for all sorts of lost causes, but at least he'll stand by his pals. Me, I don't fight for anyone but myself, but this Zeng is filth and deserves whatever I can dish up for him. As for Alana, I don't really figure the kid at all, except Zeng is her stepfather and he messed her up with experiments. I guess she has more reason to hate that freak than anyone. She used to go to a lot of raves in the warehouse district- now she's just got a lot of rage. Breaks your heart, you know?



Each of the four fighters has basic and special moves. All of the moves are easy to learn, but each character is optimized for a different fighting style.



Caught is the middle. Alana may want to use her spinning kick to take out both foes at once.



POWER: ALANA, DO YOU USE STUNT-DOUBLES OR DO YOU PERFORM ALL THE FIGHTING MOVES YOURSELF?

ALANA: Are you like brain-impaired or something? Do you see any stunt doubles around here? We all do all of our own moves, and each of us has some pretty incredible special moves. You probably want me to show you, huh? Well, maybe

just one or two, but I'm saving the rest so you'll have to give us a full strategy review next month in Power. We'll start with the basics—kicks, grabs, and punches—then add in variations and specials and you've got one mean team. That's all without weapons, too.

We'll use anything we can lay our hands on. And we look fabulous doing it, I might add.



POWER: MACE, WHY DON'T YOU TELL US ABOUT THE WEAPONS YOU USE?

MACE: Anything can be a weapon, you know. I could kill you right now with this director's chair and not even break a nail. In Fighting Force 64, we go even further. Much of the background is interactive—crates, barrels, cars, chairs, vending machines, hot dog stands—the list is endless. Some of these items can be used to throw at enemies while oth-

ers must be broken so that you use just a part. Not even Smasher can throw an entire car at someone, but if he kicks it enough, he can knock off the tire and use that as a weapon. Other weapons are hidden in boxes. We smash them open to find weapons. But what I really enjoy is taking

weapons from the poor fools who attack us. I can knock the gun right out of the hand of a punk, pick it up and stop him with a quick shot before he even knows that it's missing.



POWER: THAT BRINGS UP AN INTERESTING POINT. HOW SMART ARE THESE GUYS WHO KEEP PICKING FIGHTS WITH YOU?

HAWK: I'll take that one. They're stupid, of course. Anyone who follows Dr. Zeng has a screw loose to start with, and he has these guys totally brainwashed by his evil plans. I think Alana will back me on this one. But it's really not the little fish that we worry about. If you get careless and take some hits, yeah, it's

going to make a difference. But who we really have to worry about are the bosses. There are five of these guys, and they are bad. They have weapons, stamina, speed, and they're smart enough to pin you down. Of course, they're not nearly as good looking as I am, and therefore, they're doomed to failure.



POWER: HOW DOES FIGHTING FORCE 64 FIT INTO THE LONG TRADITION OF BRAWLERS?



SMASHER: I've been brawling all of my life, see, and this is the best. Double Dragon set the stage with weapons and a cool story, then Final Fight

made the whole thing look more realistic. But in FF64, you've got it all, plus more moves, better graphics, full movement in

3-D, dramatic camera angles, special effects, a rocking sound track and the Rumble Pak. Good name, by the way. I know a lot of younger players haven't seen many games like this, but I think they'll really appreciate it once they get the hang of bashing heads.

Traditional brawlers were usually limited to side-scrolling stages, but the 3-D arena in Fighting Force make the game more varied and strategic.

POWER: HOW DO THE SETTINGS FIT INTO THE ACTION IN FIGHTING FORCE?



ALANA: The designers really went overboard in creating 25 stages, many of which have several parts. Sometimes we have to punch our way through fences or walls to reach the second part of a stage. It starts out on the street outside the Zeng Tower, then moves on to locations all over the city—in a mall, at military bases, in parks, over in the Bronx, down in the subway, on

a military hovercraft, in an island laboratory. Believe me, we get around. Part of the strategy is figuring out how to use our surroundings to keep the attackers from surrounding us. And different areas have different hidden things to find, like money or food. A quick bite is really an energy boost, and money can add to the point total. If we get enough points, we'll earn



an extra player. For any of you who used to play those old forced-scrolling games, these big 3-D areas are a huge improvement.

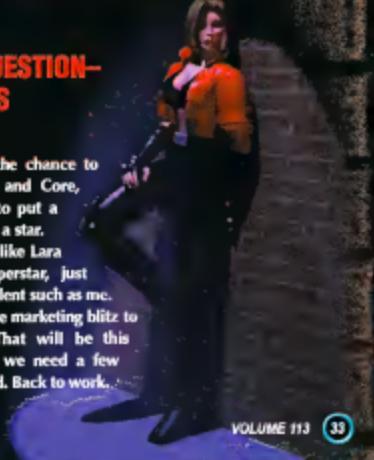


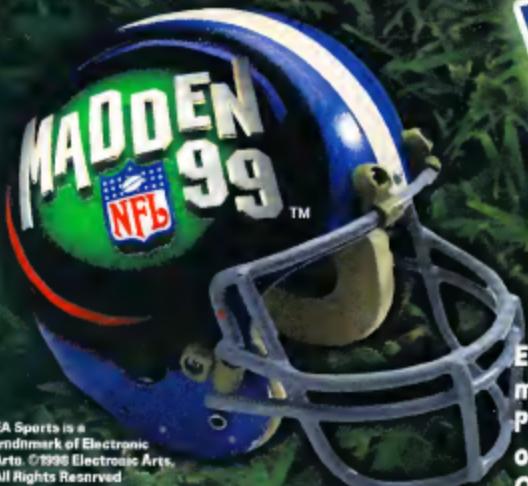
Whether you choose the difficult or easy skill setting, Fighting Force provides great graphics and lots of variety in the settings and challenges in the brawlers.



POWER: SO-OPEN QUESTION—ANY FINAL THOUGHTS ABOUT THE GAME?

MACE: I feel privileged to get the chance to work with the people at Eidos and Core, because they really know how to put a game together—and how to treat a star. If they can make a grave robber like Lara Croft into an international superstar, just imagine what they can do for a talent such as me. I hear that they're planning a huge marketing blitz to introduce me to the world. That will be this November. Okay, team, I think we need a few more tweaks before we're finished. Back to work.





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REVIEW

EA Sports and the Madden team may have eaten a little turf in Power's head-to-head comparison of Madden 64 and Acclaim's NFL Quarterback Club '98 last year, but

like a true champion, Madden '99 has taken to the field and is ready for a rematch against the new and revolutionary QBC '99. In the ultimate game of inches, how do these two sports titans

NEW FEATURES

In the past, the developers of many sports titles assumed that the more buttons and options they added to their games, the more realistic the game play would be to gamers. This year EA Sports has simplified Madden '99 with a special One-Button Mode, so gamers can enjoy new graphics and incredible options with the tap of a single button.

NFL and NFLPA License



Probably the biggest complaint most gamers had about last year's Madden 64 was that it didn't have the authentic NFL logos and player names. EA Sports must have heard this feedback loud and clear, because Madden '99 features NFL logos, actual player names from today's teams and the authentic logos of historical teams.

NEWS

High Resolution Graphics

NEWS

EA Sports has always had a reputation for delivering sports titles with cutting-edge graphics, and Madden '99 is no exception. Its high-resolution, polygonal graphics are so detailed that you can see the expressions on the players' faces. Even the NFL Stadiums have been authentically rendered in a 3-D environment.



One-Button Mode



NEWS

If you're a player who picks up the controller and starts playing a new game without reading the instructions, you're probably not reading this. But just in case you are, check out Madden's new One-Button Mode, a special play option that lets you do snapping, passing, kicking or a stunning fake or spin by pressing the A Button.



FAUCH!

measure up? While both games blow away football titles from seasons past, picking the best one is actually a matter of personal preference. Take a long look at this year's new features, then read up on what we found in our in-depth comparison.



Improved Graphics Engine NEW



Last year lots of gamers opted for QBC '98 because of its stunning, high-resolution graphics. Iguana has improved its winning formula this season by developing a new polygonal engine that uses crystal-clear, high-resolution, 640 x 480 graphics so you have a sharp view of what's going on downfield.



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NEW FEATURES

Last year Acclaim had the only football game on the N64 with real teams, uniforms and NFL logos. This year's version of NFL Quarterback Club won't have the same field advantage. To counter the Madden attack, the developers at Iguana have bolstered QBC's AI, added new animations and enhanced the game's already incredible graphics.

Realistic Moves NEW

In addition to the realistic motion capture they ported over in QBC '98, the developers at Iguana have packed over 250 new animations into QBC '99, including a re-creation of well-known end zone celebrations. You don't have to be a football fanatic to recognize Terrell Davis' salute, Tom Berenger's punching bag and Morris Chestnut's glorious chicken dance.



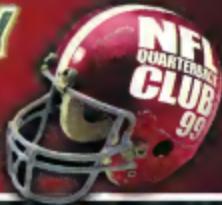
More Brain Power NEW

If there was a downside to QBC '98, it was that the computer was fairly easy to defeat. Iguana tackled this complaint by sitting down with Charlie Weis, the Offensive Coordinator for the NY Jets, to design and develop a realistic artificial intelligence system based on the actual NFL strategies used on the fields today.





MANY WAYS TO PLAY



The most important element in any successful sports title is versatility, especially when it comes to giving gamers plenty of ways to play. Both Madden '99 and QBC '99 feature the prerequisite game modes—Season, Exhibition, Tournament and Playoffs—but this year there are new features that will blow football fans away.

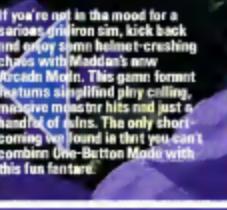
Franchise Mode

Why stop playing what your team wins the Super Bowl? If you're one of those hard-core gamers who has always wanted to manage your roster over several years, you need to check out Franchise Mode. This exclusive option in Madden '99 gives you the complete authority to manage and turn your favorite team into a winning dynasty.

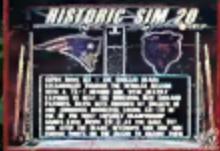


Arcade Mode

If you're not in the mood for a serious gridiron sim, kick back and enjoy some helmet-crushing chaos with Acclaim's new *Arcade Mod*. This game-format features simplified play calling, massive meauser hits and just a handful of wins. The only shortcoming we found is that you can't combine One-Button Mode with this fun feature.



Go Back in Time



QBC will let you play 32 historical simulations—one from each Super Bowl. These intense and challenging sims range from taking over the AFL Kansas City Chiefs at halftime in Super Bowl I to assuming the role of Brett Favre in the final seconds of the Packers' last scoring drive in Super Bowl XXXI.

Create Everything

If there isn't a team in the NFL worthy of your incredible management skills, perhaps you should create your own dynasty. QBC's Manage Roster option lets gamers create teams, pickbook new uniforms and logos. This option provides an excellent opportunity for Cleveland Browns fans to preview their upcoming expansion team.



ANGLES ON THE ACTION



Both EA Sports and Acclaim have always had the right perspectives for designing camera angles that pull gamers into the middle of the action, so it's no surprise that both Madden '99 and QBC '99 offer excellent camera views. In addition to the viewing angles, both games give players perspective with play-by-play and color commentary from pro broadcasters.



The signature of all Madden games over the years has been commentary from the legendary coach and broadcaster, John Madden. Madden '99 combines Coach Madden's insights into the game with play-by-play from Pat Summerall. In addition to the commentary, EA Sports had veteran quarterback Steve Bono record the QB audibles.

Of the nine camera angles in Madden '99, the Helmet Cam is one of the coolest and possibly the most confusing. The Helmet Cam's first-person perspective has a very limited view of the field, but it gives you an idea of what it's like to play at the line of scrimmage.

Super Sound

Iganna used a new compression technology to achieve remarkable sound effects and voices in this year's QBC. Play-by-play is by ESPN's Mike Patrick and color comes from Randy Cross of CBS. Jerry Markbreit, the Hand of Officials for the NFL, does on-field referee calls. The end result is seamless and almost broadcast quality.

Create-A-Cam

In addition to its five cameras around and above the field, NFL Quarterback Club '99 has a versatile Create-A-Cam option. Now you can tailor your view of the scrimmage the way you like to see it. The camera has fine adjustments so you can set it up at any perspective on the field.



THE NUMBERS GAME



Statistics are vital for analyzing your opponents' strengths and weaknesses. Both Madden '99 and QBC '99 have excellent stat-tracking with depth and options that surpass most video sports games in any genre. Since both games track almost all of the same categories, we've focused on the differences in the systems.

Set a New Record



The All-Time Records have always been an essential part of the Madden game series. This feature is included in Madden '99, and since the game has the NFLPA license, you'll see the names and actual pictures of the record keepers in one of 14 different categories.



How are the 49ers doing on Third-Down Conversion percentages? If you pause your game, you'll find the information in a flesh. You can also call up a menu of stats for the game in progress, individual player performance, Vs. Modem User records and All-Time records.

Just The Facts, Sir

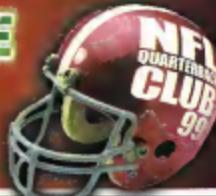


QBC '99 covers the same statistical categories as Madden '99, but the information is organized by team and player performance. Season Mode features a detailed listing of the league leaders in any category imaginable, but the game doesn't have an All-Time records option.



One of the more unusual features you'll find on the main menu in QBC '99 is the special tribute to all NFL Super Bowls. Those informative stories and scoring summaries provide the background information you'll need to complete the 32 historic Super Bowl sims in the game.

CUSTOMIZE YOUR GAME



Custom Plays



Using a Controller Pak, you can set up your own playbook and design your own plays. Begin by selecting a formation and setting up the routes your players will run. After you've created the play, you can test it out on the practice field against opposing formations. If your play is ideal, save it to your personalized playbook on your Controller Pak.

User Profiles

If you're a hard-core fan you probably play in your favorite team's playbook, but what if you wanted to use a different team's playbook? Madden '99 Controller Pak User Profile lets you mix and match playbooks among teams, or even use your personalized playbook. You can easily load your customized options with the tap of a button.



Custom Simulations

After you've completed QBC's 32 Historical Simulations, try creating your own Custom Simulations using any of the contemporary American NFL teams. By modifying the simulation's starting conditions, you can run up the score, turn back the game clock or push back your team's field position to make your sim simple and easy or absolutely impossible.



Create a Player



You know you want to make the play of the day, which is why Accelion has a Create A Player option in QBC '99. Just pick your position, number, height and weight, and you're ready to start your rise to stardom. Your starting salary will depend on how you squeeze your Skill Points in Accuracy, Range, Speed and Endurance.

PASSES AND HITS

If there's one thing gamers look most forward to in the annual releases of Madden and Quarterback Club titles, it's probably either the all-new features or improvements on the most popular game options. This year will be no exception, as both EA and Acclaim roll out punishing computer AI systems and realistic passing control.



Play the Madden Way

If it's not broken, don't fix it, and if gamers love it, don't mess with it. If you liked the way you were able to pick plays by formation in old Madden games, you'll be happy to know you can still do it in Traditional Play Style



Mode. You won't have to waste valuable seconds on the clock scrolling through new menus looking for your favorite plays. This feature is ideal for introducing old Madden fans to this impressive title.

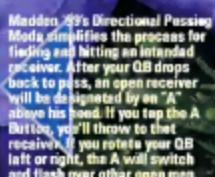
Cool New Moves

Every year the Madden series introduces realistic player moves like spins, hurdles and stiff-arms. This season is no exception, as Madden '99 gives gamers pumping-fakes and jukes. These two new moves are great for tricking a human-controlled defense, but we quickly discovered that the hard-charging AI isn't easily fooled by fancy脚法.



Pass with Class

NEW! Madden '99's Directional Passing Mode simplifies the process for finding and hitting an intended receiver. After your QB drops back to pass, an open receiver will be designated by an "A" above his head. If you tap the A button, you'll throw to that receiver. If you rotate your QB left or right, the A will switch and flash over other open men.



Monster Hits

If you liked the face-slamming fun and big body blows in arcade football games like Midway's Blitz, you'll love the Monster Hits feature that EA developers have added to Madden '99. Now you'll hear and, with the Rumble Pak plugged into your controller, feel the full force of tooth-jarring shoulder dives, wrap tackles and de-cleaters.



Player Development



QBC '99's Season Mode includes a realistic Player Development option that changes the skills and attributes of the players on your team throughout the season, depending on how well or how poorly they played their previous game. As your team plays through the season, your players will have to contend with hot and cold streaks and overcome their own doubts, just like the pros do in real life.

Strategies from Charlie Weis



NY Jets Offensive Coordinator Charlie Weis spent several days with the Igans crew developing QBC strategies for QBC '99. As an exclusive consultant for Igans, Coach Weis emphasized the importance of studying personal matchups during a game. If you identify and use your team's strengths against the other team's weaknesses, you'll probably win.

Analog Passing System

NEW! Like Madden '99, QBC will also feature a simplified, one-button passing system called Analog Passing Mode. The advantage this option has over Traditional Passing Mode is that you don't have to glance at your controller to make sure you're pressing the correct button. The disadvantage is that the computer will choose your open receiver for you.



Playing in Style



If you're going to play a simulation, you want to go up against teams that play in the same style as their real-life counterparts. QBC '99's teams play aggressively or conservatively, based on how their real-life counterparts would behave. This accurate modeling is a huge contributing factor to the realism in QBC '99's Custom Simulations.

YOU MAKE THE CALL



Are you looking for a play that will force a turnover or earn a First-and-ten? Try adding these plays to your playbook. A word of warning: The AI in QB Club was still in development when we tested our plays, so the computer player may have figured out a way to shut down some of our picks by the time you read this.

Offensive Plays

Strong Flood

If you have an excellent scrumming QB like John Elway or Brett Favre, you can use Strong Flood to hit an open receiver for beyond the chains. This passing play will hold up well unless your opponent decides to change it with an overwhelming blitz.

HB Cutback

When you see the defense setting up a heavy zone, it's fairly safe to fall back on a running play, especially if you can set it up as one of your endables. The HB Cutback is a practical choice when you see the other side starting to build up the secondary.



Hail Mary

Games often resort to the Hail Mary in desperate situations, but throwing into a heavy zone defense threat guarantees a turnover. Still, if your team has a QB with excellent range and accuracy, you might find the end zone on a Hail-and-a-prayer.

Defensive Plays

Double Zone

If you know the other side is going to pass, set the Double Zone to make sure that their QB's arm is on the money. Any pass that's slightly off will likely end up incomplete or into the hot hands of your roving safeties, or an alert cornerback.



Quarters Man

Option plays are usually stymied when the Patriots defense goes to the Quarters Man play. A good QB will probably pick up a few receptions against this play, but if he makes a mistake, you'll have a player ready to swipe the ball and run the other way.



Man Over

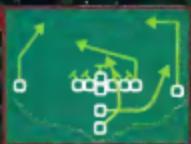
The Man Over play is an effective goal line defense, especially when your back is up against the end zone and the other side is running the ball. The Vikings defense consistently stopped the Broncos' rushing game whenever we went to this play.



Offensive Plays

WR Dig

If you're using Steve Young and you're quick enough to scramble away from a potential blitz, you'll be looking at hot-for-thair odds on hitting an open receiver or running for some serious rushing yards whenever you select this I-Formation play.



49 Rail

The Steelers possess astounding rushing talent, which almost makes this Pro Set play seem like an unfair advantage in your playbook. Keep in mind that Kordell Stewart doesn't have perfect aim, so pick a man out in the open before you air it out.



Sprint Draw

If there's an ideal I-Formation play written just for Detroit's Barry Sanders, it's this one. Barry's explosive speed makes it easy to turn the corner on almost any NFL defense, making this hard-charging play exceptionally difficult to stop.



Defensive Plays

OLB Blitz

Green Bay typically eats quarterbacks for lunch with this 4-3 Even Formation play, but if the QB hesitates or pump-fakes and the offensive line isn't watching their assignments, it's a fairly safe bet that you're going to create havoc in the backfield.



J Blitz

We discovered that Kansas City was so effective with this play that it might be too good to be true. Considering that the QBC '99 AI wasn't complete when we tested it, it probably is true, so try this 3-4 Formation play whenever the offense tries to pass.



Cover 4 Zone

Indianapolis isn't a lean, mean offensive machine, but their mighty air defense can force turnovers and add points to the board. While many opposing teams will keep the ball on the ground, you can use this play on anyone foolish enough to pass.



WE PICK THE WINNERS

Roll up your shirtsleeves, armchair quarterbacks—this is where we put together the ultimate list of the best teams in both gridiron games. To silence any whiners, we ranked the teams on this list according to the ratings in Madden '99 and QBC '99, so if you don't see your favorite team on the list, there's always next season.

TOP 10 OVERALL TEAMS

1. Denver BRONCOS



Denver won it all last year by defeating the defending Super Bowl Champion Green Bay Packers. The lightning-quick speed of Super Bowl MVP Terrell Davis is the main reason both Madden and QBC gave Denver the highest marks in rushing and overall offense.

2. Green Bay PACKERS



Quarterback Brett Favre has better accuracy, range and scrambling ability than the Broncos' John Elway, but the Pack needs to pick up the pace in their team's running game. They also need to develop better strategies for defending against the rush.

3. Pittsburgh STEELERS



Jerome Bettis is a huge factor in the Steelers' legendary Ground Attack, and Pittsburgh has plenty of depth in the running game. QB Kordell Stewart can scramble in the pocket, and as long as he connects, the Steelers will have few problems winning games.

4. San Francisco 49ERS



Jerry Rice, Steve Young, Terrell Owens, J.J. Stokes and Garrison Hearst—five good reasons why the 49er offense is incredibly tough to shut down. The only consistently low scores were in the areas of Special Teams, especially when it comes to kicking.

5. Kansas City CHIEFS



If you check the top players on the next page, you won't find a single offensive player from the Chiefs in our top ten picks. So why is Kansas City sitting snugly in the middle of our top ten list? The answer can be summed up in one word: Depth.

6. New England PATRIOTS



Drew Bledsoe is the man with the arm, but can anyone on the Patriots team catch the ball? The Pats dominate the passing and rushing skills categories, but sometimes their receivers have problems picking up the ball or attempting to break a tackle.

7. Detroit LIONS



Barry, Barry, Barry! If there's one reason that Detroit is so high on this list, it's because Barry Sanders blows the rushing statistics and graphs completely off the charts. If the Lions find a way to defend their end space, they'll rank higher next year.

8. Minnesota VIKINGS



The Vikings are exceptionally strong in passing and very effective in rushing, but they need to focus on improving their overall defense. While Minnesota struggles to defend itself against a solid running game, their pass defense is almost pathetic.

9. Jacksonville JAGUARS



Marcus Briscoe has the passing skills and Jacksonville has excellent receivers, which should be enough to keep the Jags prowling into the post-season, but both Madden and QBC agree that improving the 'D' is key to keeping this team alive in the playoffs.

10. Seattle SEAHAWKS



This could be the breakthrough year for this talent-packed squad. The Hawks have good balance on both offense and defense. With Moon at QB, Waters in the backfield, and Galloway as a deep threat, the scoring potential of Seattle should be very high.

Classic Hits **NEW!**



Have you ever wondered how the '97 Raiders would have measured up against the '77 Broncos? Madden '99 features a lineup of classic contenders so you can mix and match the best in NFL history without having to step into a time machine.

The NFL Goes to Europe **NEW!**

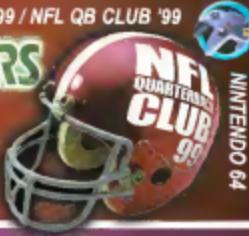
Hey, you've just won the Super Bowl! What are you going to do now? Instead of hanging out in a theme park, jump across the pond and win it all in Europe. QB Club features six of the NFL Europe clubs. The Scottish Claymores are the best Euro team.





POWER'S TOP 10 PLAYERS

Both Madden '99 and QBC '99 feature a Fantasy Draft option, so you and up to three of your buddies can draft NFL players for your own teams. Listed below are our top picks for players who are ranked high in both games. Even if you don't have the first or the first round pick, any of these guys are marquee players.



OFFENSIVE PLAYERS

TOP TEN QUARTERBACKS

1. BRETT FAVRE
2. JOHN ELWAY
3. TROY AIKMAN
4. STEVE YOUNG
5. MARK BRUNELL
6. DREW BLEDSOE
7. JEFF GEORGE
8. BRAD JOHNSON
9. DAN MARINO
10. WARREN MOON

Green Bay Packers
Denver Broncos
Dallas Cowboys
San Francisco 49ers
Jacksonville Jaguars
New England Patriots
Oakland Raiders
Minnesota Vikings
Miami Dolphins
Seattle Seahawks

TOP TEN RUNNING BACKS

1. BARRY SANDERS
2. CURTIS MARTIN
3. TERRELL DAVIS
4. JEROME BETTIS
5. DORSEY LEVENS
6. NAPOLEON KAUFMAN
7. EDDIE GEORGE
8. RICK WATTERS
9. EMMITT SMITH
10. ROBERT SMITH

Detroit Lions
New York Jets
Denver Broncos
Pittsburgh Steelers
Green Bay Packers
Oakland Raiders
Tennessee Oilers
Denver Broncos
Seattle Seahawks
Minnesota Vikings

TOP TEN WIDE RECEIVERS

1. JERRY RICE
2. TIM BROWN
3. HERMAN MOORE
4. MICHAEL IRVIN
5. CHRIS CARTER
6. ROB MOORE
7. ISAAC BRUCE
8. YANCY THIGPEN
9. ANTONIO FREEMAN
10. IRVING FRYAR

San Francisco 49ers
Oakland Raiders
Detroit Lions
Dallas Cowboys
Minnesota Vikings
Arizona Cardinals
St. Louis Rams
Tennessee Oilers
Green Bay Packers
Philadelphia Eagles

DEFENSIVE PLAYERS

TOP TEN TACKLES

1. BRYANT YOUNG
2. JOHN RANDLE
3. LEON LETT
4. WARREN SAPP
5. DANA STUBBLEFIELD
6. CORTEZ KENNEDY
7. CHESTER McGLOCKTON
8. WAYNE MARTIN
9. SANTANA DOTSON
10. TED WASHINGTON

San Francisco 49ers
Minnesota Vikings
Dallas Cowboys
Tampa Bay Buccaneers
Washington Redskins
Seattle Seahawks
Kansas City Chiefs
New Orleans Saints
Green Bay Packers
Buffalo Bills

TOP TEN CORNERBACKS

1. DEION SANDERS
2. DALE CARTER
3. AENEAS WILLIAMS
4. TROY VINCENT
5. RAY BUCHANAN
6. DARRELL GREEN
7. DOUG EVANS
8. PHILLIPPI SPARKS
9. TY LAW
10. JASON SEHORN

Dallas Cowboys
Kansas City Chiefs
Arizona Cardinals
Philadelphia Falcons
Atlanta Eagles
Washington Redskins
Carolina Panthers
New York Giants
New England Patriots
New York Giants

TOP TEN STRONG SAFETIES

1. LeROY BUTLER
2. JOHN LYNCH
3. DARREN WOODSON
4. CARNELL LAKE
5. LAWYER MILLOY
6. RODNEY HARRISON
7. TIM McDONALD
8. TOBY WRIGHT
9. ROBERT GRIFFITH
10. MARTY CARTER

Green Bay Packers
Tampa Bay Buccaneers
Dallas Cowboys
Pittsburgh Steelers
New England Patriots
San Diego Chargers
San Francisco 49ers
St. Louis Rams
Minnesota Vikings
Chicago Bears

THE PROS SOUND OFF



You've read about the features and our player and team picks, now find out how our staff felt about playing both football titles. Just remember that buying any video game is a personal choice and what matters most is that you find a game that you enjoy playing.

Todd Dyment


Madden '99
In both games, I can play quarterback like never before. I like going for the really long bombs. With the new Analog Passing, I can look down field and pick a receiver on either side more easily, and if he's covered, I can choose another receiver with a simple glance. What improvements can they come up with next?

Oliver Crowell


QBC '99
For me it's a question of how closely the game resembles real football. Both games have graphics that are easy on the eyes, but QBC has an edge as a result of Acclaim's previous experience with hi-res sports games for the N64. This year, Acclaim tweaked QBC with very realistic animation and better textures. The first time I turned on the game I was blown away. That's what struck me.

Scott Pelland


Madden '99
Both games impressed me, but one ease-of-play feature in Madden '99 could be important to players who want to play the multiplayer option. The One-Button Play Mode allows players to activate many of the on-field moves with a single push of the A Button. Since this is the most intuitive way to play, it's easy for anyone to learn in a very short time.

Paul Shinoda


Madden '99
Madden '99 still seems to be much more for the action-oriented player, who is ready to pick a play on the fly and take a chance on a 4-and-1 just because it's there. QBC '99 is slightly slower-paced and is more of a sim experience. The QBC playbook is now organized better, but it still doesn't lend itself to quick picks. QBC '99 is for the armchair coach. Madden '99 is for the armchair quarterback.

POSTGAME ANALYSIS:

Rumble Pak Compatible

NFL and NFLPA License

High Resolution Graphics

New Animations

Fantasy League Option

Create-A-Player Option

Simplified Passing Option

One-Button Mode

All-Time Records

Individual Team Playbooks

Cleveland Browns Expansion Team

Custom Camera View

Helmet Cam

Madden '99

Yes

Yes

Yes

Yes

Yes

Yes

Yes

Yes

Yes

No

Yes

No

Yes

QBC '99

Yes

Yes

Yes

Yes

Yes

Yes

Yes

No

No

Yes

Yes

Yes

No

After all the dust settled, we discovered that the real winners in this comparison are the game players themselves. Both Madden '99 and QBC '99 are excellent football games that feature superb play control and stunning graphics. While our staff

leaned toward Madden '99, the reasons were picky enough that you really can't go wrong picking one over the other. In fact, the only way you could go wrong is by not buying one of these touchdown titles.





The Biggest Names in the World Wrestling Federation™
Stew Austin, Shawn Michaels, The Undertaker, Kane,
Ken Shamrock, Rocky Maize, Triple H and more!

The Only Wrestling Game on the Market with 640 x 480 Hi-Res™ Graphics
Photo-realistic polygraph wrestlers and 3-D environments.

Create-A-Wrestler Customise a wrestler's name, body, face, strength and costume.

Over 300 Motion Captured Maneuvers from the *WZ's* Finest
Finishing moves like "The Stone Cold Stunner"
and Steven Michael's "Spoon Chin Man."

The Only Professional Wrestling™ Game with 2-Man Commentary

Wrestle in Multiple "True To The Ring" Matches

4-Player Action

The logo for War Zone, featuring a stylized 'W' composed of black and white jagged lines, with a red outline, followed by the words 'WAR ZONE' in a bold, black, sans-serif font.

sweat the details.



The Daily Buzz

VOL. XXXVI

A.D. 2010

CAN BUCK BUMBLE SAVE THE EARTH?

LOWER DORKING, U.K. —

The defense of the planet earth began today when one Buck Bumble of 22 Cullwasp Lane volunteered to eradicate the menace of an invading herd of mutant insects in a local, suburban garden.



Buck Bumble

Bumble underwent emergency surgical procedures at Argonaut Software, under orders from invasion HQ at Ubisoft. The borg implants give Bumble 96 megabits of memo-



A poison chemical spill that took place in a rural English town has mutated a colony of insects into a horde of hostile alien invaders.

The origins of the Herd have been traced to a chemical plant in rural England where past spills led to insect mutations.



The evil Herd is an insatiable race of mutated insects that are planning to take over the garden and beyond.

Throughout the garden, the Herd has spread their evil influence and Herd technology, displacing peaceful aphids, ladybugs and other species.

ry, not to mention unprecedented firepower and maneuverability for a bee, with which he will combat the mutant threat. It is estimated that the hostile aliens

already control 20 tactically critical areas, including the garden, the sewers, and even the inside of the Herd Base. Experts cite the domino theory of gaming when calculating Bumble's chances for success. Most believe the courageous drone has less than a one in five hundred billion chance of defeating the alien empire single-wingedly. Stiff odds, but Bumble has already pressed the attack. With an assortment of 11 powerful weapons, Bumble may be the best-equipped insect in history. But the question remains: Can one heroic bee stem the tide of war? The world waits for the answer.



Buck Bumble stands alone as the protector of the natural order. Enhanced with cyborg implants, Bumble packs a tremendous sting.



Sensing the threat to their domination, the Herd drones will do anything to stop the lone bee from accomplishing his missions.

BORG BEE BATTLES BEASTLY BUGS



G.R. HOPPER

LOWER DORKING — Buck Bumble? Who is this courageous drone? We met with the small soldier shortly before he flew off to fight the Herd. The bee he found the borg implants is a tireless worker, the son of a queen as it turns out. But Buck's blue blood now flows red with outrage. Bumble's fervent wish is to preserve earth's nectar for natural



One of Buck's most impressive moves is the elusive loop. When under attack, Buck can perform a aerial loop to escape his enemies.

species, and if that means swatting every mutant bug from here to Ipswich, then he has vowed that it shall be done. He certainly has the equipment to throw the fear of swat into the invaders. Buck's flying ability is unmatched. He can fly faster than a speeding dragonfly or cruise cautiously on patrol. He can hover, jet, and land, rise or drop straight up or down. Buck can even loop in a circle to avoid enemies. His borg body armor gives him the



Obstacles in every stage present Buck with opportunities to hone his flying skills. A full range of control allows him to navigate dangerous tunnels in a swampy setting.

fighting shakers that such a hero deserves, but like any ordinary bee, he'll still need to find a supply of nectar during the battle to replenish his reserves.

INSECTOID HERD UNDETERRED

LONDON — Recent studies of captive soldiers of the Evil Herd suggest that the insectoids are not aliens as originally thought. Chemical and genetic analyses have provided conclusive proof that the Herd hails from right here on earth. In fact, scientists have narrowed the place of origin to a chemical waste dump in the English countryside near East Dumbridge. Studies of the Herd have shown that more than a dozen species ranging from wasps to beetles have been mutated from harmless garden varieties. Some of the Herd have been equipped with zappers, while others hurl grenades and some attack with mechanically enhanced appendages. At the heart of this menace is the Herd Queen—by all accounts a really nasty sort. Her boss assistants have been stationed around the 20 war zones in an

effort to stop the amazing progress of Buck Bumble. Bumble himself has reported that many Herd soldiers behave like pre-programmed zombies, at least at first. "Once I've encountered an enemy, it seems to target me faster in later battles," bemoaned Bumble. But the Herd is not endowed with extraordinary intelligence. The biggest problem seems to be one of overwhelming numerical superiority. Some hives produce a seemingly endless supply of enemies from within until the entire nest is destroyed. Another curious fact of Herd behavior is that they become particularly aggressive once you pass them. "The only enemies that even come close to these pests," reports Bumble, "are human beings armed with weed whackers."



Buck's Herd enemies can be huge, slow-moving beetle-tanks, like this, or speedy flyers such as the hornet fighters found everywhere.



A close-up camera view may make it easier to set Buck's sights on enemy targets. A radar display helps Buck zero in on the Herd.



KILLER BEE: BUMBLE PACKS SERIOUS STING

LOWER DORKING — No bee is an island, of course, and Bumble is no exception. If it were not for the arsenal of high-powered weapons at his disposal, Buck would have less chance than a moth in a flame. But Argonaut Software has placed 11 state-of-the-art weapons throughout the battle-zone.



The effects of weapons range from bolts of charged electricity to homing missiles. Extra ammo is collected from enemies and caches.

Once Buck has collected a weapon, he can select it, aim it using a crosshair targeting system, and fire at will. When Buck has a good supply of ammo, Herd soldier drones will be just so much bee-kadder. Picking up extra munitions should be a simple matter of gathering the leftovers from defeated enemies. A couple of specialized weapons are worth noting here. The powerful fusion cannon may be the most advanced weapon ever carried by a quarter-inch insect. A single shot will vaporize most enemies, including some of the biggest Herd enemies. The rocket launcher includes a manually-guided aiming system that switches Buck's viewpoint to within the missile as it streaks toward hapless hornets or alien aphids. Indeed, Bumble's sting is worse than his buzz.



UBI/ARGONAUT RESPONSIBLE FOR ALIEN INVASION!

LONDON — In an effort to get to the bottom of this unprecedented invasion, your feathery Buzz reporter used an experimental temporal transport device that delivered him back in time, to the year 1998. What I learned there, in the tumultuous close of the last century, is a story to make your wings shrivel. I now have proof that two hi-tech companies conspired to create the conditions by which the Herd would threaten the earth. Ubi Soft producers, working with a skilled game development team at Argonaut, planned and executed the entire, de-

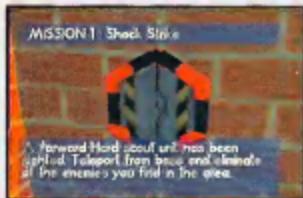
tadly scheme. It all began when lead programmer Carl Graham decided to create a flight test on the N64, just to "see if it would be fun." Eventually that fate-fest evolved into a flying bee, and the horror that we know today as *Buck Bumble's War* was born. If that weren't enough, the game was to include several multiplayer variations including two-player death match and soccer modes. After careful questioning, I learned that hidden cheat codes would be placed in the game to allow for even more frenzied intergalactic battles.

**G.R.
HOPPER**



THE BUZZ FROM THE BATTLEFIELD

LOWER DORKING — Reports from the battlefield suggest that this is no straightforward firefight. In addition to destroying Herd resistance, Bumble is given tactical missions on every outing. In one recent engagement, the



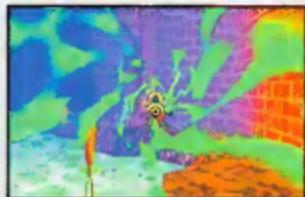
At the start of each stage, Buck receives mission objectives. The early areas, like the garden, gradually introduce more difficult missions.

lone bee had to search out and destroy a net work of radar stations, thus crippling the Herd's war-making effort in that corner of the garden. In almost every mission, Bumble encounters a host of hazards beyond the winged variety. Aerial mines and exploding mushrooms have been seeded throughout the contested region, requiring Buck to maneuver

with extra caution. The heroic drone must also identify secret passages in walls and either blast or trigger them open. All of these activities take place under heated battle conditions with Herd soldiers laying down fire across the front. When wounded, Bumble resorts to self-medication in the field by slurping up nectar. Fortunately, he can move back to secured areas where he can heal up in relative safety. With all that Buck, Bumble is asked to do on each mission, it is a wonder that the freedom-fighting bee continues to have success against such daunting odds.



Not all Herd hazards are mobile. The yellow- and black mushrooms ahead of Buck are the anti-aircraft batteries that must be avoided.



Passing through a warp portal transports Buck to a new area within the current stage. Apparently, some Herd technology works both ways.



Swish nectar drips from the tip of a flower, giving Buck a chance to restore his spent energy bar. Of course, rationing is in effect.

THE ROAD TO B-DAY



LOWER DORKING — Buck Bumble continues to pursue the vile Herd whenever he finds traces of them. The initial battles in the affiliated garden here in Lower Dorking have shifted to new fronts, including the sewers, nearby woods, and even the human residence on the property. The size and scope of the battles



Buck Bumble may have to go it alone in his war against the Herd, but you won't have to. Next month, *Nintendo Power*—in association with the *Daily Buzz*—will give you full battle coverage from the frontlines.

continue to grow as Bumble undaunted, pushes on, but the best chance of all to stem the mutant tide comes from Ubi Soft, which claims that human intervention will begin this November for owners of the N64 video game system. Is the long nightmare really about to end? For buck, Bumble, that prepared assistance can't come soon enough. Those guided missiles are starting to chafe. He's learned to this reporter. What a bee.

BOMBERMAN HERO

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Maps/Realm 63 by Sonic D.D. & K. (Shogakukan Inf.)

YOU'VE SAVED PLANET BOMBER AND CAPTURED THE HEARTS OF PLANET KANATIA, BUT ARE YOU READY TO TAKE ON THE FIERCEST FOES IN THE GALAXY? DO YOU HAVE WHAT IT TAKES TO COMPLETE THE TOUGHEST BONUS LEVELS IN ANY NEBULA? READ ON AND LEARN HOW TO FIGHT THE FINAL FOES IN BOMBERMAN HERO.



THE FINAL SECRETS REVEALED!

Our third and final installment of Bomberman Hero covers all the enemies and areas on Garaden and Gossick. After you've defeated the evil Bauglar and vanquished the Garadens once and for all, flip back to our reviews in Volumes 111 and 112 to be sure you've matched all the Target Scores. If you've found all the Special Bombs and earned every Gold Medal in the game, you'll be able to explore three bonus stages on Gossick—possibly the meanest places ever encountered in any Bomberman adventure.



PLANET 5 GARADEN

BOMBERMAN HERO



NINTENDO 64

AREA 1: GARADEN STAR

BOSS ROOM 1 ➤ BOSS ROOM 4 ➤ BOSS ROOM 5
BOSS ROOM 2 ➤ BOSS ROOM 3 ➤ BOSS ROOM 6 ➤ VS. BAUGLAR

BOSS ROOM 1

TARGET SCORE: 5,000



Endol will dash forward just before he launches three energy balls. Hop off to the left or right side to dodge the projectiles.

If you leap out of the water the moment you see Endol start to spin, you'll have no trouble avoiding his shock assault.

BOSS ROOM 2

TARGET SCORE: 6,500



Baruda was guarding the Clock Tower in the final area on Primus Star. You originally fought him using the Bomber Copter, but now you'll have to fight on your feet. You'll find that this foul fowl is easier to hit if you've collected Fire-ups to expand your explosion radius.

The first opponent you'll meet is Endol, an electric robot that you disabled back in the Peace Mountains. Endol's chest is still his weak spot, but this battle takes place in a pool, so you'll have to jump out of the water to avoid a shocking attack.



The bothersome bird is difficult to hit as he dives, but you'll pluck his feathers if you hit him as he turns around.

Baruda is a tempting target when he's puffed up and shooting his laser, but concentrate on slugging his purple laser beam.

BOSS ROOM 3

TARGET SCORE: 6,000



Dodge the robot's spin attack and four homing missiles, then hit him with several bombs as he sinks back into the lava.

Cronus—the spider-like robot you defeated back in the Mazome Dome, is back and equipped with a new armored shell that can withstand molten lava. The robot's weak spot is still his eye, but you'll have to use hit-and-run tactics to avoid being baked by the deadly blue beam that shoots from his head.



BOSS ROOM 4

TARGET SCORE: 6,000



No, Primus isn't the final foe in the game, but if you defeat him here, you'll learn why he joined up with the Garaden Empire. Taking on a new tactic, Primus won't unveil any new secret weapons in this epic confrontation, but he'll use every secret weapon and every defensive device from your previous matches.



If you watch where Primus stops, you can anticipate his attacks. Flame geysers erupt whenever he stops on a red circle.



Jump over the four red bombs, then aim and throw your bombs at Primus. You'll stun him temporarily if you hit him in the head.

BOSS ROOM 5

TARGET SCORE: 5,500



Bourbon will be easier to defeat in the underwater chamber than he was when you first encountered him in Kanatia, especially since you'll be carrying bombing torpedoes and he won't be able to use his breath attack or force field underwater.



Dodge Bourbon's twin cannons, then close in and return fire with your bombing torpedoes while he pauses to reload.



Bourbon will chase you from one side of the corridor to the other. Keep firing torpedoes as you retreat from his charge.

BOSS ROOM 6

TARGET SCORE: 7,000

Natia is back, and she's brought an evil twin to double your displeasure! You'll have to defeat both cat-like fiends to win the battle. The battle will be easier if you concentrate on destroying one Natia at a time.



One Natia uses a whip while the other throws three knives. The easiest way to win is to target one Natia at a time.



After you've hurt Natia, wait for her to stop flinching before you strike again. Most foes use invincibility to counterattack.



VS. BAUGLAR

TARGET SCORE: 1,000

The four Gold Disks Princess Millian has fought so hard for are being used to resurrect Bauglar, possibly one of the vilest tyrants ever to rule a galaxy. It's up to Bomberman to stop Bauglar before he orders the Garadens to invade Planet Bomber.



The first part is easy—quickly jump and throw your bombs at Bauglar before he has a chance to charge and slide into you.



Continue jumping and throwing bombs at Bauglar's second form, but don't let his electrified clones push you into a corner.



Bauglar's third and final form is the toughest to defeat, but if you stay close he'll have a hard time hitting you.



Concentrate on bombing Bauglar's claw, then his laser gun, then finally his TV screen after his shields evaporate.

PLANET 6 GOSSICK

AREA 1: GOSSICK STAR

OUTER ROAD ► INNER ROAD ► VS. 777?

You'll have to find all the Special Bombs and earn five Gold Medals before you'll be allowed on Gossick. The three advanced stages here are a little tougher than other areas, but earning your Gold Medals is the most difficult part of the game.

OUTER ROAD

TARGET SCORE: 4,000



You can fly low and avoid most of the anamias soaring above you in the narrow canyon, but you won't earn enough points to match the stage's target score.



You'll have to hit the bomb-dropping monsters twice to knock them out of the sky or try to fly above or around them.



If you're gunning for a UFO, you'll have to blast it three times to knock it out. It's impossible to destroy the laser cannons, so try to go around them.



Many targets are built to lure you into a trap. Take out the missile launchers before you chase after the hovering UFO.



Halfway through the stage you'll be attacked by a beam weapon. This device can be blasted out of the sky in three shots. Shoot your bombs at the weapon and wait for it to stop flashing before you blast it a second and finally a third time.



INNER ROAD

TARGET SCORE: 4,000

From the robotic enemies stalking you to the seemingly impossible jumps near the stage exit, Inner Road requires perfect timing and excellent, bomb-tossing aim. The safest method for completing this stage is to look before you leap and to blast anything that moves.



Wait for the boulders to roll up the well before you run forward. These rocks slowly tumble from the left to the right, so keep moving or you'll be smashed.



Carefully jump to the red floating platform, then leap up to the yellow platform and the catapult to collect the Red Crystals and Gold Diamonds high above the stage.



After you've blasted across the three catapults, drop back down to the lower half of the stage and jump to the left to gather up all of the Blue Crystals.



Circling across the catapults is the easiest stretch on the Inner Road. You can jump down to the exit after you take a ride on the third catapult.



It's tempting to drop a bomb and blast the bad guys, but do it from a distance or you'll be burned by the chain reaction.

VS.????

TARGET SCORE: 6,000

The being who planted all the Special Bombs throughout the game is the Evil Bomber! He's determined to stop you from telling anyone about his plot. Jump and throw your bombs at him before he has time to tuck in his wings and swoop down on you.



The Evil Bomber will slowly hover and turn as he lines up for his next dive-bomb run, giving you a prime opportunity to unleash a string of bombs around him.



You can easily step out of the way of the flame attacks, but the hot inferno will burn up any bombs you throw at your enemy.



If you stay alert, you'll be able to safely leap over the flying blue blades that spin outward during the Evil Bomber's devastating, tornado-style attack.



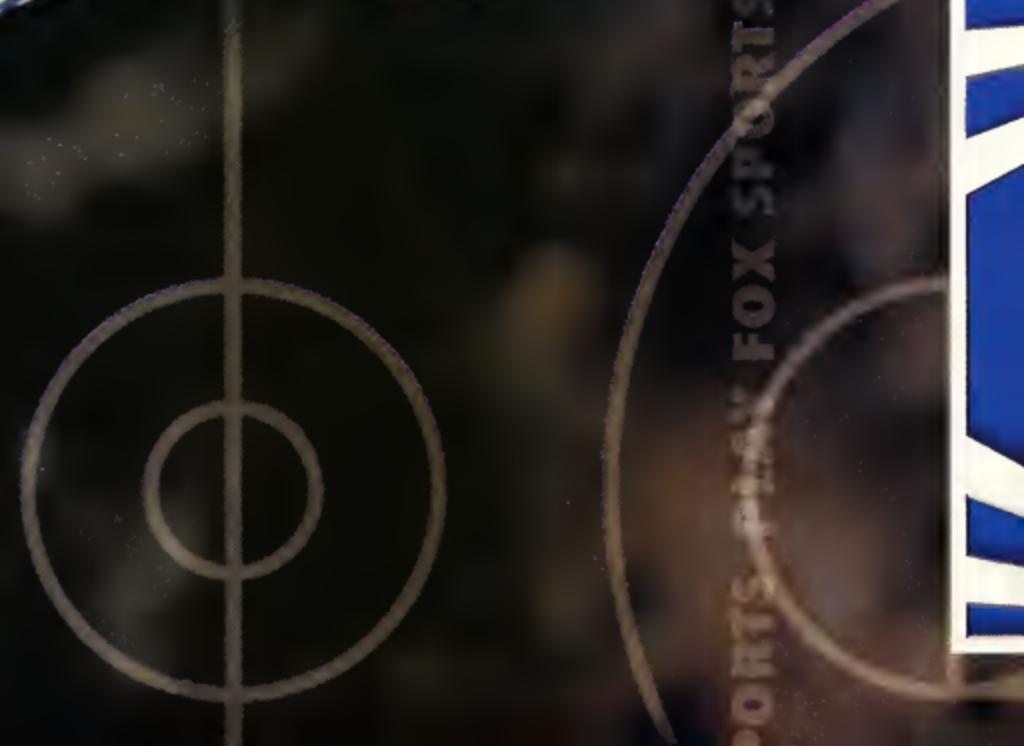
It's extremely difficult to dodge the Bomber's fire-ward attack, but if you have life energy to spare, you can trade blows by throwing a bomb inside his open cape as he hits you.



The Evil Bomber's bat-like wings double as a bomb-proof cape. Keep your distance and wait for him to spread his wings before you toss more bombs at him.







FO

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19. *Journal of the American Statistical Association* 100, 1000–1008 (2005). DOI: 10.1198/016214505000000362

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CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #

BANJO-KAZOOIE

Cove Codes

You've been clamoring for more info on Banjo-Kazooie, so this month we have a few newly-discovered gems. To use these codes, you must play up to Treasure Trove Cove without transforming at Mumbo's Hut at all. Now collect the Jiggy in the Underwater Castle in Treasure Trove Cove. Enter the sand castle and use the Beak Buster to spell "CHEAT" on the floor tiles. Now spell any of the phrases below, leaving out the spaces between words.

Unlimited Eggs:

BANJO BEGS FOR PLENTY OF EGGS

Unlimited Red Feathers:

NOW YOU CAN FLY HIGH IN THE SKY

99 Mumbo Tokens:

DONT BE A DUMBO GO SEE MUMBO

Full Health:

AN ENERGY BAR TO GET YOU FAR

Unlimited Air:

GIVE THE BEAR LOTS OF AIR

Extra Lives:

LOTS OF GOES WITH MANY BANJOS



Enter these codes in the sand castle in Treasure Trove Cove.



If you misspell a code, exit the castle and start over. Remember to enter "CHEAT" first.

MISSION: IMPOSSIBLE

Mission More Likely

With these codes, your mission to stop a CIA mole will be even more fun, if not a tad less impossible. Enter all codes after choosing a difficulty level and before choosing a mission. Weapons come with 30 rounds of ammo, but weapon codes do not work in any stage in which you must knock out enemies, e.g., CIA Escape. Mode codes may prevent you from completing certain stages.

Pistol With Silencer:

top C, L, right C, left C, top C

9mm Pistol:

R, L, bottom C, top C, top C

Uzi Machine Gun:

right C, left C, right C, bottom C, R

Rocket Launcher:

R, L, left C, right C, bottom C

Little Kid Mode:

bottom C, top C, R, L, Z

Super-Speed Mode:

top C, Z, top C, Z, top C

Big Head Mode:

bottom C, R, top C, L, left C



If you enter a code correctly, you'll hear a voice say, "Ah, that's better."



We have more Mission: Impossible codes, so check back next month!

WORLD CUP '98

Creations Team

This code changes all of the members of the English team into Creations Software employees. Begin a game and select two teams, making sure one of them is England. Press the R button to access the Team Management options. Choose England, select the Customise Player option and change the first player's name to "BuryFC." Be sure to spell the name exactly as it appears, capital letters and all. If you enter it correctly, you'll hear a faint "swooshing" sound.



After you choose teams, change the name of the first English player to "BuryFC."



The English players' names will change, but their stats will remain the same.

WORLD GRAND PRIX

Hawaiian Track

To access the secret Hawaiian track, enter the Exhibition Mode and select "Driver Williams" and change his last name to "Vacation." Go back to the Start screen. The new tropical track will now be available in the Exhibition, Time Trial and Two-Player Modes.



Use the Control Stick, not the Control Pad, when editing the driver's name.



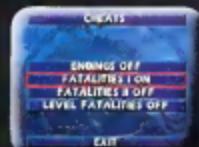
Ah, blue skies, cool breezes and the white of high-powered engines!

More MK Menie

Last issue, we gave you the scoop on MK 4's Kombat Kodes. This month, we have a few more juicy cuts for your tourney fighting pleasure.

Secret Options

On the Options menu, highlight "Continues" and hold Run and Block until the screen changes. When the Fatality options are on, you can do a Fatality by pressing Down + High Punch at the right time.



Play As Meet

Begin an Arcozo, 1-on-1 game. Using the "Group" option, defeat all the characters. Now choose any character. He'll look like a skatbot but has the powers of the character you chose.



Play As Noob

To play as Noob Saibot, first activate the Secret Options. Now go to the Character Select screen and select the Hidden option. Now press Up, Up and Left, then press Run and Block simultaneously.



Play As Goro

To access Goro, start at the Secret Options menu. Now go to the Character Select screen and select the Hidden option. Press Up, Up, Up and Left, then press Run and Block simultaneously.



Cool Clothes

To check out your character's wardrobe, first highlight your favorite fighter on the Character Select screen. Now hold Start and press Block repeatedly to scroll through the various clothing choices.





Post-Season Party

The World Series is just around the corner, and what better way to celebrate the post-season than with more codes for Acclaim's hi-res baseball bash!

Fat & Skinny

Type in **ABBTNCSTLO** on the Enter Cheat screen to make some players very skinny and others very fat.



Big Baseball

To make the baseball very big, type in **BBNSTRS** on the Enter Cheat screen. That thing takes up most of the strike zone!



Smash-makin'!

If you type in **GRTBLSFDST** on the Enter Cheat screen, the ball will leave a smoke trail as it goes.



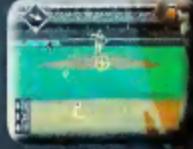
Lizard Team

In Kauffman Stadium (home of the Kansas City Royals), there are two signs in the stands that say, "We A Lizard." If you hit one of the signs with a ball, your team will turn into lizards.



Slow Motion

This trick works in most any play mode. On the Options screen, set the batting camera to "Zoom." This will make the game run in slow motion.



Hidden Teams

To activate the Salt Lake Iguanas, the New York Sports and the Parts Unknown Pals, first begin an Exhibition game. On the Team Select screen, press top C, L and left C very quickly. If the code is entered correctly, you'll hear a "slap shot" sound. The teams will appear between the "Controller Pak" and "Anaheim" options.



The code must be entered very quickly and may take several tries.



You won't find these teams on any NHL roster, but they're terror on the ice!



New Game Pieces

To access to a different set of game pieces, first complete all 16 Practice rounds. Once this is done, the background on the main menu will turn red. Now play every mode except Practice or Multiply. If you receive an "OK" rating in all these modes, the game icons will flash green. Now you'll be able to choose between a default set (blue icon) and an alternate set (rubber duck icon) of game pieces.



Complete the Practice rounds to make the menu background turn red.



Now try to get "OK" ratings in every mode except Practice and Multiply.

CLASSIFIED INFORMATION



Clayful Combat

If Classified Info had an award for most codes in a tourney fighting game, Mortal Kombat 4 would walk away with this year's prize, hands-down. With this latest trio of tricks, however, Clayfighter: Sculptor's Cut looks like it could come in for a respectable second-place finish. If you find any more codes for any of our fighting friends, be sure to drop us a letter or an e-mail. We can't let MK 4 just waltz away with this year's record, now can we? Of course not!

Programmer Mode

This code allows you to select any character and view the action from above. On the Character Select screen, hold L and press A, B, A, B, left C, right C, top C, right C, left C and right C.

Auto-Play

To make the game play itself, go to the Character Select screen, hold L and press A, A, A, A, top C, bottom C, left C, left C, B, A and right C.

Color Change

On the Character Select screen, highlight the fighter of your choice, then press A or any of the C buttons to access a different-colored outfit. This trick works in one-player battles only.



New Course Codes

Offroad Challenge is arcade-style racing all the way, and these new vehicles and tracks will only add to the fun. Start your engines!

Flagstaff Track

On the Track Select screen, hold L and press Left on the Control Pad. If you do this correctly, you'll hear a rattaching sound. Now highlight Mojave, hold Z and press A to access the Flagstaff track.



Guadalupe Track

To access the Guadalupe track, first go to the Track Select screen, hold R and press Down on the Control Pad. Now highlight the Vegas track, hold Z and press A.



El Cajon Track

On the Track Select screen, hold L and R and press Up on the Control Pad. Now highlight the El Pase course, hold Z and press A to access the El Cajon track.



More Vehicles

On the Vehicle Select screen, press any one of the following buttons to access a new vehicle: right C (The Crusher), bottom C (The Punisher), left C (Thunderbolt) or top C (Toyota 4x4 Monster).



If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

**Nintendo Power
Classified Information
P.O. Box 87033
Redmond, WA
98078-9733**

In intergalactic arkful of missile-firing, mine-laying robotic animals has seized control of a space station. If there's to be any hope of securing Silicon Valley's 25-plus environments and uncovering every bonus souvenir, you'll have to be as sly as a fox, as strong as a bear, as dirty as a rat...and as fluffy as a sheep.



Heroes for Hire

News flash! After being lost in space for over a thousand years, Space Station Silicon Valley has reemerged. The biolab was built with four ecosystems, inhabited by robotic animals in an experiment to see how artificial life would get along in an artificial environment. Apparently, the answer is, "oops, not too well." The robo critters, ranging from camels with cannons for humps and hyenas souped up like hot rods to huskies that bark out missiles worse than their bites, have taken over the satellite. World President Mrs. Frank Bloke says our last hope of securing the station are heroes for hire Dan Danger and his cyborg sidekick Evo.

Invasion of the Body Snapper

Update! Dan Danger and Evo have crashed their ship into the space station. All right, that was expected from the not-so-dynamic duo, so it doesn't really count as a big news scoop. How about this: In the crash, Evo's robotic body was dismembered, and all that remains is the cyborg's microchip brain. From his ship's control center, Dan plans to guide Evo's mobile chip so it can gain control of a robotic animal. Once in control of that animal, Dan will be able to use it to battle other bionic beasts in the hopes of gaining control of all of them.



To stop the robotic animals that have surely eaten



Professor Cheese and the space marines, World President Mrs. Frank Bloke has sent in Dan Danger. He's perhaps not the wisest choice, but then again, the prez doesn't have the best judgment considering she refuses to shave off her mustache.



For those who would have liked to have seen Banjo morph into even more animals in Banjo-Kazooie, Silicon Valley, with well over 40 critter transformations, may be their wish come true.



After defeating an animal, you can assume its identity or use its body as a step stool or as deadweight to keep switches activated.



This just in! Sprinkled throughout each area are 15 Power Cells that Evo must collect in preparation for the final battle. Also peppered in the areas are energy spheres that will recharge Evo's battery. Dan, always scheming to make money, reports that he also wants Evo to seek out the gold souvenirs in each area—where he can turn a pretty penny hawking them back on earth.

Krangalina Animals and Items



Evo will have to defeat and inhabit a menagerie of animals to reach the 15 Power Cells strewn about each stage.



The glowing energy spheres will replenish some of Evo's energy. Many will be hidden inside of wooden crates.



Fulfilling a level's secret requirements will make the souvenir appear. Pages 64 and 65 detail how to uncover all 25.

Ban Dancer's Dos & Don'ts

Euro Eden

Listen up, Evo! Smashing Start will be your first area of operation, and it's pretty basic, so I won't bore you with the details. Instead, I'll bore you with other stuff, like this tidbit: Animals never suspect their own species of turning on them, so blend in for a sneak attack. How I wish my sheep costume weren't at the dry cleaners so I could join in on the fun.



Dog/Racing Dog

A: Jump/Speed Burst **B:** Bite/Missiles

See, the racing dog is a turbo-powered, missile-packing demon on wheels, but the basic breed can strike fear in the hearts of sheep, which will be handy for wrangling the woolies.



Racing Mouse

A: Speed Burst **B:** Tail Attack

This rodent is just as fast as the racing dog, and, better yet, the B Button will make the mouse do a 180° so its pointy tail can make Swiss cheese of an animal.



Ram/Spring Ram

A: Jump **B:** Head Butt

Is it because rams can head-butt enemies, or because the spring varieties can pirouette into toes? Whatever it is about their charm, it makes sheep follow them wherever they go.



Rat

A: Toxic Mines **B:** Bite Attack

The wheeled rat's best weapon is the mine mine, and the most effective way of luring incoming critters into the explosive is to place it while retreating.



Sheep/Springy Thing

A: Jump **B:** Book

The basic sheep can float in the air across ravines and canyons if you press and hold the A Button. Springy things can't float, but they can reach greater heights by jumping.



Fox/Racing Fox

A: Jump/Tailport **B:** Bite/Tail Attack

Many animals also come in a supercharged variety. The racing fox is not only faster than its four-legged counterpart, but it's also able to span wide gaps via a slightly-timed tailport.



Bear

A: Grab 'n' Lash **B:** Bear Frenzy

Attack it from a distance, because the bear is Euro Eden's mightiest creature. Its strength will be particularly helpful for moving blocks to solve some of the area's puzzles.



King Rat

A: Roty Smell **B:** Rot Army Attack

Like the ram, the king rat can persuade others in its species to follow it. The royal rat can also emit a suffocating stink cloud out its heckside.

1: Have a Nice Day!



Sheep are doin' baaa'n' critters, so use the canoe to corral the woolly robots into the pen. The most elusive one is island-hopping in the river. After herding the four sheep into the pen, touch the switch (the blue ball) to trap them behind the electric fence.

2: Honeymoon Lagoon



To deactivate the Big Machine, nudge the four switches at its base. Nab the Power Cells the machine spits out in its dying breath and quickly drive over the floor panels to briefly light them. When all four are lit at once, the electric fence will deactivate.

3: The Battery Farm



The animal's at your immediate disposal have close-combat abilities, and the racing dog's missiles will keep you from getting too near. A falling bale of hay should fix that. Wait for the dog to drive between the bales, then hit the switch to flatten the mutt.



Four Power Cells will sprout in the barn garden beside the barn. Water the area by floating the sheep off the ridge overlooking the river and garden. Glide to the spot on the island, then turn on the tap. When the melons sprout, touch them to hatch the Power Cells.

4: Rocky Hard Place



As long as it's pushed down, the switch controlling the electric fence will stay activated. Use a sheep to weigh down the switch. Use the fox to defeat the ewe, then leapfrog from body to body, touching your way to the switch with every body swap.

5: Fat Bear Mountain



The easiest way to put the dog out of commission is to sit back and let the ram do the fighting. Find the ram on top of the icy ramp, then let it chase you. If you flee to the dog's area, the ram will shift its focus onto the dog, and the two will duke it out.

6: The Engine Room



To reach the exit teleporter, take over a sheep, then dive into the sheep dip bath that surrounds his island. To bring him closer inland, inhabit the bear, grab the glass block near the entrance, then drop it onto the glowing red switch in front of the scientist.



7: Stinky Sewers



The fox can reach the scientist's keyboard, but you'll have to defeat the critter using a rat. It'll take quite a few mines to make the fox malfunction, so lay your mines next to the drums of toxic chemicals to get more bang out of your bomb.



To activate the second of the Big Tops, use the four-legged dog. Unleash the hound in the pool so you can doggy-paddle in the water to rearrange the floating debris. Create a bridge, then cross the water to activate the water pump on the opposite side.

8: Rat-O-Matic



As king rat, lead your rodents to the foxes, then let the armies rumble. Spritz the war zone with your stink attack to rub the foxes' noses in the smell of defeat. Since a normal rat is faster than royalty, you may want to switch animals during battle.



You can zip across gaps by using the fox's teleport to warp while in midair. The fox will warp a split second after you hit the A Button, so press it right before driving off an edge, such as at the end of the bathroom ramp that leads to the tabletop switch.

Dan Danger's Dos & Don'ts

Arctic Kingdom



Penguin

A: Jump B: Snow Balls

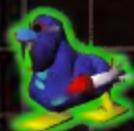
The penguin has a hidden talent that's revealed with the A Button. Leap off a cliff, then hold A. A red parachute will sprout from the bird's head enabling it to drift in the air.



Husky/Ski Husky

A: Jump/Speed Boost B: Frenzy/Missiles

Neither breed of husky has traction fit for snow. In the case of the ski husky, push the Control Stick forward while firing to counteract the recoil's kickback.



Walrus

A: Speed Boost B: Homing Missiles

For a snaggletoothed blob of blubber, the walrus can be an attractive animal to use. Its missiles will home in on targets, and it travels quickly and handles well in water.



Rabbit/Hek-rabbit

A: Jump/Fly B: Thump Attack/Bomb

Hopping is the garden-variety rabbit's only way of getting around, and bouncing onto items to collect them can be difficult. Pinpoint your landing by watching your shadow.



Polar Bear / Polar Bear Tank

A: Ice Thump/Bombs B: Hide/Mines

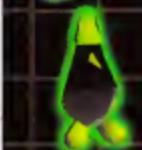
While the basic variety of bear resorts to rolling into a ball, its more dreaded and treacherous cousin, the polar bear tank, is armed with a cannon, albeit a slow-firing one.



Seagull

A: Fly B: Claw

The gull is ideal transportation. Its gift of flight is the quick fix for going from point A to point B, and its claws can carry animal bodies from here to there.



Hump Penguin

A: Jump B: Penguin Attack

Regular penguins can't fly, so maybe that's why they made this one king. Hit the A Button to activate its bursts of hover power, and be sure your energy meter doesn't run out.



Cod Cod

A: Swim B: Jump

The B Button will make the cod jump out of the water, and a quick follow-up will extend the fish's leap. Just don't beach it, or it'll be the end of the line, hook and sinker.

1: Snow Joke



The prime location for unleashing a long-range attack is anywhere that's above your enemy. From atop a hill, your penguin can defeat a husky below if you lob snowballs onto the dog's back. Since the dogs have trouble scaling the slopes, you'll be safe on your perch.

2: Ice 'n' Easy Does It



The bunny is no match for the three walruses, so free the heli-rabbit frozen in the block of ice. Thump the ground to shatter the cube, then take flight to mount your air strike. Expect the walruses to change direction when they slide into a snow bank.

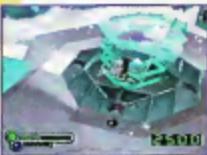


As you're piloting your heli-rabbit, drop your bombs before you fly over a walrus to score a direct hit. When you see the walrus, race up the ramp to jump over the icy water, and koo-koos-kachoo, you'll be able to bag the final scientist head.

THERE'S MORE...



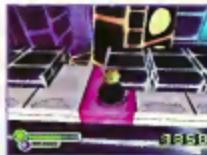
3: Penguin Playpen



As a penguin, you'll face the polar bear. Rather than risk life and finger throwing snowballs at the tank, ride the elevator and lure the skid-husky to the bear. When it skids down and catches sight of the bear, they'll fight amongst themselves.

Use the gull to pick up a penguin. Drop it on one of the switches surrounding the statue. Repeat the process until a penguin is weighing down each of the four switches that will enable you to "get rid of that stupid statue."

4: Pinball Blizzard



To reach the Power Cells that chill inside the ice cubes, take over a polar bear, then hop onto the metal railway that leads to the frozen blocks. Roll up into a snowball, then let the sliding platform shoot you like a pinball into the cubes.

Once you've collected all of the musical notes, head to the piano. The keyboard will play its song, highlighting the keys as they sound off. Play Simon Says with the piano to duplicate its song and activate the exit teleporter.

5: Hoppa Choppa



The penguin you start out as can't jump high enough to reach the king penguin on the ledge. Reach your leader by hopping up the textured path leading up the mountain, then leap off the cliff's highest point. As soon as you jump, hold the A Button to open your parachute and glide to your goal.

Dan Danger's Dos & Don'ts

Jungle Safari

Tortoise Tank

A: Hot Shots **B: Hide**

The tortoise tank's missiles are one of the easiest projectile weapons to aim. To bring up the tortoise's targeting crosshairs, press and hold the Z Button.

Hyena/Hyena Biker

A: Jump/Speed Boost **B: Lough/Missiles**

Stun others with the hyena's contagious lough until your energy is depleted halfway. Before your victim can compose itself, your meter will be ready for another round of ribbing.

Hippo

A: Snort **B: Sticky Mines**

The big hippo plays a small role in the jungle, and its best feature is its weight. Because of its generous poundage, the hippo won't float in water like other creatures.



When your cod pushes the switch on the pillar, a mine will drop into the water. Using the Control Stick, guide the mine into the circling walrus to short-circuit it. Watch for the walrus's shadow in the water to anticipate the buck-toothed blubberbag's arrival.

It's a jungle out there, Evo, so I'll tell you that the elephant is always ready for a trip because it always has its trunk with it. Ha! Ha! Get it? I got a million of 'em! Here's another gem: The elephant's spray is effective at distant targets only, so you can get in its face while its fountain arcs over you, missing you entirely. Okay, that last one wasn't funny, but it sorta makes ya think.

Elephant

A: Water Spray **B: Grab 'n' Lob**

The elephant's talented trunk can carry things as well as shoot them. The pachyderm's spray won't hit point-blank targets, so keep your distance when spraying.

Piranha

A: Swim **B: Bite**

Unlike the cool cod, the piranha can attack but can't jump. As expressive as it may be, it fears air, since it will founder, usually fatally, when it's out of water.

Parrot

A: Flight **B: Dive Bomb**

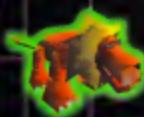
The parrot takes flight in Jungle Delirium, and it will attack using its dive bomb. As the hyena, leap out of its way, then jump to earn your laugh attack in its direction.

**Racing Turtle****A: Speed Boost B: Shell Attack**

To mess this racing turtle's attack, drive toward your victim, then hit the B Button to retreat into your shell. By letting your momentum carry you, you'll be able to ram enemies.

**Gorilla****A: Jump B: Grab 'n' Lob**

After jumping, quickly press the A Button again to execute the gorilla's spin attack. Use it to land on enemies or catch more air while jumping.

Lion**A: Jump B: Roar Attack**

Use the roar attack on enemies such as the gorilla in Weight for It! Follow the ape while holding the B Button to let it know who's king of the jungle.

**Chameleon****A: Tongue Attack B: Stealth**

The chameleon's tongue attack works only in close combat, so you'll have to use its stealth to get within range. Hold the A Button while walking to sneak in for the lick.

1: Jungle Japes

The turtle may seem to be at a disadvantage because it's much smaller than the elephant, but it turns out the tortoise's tiny size can keep it out of the pachyderm's shooting range. By driving under the trunk, the shell on wheels can safely shoot the elephant.

2: Jungle Doldrums

Near the elephant and tortoise boar's a pit of lava. Though it appears uncrossable, the gap has an invisible bridge traversing it. To figure out where the zig-zagging bridge is, switch on the rain or shoot the turtle's missiles to see if they land on the transparent surface.

3: Swamp of Eternal Stench

The swamp of pooh has flooded the area and covered the road leading to dry land. To avoid sinking in the muck, drive in a straight line to the signs and trees, and reverse direction as soon as your turtle begins to tip forward.



Toggle the Control Stick back and forth and build your momentum to swing from vine to vine. When your ape's vine is close to another, press the A Button to leap to it. Some vines will be far apart, so hold the A Button to catch more air with your aerial spin.

4: Weight for It!

Your ape must bring a box to the waterfall's ledge so it can make it over the wall. To get the box there, place it on the platform in the tree, then place a box, boulder or animal on the grassy hill's platform, which will lower and in turn raise the tree's platform.



Behind the wall by the waterfall swims a piranha. To beat it, activate the switch when the fish swims in front of it. When the submerged platform takes the fish to the surface, the piranha will begin to short-circuit in the open air.

5: Jungle Jumps

Using the chameleon's stealth attack, sneak up on the hyena bikers, then lick them with the tongue attack. The elephant, with its weak, point-blank attacks and far-spewing spray, also makes a good foil for the bikers, since the hyenas avoid close combat.



As the hyena, drive along the upper ridge to the end of the line. Face the tree to the right, then race off the ramp. Steering clear of the trunk, land on the rocky platform, then boost to the ledge across the way to seize a gorilla.



Desert Adventure



Camel/Cannon Camel

A: Jump/Hot Shots B: Spit/Mirage

The camel has quite a bit of firepower stored in its hump, but its camel rotates slowly and takes a while before it repositions its aim where the camel is facing.



Desert Fox/Armed Fox

A: Jump B: Spin/ Hot Shot

The foxes don't like to water very well. An easy way to avoid getting soaked in the river in the Shifting Sands stage is to use the fox's tail spin to skip across the water.



Vulture

A: Fly B: Grab 'n' Lob

The vulture is a scavenger raptor that's a predator, so its claws can grab rather than fight. The bird is perfect for carrying on carnage, like other animals to other destinations.



Scorpion

A: Claw Attack B: Lightning

Aside from the occasional dinosaur, scorpion is the most feared animal in the desert. It's lightning attack zaps faraway targets, so take to high ground to attack it.



Kangaroo/Pogo Kangaroo

A: Jump B: Punch/ Boomerang

The boxing wallaby packs a wallop with its punches, but you can throw them only in bursts, since a quick one-two speedily depletes your energy meter.

1: Fun in the Sun



To activate the elevator that travels to the top of the oil well, hop on the block that's pumping up and down. Once you've turned it on, ride the lift to the top, then hop to the smoking pillars. Immediately after a stack puffs out a plume of smoke, fire will shoot out.

2: Hot Cross Buns



Only the vulture can get past the spike-filled pit, but you'll need to get the foxes and camel to the other side to complete your mission. Using the vulture, fly each animal one-by-one to the other side.

3: Sting in the Tail



Charge in to tail-whip a scorpion, then retreat so you're out of its range. Once you've defeated one, become it to sneak up on the other scorpions. Many of them will patrol a set path, so station yourself at a safe spot and zap them when their backs are turned.



The fox can reach most of the Power Cells, but only the vulture can safely swoop up the ones floating under the bridge. While the vulture can reach the sky-high teleporter, only the fox can fit into the opening, so use the bird to fly the critter to the exit.

4: Borassic Park



The dinosaurs will peek their heads out of the holes in the ground like groundhogs. The only differences are that they're prehistoric beasts, they can't predict the arrival of spring, and they breathe fire. Jump often when in their vicinity.



To jump across the fossilized ribs, your kangaroo will have to consider the wind. At the first pair of bones, wait for the wind to stop before attempting to jump the gap. For the next two pairs, ride the wind to boost across.

5: Whirlwind Tour



To pass the crosswinds and make it to the bridge, face the platform, then line your camo up with the connecting pathway. Teleport to the path as the gusts begin to die down, approach the metal bridge, then let the wind lift you up to it.

The vulture's weak flapping power makes reaching the exit teleporter on top of the mountain an ordeal. Gradually gain altitude by flying from pillar to taller pillar, reach the one between the side of the area and the mountain.

6: Shifting Sands



Every time you enter the red-and-white tent, it will cause the wind to blow the desert sand against or away from the pillars. Jump on the ledge's pillars to raise the cleaning's pillars and revisit the tent until you're able to hop to the kangaroos.

As the kangaroo, bounce across the pillars until you reach the one in front of the circling vulture's air space. The bird is above you, so leap to shoot it. If you launch your boomerang as you're about to land, your projectile should be on target.

Do-It-Yourself
Android Repair

After completing every mission in an ecosystem, Evo will have a chance to recover a piece of its robotic shell suit that has been scattered across the space station. Each of the four bonus levels will be a skill contest requiring Evo to compete by either dogfighting, racing, sharpshooting or boxing to win back its body parts.



In Euro Eden, you'll dogfight with other canine fighter planes. Once the fox squadron comes out, you'll be able to fly in the red side-trench to recharge your power.

To win Arctic Kingdom's Walrace 64, drive through the starting line so the race doesn't officially start. Scout the course, and practice turning as you drive into the boost balls.



In the Jungle Safari's bonus round, Dan will pilot a gun that travels along a rail extending through a jungle temple. The path and speed of travel is fixed, but the gun can rotate.

In the desert, knock out the cannon camel by following it on the outside of its circling path. To beat the kangaroo, wait for it to exhaust its punching flurry before attacking.

Animals, Animals
Everywhere

According to the latest reports, the earth has been shrunk by the brain living inside the central hub of Silicon Valley. The space station has crash-landed on earth, and the animals, now gigantic compared to our newly shrunk state, have run amuck in our city. Hey! Will someone please keep that skyscraper-sized dog away from that fire hydrant?



With Evo fully reassembled, you'll have minutes to shoot frogs, rats, mice, foxes, dogs and the other animals on the loose. Military vehicles will also be on the scene, but avoid shooting them, since they're on your side, and friendly fire isn't really considered very friendly at all.





Snapping for Souvenirs

B: Euro Eden

1: Have a Nice Day!



Park your mouse on the black-and-white checkered board to challenge the dog to a race around the lake. Your speed boost will help you keep the lead, and if you're the first across the finish line, you'll win the gold souvenir.

6: The Engine Room



Go ballistic with the dog by blasting every computer terminal in the level. Once you've crushed all of the mainframes, commandeer a rat and enter its hole in the wall to collect the souvenir that will appear inside.

2: Honeymoon Lagoon

Floot or drive through all of the blue rings in the area. After passing through the fifth one, the souvenir will emerge in the hillside cave near the teleporter.

3: The Battery Farm

As the dog, shoot every enemy in the area to make the souvenir appear in the chimney, then claim it by floating the sheep from hedge to doghouse to rooftop.

4: Rocky Hard Place



The ram can bounce to the souvenirs above the exit if you shut off the gravity. To reach the switch, fly a sheep to the fox's floating platform. Glide wide to the right to avoid the gusts, land by the fox, then float to the switch.

5: Fat Bear Mountain



If you're quick enough, you can simultaneously activate the trio of switches using the mouse. If not, use the ram to lure the sheep past the switches. When they arrive, they'll each tap a switch to summon the souvenir.

B: Arctic Kingdom

1: Snow Joke



Hurl the light switch in the nook below the wooden bridge. With the lights out, bumble-hop to the orange platform across the way. Once you're aboard, the platform will transport you to the souvenir on the mountainside.

2: Ice 'n' Easy Does It

Mount an air strike against the three walruses racing around the igloo area. If your heli-rabbit can blast all three into oblivion, you'll earn a souvenir.

3: Penguin Playpen

Hurl the penguin's snowballs at the cod. When you've destroyed all three fish, the souvenir will appear on a ledge that only the gull can reach.

5: Happa Chappa



In a cruel twist of fate, you must slaughter the very bunnies you were protecting during your mission. Enter their sanctuary that also conceals the exit teleporter, then declare open season on rabbits with a shooting spree.

4: Pinball Blizzard



If you approach any lone penguins as their lung, they'll whistle. After meeting all six song birds, head to the piano lounge. Start the recorder, then play their song on the keyboard to serenade the souvenir into the open.

6: Something Fishy



When you swim through a blue ring, it will disappear, only to reappear several seconds later. Rapidly tap the A Button to race through all six hoops before they reappear. If all goes swimmingly, you'll soak up a souvenir.



**C: Jungle Safari****1: Jungle Japes**

Use the elephant to transport the three round boulders to the three craters at the bottom of the hill. Only the boulder in the middle is too large for the elephant to carry in its trunk, so move it by pushing it.

4: Weight for It!

Take over the gorilla by defeating it with the lion. When you go ape, pick up the boulders and toss them through the red rings nearby. You'll win your prize by dunking a rock into every ring.

2: Jungle Doldrums

After defeating the bird, inhabit its feathery body to fly back to the tree growing by the entrance teleporter. Soar to its upper branches where you'll find the souvenir nestled near the top.

3: Swamp of Eternal Stench

The sewer pipes aren't just the source of the polluted muck in the Swamp of Eternal Stench. Inside one of the pipes you'll find a souvenir.

**D: Desert Adventure****1: Fun in the Sun**

By defeating the foxes patrolling the oil refinery behind the giant doors, you'll cause the souvenir to materialize. Before you can enter, use the camel to push the block in front of the door so your fox can reach refinery entrance.

4: Borassic Park

Using the kangaroo, hop to the dinosaur skull and punch out its three teeth. Instead of a dental bill, you'll receive a souvenir for your destructive efforts.

2: Hot Cross Buns

Blast all the scorpions, then use the vulture to drop their bodies into the swirling oasis. For each body deposited into the vortex, the whirlpool will spit out a silver scorpion. Collect them all to earn the souvenir.

3: Sting in the Tail

Ridin' Sting in the Tail of all its scorpions can be a sizable feat, and a souvenir is the fitting reward. Fight fire with fire by fighting as a scorpion, and zap your fellow pests from behind when you're on high ground.

5: Whirlwind Tour

Like Sting in the Tail, Whirlwind Tour will reward you with a souvenir if you defeat all of the scorpions. Many of them will patrol a regular path rather than roam freely, so you can easily stalk them if you're a scorpion.

6: Shifting Sands

Tiny whirlwinds blow about the sunken area with the four white columns, and they'll kick up brown dust clouds. To summon the souvenir, stomp out every dust cloud that pops up.

twisted EDGE™

extreme snowboarding

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Distributed by Midway Home Entertainment Inc.

Scheduled for release this fall, Midway's cool snowboard racing game is guaranteed to thrill alpine racing fans. The expanding race courses, hidden snowboards and changing rival riders give gamers something to look forward to each time they click into their bindings and shove off from the starting gate.



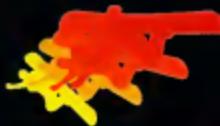
EXTREMELY BOARD



Twisted Edge may remind you of 1080° Snowboarding, but this new title from Boss Studios is strictly alpine—no grinding your board on paved roads, rock walls or other weird stuff. The coolest feature in the game is the expanding tracks. As you progress through the difficulty levels in Competition Mode, the courses will extend so that you can cut trails through new terrain whenever you push your skills to the next level.



TWISTED EDGE EXTREME SNOWBOARDING RIDERS ON THE EDGE



You'll have a choice of four racers to use when you first start playing Twisted Edge Snowboarding, but as you complete the advanced levels in Competition Mode, the game will add faster racers to the field. The heaviest riders often reach the finish line first.

NINTENDO 64

GANZ SCHNEIDER



Ganz may brag about his precision and control, but anyone watching his techniques will realize that this cocky shredder's skills are good in everything but outstanding in nothing.

SILVIA MARTINIQUE



Let the boys talk—Silvia lets her mid-air moves do the talking when she busts out serious stunts as the course. Her Agility and Skill rankings are the highest in the Novice Competition group.

RYO ICHIJO



For a Novice, Ryo has great Agility, Skill and Stamina, but his light weight keeps him slow off the starting line and out of the corners. He'll hold his own on the narrow, twisting courses.

KEVIN ARMSTRONG



Kevin is the heavyweight in the Novice group, and most beginners will find that he's the ideal pick for the early courses and moving up to Intermediate.

BEN POVEY



At age 28, Ben is one of the senior citizens on the circuit, but he is agile enough to slam-dunk any punk half his age. Ben's stamina keeps him in contention during long, thigh-burning runs.

NIENO FERRARO



Despite her slim build, Nieno Ferraro is one of the fastest racers on any course. Her superb balance and turning skills keep her in front of the pack and usually in the top two finishers.

DOUG BORETH



Canadian Doug Boreth is a close-racer with the special gift of being able to kick it to the final stretch and squeeze by you at the finish line. Beware of Doug when you're the lead dog.

TOK TOKAREV



Towering Tok is built to rock the worlds of Ganz, Silvia and Ryo, but this purple-haired Russian is strictly minor-league material against heavy shredders like Doug, Nieno, Kevin and Ben.

BUILT TO FLY

The snowboards in Twisted Edge are tuned to match your rider's skill level and build. The boards are ranked according to Edge Control, Flex, Length and Stability, but it's up to you to match the right rider. You'll uncover more boards as you complete Competition Mode.

GRAND SHADDUUS



The MILAFUULU model is a long board with great Stability, but it's hard to hold a turn on hard, icy surfaces with it.

SEASIDE MOAII



The MOAII is a long, well-balanced board with better Edge Control than most of the designs you'll find in the game.

SEASIDE BOOMA



There's no better way to catch big air than on a Booma board. This ride has the highest Flex rating possible.

SEASIDE LOGO



The Logo has tremendous Stability, which is perfect for riders looking to land on their feet after cliff jumps.

BONUS BOARDS



The bonus boards have the best Flex, Stability and Edge Control ratings in the game, but you'll have to win races to earn them.

FOUR WAYS TO SHRED

If you're a hot rider, you'll eventually discover that there are seven tracks for the four modes in Twisted Edge. To open all of the courses hidden in the game, you'll have to place first in all of the races in all five difficulty levels in Competition Mode.

COMPETITION

Competition Mode is the main game in Twisted Edge. As you advance through the skill levels, you'll take on the fastest riders and test drive the best boards in the game.



The Novice courses in Competition Mode are short, but the finish line is further down the mountain than the Expert races.



In addition to racing for top honors in Competition Mode, you can score stunt points for every spin and grab.

PRACTICE

Practice Mode is the place to be when you're trying to find the perfect line down the mountain. Test your skills against a ghost rider representing your fastest run.



There are no top times or target scores to beat in Practice Mode, which makes it the ideal place to test your board and to even out your rider's strengths and weaknesses.

VS. RACE

If you're itching for a race against a friend, Vs. Race Mode is for you. The two-player option lets players pick duplicate boards and riders, so the loser won't have any excuses.



Vs. Race Mode uses a vertical, split-screen perspective. You won't have a wide-angle view, so watch out for obstacles through the turns.



If you have a shorter board than your opponent, try doing a series of stunts off the jumps to earn a few extra speed boosts.

STUNT CHALLENGE

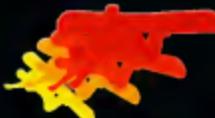
To move on to the next course in Stunt Challenge, you'll need to match or surpass the Stunt Point Target Score. The fastest way to do this is to learn stunt combos.



Stunt Challenge features the same tracks you'll find in Competition Mode, except now you'll be on the course alone. Catch lots of air off the big jumps so you can bolster your score with stunt combos.

TAKE IT TO A NEW LEVEL

Competition Mode has five difficulty levels: Novice, Intermediate, Expert, Master, and Twisted. You'll have to lead in racing points in the difficulty levels to move up to Expert, but then you'll need to place first in every race to qualify for Master and Twisted.



NOVICE



Twisted Edge's Novice circuit features three races against the easiest riders in the game. Select Kevin Armstrong and the Logo Board to handle the slow pokes in your powder.

INTERMEDIATE



The four-race Intermediate circuit introduces the tight turns in Twisted Canyon. If you find yourself sliding off the course, try switching to the better edges of the MDK All Board.

EXPERT



Two new, fast rivals will compete against you in the five long courses on the Expert Circuit. Consider switching to England's Ben Povey to capitalize on his excellent stamina.

TWISTED EDGE EXTREME SNOWBOARDING

TWISTED TRACKS



The fastest way down the hill is often a shortcut or a great line through a tight turn, so we've given you maps for finding your way down six courses. The red dots point to the finish line for Novice-, Intermediate- and Expert-level courses.

EASY SLIDER

Easy Slider is an open course with few twists or turns, which means it will be tough shredding against supreme tuckers like Doug Boerth and Ben Povey. Try creating your own shortcuts by jumping over the race barriers.



The fastest way to leap out to an early lead on Easy Slider is to whip out a stunt combo off the first jump on the course.

SHORCUT



Your rivals will run a close race as this cruiser race. You can straighten out the curves in the course by jumping over the barriers that zigzag across the slopes.

Easy Slider's Expert track extends far beyond the Novice finish gates, winding through a long, slippery snow tunnel before finishing at an incredible big-air jump.



TWISTY CANYON

Racing between the narrow walls of Twisty Canyon wouldn't be bad if you didn't have to contend with three other riders pushing each other out of the way. Grab an early lead to avoid costly collisions.



Memeorize your surroundings. The limited visibility in Twisty Canyon makes it difficult to anticipate sharp turns on the course.



It's tempting to pull multiple stunt combos off this huge jump, but if you spin too far, you'll smash into the canyon walls.



This barrier is almost a foggy blur at 60 MPH, but if you can react in time to lean left, you'll save precious seconds.



You'll vault off a cliff just in front of the Intermediate finish gate. Watch out for other riders sneaking up on the right.

The course down Twisty Canyon splits and divides in several places, but the golden rule is always to take the left route to find the shortest way to the finish line.



SPLASH DOWN

The upper half of Splash Down resembles a snowboarding halfpipe, but the lower section winds through an abandoned pipeline. You'll find the trickiest turn at the top of a waterfall.



You'll avoid the sliding racers if you ride along the top of the halfpipe, but the heavy snow will probably slow you down.



Riding across the snow-covered tracks will throw you into the air. Save yourself time and trouble by hopping over the tracks.



Reduce your speed and turn sharply towards the left wall to avoid wiping out on the turn above the frozen waterfall.

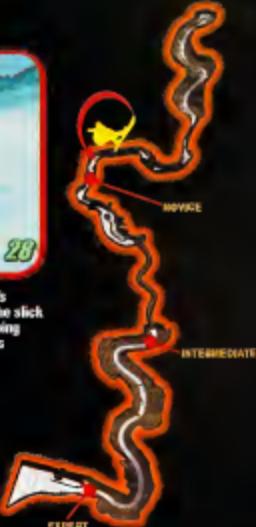


The Intermediate and Expert tricks wind through a pipe. Keep your speed up by scraping along the bottom of the tube.

shortcut



Ice isn't nice in Twisted Edge, and it's almost impossible to cut a turn on the slick surface. Keep up your speed by hopping over the frozen creek that meanders through Splash Down.



FUNKY TOWN

Trust us on this one—you'll find a burg called Funky Town, but you won't ride down the middle of the streets until you place first on all the Expert courses in Competition Mode.



You'll catch big air on the jump in front of the starting gate, but if you blow the landing you'll never catch up to your rivals.



The trick to maintaining your speed in the ice cove is to minimize your turns and stay off your snowboard's edges.



Jump right and take the inside turn on the other side of the ice tunnel. This move will keep you out in front of the pack.



You'll find a hole in the rope bridge if you qualify for the Expert level. Take the plunge to ride through the mine shaft.

shortcut



You'll strike racing gold if you take this right tunnel in the mine shaft. The easiest way to remember is to tell yourself that turning left is for losers.

GLACIER GULCH

Aw chute! At least that's what you'll be screaming when you pound the jumps on this steep course. Dodge the weaving riders along the winding, narrow sections of the track.



Glacier Gulch has plenty of places to catch air for stunts, but the easiest jumps are the ones with open landing areas.



The Gulch demands precise edge control. Riders with the Logo and Mo AM boards will feel no pain through the turns.



You'll save yourself from a fall if you take a jump straight, especially since the course often twists on the other side.



It's easy to steer the wrong way and miss a blind turn. You'll have more time to react if you ride in the middle of the chutes.

BIG JUMP

Big Jump with an adrenaline-rush free fall from the open door of a hovering helicopter and finishes with an Olympic-sized jump that drops you in front of the lodge.



Because Big Jump is a stunt course, you won't have to worry about racers biting you as you leap from the helicopter.



Mix up your stunts in the air to score hundreds of points. You won't earn a combo by repeating stunt moves.



The two middle jumps will launch you high enough to do spins. Try doing quick grabs on other parts of the track.



The more air you catch, the more time you'll have to whip through three, four- or even five-stunt combos.

SHORTCUT

Your compass will tell you which one of the turns throughout Glacier Gulch. You can take advantage of their wide turns by setting the inside line on every curve.

**HINT**

Watch the clock in the lower-left corner of the screen in Stunt Challenge. Any stunts you perform after time runs out will not add to your score.





TWISTED MOVES

Twisted Edge Snowboarding is packed with moves, but it's important to remember that you won't earn a point for a stunt unless you convincingly stomp the landing. Unlike 1080° Snowboarding, none of the riders are limited to certain tricks. Anyone can make these moves.

NOSE GRAB
PALMER AIR
TAIL GRAB
TWEKKED TAIL GRAB
INDY GRAB
CRAIL AIR
SPIN
MELANCHOLY
BACK FLIP
MISTY FLIP
EGGFLIP
CROSS BONE METHOD AIR
ROCKET AIR
TAIL POKE
SAD KEN
INDY NOSE BONE
STALEFISH AIR
FRESH FISH
TUNA SALAD
STIFFY

R
R + Ⓛ
Z
Z + Ⓛ
LEFT C
LEFT C + Ⓛ
Ⓐ + Ⓛ
Ⓐ + LEFT C
Ⓐ + Ⓛ + Ⓛ
Ⓐ + Ⓛ + Ⓛ + Ⓛ
Ⓐ + LEFT C
LEFT C + Ⓛ
Z + Ⓛ
Ⓐ + R
Ⓐ + Ⓛ
Ⓐ + Z
Ⓐ + R
Ⓐ + Z
B + Ⓛ

This is the easiest grab in the game. Riders use their front hands to grab the tips of their boards.

Riders grab their boards by the nose with their front hands and pull them across their bodies.

The Tail Grab is a quick and easy move. Riders use their rear hands to grab the backs of their boards.

Riders grab the tails of their snowboards with their rear hands while their knees are bent.

This is a bent-leg move. Riders grab the toe edges between their bindings with their rear hands.

For this grab, riders grip the toe edges with their rear hands while keeping their rear legs straight.

The more air riders catch, the more rotations they can add to their spins, all the way up to a 1080°.

In this move, riders reach behind their front legs and grab the heel edges between the bindings.

This backward cartwheel demands plenty of air—otherwise the riders will land on their heads.

This is an inverted backflip 540°. The move is called a Mo Twist if it is launched inside a halfpipe.

Instead of doing a 180° to turn around, riders flip over, switching from riding forward to take.

Riders grab their boards' heel edges with their front hands while keeping their back legs straight. While using their front hands to grab their vertical toe edges, riders keep their rear legs straight.

Riders keep their rear legs straight as they push their snowboards out and away from their bodies. This move is a combined Nose Grab and Rocket. Riders grab their vertical boards by the nose.

This move looks like the Indy Grab, except the riders' knees are "bowed," or perfectly straight.

Riders keep their knees straight and grab the heel edges behind their legs with their rear hands.

This is a backside Stalefish. Riders grab behind their straight legs with their rear hands.

The Tuna Salad looks like a Stalefish, except the riders' knees are severely "twisted," or bent.

No bent knees here—the riders' legs remain straight as they reach down and grab their boards.



FLY LOW, SCORE HIGH

It's easy to talk about what a stunt looks like, but there are a few moves that deserve extra explanation. Below are additional tips for pulling off the trickiest Twisted stunts.



Since your board is inverted, do a Palmer early in your combo so you'll have time to straighten out before landing.



You need big air to do a 1080°. Keep holding right on the Control Stick and pressing A until you've made four spins.



It takes about two seconds to complete a Misty Flip. It's a good idea to save this move for your highest cliff jumps.



You'll rotate quickly through an Egg Flip, so you can usually add it on the end of a combo before you touch down.

Buck BUMBLE



BEE PREPARED

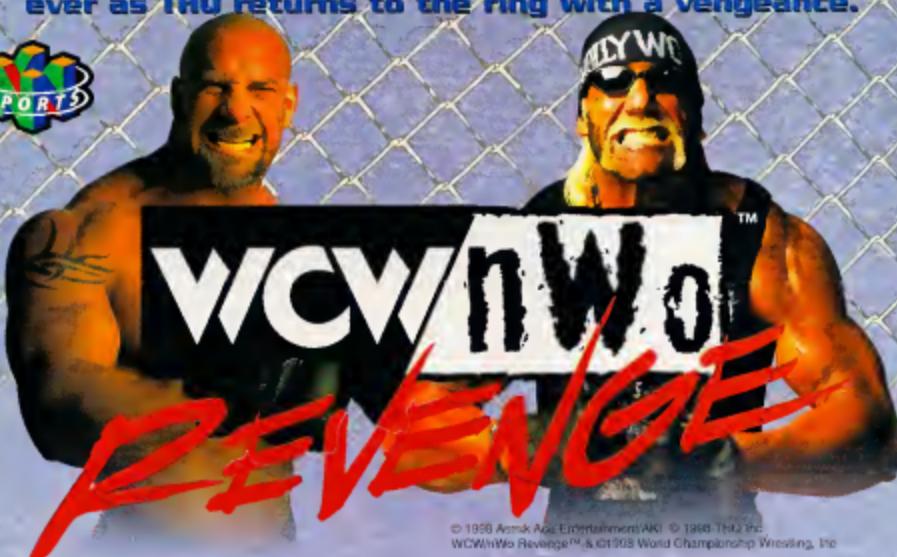
OCTOBER 1998



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Grit your teeth, flex and make those veins pop out of your head, because the WCW/nWo action is bigger than ever as THQ returns to the ring with a vengeance.



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LORD OF THE RINGS

WCW/nWo: World Tour was such a hit when it was released last November that neither its success nor the black-and-blue dent it made on fighting and wrestling games has stopped swelling. A year later, THQ introduces the follow-up, WCW/nWo: Revenge, an improved version bulging with more features, including 50 licensed "wrestlers" plus managers who cheer ringside. Two of the best features are the ones that make the game closer to the televised experience: instant replay and the "infruskin" option, an unpredictable feature that allows other wrestlers to run down the hallway midmatch to come to the rescue of a fending friend.



FOLLOW ALONG AT HOME

Wrestlers change their affiliations as often (we hope) as they change their sweaty spandex. You could very well tune in to Monday Nitro and discover that some WCW wrestler is now in the nWo. If you're following along at home, you'll have the option of adjusting the costume



Costume Change Mode will allow you to change a wrestler's outfit from WCW to nWo or to 88 other possibilities.

READY TO RUMBLE

If there was ever a game for the Rumble Pak, it's WCW/nWo Revenge. With over 300 moves, new weapons hidden in the bleachers and more space to fight (wrestlers can now duke it out in the entryways leading backstage), this game will take it all on the bigger scale.



MODES OF REVENGE

Why wait until Monday night or Friday night to see your favorite wrestling event on cable? WCW/NWO Revenge features six rings based on actual pay-per-view venues, Monday Nitro, Souled Out, Super Brawl, Bash at the Beach, Halloween Havoc, and Starrcade. To further add to the realism, the game features a caricatured version of official WCW ref Mark Cuth.

WRESTLEDOOM

ACTUAL PAY-PER-VIEW VENUES



CHAMPIONSHIP

To win a belt, you'll have to emerge victorious from Championship Mode. The competitions feature a ladder of nine fighters and contain three wrestling titles that offer scars, wrestlers and modes to the titleholder. Until then, you must battle through the U.S. Heavyweight, Cruiserweight and Tag Team competitions.

U.S. HEAVYWEIGHT

In the U.S. Heavyweight competition, wrestlers will have unlimited time to settle their fight, and the winner of the title will be able to access the World Heavyweight competition.

CRUISERWEIGHT

Cruiserweight operates under the same rules as the Heavyweight bouts. In this mode, the titleholder will unlock the TV Champion mode as well as a secret brawler rumored to be a member of Raven's Flock.

TAG TEAM TITLE

In the Tag Team Title, wrestlers will be able to take turns in the ring, and a brawler will have ten seconds to free his partner from a submission hold or pinning situation.

WORLD HEAVYWEIGHT

First the U.S. Heavyweight title, then the World! If you win the U.S. Heavyweight bout, you'll open the World Heavyweight competition and a chance to access Roddy Piper.

TV TITLE

By winning the Cruiserweight belt, you'll be able to access the 13-minute TV Title bouts. Those who sweep up the TV Title will unlock the WCW's Rawson.

EXHIBITION

If you'd rather not play through the Championship ladder or vie for a belt, enter the Exhibition Mode. In this competition, you'll be able to set your own strength and assign CPU control to all wrestlers so you can sit back and watch the bout unfold as if you were watching an actual televised event.

SINGLE MATCH



If nine fights are too much hurt for you, enter a Single Match. Since the title won't be on the line, the only thing you'll have to lose is pride.

TAG MATCH



In Tag Match, as well as Exhibition Mode's Single Match, you'll be able to adjust your wrestler's strength to very the challenge.

SPECIAL MATCH

For extra challenge, WCW/NWo Revenge offers the Special Match. In this mode, you can have an all-out slugfest with Battle Royal, where four men fight at the same time, and up to 40 wrestlers rotate into the ring as replacements. In Special Match's Handicap Mode, you can arrange a 2-on-1 or 1-on-2 battle.

BATTLE ROYAL



In Battle Royal, it's every man for himself as your wrestlers fight at one time to see who can be the last man standing out of 40 possible contestants.

HANDICAP MATCH



WCW/NWo can be a four-player game, but the Handicap Match provides three-player action, with any combination of CPU and human-controlled fighters.

THE COMPETITIVE EDGE

WCW/nWo Revenge is mostly pleasurable since the combat sequences don't vary from character to character. Instead, the moves vary, depending on which wrestler you're using and where he's standing in relation to his meal.

SPIRIT METER

The better the show you put on for your audience, the higher your spirits will be, and the better chance you'll have at pulling off your signature move. Taunt your foe by flicking the Control Stick to please fans and raise spirits.



FIVE "SPECIAL" ATTACKS

WCW/nWo Revenge features over 300 moves. Despite the number, the moves are manageable since they fall into just a few categories. All wrestlers have different strengths and weaknesses, but not all will have a move from all categories.

Forward grapple moves

Rear grapple moves

Near-the-turnbuckle moves

On-top-of-the-turnbuckle moves

Turnbuckle throws



To follow off 50 moves, most unique to the three main wrestlers, each wrestler will perform the moves in his own way, and some wrestlers may not be able to perform some moves at all.

RAVEN

To perform a strong grapple, hold the A Button when you're next to your opponent.

To drag him while he's in your grasp, use the Control Pad while holding A.



A Button hold

LOLOI

The strong attack will vary from wrestler to wrestler, but the button you use will always be B. Hold it to perform an attack that knocks your opponent off his feet.



B Button hold

RIGGS

To run so you can sling-shot yourself off the ropes, press the bottom C Button. If you press it while you approach the turnbuckle, you'll climb onto the post.



Down C

SICK BOY

Tap the L Button to dodge your opponent's grapple. The button will also allow you to turn the tables on your assailant by letting you retaliate with a countergrapple.



L Button

REESE

For some moves, wrestlers will take a step back before striking. If you catch them lunging back, hit the R Button to block their incoming attack.



R Button

WEAPONS

To nab a weapon, approach the ropes while pressing the top C Button to leave the ring, then approach the audience while pressing top C to grab a chair, bat or stop sign from the audience. Press bottom C to bring it into the ring, then wield it using the B Button.



COMBINATION ATTACKS

Unlike the previous WCW/nWo game, Revenge features a combination system. Tied in to the Spirit Meter, the combo system will allow you to deal out five or ten hits in a row, depending on the status of your meter. Blue indicates low spirits, while red indicates high. Be warned, the meter will display "Special" to indicate that you're able to execute your signature move by holding the A Button while moving the Control Stick.



If your spirits aren't maxed out, hold the A Button to cagole, then push Down on the Control Pad while hitting the B Button to perform a 5hit combo.



To squeeze in ten automatic hits, hold the A Button, then push Down on the Control Pad while tapping the B Button when your meter reads "Special".



The E.W.F. is a fictitious league, which is a pity, as it means the wrestling world is lacking a stretch-up, bolted-all-the-way kick-head like Dr. Frank and a brawler with a name as catchy as "Maya Inca Boy". Though the world may have to wait before wrestlers like these pop up in real life, you'll have the chance to try them out with their cool and unapologetic moves.



AKI MAN THO MAN

THO Man will appear after you've selected AKI Man. Pictured on the right, AKI is standing a few steps from his foe in order to execute a weak leg attack.



B Button



SHOGUN

To inflict a quick, weak attack, such as Shogun's flying kick, tap the B Button while pressing the Control Pad toward the other wrestler.

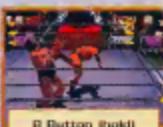


Control Pad Left + B Button



EXECUTIONER

For a stronger attack, hold the B Button when you're close to your opponent. In Executioner's case, it will make the sack-head perform a roundhouse kick.



B Button (hold)



DR. FRANK

Hold the B Button while pressing the Control Pad toward the other wrestler to kick out a strong leg attack, which happens to be one of Dr. Frank's specialties.



Control Pad + B Button (hold)



JEKEL

Not all wrestlers are aces at aerial attacks. To find out, walk toward a turnbuckle while pressing the bottom C Button to climb the post and take a flying leap.



Control Pad toward turnbuckle + bottom C



MAYA INCA BOY

By holding the A Button, you'll perform a weak grapple to set up your opponent for another attack. Follow the hold by pressing the A or B Button.



A Button

The D.A.W. is another boozey league consisting mainly of martial artists decked out in high aerobics outfits. Wrestling was never meant to be pretty, so what they lack in fashion sense, they make up in fighting style. Most are trained in more traditional and less flashy styles of fighting, including sumo wrestling and karate.



HAWK HANA

Like the weak grapple, the strong grapple is a good setup move. Hold your toe as long as you can, then follow with another attack, like a quick tap of the A Button.



A Button (hold)



KIM CHEE

While performing a grapple, tap the L Button to charge your position so you're grabbing your opponent from behind. Tap L again to vary your rear grapple.



L Button



DAKE KEN

For another variation of the rear grapple, grab your opponent from behind as detailed above for Kim Chee, then hit the A Button to further tangle up your foe.



A Button



BRICKOWSKI

To toss your opponent into the ropes, press the A Button to grab him, then press the Control Pad toward the ropes while hitting the bottom C Button.



Control Pad (toward ropes) + bottom C



MING CHEE

When the ropes fling your opponent back to you, welcome him back by tapping the A Button to leave him into the air and slam him into the mat.

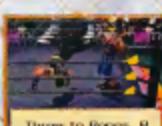


Throw to Ropes: A



HAN ZO MON

If you'd rather leave your opponent standing after he's been catapulted from the ropes, press the L Button to inflict a weak lock or poison attack.



Throw to Ropes: B

The new-ade faction of wrestling, the New World Order, boasts the Guard, Lex Luger, Macho Man Randy Savage, (King of the Ropes), Bryan Adams (still not the singer) and, of course, Hollywood Hogan. If you can win all nine rounds of the U.S. Heavyweight competition, you'll unlock the year's hidden nWo wrestler, Curt Henning of the nWo White division.



HOLLYWOOD HOGAN

Knock your opponent to the mat, then rattle him with a node wake-up call by tapping the B Button like a striking attack, like Hogan's flying elbow.



GIANT

Your possible attacks will change depending on whether your downed rival is lying on his stomach or back. To flip him over, press the left C Button.



BRYAN ADAMS

Bryan Adams wants to inflict more damage than cuts like a knife, so he's picking up the man he's just knocked down. Press the R Button to make an opponent stand.



SCOTT HALL

Some fighters, like Scott Hall, can floor others, then follow with a submission hold. When your rival is on the ground, stand at his head, then tag the B Button.



SCOTT NORTON

To add more power to your power-bombs, bounce off the ropes to build momentum. Head toward the ropes, then press the bottom C and attack when you feel your rival.



BUFF BAGWELL

If the going gets tough, get going by exiting the ring. Approach the ropes while pressing the top C Button to leave. Repeat the process to return.



ERIC BISCHOFF

When using Select Night Moves, you can perform a running attack after you've launched yourself from the ropes. Tap the A Button to deliver the blow while charging.



Bottom C + Control Pad, A



SCOTT STEINER

To give the audience a better view of the bout, bring the action outside of the ring by hopping the ropes, then pressing the A Button to drag your opponent out.



A Button, Away Leg of Opponent



KEVIN NASH

Grapple, then push Down on the Control Pad while pressing the B Button to slam your toe into the mat. When Nash does it, he'll end up on the ground, too.



Grapple + Down, B



STING

If your opponent is behind the ropes while standing on the edge of the ring, introduce his face to the turnbuckle by tapping the A Button, then the bottom C-Button.



A Button + Bottom C



LEX LUGER

During the crossover in Tag Team Mode, let your partner get in some cheap shots by grappling your rival and pressing the B-Button twice to grab his arms.



Grapple, L-Button, L-Button



MACHO MAN RANDY SAVAGE

By pressing the Control Pad Up while hitting the B-Button, you can throw a grappled fighter over your shoulder. You may have to grapple from behind to do it.



Wrist Grapple (Backhand), Up + B



KONNAN

To block, hold the R-Button. In this defensive stance, you'll be able to deflect most attacks, except for grapples, which will still end up with you.



R-Button





JIM NEIDHART



JIM NEIDHART

In a tag team or Battle Royal situation, you'll focus your energies on one fighter. To shift your attention to another wrestler, tap the right C Button.



BRITISH BULLDOG

Even if you're on the other side of the ropes, you can attack the other wrestler. When he's within reach, press the B Button to execute a weak attack.



GLACIER

In wrestling, bones and rules are meant to be broken. To shatter both, grab a weapon from audience members by approaching them while tapping the top C Button.



VAN HAMMER

Unlike WCW vs. nWo World Tour, wrestlers can now bring their weapons into the ring. To reenter the squared circle as an armed man, press the bottom C Button.



YUGI NAGATA

It may take some arm twisting, but convince your opponent to give you a chance to apply an arm lock submission hold. Hit the A Button when your foe is lying face up on the mat.



Right C



B Button



Face Audience + top C



Bottom C



A Button (press hand of opponent)



They can bring a power move down. As you're getting back on your feet, change your assault by holding the B Button, while pressing Up on the Control Pad.



B Button (hold) + Up Control Pad

LAPARKA



LAPARKA

Some fighters, such as Laparka and Sting, begin their fight armed with a weapon. Press the B Button to use it. As soon as you're hit, you'll lose your weapon.



STEVIE RAY



STEVIE RAY

In Championship, you can be outside of the ring for 20 seconds at a time. Press the bottom C Button to quickly slide into the ring before time expires.



CHRIS JERICHO

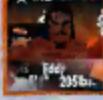


CHRIS JERICHO

Fighters can take it outside of the ring and into the entrance walkway. To slow your opponent's return to the ring, throw him down the walkway.



EDDY GUERRERO



EDDY GUERRERO

When the rumble begins, land the first hit by holding the B Button. With your strong attack, you'll start things off smashingly with a flying elbow.



Bottom C, B Button

PSYCHOSIS



PSYCHOSIS

The strong attack will vary from wrestler to wrestler. Lightweights will use their legs for one attack, which may take longer as they're not on their feet.



B Button (hold)

REY MYSTERIO JR.



REY MYSTERIO JR.

Lighter wrestlers, like the acrobatic Rey Mysterio Jr., are more agile and able to perform more devastating aerial attacks and turnbuckle jumps.



Top C Button

PLAYERS

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COOL TEST

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Hot on the heels of its summer box-office success, Disney's Mulan makes a smooth transition from winning film to Game Boy. With six challenging levels of play and an enormously popular heroine, Mulan hits the small screen.

Disney's **MULAN** TM

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The Timeless Tale



As the game begins, the forces of the evil invader Shan Yu are already swarming over China's border. To keep her ailing father from having to fight, Mulan disguises herself as a man and goes off to represent her family in the Imperial Army. The game's six action-filled stages tell the rest of her tale and infuse some humor into the story line along the way. Only THQ could make a game that features both full-speed snowboarding-action and a bit of modest skinny dipping!





Training

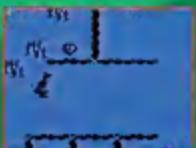
In the last chapter of this unfolding fable, Mulan, pretending to be the young soldier Ping, has already enlisted in the Imperial Army. But before she heads off to battle, she'll have to prove her mettle to Captain Shang by getting past the army's perilous obstacle course in one piece.

Hit and Hustle



To best the pop-up posts, keep your distance, pelt them, then run—don't walk—past each fallen post.

Have a Heart



Each of those beating beauties will completely refill one of the five hearts that make up Mulan's health meter.

Pelt The Poser



This big show-off is easy to beat. Keep tossing rocks at the fleshy fighter until he finally takes a fall.

Upward Mobility



Before trying to reach the arrow at the top of the pole, grab the climbing aids that are off to the right.

The Lake

- Pillar
- Checkpoint



Start

Midnight Swim



After a long day of drills, Mulan decides to go for a late-night dip. Unfortunately, the rest of her platoon has had the same idea. Can you guide Mulan across the lake without bumping into her male buddies?

Take a Dive



Holding down the B button will duck Mulan for about two seconds, allowing her to pass right through her pals.



Avalanche



By triggering an avalanche during a battle with Shan Yu's brigade, Mulan not only defeats most of the Emperor's foes, but also puts her own platoon in a perilous position. Using a shield as a snowboard, Mulan must take a dangerous ride in an attempt to save Captain Shang from an icy demise.

The Buried Baddies



Steer clear of any circular cracks on the snow's surface—they might be hiding members of Shan Yu's brigade.

The Mountain

Start



Finish



Hot Pursuit



Mulan has saved Shang, but she has also revealed her true identity. Abandoned by her fellow soldiers, she now has no choice but to go down the mountain on her own. Little does she know that Shan Yu's minions are waiting for her on the peak's icy ledges.



Kneel to Navigate



While standing, you won't be able to see below your ledge. Crouch down to spot a safe place to land.

Lying Low



Shan Yu's falcons seem to be rock-resistant, so just crouch down until they've cleared the area.

Slippery Slope



Press Left on the Control Pad during your third and final leap while sliding down the first icy slope.



Marketplace



Surviving the ambush on the mountain-side, Mulan makes her way through the Imperial City's marketplace to warn Captain Shang that Shan Yu and his remaining troops are poised to attack the Emperor. Unfortunately, they've already entered the town and stand ready to stop Mulan in her tracks.

Awning Acrobatics



Holding the B Button while keeping from awning to swing will give you a much bigger bounce.

Imperial Palace



Mulan was unable to muster what's left of the Imperial Army before Shan Yu and his troops stormed the palace. Now the fate of China rests on her shoulders as she makes her way to the top of the royal camp for a final showdown with this seemingly-unstoppable invader.

Collect Firecrackers



The firecrackers that are littered about the palace allow Mulan to stun Shan Yu and his bullies with a single blow.

A Last Big Blast



Lure Shan Yu over to the vicinity of the pile of explosives and use your firecrackers to buck him up and directly onto it. One last firecracker should light the fuse!



The Palace



Start

Finish

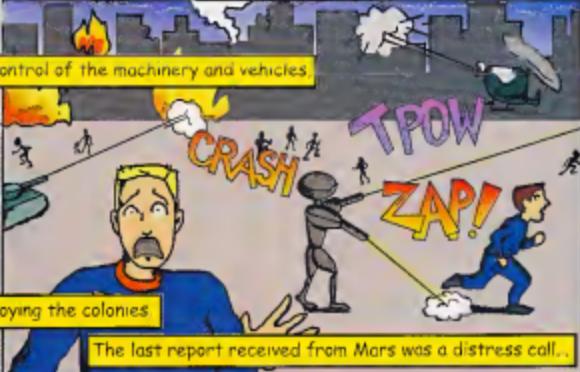


KNIFE EDGE

ROSE GUNNED

BATTLE FOR MARS

At the end of the 21st century, colonists from Earth changed Mars from a barren planet into an livable one.



Meanwhile, on Mars' moon, Phobos...



YOUR MISSION: TO RESCUE ANY AND ALL SURVIVORS
TO SECURE LANDING SITES FOR MILITARY AIRCRAFT
TO SEEK AND DESTROY THE VILE ALIEN PROTOPLASM



BUT WILL EVEN THE AWESOME FIGHTING POWER OF KNIFE EDGE BE ENOUGH TO DEFEAT THE INSIDIOUS INVADERS?



WEAPONS TRAINING

As gunner, you will learn to use the various special weapons designed for Knife Edge. While you will have the ability to dodge enemy fire, you are not piloting the craft, so it is not necessary to learn flight tactics. A weapons chart has been provided for you below.

Learn them.
Know them.

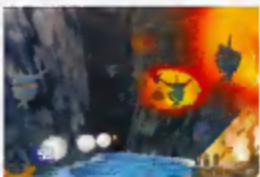
WEAPONS

Vulcan Weapons	continuous firing capabilities
Homing Missiles	can fire up to four missiles at once
Special Bombs	destroys all enemies on screen
Plasma Torpedoes	globes of pulsating energy
Nukes	low yield thermonuclear projectiles
Flaks	shotgun blast-like weapons
Lasers	concentrated shots of energy



They are the key to your survival. Utilize the auto-aim device for accuracy and visibility in poor combat conditions.

Good luck, Lieutenant.
The fate of the Martian colonies is in your hands!



EUROGAMES

Grab your passport and pack a bag, because Nintendo Power has a special ticket for you. It's a "who's who" tour of European N64 developers. Who are they? How did they get where they are? What are they doing on the N64? And where's the loo? Climb on board and you'll learn all the answers. Bon voyage!

NINTENDO POWER TOURS INTERNATIONAL

We'll be landing shortly in Europe—the home of Western Civilization, great art and millions of people who think footballs are round. But more important than this, Europe is also the home of some of the best N64 game developers in the world. Huge European publishers such as Ubi Soft and Infogrames have been hot players in the North American marketplace up until now, but with major hits coming this year, that is bound to change.

In recent years, in France, the U.K., Germany, Norway, Sweden, even on the edge of the continent in Gibraltar. Fortunately, most of their efforts will find their way back across the ocean to North America. Flight attendants, prepare for game check.



WELCOME TO THE UNITED KINGDOM



Welcome travelers. We'll bypass the Tower of London, and Stonehenge, instead taking you straight to the truly important sites here in the U.K.: the game development studios. In this island nation, you'll find more than 40 N64 developers, as high a concentration of game works as you'll find anywhere on the planet outside Silicon Valley. The British tradition of superior programming dates back to the early '80s, when many of today's top developers cut their gaming teeth writing code on primitive Sinclair and C64 computers. Several top companies that we won't be visiting on this trip include Gremlin (DMA), Eurocom, Core Design, Software Creations, Interactive Studios, VIS, and Iguana U.K. Sorry, but there just isn't time to see them all. Ah, we're about to arrive at Rare, the most famous developer outside of Japan. Watch your step now, and don't tease the bear in yellow shorts.

RARE TWYCROSS, U.K.

At the pinnacle of N64 development in Europe (and around the world) sits Rare, which is now a publisher as well as a developer. The Rare hall of fame includes some of the biggest game games in history—GoldenEye 007, Donkey Kong Country, Banjo-Kazooie, Battletoads, Diddy Kong Racing, RC Pro-Am Racing, and Killer Instinct, to name a few. Rare has grown from a small studio housed in a classic brick farmhouse in Twycross to a multinational company with two hundred development people now employed in Twycross—and a marketing subsidiary in Florida. Notice all the shiny Lalises and Mercedes in the parking lot. They've earned 'em!



Rare, still based in Twycross, remains Europe's one of the top developers and publishers in the world.

IN DEVELOPMENT

Rare's mastery of game design and the technology of the N64 is unsurpassed, except by Rare itself. It is a matter of pride with Rare development teams that every new title raises the standard of quality even higher than that set by the previous Rare game. With premier titles on the way such as Twelve Tales: Conker 64, Jet Force Gemini and Perfect Dark, it seems as if Rare will continue to lead the European invasion for the foreseeable future. Now, put down that SCI and get back on the bus.

EUROSPEAK

WE ASKED SOME OF THE MOVERS AND SHAKERS IN EUROPEAN GAME DEVELOPMENT WHAT THEY THOUGHT MADE THEIR CONTRIBUTIONS UNIQUE IN THE GAMING WORLD.

HERE'S WHAT THEY HAD TO SAY.

NP: What considerations, if any, do you make for foreign markets when designing a game?

Brian Baglow, DMA

At DMA we try to design games that will have universal appeal. We don't do games that are licensed characters or sports titles, both of which can be very localized. Instead, we try to design "toys" that are fun to play with and give people fun things to do with them. The more provincial aspects of our games—the chipmunks sleep and the thousand odd little parts—are something that the rest of the world will just have to keep up with as best they can.

Julian Egglebrecht, FACTOR 5

We started planning the European and Japanese localizations of *Ronin Squadron* right from the beginning. All the text on the screen is prepared to be translated, and due to the very good and fantastical art work of LucasArts' international department, we just German, Italian, French and Spanish texts very, very quickly.

Xavier Shin, INFOGRAPHICS

At Infographic, we have a very diverse base of heroes. There are three kinds of heroes in the video game world: European heroes (Tintin, the Smurfs, Asterix), American heroes (Superman, Mickey Mouse, Bugs Bunny) and Japanese heroes (Dragon Ball, Mario). Europe likes them to be caring and curious. Japan likes them to be cute or with very high moral values, and the USA prefers them strong or funny.

Philip Oliver, INTERACTIVE STUDIOS

I believe that the kind of game we make has universal appeal. Look at games such as Mario 64, Wario Ware, Zoida—these are very universal, and this is the kind of game we want to produce. With *Glow*, we believe it will have universal appeal.

Spokesperson, RARE

I don't think we make any considerations. As a company, we try to appeal to a worldwide market rather than just concentrating on individual markets. The best games should appeal to everyone throughout the world, rather than just singling out individual markets.

Eric Cean, TITUS

We always consider all of the "western hemisphere" as our primary target. We never develop something only for one particular country. Sometimes one of our products is more appreciated in a certain country like what we anticipate with *Superman N64* in the U.S., but it is really a consumer's decision.

ARGONAUT

LONDON, UK

The largest entry in Argonaut's portfolio, until now, was Star Fox for the Super Nintendo. Hardware and software designers from Argonaut worked closely with Nintendo to develop the FX chip that was used to power the 3-D graphics in the original Star Fox. Argonaut's founder, Jez San, continues to push the frontiers of both hardware and software with separate divisions within Argonaut. The most curious thing about Argonaut is the half-live, half-plastic plant in the reception area. We recommend staying well clear of it.

IN DEVELOPMENT

Another veteran of the Star Fox project, Carl Graham, is heading up the Buck Bumble team. We asked Carl if there was a theme that his games shared with Mr. Miyamoto's games. "The idea of fair play is very important in my games as well as in Mr. Miyamoto's games," he told us. Buck is full of nooks and hidden surprises. You'll play the role of a heavily armored bee and you'll have a lot of exploring to do. For a closer look, see this month's preview.



The Argonaut team has filled Buck Bumble with humor, cool weapons, and one of the best soundtracks ever.



Wipeout 64 sets the record for speedy development.

PSYGNOSIS

LIVERPOOL, U.K.

Home on the windy west coast of Great Britain lies Liverpool, once one of the great shipping centers of England. Much of the heavy industry is gone today, but the city has rebuilt itself around hi-tech companies and Lemmings. Psygnosis got a big break with the captivating action/puzzle game from DMA, which appeared on virtually every gaming platform. More recently, Psygnosis has been concentrating on PSX development. Since Sony holds a major stake in the company, even so, Psygnosis continues to chart an independent course, and its new compass setting is aimed straight at the N64.

IN DEVELOPMENT

You'll notice lots of wonderful character art on the walls here in the Extreme-G 2 development office, which seems strange for a game featuring motorcycles instead of people. The game's producers explained that they've learned a thing or two from last year's version. For instance, they learned to add more playable tracks, better handling and a super- or four-player mode that uses futuristic battle tanks.

The field for futuristic racers may be crowded this year, but Probe is working hard to make Extreme-G 2 the standout choice. Graphically, it should take the checkered flag, and with more than 30 tracks, it should have the edge in variety, as well.

IN DEVELOPMENT

New to the N64 platform, the Wipeout 64 team has stunned everyone with the speed of development of their game. Begun in February '98, Wipeout 64 was a month away from being completed when we visited in July. The average development time for N64 games is closer to 18 months. And yet, the game looked terrific and fell into smooth and fast. The game's producer explained that Wipeout 64 isn't just a mix of the best parts of the previous two Wipeout games for the PSX, but that it's an entirely new game for the N64 that uses several of the best elements of the first games. Take a look back at last month's preview in Power for the full picture.



BIENVENUE EN FRANCE



Here in France, you might expect to take in great works of art or a mouthful of snails. Think again. We're here to see the real France, the France of avant-garde N64 games, striking graphics and characters so hip that torsos are considered gauche. The

French development community is the second largest in Europe after the U.K., and it's expanding rapidly. Smaller companies such as Titus are growing like magic beanstalks while giants such as Infogrames have offices and studios around the world. At the heart of all of the games you're about to see is a dedication to highly original graphics and creative play that seems to mark the "French Style."

PSYGNOSIS

PARIS, FRANCE

Just down the street from the massive Arc de Triomphe at the end of the Champs-Elysées you'll find a new symbol of French strength—the Paris offices of Psygnosis. Here in Paris, a small team of 15 programmers, designers and artists is creating one of the most intriguing N64 games for the first half of 1999. O.D.T.

IN DEVELOPMENT

O.D.T.—Or Die Trying—is shaping up as an adventure game that borrows from the RPG and action genres. Recently, we met with O.D.T.'s producer, Jean-Baptiste Bolcato, to learn more about this game. He began by relating O.D.T.'s story, which involves a space crew that is sent out from a plague-ridden earth to find a cure. The ship crashes into a massive flower on another world, and several crew members are captured by

natives. The player must choose one of the remaining crew members to go after the kidnapped people and find the cure to earth's plague. The tower consists of eight levels, each with 10 to 15 sectors. The character you select will have strengths and weaknesses in three constitution categories: armor, weapons, and spirit or spells. How you play the game—meeting the challenges, solving the puzzles, and defeating the enemies—will depend on the character you choose.

We asked Jean-Baptiste to name the most important elements in the game. "Sound is fifty percent of the experience," he stated surprisingly. O.D.T. features a rich background of ambient sounds, voice and music. It's scheduled to be released in February of '99.

Psygnosis got its motion-capture data from three stuntmen and a female gymnast. The actors were reflectors that were monitored by sensors as they performed their actions. After optimizing the mo-cap data, Psygnosis added the wireframe skeletons of the game characters to the mix, creating dense, tight and tight motions for O.D.T.



EUROGAMES

NP: Do you think there is a European style or sensibility in video games? If so, please describe it.

Brian Baglow, DMA

One huge range and variety of games produced by European developers means that it's very difficult to isolate any sort of "style" that's specific to Europe.

Julian Eggebrecth, FACTOR 5

European studios are very good Japanese and US studios—and by our own sensibility for design, European games tend to be a bit more on the fashionable "hip" side. Of course—with Star Wars there is the overall design and groundwork laid out by George Lucas and hundreds of other people who worked before in the Star Wars universe, but we think we have our own style of interpreting it and bringing it to the screen. If you look around, play Rogue Squadron compared to Star Wars: Episode I, both games have a certain "look" which is very different from each other—and I attribute a lot of that to the amount of Europeans on the project.

Xavier Shon, INFOGRAPHES

We like to do things that are unexpected—events. Our current game, for example, tells the story of a Star Jumper in a space circus. When you do a game with that kind of story to help you to develop very original game play.

Richard Kay, Independent Developer

When you look at the European style, it's very similar to that of the Japanese market. The Japanese are not that keen on fight simulations, and that is increasingly true of the European market. The European market accepts more readily cutting type characters, such as Mario and Sonic, whereas the US market prefers a much harder, not-so-cute style.

Spokesperson, RARE

Each company tends to have their own individual style or signature as opposed to there being a European style—perhaps this is a question better posed to a non-European?

Paul Hibbard, SOFTWARE CREATIONS

It's a cliché, but how can you not take ourselves too seriously—appreciate the design content, which appeals to the younger audience more easily. I difficult to describe the style exactly, because it consists of so many small decisions in the implementation of the graphics and programming.

Eric Ceen, TITUS

Except for a few, like *Postal* in the US compared to *Postal 2* in Europe, there's not really a big difference. Over the past year, I've been impressed by European and Japanese games rather than American games. The last American game to impress me on the N64 was *Turok*.

NP: What are the biggest strengths of European developers?

Julian Eggebrecht, FACTOR 5

Europeans are generally more willing to explore the hardware deeper and get the maximum performance and maximum effects out of the machine. Due to our history of quadra-4-Bit computers in the 1980s, European programmers are more accustomed to extracting their costs out.

Xavier Shon, INFOGRAPHES

It depends on the country. French developers are strong in strategy games. The English are able to make wonderful action and simulation games. French people are more focused on character and adventure games and, strangely, they are also doing some very good racing games.

Spokesperson, RARE

Firstly, the UK home computing scene is the early 80s Sinclair Spectrum. Commodore 64, Acorn etc., when people were singlehandedly writing games to their keyboards and having a great deal of success with them. This led to such a large cognitive creation of talent and interest in this field. Secondly, the weather! It keeps us inside for a lot of the year producing the games you see instead of chasing after more sensible, outdoor activities.

Eric Caen, TITUS

Some of the best console video game developers are extremely good with game play. Like Rare and Titus, and there's a lot of brilliant graphic talent in Europe!

NP: What special capabilities does your company bring to N64 development?

Julian Eggebrecht, FACTOR 5

We hope that we set a new standard in sound. We want to prove with *Ronin Squadron* and our other projects that the N64 can do fantastic interactive technical sound in addition to the many features that you can do on a cartridge system.

Philipp Oliver, INTERACTIVE STUDIOS

With old and new ideas. First, many would ensure this by saying their technical expertise, but whilst our company here, we aim to progress games through creative ideas, not technological advances. Let's face it, it won't be long before "If you can think it, the computer can do it." Some are the days when we design games around technology.

Spokesperson, RARE

I think everyone at Rare loves video games, and they are all trying to better their last game by producing something that is truly outstanding in that genre. As a company, we pride ourselves on not allowing a game to be released until we are 100% happy with it. I also think this is what makes Nintendo's strategy different from many of the other software publishers. So you can guarantee that this kind of care and attention will be given to our forthcoming titles: *Jet Force Gemini*, *Perfect Dark* and *Twelve Tales of the Castle*.

INFOGRAPHES PARIS, FRANCE

One of the biggest publishers and developers in Europe is Infographes. Surprisingly, until now, Infographes has been a minor player in the North American game market. That has all changed with the acquisition of Ocean and Mission Impossible. In the first few weeks after *M1* went on sale, it was virtually sold out. We're making a splash of its own for puzzle fans. Suddenly, Infographes is a player in North America.

IN DEVELOPMENT

The first few titles due for release will be Starshot, titled *Space Circus* in North America, and V-Rally, a racing game. *Space Circus* features some of the most colorful and comical 3-D characters ever seen in an action game. Xavier Shon, one of the creators of *Space Circus*, explains how the juggling hero came to be. "With *Space Circus* we tried to build a character who would have everything, so everybody would like him. He is smart, good, looking and funny. He is the

Look for lots of comic action in Infographes' line of *Space Circus* and five *Looney Tunes* games.



power to throw and juggle with explosive stars." The universe of *Space Circus* is filled with 300 innovative characters in seven cartoon worlds. Infographes has also begun work on five cartoon-oriented projects based on *Looney Tunes*: *Space Race*. Apparently, humor and creativity translate well from French to English.

TITUS PARIS, FRANCE

Titus recently moved "out of" its old neighborhood, where founders Eric and Hervé Caen grew up, to a new facility just outside Paris. In just the past year, *Titus* has expanded its Paris office and purchased a U.S. developer named Blue Sky and a U.K. developer called Digital Sim. All the expansions needed to move on to an ambitious production schedule of N64 and Game Boy titles.



Superman for the N64 will include a large chunk of downtown Metropolis

IN DEVELOPMENT

A smaller memory size doesn't always translate into a smaller game. *Titus* manages to pack a lot into 32- and 64-megabit Game Pak. Rob Stevens, chief programmer at *Titus*, hopes to pack *Roadster's '98* with every two-seat convertible in the world. As for *Superman*, the iron of steel is finally nearing completion and should appear in the sky in November. Some of that new development muscle will be targeted on two Xena: Warrior Princess titles for the N64. On the Game Boy development side, *Quest for Camelot*, *Titus Jr.* and *Roadster's '98* are set to become some of the first Game Boy Color titles.



UBI SOFT MONTREUIL, FRANCE

What do farm products have in common with video games? The parent company of Ubi Soft distributed both, in France. First came the fertilizers, then someone had the bright idea of using the same distribution network to get computer and video games to market. The unlikely outcome is that Ubi Soft has become one of the major publishers of video games in Europe. In addition to its own games, Ubi also distributes major American titles in Europe, such as Star Wars games from LucasArts. Here in North America, Ubi Soft is known mainly for Rayman, but that is about to change in a major way with four exclusive N64 titles due to be released this year.

IN DEVELOPMENT

Buck Buckle is one of the coolest action games of the year, and you can read more about it in this month's preview. Other games in the works are S.C.A.R.S., an F-1 racing title, and a tennis title. The two

biggies-Tonix Trouble and Rayman 2-can both be categorized as 3-D platform games with unusual heroes. Rayman 2 is in development at Ubi's main office outside Paris in Montreuil, while Tonix is in the works in Montréal, Québec, along with Hypo-The Time Quest, a knightly adventure based on Playmobil toys from Germany and scheduled for release in North America in the first quarter of '99. Surprisingly, the Playmobil game doesn't feel like a game for young children. It is an adventure with an extensive inventory and lots of sword fights. "Playmobil is even deeper," reports Benoît Calameau, Playmobil project manager. "We read reports about people all over in Germany buying Playmobil figures and accessories. It's very hot stuff." Could Playmobil crap be the next big fad in North America?

Ubisoft uses a mix of in-house development and secondary-party studios such as Argonaut in the U.K. to deliver a wide variety of imaginative, action-based gaming for the N64.



BOARDING CALL

It's time to head back home, so please take your seats and turn off your Game Boys until we're at cruising altitude. As we leave Europe and head west, keep in mind that N64 Game Developers can be found everywhere around the globe, from Japan to Europe and from North America to India. Every month seems to bring new studios into the N64 family. This melting pot of developmental talent will result in more creative, entertaining and innovative games as people from many cultures bring their own, unique perspectives to the world of N64 gaming. We hope you enjoy your return flight. Auf Wiedersehen. Hasta luego. Ciao. Au revoir. Goodbye for now.

EUROGAMES

NP: Can you relate any incidents that took place with regard to a recent N64 development project that might only have taken place at a European developer, as opposed to a Japanese or American developer?

Brian Baglow, DMA

The following problems occurred recently that you just KNOW would never have cropped up at an American or Japanese developer. How do we fit our cruelty to animals into Silicon Valley? Do we want more jokes centered around pop? There are many herbaceous businesses in the game—should we have more? In fact, I expect the problems we've had should we increase the total number of insects who can have half-life since it's so much fun watching them turn into zombies? Should the small green spiders scream pitifully as they run around on the floor being shot? Even though they are evil, undead killers, is it right to have zombies with a combine harvester? It made us laugh—in the end that was good enough.

Xavier Shon, INFOGRAPHES

In fact, we are the only ones who can do this. We are developing games based on American heroes. At Infographes we have done *Mission: Impossible* and now we are working on *Five Loosie Tires*. No.

Julian Eggeborechts, FACTOR 5

Every developer has its own way of doing things. If they want to get something right, and they really care to extremes. In *Rogue Squadron* with the U.S.A. Since the sky is an important element in a flight game, we tried out dozens of approaches to get this right. We had a fantastic artist from LucasArts working on these for months, but the skies on the N64 never looked as good as on his original canvas. I guess, most others would have given up after a year, but we kept on fighting with the problem and finally, six weeks before the interim version, we found a way to get the sky textures absolutely perfectly reproduced in 16 million colors. I guess this is why European...

Philip Oliver, INTERACTIVE STUDIOS

We all went in fancy dress to Warwick Castle for a Banquet to celebrate the compilation of *Glow*. We had several knights, a Maid Marion, Robin Hood, Friar Tuck, and an alias. Bit odd that I was her, but as he argued, why should visitors to the castle avoid medieval times?

Spokesperson, RARE

You should always make time literally when out to carry house to *Abby de Zouch*, which would clearly never happen in Japan or America because it would be far too expensive for them to fly over to *Abby de Zouch* for a carry.

Train for an exciting career
in janitorial services.

Ed

TONIC
TROUBLE

Get ready to mess with it.



KNIFE EDGE

Nose Gunner

YOU'RE ON THE EDGE OF DESTRUCTION!
YOU'VE GOT MISSILES, CANNONS, PLASMA
TORPEDOES, AND NUCLEAR WEAPONS.

YOU'VE BEEN GIVEN EVERYTHING YOU NEED TO
DEFEAT THE ALIEN RACE THAT HAS TAKEN OVER THE
MARTIAN COLONIES

EXCEPT FOR ONE THING...

SKILL

KNIFE EDGE

Nose Gunner



KEMCO



Only for
N64



Also on N64:



For more information visit us at: www.JustPlainFun.net

KEMCO

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COUNSELORS' CORNER

► GOLDENEYE 007



HOW DO I PICK OFF THE GUYS BEHIND THE CRATES?

You'll encounter well-defended enemies inside the Silo, Train and Cuba stages. One common ability that's frequently overlooked is Bond's ability to lean around corners and shoot. Using the default Controller setting (11: Honey), hold the R Button and press the left or right C Button to lean. You can also crouch by holding the R Button and pressing the bottom C Button. If you're quick enough, you can pop up, hit an enemy and hide again before he can return fire.



The guards in the Silo are a pain because they'll shoot, duck and hide behind the crates. You'll have to use the same strategy to defeat them.



If you're quick, you'll be able to pop around a corner, hit a target and jump back before anyone can line you up in his sights.

WHAT'S THE TRICK TO CLEARING THE FACILITY IN 2:05?

This daunting task—for 00 Agents only—requires a detailed briefing. If you beat the 2:05 target time in 00 Agent mode, you'll win the Invincibility cheat. As soon as the mission starts, crawl out of the vent and run down the stairs outside the bathroom. Plant a Remote Mine on the crate outside the guard room with the remote door console. Go through the door under the stairs, detonate the mine and switch to your PP7. Eliminate the guard and take his security card. Switch to the KF7 you picked up from the guard and activate the remote door. Dodge the guards as you run for the remote door. And after you clear it, zig-zag down the hall and turn left. Take out the guards in

front of you, run past the rest and look for Dr. Doak in the hallway. If Doak isn't in the hall, restart the mission until you find him there. Doak will automatically give you the Door Decoder the moment you speak to him, so start running for the bottling room the moment you see his speech on the screen. Plant a Remote Mine at the last turn before the bottling room and run past the guards as you set off the mine. Use the Door Decoder to open the door, then switch back to the three Remote Mines that you have left. Start talking to 006, then step away from the tanks and throw a mine between the tanks. If you throw the mines high enough, 006 won't be hurt. Destroy the next four tanks the same way, and use

the last Remote Mine between the final pair of tanks. If everything goes as planned, you'll reach the exit with time to spare. If you still can't believe this can be done, check out our GoldenEye Quick Time Movie cheat at www.nintendo.com.



Your placement of your Remote Mines will determine how fast you make it through the Facility.

► MISSION: IMPOSSIBLE

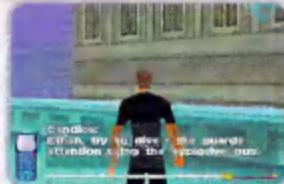


HOW DO I MAKE THE JUMP OVER THE LASER NEAR THE ROOFTOP?

The moment you start the stage, turn left and run for the fence. You'll need to jump over it to reach the walkway below. Turn left again to see a crate next to the fence. Use your Contact Lenses to spot safe places to step between the laser beams. Climb up on top of the crate and jump over the laser beam to the walkway below you. This is an exceptionally difficult jump, but if you run to the edge of the crate and jump at the last moment, you'll land on the walkway.



Use the Contact Lenses to spot the laser beams, or you won't see what hits you.



You must jump at the last possible moment to clear the beam and land safely on the walkway.

HOW DO I CATCH PHELPS ON THE TRAIN?

You don't "catch" Phelps on the train. Instead, to complete this stage you'll need to blow him away as he jumps off. The hardest part of this assignment is reaching Phelps, but there are several well-proven strategies that will allow you to reach your objective. Despite all the action, you must focus on walking slowly throughout the stage. If you walk too fast, you'll draw attention and more men will try to stop you. Eliminate each man as he stands up, then target anyone else who shows up to stop you. Ignore the snipers in the cars and

aim for the drivers. Save your Rocket Launcher for the helicopters at the end of the stage. Once you reach the end of the train, wait until Phelps jumps on the heli-



Make your way slowly to the back of the train, and eliminate anyone who steps in your way.

copter, then quickly use the Rocket Launcher to destroy it. If you hesitate for even a moment, Phelps will escape, and your mission will be a failure.



While it's tempting to use it early on, save the rocket launcher for Phelps and the helicopter.

HOW DO I PLACE THE LAST SMOKE GENERATOR?

While most mission objectives in Mission: Impossible are sequential, here you'll need to assume the identity of the ambassador before you can finish placing all six smoke generators. This will foil the guards at the top of the stairs who are watching every move you make. If you're having problems assuming the ambassador's identity, wait for him to call for a waiter before you give him the drink mixed with the nausea powder. Follow his excellency into the restroom, then knock him out. Select and use the Facemake in the restroom to assume the ambassador's identity. You'll have no problem walking into the elevator

and other restricted areas upstairs when you look like the ambassador. Before you go running off to explore new places, remember to drop the last smoke detector in the vent in the hallway leading left at



Don't do it. The guards will follow you and watch your every move if you go upstairs.

the top of the stairs. Since the guards are interested in your personal safety, they'll spend more time scanning the crowd than watching you stoop down and slide the final smoke generator into the vent.



After you've assumed the identity of the ambassador, the guards will let you do anything.

BANJO-KAZOOIE



HOW DO I PULL NIPPER OUT OF HIS SHELL?

Nipper's beady eyes are his weak spot, but he'll snap you apart if you fail to time your attacks. Jump and use the Rat-a-tat Rap on his mean, green eyes, then retreat and wait for Nipper to stop snapping his claws. You'll be able to jump in and hit him two more times if you Rap quickly each time he stops moving. If you find yourself low on life, lure the Snippet crabs close to Nipper, then Beak Bust them for extra Honeycomb Pieces.



You'll easily jab Nipper between the eyes once, but then you need to time your attacks.



After you've hit Nipper once, wait until his claws stop moving before striking again.

WHAT'S THE BEST WAY TO CRUSH TWINKLY MUNCHERS?

You can use either the Beak Bust or Banjo's Fearsome Forward Roll to keep the Twinkly Munchers in their holes, but you'll need to keep up a steady

pace to be sure that the Twinklies reach the tree. Hit the Muncher closest to the box, then work your way toward the tree. As soon as you bonk the Muncher closest

to the tree, turn around and run back to the hole in front of the present before a Twinkly gets munched. Repeat the pattern until ten lights reach the tree.



Bust or roll into the Twinkly Muncher closest to the present as the first Twinkly jumps out.



Accuracy is everything in this game, so bash the Munchers back into their hole on the first try.



Once you've wasted the Muncher by the tree, run back to the present and do it all again.

WHAT'S THE EASIEST METHOD FOR SWATTING THE ZUBBAS?

Zubbabs are the bees guarding the Jiggy inside the nest in Click Clock Wood. During the summer you can Beak Bust your way into the nest, but you'll have to defeat all ten Zubbabs to

win the puzzle piece. While you could use your Rat-a-tat Rap to defeat the Zubbabs, the easiest way to swat them down is to use up all ten Gold Feathers you've picked up with your Wonderwing move. If the

bees move fast enough, you'll still have a few Gold Feathers left over, but if you find yourself running out of invincibility, resort to using the forward roll or punch to finish off the remaining pests.



If you're an expert player, you can Rat-a-tap Rap the Zubbabs in the nest, but that's the hard way.



The easy way to down all the Zubbabs is to bring ten Gold Feathers into the nest with you.



The powerful Wonderwing will quickly and easily neutralize all ten Zubbabs and earn you a Jiggy.

►LEGEND OF THE RIVER KING

HOW DO I EARN THE RIGHT TO FISH IN FUN LAKE?

To open up Fun Lake, you'll have to catch one of each fish in the game, including the Guardian. Once you've caught all of the fish, you'll see a message that will tell you that Fun Lake is open for fishing. To fish there, just stay at any inn, where you'll be asked if you want to go to this exclusive fishing hole. You can catch any fish in the game at Fun Lake, but as the name implies, this fishing spot is strictly for fun.



Once you've hooked one of every fish in the game, it will be open season on Fun Lake.



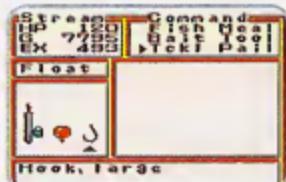
To reach this placid lake, stay at any inn in the game. Could this all just be an angler's dream?

? WHICH BAIT SHOULD I USE TO CATCH THE GUARDIAN? ?

The Guardian likes Worms the best. You'll increase your chances of hooking this whopper if you use a Casting Rod and remember to switch to a large hook. To find this monster fish,

you'll have to locate the Secret Pond in Area 3, a spot the game also calls the Stream. Look for a small pond with a marsh in the middle on the left side of Area 3. You'll have to use your Axe to cut

down the bushes and reach the muddy shores. The Guardian tends to hide out on the right side of the pond. If he slips into the marsh, wait for him to swim back out before you try fishing again.



Worms are the Guardian's favorite food, but you won't hold him unless you're on a large hook.



Use your Axe to cut down a path to the Secret Pond in the middle of the left side of Area 3.



If the Guardian gives you the slip into the Marsh, reel in your line and wait until the fish returns.

In the USA Call:
1-900-288-0707
15150 per minute. Callers under 18
must be accompanied by a parent.

Q&A FAST FACTS

Or write to: Courtship's Corner
P.O. Box 97050, Bellevue, WA 98009-9733

In Canada Call:
1-900-451-4400
16200 per minute. Callers under 18
must be accompanied by a parent.

CHOPPER ATTACK

- Q: How many endings are in the game?
- A: Two. One on Normal and one on Expert Mode.
- Q: When can I buy the secret weapon?
- A: You can buy it just before the final mission in Expert Mode.
- Q: How do I dump the guy on my rotor blade?
- A: Just wiggle the Control Stick until he falls.

IGGY'S RECKIN' BALLS

- Q: Who is the best character to race with?
- A: Iggy is the best overall, but Narie also does well in any situation.
- Q: Is there a trick or a code to get my jump and grapple back for the Hard difficulty mode races?
- A: Nope. That's why it's hard. The only way to win here is to play fair and square and race fast.

FINAL FANTASY LEGEND III

- Q: How do I reach the big hole surrounded by mountains in Pureland?
- A: The hole is actually scenery. You can't go there.
- Q: Is it possible to return to the Past, Present or Future once I'm in Pureland?
- A: No. At this point you'll be almost at the end of the game. There's no going back.

EA
SPORTS

NASCAR '99

**NASCAR '99 FROM EA SPORTS WORKS BOTH AS A SERIOUS SIM AND A TIRE-RIPPING ARCADE RACER.
WHICH WAY WOULD YOU RATHER PLAY?**



SPEED FREAKS

As far as some players are concerned, there are too many racing games. Asking them to count all the racing titles is like asking them to count the grains of sand in a desert. As far as stock car fans are concerned, however, *NASCAR '99* is the proverbial oasis in that selisame desert. As the first stock car racer for the N64, *NASCAR '99* would garner at least some attention no matter what. The game stands on its own merits, however, offering both sim-level driving and arcade-style thrills. Using a host of different options, you can dial up or turn down the realism as much as you'd like. You can run a 500-lap race with realistic handling, damage and official NASCAR race rules, or you can take a few turns around a track with your car tricked out as an invincible, high-speed tank. The game also boasts a healthy dose of authentic NASCAR atmosphere, featuring 31 real-life drivers and real-time commentary from race announcers and pit crew chiefs.





REVIN' IT UP!

The three modes allow one or two players to sample every driver and all 17 tracks in the game, regardless of your skill level or number of wins. Even rookie drivers can experience the heady high speeds at Indianapolis or tackle the twisties at Sears Point. No matter which mode you choose, though, you can bet that it won't be anything like your regular commute!

QUICK RACE

In the Quick Race mode, you're catapulted into a race at random. The computer chooses the track, your driver and your opponents at random. Whether you're an expert racer or a Sunday driver, this mode gives you a quick thrill as well as a good test of your driving skills.

SINGLE RACE



The Single Race Mode allows you to pick your driver and the track. This is especially handy if you're having trouble in the Championship mode. If you can't seem to master a particular track, you can run that race until you get it down pat.

CHAMPIONSHIP

If you've dreamed of running with the likes of Dale Earnhardt or Jeff Gordon, then the Championship Mode is the one for you. As one of 31 top NASCAR drivers, you race through 18 Winston Cup Series events in a fantasy season. Standings are tallied after each race, and the computer also keeps track of your number of wins, best finishes, best lap times and so on.



The first place finisher in each race receives a certain number of points. Each finisher up to number 20 also receives some points. These points are tallied after each race to determine a driver's current season standing.



The driver with the most points at the end of the season, anteriorly, wins the championship. Even if you're not one of the top drivers, you can participate in all the races and continue to the next exciting season.

OPTIONS GALORE

Everything from the rules of the road to your car's gear ratios can be tweaked and tacked. Here are a few of the options that can help you drive straight into the winner's circle.

YELLOW FLAGS: When an accident occurs, all cars form a single line at reduced speed until the wreckage is cleared. You keep your place, but any lead you may have is cut to nothing. You may want to turn this option off, especially during shorter races.



DAMAGE/BREAKDOWNS: With the Damage and Breakdown options on, any system or part on your car may fail at any time because of race damage or plain bad luck. If you're a stickler for realism, keep them on. If they're off, you can smash your way to a first-place finish.



CAR SETUP OPTIONS

You can change your car's setup before any race in any mode. It's no problem finding the mix of acceleration, top speed and handling that's right for you.



TRANSMISSION: A Manual tranny accelerates faster but is tougher to control.

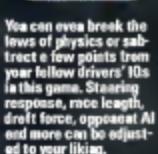


REAR SPOILER: Decrease the downforce on the rear spoiler to increase your top speed. Increase the downforce to improve your handling.

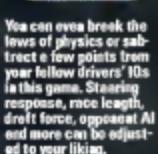
WEDGE: Wedge affects your car's suspension and weight distribution. On tracks with high banks, increase wedge to help stabilize the car in the turns.



TIRE PRESSURE: Increasing tire pressure improves your car's handling and grip but also increases tire wear.



GEAR RATIOS: Low gear ratios add up to better acceleration, while high gear ratios equal a higher top speed.



You can even break the laws of physics or subtract a few points from your fellow drivers' 10s in this game. Steering response, race length, drift force, opponent AI and more can be adjusted to your liking.

DRIVER'S SEAT

All of the drivers are skilled, and any one of them is capable of taking the Winston Cup Series. Here's some info on each driver that may help you choose your championship team.



JOHN ANDRETTI has driven everything from midget racers to IndyCars and has excelled with them all. His versatility is his greatest strength, and you can bet that he'd be a contender on any track.



JIMMY VASSER may still be a relative newcomer to NASCAR, but his climb from 21st overall in 1996 to 11th overall in 1997 is significant. He may be the proverbial dark horse in your fantasy season.



JEREMY MAYFIELD was the late bloomer of 1997, running much stronger in the second half of the season than the first. There's a good chance this momentum will carry over into a new year.



Often paged as one of the "young guns" on the circuit, **JEFF MARTIN**'s record is as good as any veteran's. With three wins and a 4th-place finish overall in 1997, this young gun is aiming high.



1997 was a season of both highs and lows for **MIKE SKINNER**, who racked up seven top-10 finishes and nine finishes at 34th or worse. A new season may be just the thing to fire him up.



In real life, **RICKY CRAVEN** is no longer the driver of the No. 50 Budweiser Chevrolet, but in your fantasy season, his determination could add up to more than a few top-10 finishes.



DALE EARNHARDT has won seven Winston Cup titles and nearly every other title available to drivers in his class. Have no doubt that "The Intimidator" is still a force to be reckoned with!



BILL ELLIOTT enjoyed something of a comeback in 1997, posting no wins but doing well enough to place 11th overall for the season. Another top-10 season could be on tap this year.



In 1997, **JEFF GORDON** won his second Winston Cup and became only the second man in history to win the "Winston Million" prize, solidifying his place as one of the foremost drivers in NASCAR today.



Like Ricky Craven, **MARK MARTIN** is no longer behind the wheel of this car in real life. His rookie year with the No. 86 Caterpillar Chevy was promising, however, with 27 starts.



BOBBY HAMILTON JR. is a solid veteran who can likely give you several top-10 finishes in a season. It would take some work for him, however, to record a top-10 finish overall.



ERNEST IRVAN's comeback in 1997 included a win at Michigan International Speedway, the site of his devastating 1994 crash. He placed 16th overall last year, but his determination came in first!



KENNY IRWIN JR. has won Rookie of the Year awards in three different racing series, and he's definitely a contender for that same title in your fantasy season.



For **DALE JARRETT**, 1997 was a benchmark year. He extended a winning streak begun back in 1996 and posted numerous career highs, making him one of our top championship picks.



For solid, consistent performance, you could do worse than **KENNY LARINTE**. He posted a career-high 7th overall in the 1997 standings and racked up at least one win in each of the last three years.



TERRY LABONTE was the 1996 Winston Cup champ, and he seemed poised to repeat his success in 1997. A late-season slump robbed him of the cup, but he should be right back in contention this year.



STERLING MARLIN is leaving the No. 4 Morgan-McClure Chevy for the No. 40 SABCO Chevy, but he'll be bringing a terrific 1997 record along with him, including two top-five finishes at Daytona.



MARK MARTIN posted back-to-back wins at Sears Point and Talladega last year and finished just 29 points behind series champ Jeff Gordon. He's definitely a contender and not a pretender!



JEREMY MAYFIELD has improved every year of his short NASCAR career, and despite the fact that he has yet to post a Winston Cup series win, he would do your racing team proud.



Like Jeremy Mayfield, **KYLE PETTY** is regarded as a terrific driver despite not having won at this level. His five top-five finishes and eight top-10 finishes in 1997 are a testament to his skill.



STEVE PARK was sidelined earlier this year by injuries suffered in an accident, but that won't keep the 1997 Raybestos Rookie of the Year down for long.



As the son and grandson of stock car legends, **KYLE PETTY** has quite a legacy to live up to. This strong, consistent performer promises a good run in the No. 44 Hot Wheels Pontiac.



RICKY RUDD has the distinction of posting at least one win per year in 15 consecutive seasons. It's tough being an owner/driver, but he shows what dedication can accomplish.



Like many others, **KENNY SCHRADER** won sprint and midget car titles before moving to stock cars. His first year with new team owner and crew chief Andy Petree put him in the top-10 overall for 1997.



Moving from the Craftsman Truck series to the Winston Cup series was a significant step on **MICHAEL SKINNER**'s 20-year climb up the racing ladder. This veteran "rookie" improves with each year.



BUTCH STRICKLIN has seen a lot of change in his career. In real life, he has since moved from the No. 31 to the No. 96 Caterpillar Chevy, but no matter the ride, count on him to drive hard.



What Cal Ripken is to baseball, **RICK STRICKLIN** is to motorsports, posting more than 1,200 wins in various series before becoming the Winston Cup Rookie of the Year in 1989—at age 41!



Like his older brother Rusty, **KENNY WALLACE** has a penchant for short tracks. He started sixth or better five times on short tracks in 1997. He also picked up his first two Busch Poles last year.



RUSTY WALLACE is a perennial contender, having won the Winston Cup Series championship in 1983 and finishing each of the last four seasons somewhere in the top 10.



When it comes to NASCAR, three-time Winston Cup champ **DARRELL WALTRIP** has "been there, done that." That doesn't mean he doesn't want to do it again, though!

MICHAEL WALTRIP has finished the last three seasons ahead of his brother Darrell in the point standings. He could be just one stroke of luck away from a multi-win season.



TRACK TALK

Winning takes a lot more than just driving around in a circle really fast, and we have tips for each of the 17 tracks featured in the game. Each raceway has more unique features than you might think and demands different strategies and tactics.

You should tweak your car's settings before each race to match the particular conditions of the track. You may need to adjust them further during some races, especially the longer ones.

Some tracks have two pit lanes. Yours is shown in red.

NORTH CAROLINA

The turn off the back stretch seems to loom out of nowhere, so be careful that it doesn't take a bite out of your front end. You may be cruising along just fine, only to find your car suddenly barreling toward the wall at a very unhealthy rate of speed.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



PHOENIX

Known as the "Jewel of the Desert," this one-mile loop is just one big turn to the left. There is one straightaway, but there's little room to run. Go for handling and tire grip instead of a high top-end speed and keep a steady hand on the wheel.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



CAR SETUP

NASCAR



GEARING UP FOR ACTION

On tracks with long straightaways, set your gear ratios high for maximum top speed. If you're going to be stuck in the twists, focus on short ratios for quick acceleration.

SPLIT DRIVERS



PRACTICE MAKES PERFECT

Use the Practice lap to test different car setups and to practice following the dark "drive line" on the track. This line shows the best, shortest route through the course.

LOS LAP



DELAYS ARE THE PITS

Pit stops are crucial but time consuming. You can afford longer stops in longer races, but plan ahead and do only what needs to be done in each stop.

POCONO

Pocono's unusual shape equals unusual opportunities. Most drivers run on the outside of the track just before turns one and two. Run on the inside, coming in a bit hotter than usual, and cut off your competitors just before they enter the turn.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



RICHMOND

You must qualify high and/or establish an early lead here at Richmond. If you're not great with drafting, you won't have many chances to move up through the pack on this short, tight track. You really have to jockey for position to win.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



SEARS POINT

Sears Point is more road course than speedway, offering gear heads a different kind of challenge. Pay attention to all the track features and seize any opportunities to cut across the smaller twists and turns. Cut your speed way down in the hairpin.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



TALLADEGA

This is classic NASCAR racing at its very finest. Talladega is four lanes wide at most points, even in the highly banked turns, allowing you to run flat-out most of the time. When they coined the term "speedway," this is what they had in mind.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



TEXAS

Whoever said that everything in Texas is big could have been thinking about the racing action here on the Texas Motor Speedway. Tight lanes and wicked turns will have you fighting for position constantly during the grueling Texas 500.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



WATKINS GLEN

Watkins Glen is likely the prettiest track on the circuit, but that beauty is a just mask for all of the dangerous, deceptive turns. About halfway through the course, be careful not to drive off the track and onto an open access road.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



ATLANTA

The Atlanta Motor Speedway measures a relatively long 1.54 miles, but the straightaways seem incredibly short—so short, in fact, that you'll likely be doing most of your passing in the high, banked turns. Drafting is the order of the day here.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



REAR VIEW

Objects are really closer than they appear, and if you're not careful, opponents will pass or clip you at every opportunity. Keep an eye on the traffic and avoid any potential "fender benders" in the turns.



WHERE THERE'S SMOKE...

...there's usually a fire or, perhaps, an opponent who thinks the next car over is a rolling can of Soco just waiting to be peeled open. If you see smoke, be ready to dodge and try to avoid hitting it. (See sidebar.)

BRISTOL

Bristol is the home of both the Food City 500 (day) and the Goody's 500 (night). Racing on this tight, .533-mile track can seem more like a demolition derby than a NASCAR event, especially if you're careless or just plain crazed.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



CALIFORNIA

Despite the fact that the California Speedway is a full 2.0 miles long, it drives a lot like the much-shorter Bristol. If you're not careful on the sharp turns, you'll be hearing your crew chief yell, "Whoa, there goes a tire!" an awful lot.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



CHARLOTTE

Even at 1.5 miles long, Charlotte Motor Speedway seems quicker than some. It widens out to four lanes on the straightaways, but tightens up quite a bit in the turns. The Coca-Cola 600 is unique in that it's an afternoon-to-night event.

REAR SPOILER	
WEDGE	
TIRE PRESSURE	
GEAR RATIOS	



DARLINGTON

With its two very different turns, Darlington has more than earned its nickname, "Too Tough to Tame." The wide lanes tempt you to run flat out, but on the long turn, you're likely to turn too tightly and skid to the inside as slide out to the wall.

REAR SPOILER



WEDGE



TIRE PRESSURE



GEAR RATIOS

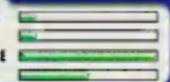


LOW LEVEL

INDIANAPOLIS

The Brickyard's famous straight-aways invite one and all to run at maximum speed. Exchange some handling for top speed, but don't let your car get too loose. The faster you go, the more unstable you'll be, no matter how grippy your tires are.

REAR SPOILER



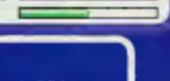
WEDGE



TIRE PRESSURE



GEAR RATIOS



LOW LEVEL



A



B



C

IN RACING, DON'T DODGE THE DRAFT

Drafting is a racing technique where one car slips into another car's wake and uses the air flow to slingshot ahead. Move in very close behind the car ahead of you, as the orange car is doing in figure A. If you move in close enough, you'll reach an area of calm air, and your car will have to work extra hard to maintain speed. In figure B, the orange car is using the wake of the lead car to speed past it around the car ahead of you, as shown in figure B. If you stay close as you pass, the combined wakes around your two cars will slingshot you ahead of your opponent, as shown in figure C.

LAS VEGAS

Even with shallow banks set at a mere 12 degrees, the wide turns on the Las Vegas International Speedway allow you to run flat-out most of the time. The Las Vegas 400 will pass in no time—relatively speaking, that is.

REAR SPOILER



WEDGE



TIRE PRESSURE



GEAR RATIOS

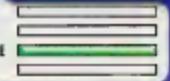


LOW LEVEL

MARTINSVILLE

At just .526 miles, the Martinsville Speedway features some of the tightest turns in the entire game. Keep the gear ratios low and your engine revs up. You'll be sawing through the gears like a lumberjack through a redwood tree!

REAR SPOILER



WEDGE



TIRE PRESSURE



GEAR RATIOS

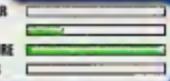


LOW LEVEL

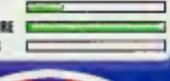
MICHIGAN

In contrast, Michigan features some of the widest turns. Let yourself drift slowly to the outside lane and, at the peak of a turn, swoop down to the inside. If you time this right, you can cut past a competitor just as the track straightens out.

REAR SPOILER



WEDGE



TIRE PRESSURE



GEAR RATIOS



LOW LEVEL

ARENA

Are you game?

THE CHALLENGES

SWAMP, SNOW AND SAND

Swamp nor snow nor sand can stop Banjo-Kazooie. It shouldn't stop you either, so head for Bubble Gloop Swamp, Freezoozy Peak and Gobi's Valley to clean the area of every last note, Jiggy and Honeycomb Piece. A record time could land you in the Arena.

RUN, RUN, RUN TO WIN, WIN, WIN

By scoring 2,000 points in the Space Fever II game, you'll be able to compete in the secret Run! Run! game. Send us your time, and if it ranks in the top 25, you'll win Power Stamps (and uncover mystery pictures 29 and 30 in Album B with a 16-second finish or better).

SOAKING UP A HIGH SCORE

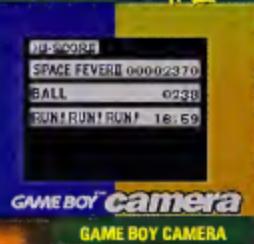
Don't let your high score in Wetrix go down the drain or down in vain—have it immortalized in Arena. If you can store more water than a camel in the Pro Mode of Ocean's watery puzzle game, snap a photo of your unforgettable achievement, then send it in for a chance at winning four Power Stamps.

#1



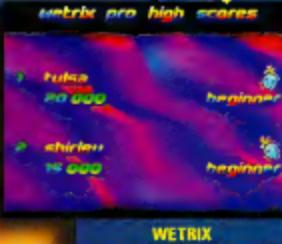
BANJO-KAZOOIE

#2



GAME BOY camera

#3



WETRIX

NP SCOREBOARD

STAR FOX 64

Most Venomian Units Destroyed (Vol. 103)

Mark Thompson, Marysville, MI	1,678	Kan Zhai, Tempe, AZ	1:13:10
Adam Leonard, Winston-Salem, NC	1,676	Nathan Maresch, Wheaton, IL	1:17:59
Brandon Elliott, Niagara Falls, ON	1,675	Clifton Poli, Orlando, FL	1:18:58
Vincent Frische, Anderson, SC	1,674	Roger I. Morris, San Antonio, TX	1:20:43
David LaCoste, Chateauguay, QC	1,673	Troy Rupprecht, Holland, MI	1:20:50
Mark Newheiser, Escondido, CA	1,667	Cline Whildens, Seattle, WA	1:20:56
Alan Burgess, Phoenix, AZ	1,663	Daniel Finner, Colorado Springs, CO	1:22:25
V. Ambrosio, Jr., Middle Village, NY	1,662	Pedrocarpo Kuntur, Jr., Highland, CA	1:22:31
Greg Vera, El Paso, TX	1,662	Rebecca Simon, Franklin, IN	1:23:13
Alex Arribalzaga, Laval, QC	1,656	Nick Gregoire, Blackstone, MA	1:23:46
Matthew Mariano, Vallejo, CA	1,650	Steve Root, Canton, OH	1:24:16
Andrew Moreno, Chester, NJ	1,649	Johnny Duong, Burna Park, GA	1:24:31
Philip Aiken, Bedford, MA	1,644	Max VanDusen, Independence, OH	1:24:48
Johnnie MacDonald, Durham, NC	1,641	Rory Mahood, Calgary, AB	1:24:48
Kathleen James, Salem, OR	1,640	Alex Brisson, Embrun, ON	1:24:58
Jeffrey Webber, Glendale, CA	1,637	Mike Wenzinger, Saline, MI	1:25:05
Joe Matthews, Castroville, CA	1,636	Erik Lopez, Dallas, TX	1:25:13



Jeepers, creepers, where'd we get those peepers? See, if you can identify the game character whose eyes we're beholding,

TRY THIS!

Diddy Kong Racing Test Drive

You may have been the first to the finish line in DKR dozens of times, but how was the rest of the ride? Pick Diddy Kong as your racer, then pull into Darkmoon Caverns in Tracks Mode so that you begin the race in 8th place. When you've finished the three-lap run, answer the following questions to see how your driving skills measure up.

- 1 How many bananas did you collect before reaching the first zipper?
A) 3-8 B) 2-11 C) 0-1
- 2 How many bananas did you collect before reaching the second zipper?
A) 7 or more B) 5-6 C) 3-4 D) 0-2
- 3 Which balloon did you get on your way out of the second tunnel?
A) The right Boost Balloon B) The left Boost Balloon C) A Shield Balloon D) none
- 4 How many times did your car hit the walls in the third tunnel?
A) 0 B) 1 C) 2 D) 3 or more
- 5 Which balloon did you pick up on your way to the loop-the-loop?
A) The right Dropper Balloon B) The left Dropper Balloon C) A Missile Balloon D) none
- 6 In which position did you finish the first lap?
A) 1st B) 2nd C) 3rd D) 4th-8th
- 7 In which position did you finish the second lap?
A) 1st B) 2nd C) 3rd D) 4th-8th
- 8 What was your final time for the race?
A) 2:19:99 or less B) 2:20:00-2:29:99 C) 2:30:00-2:39:99 D) 2:40:00 or more

Figure out whether you answered mostly with A's, B's, C's, or D's, then refer to the list below to see what kind of driver you are.

- A) You're a pro, and you've surely beaten T.T. a few times.
- B) You're an accomplished racer, and you've likely beaten Wizpig a few times.
- C) You know these roads like the back of your hand. A few words of advice: To make steering easier, it's better to keep your eyes on the road than on the back of your hand.
- D) You're a road- rookie, so keep trying. Just bear in mind that the accelerator is your friend—it makes the car go.

What is the lowest score you can make on the Trick Attack Halfpipe 1080° snowboarding without running out of time? —A TWISTED CHALLENGE FROM GREGORY WOODWARD, MARTINSVILLE, VA

In Mario Kart 64, can you shoot yourself or another driver into a shortcut? —A TWISTED CHALLENGE FROM BEN GINGER OF LONG BEACH, CA

NAGANO WINTER OLYMPICS '98

Longest K-129 Ski Jumps (Vol. 107)

Brian Wilt, Pittsburgh, NY	330.4
Will Workman, Pittsburgh, PA	312.9
Charlie Kitter, Waukesha, WI	307.7
Lance Barnes, Benton, TN	303.5
Sean Matter, Concord, CA	297.0
Kyle Houff, Luray, VA	296.2
Robert Coulson, Phoenix, AZ	295.6
Bob Drake, Goshen, NY	276.2
John Spencer, Roanoke, VA	250.7

NAGANO WINTER OLYMPICS '98

Best Snowboard Halfpipe Scores (Vol. 107)

Mitchell Packwood, Woodbridge, VA	39.9
Charlie Kitter, Waukesha, WI	39.1
Will Workman, Pittsburgh, PA	38.1
Sean Matter, Concord, CA	37.2
Ian Athey, Edwards, CO	36.9
Bob Drake, Goshen, NY	36.1
Daniel Kliozz, Highland Park, NJ	35.9
Kyle Houff, Luray, VA	35.4

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

- Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than Nov. 10, 1998.

E-mail us with challenges and suggestions at: arena@nintendo.com

Or send entries to:
Power Player's Arena, P.O. Box 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 102

SNOW KAZOOIE SCAVENGER HUNT
15 21 starboard 316
41 gardens 510 El Jefe
70 181 182 Wyclef England
102 29

WHAT'S MY LINE?
1 Falco Lombardi, Star Fox 64
2 Duke Nukem, Duke Nukem 64
3 Ken Griffey Jr., MLB Featurin
4 Ken Griffey Jr.
5 Sabotage, Bravado
6 Bomber, Clay Fighter 67%
7 John Madden, Madden 64
8 Mario Kart 64, Mario Kart 64
9 Chomps, World Cup '98

HIDE & SEEK
Bomberman Hero

QUIZ

Also Known As...

You can quickly recognize the name of a video game when you hear one, but what happens when the actual name is replaced with synonyms? For example, what game could also be known as "Chubby Checker's dance for color-changing lizards?" If you guessed Chameleon Twist, you should be in the right mind-set to identify the ten following cross-word-style clues.

1. Bay City haste
2. The autumnal equinox's fully illuminated planetary satellite
3. Tremble
4. Life story fanatics
5. Headed for the third rock from the sun
6. Assault on the pearly whites
7. Flawless absence of light
8. Warrior's predetermined future
9. Pep assembly for the highest sprockets
10. Genius Bucephala



MADDEN NFL '99



- EA Sports/96 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- NFL and NFLPA licenses
- Historical teams
- One-Button Mode



SCORES

B-8.2

T-8.3

B-8.0

TM-8.7

SP-8.2

The leader is back in the game.

GRAPHICS Determined to cover all the bases this year, the development team for Madden NFL '99 went all out on the graphics, using the N64's hi-res mode. The resulting graphics are great—crisp, detailed, and featuring smooth, realistic animation. Multiple camera perspectives let you see the action from angles ranging from inside the quarterback's helmet or at blimp height above the field.



PLAY CONTROL

Madden football games have always featured excellent play control, and this game is no exception. Active players have a full range of moves such as jukes and

turbo speed. Play selection is a snap, as well. Players can customize all settings and save the information on their Controller Pak.

GAME DESIGN To reclaim their position as top dog in the football field, EA Sports knew that it would take a great game that included all the important licenses, features and modes. Madden NFL '99 has it all. The beginner mode makes it easy for players of all skill levels.

SATISFACTION For novices or experts, Madden has the right play called.

_SOUND Good play-by-play announcing.

COMMENTS Scott—An excellent game all around for rookies or vets. Erich—The play control is even better than last year. I'm thinking of taking a week off just to play more of this game. Terry—I'd like more historical teams.



GRAPHICS=8.5 **PLAY CONTROL=8.2** **GAME DESIGN=7.8** **SATISFACTION=8.0** **SOUND=7.5**



SPACE STATION SILICON VALLEY

- Take 2/128 Megabits
- 1 player
- 4 game save slots
- 31 stages
- 45 species of critters

What could be better than sheep from outer space?

GRAPHICS Space Station Silicon Valley has undergone about as many changes in development as you can imagine, but in the final version it seems that all the pieces came together. The 3-D stages have a simple but fun look, and the silicon creatures ooze character.

PLAY CONTROL Since every animal has different abilities, you'll have to master a lot of different types of controller moves. Surprisingly, it seems quite natural after a short time.

GAME DESIGN Innovation is the best word to describe DMA/Gremlin's game and its mix of action, puzzles, adventure and comedy. There is plenty of variety and exploration in the many levels, and some very clever mission puzzles to keep players scratching their heads.

SATISFACTION This game should open a few eyes if players give it a chance.

SOUND Fun...and funny, the sound in Silicon Valley should stay turned on.

COMMENTS

Scott—When I came to Nintendo, I never expected to spend my days chasing sheep, and I never would've thought it could be so much fun. Jason—As diverse as games get, including areas reminiscent of everything from *Star Fox* to *Punch-Out!!* to *Flagger* to *Wave Race 64*. This is my sleeper hit of the year. Terry—The Wallace & Gromit style of humor is a great touch.



SCORES

J-8.6

TM-8.0

T-6.8

SP-8.1

S-8.8



GRAPHICS=7.6 PLAY CONTROL=7.6 GAME DESIGN=8.0 SATISFACTION=8.2 SOUND=7.6



WCW/NWO REVENGE

- THQ/128 Megabits
- 1 to 4 players simultaneous
- Game Pak save feature
- Rumble Pak compatible
- More than 60 wrestlers
- 6 arenas

The bad boys of the NWO take on the WCW in a grudge rematch.

GRAPHICS THQ's second wrestling game goes further in every area of graphics, from the inclusion of six arenas to realistic wrestlers and lots of lighting effects. Players get to choose from among 26 costume styles for their wrestlers. The animation is very realistic, too. In poses and taunts, the wrestlers show a lot of 'tude.

PLAY CONTROL Easy to master, the play control in *Revenge* makes the control in *WWF* seem complex. Since the controls for special moves are the same regardless of the wrestler you control, it's easy to play with any of your favorite guys.

GAME DESIGN There's a ton of modes, including exhibition, tag team, three championship tournament divisions, and two special matches like Battle Royal. If you win a tournament, you'll open up hidden modes and wrestlers.

SATISFACTION Fans will eat this one up. It has instant playability, lots of bells and whistles and all the wrestlers from both federations.

SOUND The effects and crowd responses are good, but the announcer is virtually absent.

COMMENTS Paul—This is the button-masher of the month. THQ tweaked the already-great game play of *World Tour* and ramped up the atmosphere to the nth degree. Sonja—The new characters and smoother graphics are great.



SCORES

J-7.6

P-8.8

SP-7.8

S-8.0

TM-8.0



GRAPHICS=7.8 PLAY CONTROL=8.5 GAME DESIGN=8.0 SATISFACTION=8.3 SOUND=7.2



NASCAR '99

- EA Sports/96 Megabits
- 1 to 2 players simultaneous
- Controller and Rumble Pak compatible
- 16 Winston Cup tracks
- 31 cars and drivers



Thunder on the N64.

GRAPHICS The car models and special effects range from good to impressive in the first NASCAR racing game for the N64. Touches such as the tire marks that remain on the track add to the realism. The backgrounds aren't nearly as impressive.

PLAY CONTROL At high speed, these NASCAR racers aren't highly maneuverable, which is why you race mainly on open ovals with banked curves. Part of the game strategy is to do the most with the limitations imposed by high speed physics.

GAME DESIGN

This game has all the



GRAPHICS=8.0 **PLAY CONTROL=8.8** **GAME DESIGN=7.8** **SATISFACTION=7.2** **SOUND=7.6**



POKÉMON

- Nintendo/4 Megabits
- 1 player
- Battery backed memory
- 150 Pokémons to catch
- Pokémons trading with Game Link

Now you can be a Pokémons master.

GRAPHICS Graphics: The Pokémons creatures are the hit of this Game Boy game, and they're one of the reasons that it has sold over eight million copies in Japan. The animation is fairly simple, but the Pokémons look cool and have lots of character.

PLAY CONTROL Play control is simply a matter of walking around and making menu selections.

GAME DESIGN On the surface, Pokémons may seem like a fairly standard RPG in the tradition of Dragon Warrior, but it's what is below the surface—the collecting



GRAPHICS=8.2 **PLAY CONTROL=7.0** **GAME DESIGN=8.2** **SATISFACTION=7.4** **SOUND=6.2**

NASCAR essentials, including a two-player mode and lots of customization options. You can even handicap the opposition to give yourself a better shot at the checkered flag. The Rumble Pak does a great job of making the crashes seem realistic.

SATISFACTION NASCAR fans will be in motor sports heaven. But if you prefer a wilder race, like DKR or Mario Kart 64, NASCAR '99 may seem pretty tame.

SOUND The commentary gets old fast, but the car and track sounds won't disappoint.

COMMENTS Scott—There's more strategy here than meets the eye. Terry—You don't have to be a NASCAR fan to fall in love with it, but if you are, this game is heaven. Sonja—It's beautiful, but who really has the time to race 500 laps? Paul—It's more fun than a demolition derby.

N64

SCORES

S-7.7

P-7.0

F-2.0

TM-8.7

SP-8.6

7.4

OVERALL RATING



Game Boy

SCORES

T-6.6

B-7.1

TM-7.9

P-7.7

SP-7.0

7.2



and trading elements—that make Pokémons special. The differences between the Blue and Red versions of the game are in the Pokémons that can be found in each of the Game Paks.

SATISFACTION If you're looking for a new epic experience with the twist of trading and collecting, Pokémons is the only game in town. The actual game play isn't as challenging as some RPGs, and the themes may come across as fairly young.

SOUND The music is cute but appropriate.

COMMENTS Scott—The battles between Pokémons require players to devise special tactics, giving the game some hidden depth. Paul—Good for young adventurers and collectors. Serious role players may want to look elsewhere. Terry—Lots of replay value.



DISNEY'S MULAN

- THQ/4 Megabits
- 1 player
- Passwords
- 8 stages
- 2 difficulty settings

This is one princess who knows how to fight!

GRAPHICS It's not a Disney experience, but the backgrounds and characters look vaguely reminiscent of the movie, although the animation is stiff. (It's too bad THQ didn't make this a Game Boy Color title.)

PLAY CONTROL Most of the game involves traditional platform-type jumping, running and fighting. But for a platform game that's directed at a young audience, the play control in some stages can be awkward. Collision detection also seems imprecise.

GAME DESIGN Apart from the basic moves, Mulan uses some tools and different techniques to get past enemies and obstacles. In one level she swims in a river, and in another she uses a shield as a snowboard.

SATISFACTION Once you get past some of the mechanical problems with the game play, Mulan delivers fairly solid platform action. The password should ensure that all

players will see the final battle against Shan Yu, but most players will get there without breaking a sweat, although they may yawn.

SOUND The music isn't taken from the movie, so don't expect a Disney reprise.

COMMENTS Scott-The game lasts about as long as the movie, but perhaps for the right, young audience, it

will provide some play value. Paul-This game will be frustrating to its target audience.

GRAPHICS=5.6 **PLAY CONTROL=4.6** **GAME DESIGN=4.8** **SATISFACTION=5.0** **SOUND=6.0**



BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMANDO-Fighting, RPGs, Adventures

PAUL-Fighting, Sports, Simulations

DAN-Action, Adventures, Sports

SCOTT (SP)-Sports, Simulations, Adventures

ED-Sports, Puzzles, Action

RONJA-Puzzles, RPGs, Fighting

HENRY-Fighting, Action, Sports

TERESA (TM)-RPGs, Simulations, Puzzles

JASON-Adventures, Action, Puzzles

TOBIN-Sports, Action, Adventures

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%

GRAPHICS: 20%

SATISFACTION: 25%

PLAY CONTROL: 20%

SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



All Ages

Early Childhood

Teen
(13+)

Mature
(17+)

Adult
(18+)

Games that were released prior to the commencement of the ratings system are designated **NR**.

Body Harvest

It's finally time
to panic.

THIS MONTH

SPACE CIRCUS



The French are coming!

LODE RUNNER 64



There's gold in them thar hills.

VR POOL 64



Crane backs out off the side.

FOX SPORTS COLLEGE HOOPS '99



The only hoops in town?

PAK WATCH

The inside source for all
Nintendo News.

GAME BOY Color WILL CONQUER THE WORLD

On November 23rd, Game Boy Color will arrive in stores throughout North America. From our first hand play testing, here's what you can expect: Amazement! As you can see in these first-ever published screen shots of actual Game Boy Color games, the color is excellent, especially on games programmed to make use of the system's 54-color palette. On Quest for Camelot, one of the first Game Boy Color titles due to be released, the color is rich and bright. Unlike the original Game Boy and Game Boy pocket, direct light won't interfere with your view of the screen. The screen itself produces the sharpest Game Boy image ever, for existing Game Boy titles as well as Game Boy Color titles. The viewing angle is also much greater than with the traditional Game Boy. Another



Quest for Camelot



Wario Land II

discovery we made is that virtually every existing Game Boy title is greatly enhanced when played on Game Boy Color. Screens are sharper and the default color pattern always seems to make sense, as you can see in the example of Metroid II shown below.

Color games are on the way

The system is clearly a winner in our view, but the real test is in the new games that will make full use of the new technology. So far, we've been able to play only Quest for Camelot and existing Game Boy titles, but the first third-party published titles will be finished within a few weeks and should be released at the same time as Game Boy Color itself. The color versions of Link's Awakening and Wario Land II should be released early next year. The number of announced titles is growing every week as more and more publishers realize the potential of the new system. The best is yet to come.



Metroid II



Quest for Camelot

ALIENS DEVOUR HUMAN HOSTS! THEN ASK FOR DOGGIE BAG

They come from the cold depths of space, pincers clacking and jaws dripping in anticipation of the feast, for they have come to the third planet from the sun for the harvest of humans. Such is the gory premise of Midway's *Body Harvest*, but the actual game play is far less blood-thirsty, and far more fun, than the story suggests.

Through time and space

The story begins in the future when the earth is invaded by an insectoid race of ravenous aliens. The clever humans realize that the initial invasion actually began about a century before, in the early years of the 20th Century. Therefore, the humans send a heavily-armed super agent back in time to stem the tide before it turns into a flood. Naturally, they choose you to do the dirty work. The game then takes place in four historical periods, and one future period, in the areas where subsequent bug landings occur.

It's big, really big

Each of the landing sites turns out to be a huge chunk of real estate, with bugs crawling around and chomping people all over



the place. The areas are so big that you'll need to drive from point to point if you want to get anywhere. In addition to splattering the bugs at every opportunity, you'll have to talk to people who have managed to survive, follow clues that lead to stores of weapons, and try to save as many undigested humans as possible. You'll visit towns, enter buildings, read messages, search for food and fuel, find hidden passages, stock up on weapons and ammo, use explosives and tools, and even solve puzzles.

No keys required

Of course, one of the coolest things in this game is that your character gets to drive everything with a motor. You just hop in, and as long as you have gas, off you go, bouncing down the road

with Rumble Pak bumps. You can also shoot aliens out of your vehicle. The vehicles (about 60 of them) are extraordinary. For each historical stage of the game, the



models are based on real cars, trucks and motorcycles. For anyone who likes cars, the simple act of getting from place to place in *Body Harvest* is a total thrill.

Get those fat alien freaks

But of course the real point of all this adventuring is to stop the invasion, and the way to accomplish that is to defeat the bugs. Once you spot them, which is easy to do because most of them are huge, green and more menacing than Godzilla, you target and fire. Of course, these bugs aren't stupid. They've traveled thousands of light-years to eat you, so they're likely to attack from various fronts, and they won't be daunted by a few setbacks.

Believe it or not

Believe it or not, the game that was one of the first N64 Dream Team titles is really here, and it's one of the best. The graphics, the game play, and the basic concept of *Body Harvest* have undergone many changes over the years, but in the end the wait will have been worth it. Along with *Zelda*, *Turok 2* and *Rogue Squadron*, this is one N64 title that no one should miss when it arrives in late October or early November.



Guess who's coming to dinner...

Pak Play

Hands-on previews of upcoming games.

THERE'S A FOX IN THE HOUSE

Fox Sports Interact live may be the new kid on the block when it comes to N64 sports titles, but if Fox Sports College Hoops '99 is any indication, they will soon be a household name. The NCAA license comes stocked with 120 of the top teams, their logos, and even the arenas in which they play. The real test, of course, is the game play, and that too is looking good. College Hoops may not have some of the graphic glitz of Kobe Bryant in NBA Courtside, but in most respects it's a lot easier to play and control. Offensively, the game presents two passing options at any



time, based on open passing lanes. You can fake, call for a pick, make alley-oop plays and even call for your team players to shift their positions in the hopes of opening up a scoring opportunity. Unlike most sports games, virtually all of the preset camera positions are playable.

The only absent element is the actual names of this year's players, and that's because the NCAA won't allow it. But team play selections and tendencies, plus player attributes, are based on expected rosters for this season. With the NBA going through



labor troubles this year, Fox Sports College Hoops '99 might be the only game in town when it is released this November.

IS IT THE MOTHERLODE?

Lode Runner for the N64 has been one of those projects that defy the usual comparisons. It's a well-known title without a publisher. It's a 2-D game in a brave new 3-D world. It's been in development for almost two years and there's still no release date, but it's virtually finished. But for all of the

questions, we also have a few answers now that Big Bang Software has sent us a copy of the game.

dimension. After a short learning curve, in which they'll learn not to stand around in one place too long, players will experience a variety of 3-D puzzles in five world settings. In all, there will be 100 puzzle levels in the game. Most of the action is in the form of using devices such as the Lode Runner's block blaster to clear a path. That generally requires timing and planning. The best news of all is that several publishers are now very interested in the game. We may even see it by the end of the year.



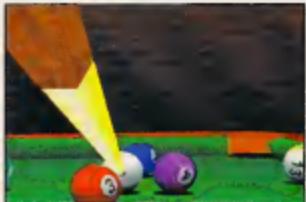
Fans of the original Lode Runner will find that many of the elements have been magically preserved in spite of the additional



POOL ANYBODY? PAK WATCH

When no one was looking, Crave Entertainment stepped in and grabbed one of the coolest games from the PC world—a realistic simulation of pool called VR Pool. By the time you read this issue, Celens will have put the finishing

touches on VR Pool 64, the N64 version of the game. Come this November, or late October, you'll be able to play nine pool games including 8 Ball, 9 Ball, 3 Ball, 6 Ball, 10 Ball, Straight Pool, Rotation, One Pocket and Bank Pool. That's just for starters. With our alpha version of VR Pool 64, we also tried our hand at the trick shot mode. In the final game, you'll be able to save your own trick shot setups on a Controller Pak. Shooting makes use of the Control Stick in a very intuitive manner, virtually recreating the motion of sliding the cue through your fingers. The graphics are ultra-realistic, and the physics of ball movement is truly remarkable. If you've ever wanted to have your own pool table, but didn't have the space or the extra cash, VR Pool 64 is the perfect alternative. Four players will be able to join in the fun, making this potentially one of the best party games around. Send out the invitations.



THE GREATEST SHOW OFF EARTH

Space Circus plodded down from planet France to a rousing welcome at Pak Watch. The Infogrames' N64 title also was met with a few death threats from colleagues who couldn't stand the incessantly happy music of the game, but once we turned down the tunes, and managed to find the English language option, we were on our way with Starshot and company. It's all very colorful and curious, but you're probably wondering what the game play is like. The main character, Starshot, bounces around and shoots stars—that one was pretty obvious—in an attempt to stay out of trouble with the local police on various planets. It seems that these intergalactic circus folk are always getting in trouble. Starshot has several jumping moves and the very cool ability to steer his shots to the left and right, which you accomplish using the Control Stick. Analog walking and running, and excellent camera controls, round out the basic picture. But much of the charm of this game comes from the story, graphics and cheesy humor. It is not intended to be ultra-realistic, and the cartoon-look is like nothing you're likely to see on Saturday mornings. All in all, we're looking forward to the debut of this continental big top act.



...avec fromage, monsieur?

Pak Peeks

What's breaking in the world of games.

The NBA plays here

EA Sports' NBA Live series will finally arrive on the N64 this fall with NBA Live '99. The Live series has sold over six million copies



and dates back to the Super NES. This year's game has all the expected simulation features and the NBA teams and players, but there's an improved AI engine, new sound and an exclusive arcade mode found only on the N64 version of the game. Enhanced Pro-Action AI allows characters to respond to real situations during the game. For instance, if the post player is double-teamed, a teammate will spot up for a three point shot. The arcade mode will feature monster dunks, motion blur balls and wacky sound effects. (Oddly, Acclaim's NBA Jam 64 will feature more simulation play in its N64 debut.) We expect to see NBA Live '99 released this November, and we expect it to be one of the hottest sports titles of the season.

A new face for Tetris

Magical Tetris Challenge Featuring Mickey combines two of America's favorite pas-

times, playing Tetris and watching Mickey Mouse. Capcom noted the obvious strength in this duo and decided that it was perfect for the N64, the library of which is still lacking in the puzzle game category. Although the Tetris game hasn't been changed much, the addition of a story and Disneyesque animations, plus a special multiplayer mode, make this a serious game in a fun package. This exclusive screen shot from the alpha version should give you a taste of the fun to come this December when *Magical Tetris Challenge Featuring Mickey* is scheduled to be released.

Heroes return

Hudson Soft's Dual Heroes is back on the fast track after a 12-month delay. ElectroBrain, a long time publisher of Game Boy and Super NES titles, has picked up the stylish tournament fighter and plans on releasing the game by late October or early November. The game hasn't changed much since Power previewed it last year, but this time it seems that the Heroes will truly arrive. That's good news for ElectroBrain, which has survived some thin years by rereleasing Game Boy classics. But the Utah-based publisher has some big plans for the future, possibly including more N64 games and Game Boy Color titles.

Fishing with the boys

From Japan comes news of one of the most remarkable adaptations of the versatile Game Boy system ever. Bandai, along with help from Honda, has created a fish-finding sonar device that works with Game Boy. Priced at about \$100, the fish-finder is far cheaper than traditional sonar units, and it can detect finny targets at a depth of 20 meters, or 60 feet. The output of the unit shows up on the Game Boy screen. We just wonder if this will also work with *Legend of the River King*, or Hot-B's upcoming *Super Black Bass* for Game Boy.

The big hype

In this issue's European Tour, you read about a new game in development at Ubi Soft called *Hype*. Well, it's no hype. The game may star the simple Playmobil figures, but a recent play test of the game reveals that this is no toy for infants. With adventure elements and lots of sword fighting, the medieval theme really comes alive, as you can see in the PC shot. How Ubi Soft plans to make *Hype* seem macho enough for the North American market, where we demand that our heroes are as rugged as the Rockies—is anyone's guess. But we suggest that they start with some hype pretty soon.



A tremor in the force

THQ is getting into the Star Wars act with a Game Boy adventure called *Yoda Stories*. The overhead scroller features Star Wars settings and wisdom from the Jedi master. That's just the beginning of THQ's Game Boy lineup this fall. We also have a first look at three other action titles: *Small Soldiers*, *Rugrats* and *A Bug's Life*, all based on the recent or upcoming movies. *Yoda's*



Those Nintendo Power issues available individually Add them to your collection! Features below these are listed below.

Volume 112 (Sept. '96) - *Star Fox*, *64*, *Bomberman Hero*, *Part 2: Mission Impossible*, *Crash & Wreck*, *Battletoads*, *Star Fox: The Legend of Zelda*, *Crashin' 4ever*, *Wipeout*, *1-NASCAR 99*, *WarBack*.

Volume 113 (Aug. '96) - *Bomberman Hero Part 1*, *LG1* (6), *Championship Edition*, *Wata's County Cops*, *Terz Gold*, *Class-A*, *F1 World Grand Prix*, *Living Dragon* (SS), *WWF War Zone* (GB), *Turbo 2*, *Pokemon*, *Goku*, *Preview Special*, *Street Fighter* Online Update, *Robo Boy* (GB), *Contra* (SNES), *Skateboard Camp*, *Exclusive Interviews with Miyamoto*.

Volume 114 (July '96) - *WWF War Zone*, *Bango-Karate Review*, *Part 2: Mortal Kombat 3*, *Chopper Attack*, *Harvest Moon* (GB), *Mission Impossible 2*, *Milk Puzzles Strike Zone*, *Quacktr*, *Blast-A-Move 2*, *All-Star Baseball '99* (GB), *Zero X Pictures*, *Special Nintendo Power 10 Lists*, *Bar*.

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Volume 116 (May '96) - *MFL Major League Baseball* featuring *Ken Griffey Jr.*, *Bando-Karate*, *Pokemon Special*, *1997 Nintendo Power Awards*, *Results*, *Entertainment* (GB), *Iggy's Reindeer Bells*, *Quake*, *Bomberman* (GB), *Harvest Moon* (GB), *Brain Drain*, *Flying Dragon*, *Persuasion*, *Offroad Challenge*, *Medevac*, *Mario Magic Words*.

Volume 117 (April '96) - *Robo Boy* in *NBA Courtside*, *Deathly Aloft*, *Virtual Hero*, *Quacktr Review* for *Part 2*, *1997 Superconducting*, *Warren*, *Mystical Ninja*, *Star Trek: Generations* (GB), *Legend of the River King*, *MLB* featuring *Ken Griffey Jr.*, *N64*, *Plane3D*, *Quacktr*, *Chaser Game*, *Iggy's Reindeer Bells*, *Super Mario*, *Game Boy Camera* and *Printer*, *Footbal*, *April News Briefs*.

Volume 118 (March '96) - *BBF97*, *Smashin', Rampage*, *NHL Breakdown*, *Quake*, *Star Trek: Generations*, *N64* in the *Zone*, *96*, *War of the Land II: Castlemania*, *Legends*, *Blast-A-Move 2*, *Quacktr*, *Persuasion*, *A Final Look at Mission Impossible*, *Nintendo Power Award Nominations*.

Volume 119 (Feb. '96) - *WCW Vs NWO: World Tour*, *Nagato*, *Winter Olympics '96*, *Olympic Hockey*, *Nagato '96*, *Madness*, *Star Trek: Generations*, *Star Trek: Generations*, *Deathly Kong Racing*, *Quacktr*, *Fighter's Destiny*, *Deathly Kong Racing*, *Crash*, *Fighter's Destiny*, *Autocross*, *UFA: The Road to the World Cup '98*, *James Bond 007*, *Mass Mutation*, *Gold Star*, *GB*, *Crashin' World*.

Volume 120 (Jan. '96) - *Yoshi's Story*, *WCW Vs NWO: World Tour*, *Snowboard*, *Kids Space World Report*, *Duke Nukem 64*, *Deathly Kong Racing*, *Joopidy*, *Fighter's Destiny*, *Deathly Kong*, *Star Trek: Generations*, *The Predator*, *The Fugitive*, *The Last of Us*, *Jurassic Park*, *Wet'n'Wild*.

Volume 121 (Dec. '95) - *Duke Nukem 64*, *NFL Quarterback Club '96*, *Deathly Kong Racing*, *San Francisco Rush*, *Duke Nukem 64*, *Crashin' World*, *Top Gear*, *Kids Space World Report*, *Deathly Kong*, *Land of the Lost*, *Quacktr*, *Close-Up*, *Deathly Kong Racing*, *David Heron*.

Volume 122 (Nov. '95) - *Madden 96*, *NFL Quarterback Club '96*, *Deathly Kong Racing*, *San Francisco Rush*, *Duke Nukem 64*, *Crashin' World*, *Top Gear*, *Kids Space World Report*, *Deathly Kong*, *Land of the Lost*, *Quacktr*, *Close-Up*, *Deathly Kong Racing*, *David Heron*.

Volume 123 (Oct. '95) - *Star Wars: Episode VI*, *Mischief Makers*, *Mass: The Dark Age*, *Urgon X*, *Geographic Strategies*, *Age of Empires*, *Alpha*, *E-Pole Position*, *Super NES Advance*, *Super NES Space Invaders*, *Timon and Pumbaa*, *Tarzan*, *Crash*, *Deathly Kong Land*, *Mortal Kombat 3*, *Ultimate* (GB).

Volume 124 (Sept. '95) - *Princess Zeldina*, *Wario's Story*, *Banjo-Kazooie*, *MI: B-Fighters*, *Ben-Godley Jr.*, *Bomberman* (GB), *Contra 3*, *Quacktr*, *Extreme G*, *Wii* vs *N64*, *World Inv.*, *Silent Valley* (SS), *Star Trek: Generations*, *Star Trek: Generations*, *Deathly Kong*, *Deathly Kong*, *N64*, *NFL Quarterback Club '96*, *Body Harvest*, *Top Gear*, *Rally Quest* (GB), *GoldenEye 007*, *Blast-A-Move 3*, *300 Best Games Ever*, *301 Best Games of All Time*, *100 Best Games for the N64*.

Volume 125 (Aug. '95) - *GoldenEye 007*, *Mission Impossible*, *Mi-8*, *Racing Championship*, *Star Fox*, *64*, *Gold Medal*, *Tempest*, *Robotron*, *64*, *Bomberman* (WII), *Ken-Godley Jr.*, *Printers* (MB), *GB*, *Bomberman*, *Mischief Makers*, *Preview*, *Star Giga*, *Crash*.

Volume 126 (July '95) - *Star Fox*, *64*, *Dark Ball*, *Review*, *Interaction*, *Superstar Soccer*, *64*, *Temper*, *Print*, *2*, *Blitz*, *Coop*, *Expert*, *Level*, *Disaster*, *Recover*, *Online Update* with *Amy and Travis*, *1996 E3 Preview*, *Pocket Monsters*, *Blitz*, *Corporation*.



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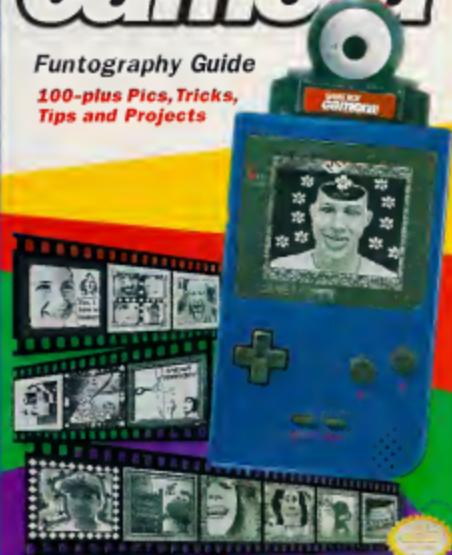


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Coming Next Issue..

Volume 114, November 1998



THE LEGEND OF
ELDA
CARINA OF TIME



No more previews, no more sneak peeks, no more hype. Next month's detailed strategy review of *The Legend of Zelda: Ocarina of Time* will sweep you away and into the first stages in the game. If you think you've had it tough growing up, wait until you see the adventures as a young lad with sword and shield, and forge on.

Red Hot! **GAME BOY COLOR**

It's the Game Boy everyone has been waiting for—Game Boy Color! We'll give you a first look at the hardware and show you some of the spectacular new games ready to hit the shelves—in living color!

BUCK BUMBLE



Do you have what it takes to be a first-rate combat bee? The dizzying flying battles in Buck Bumble can drive you buggy, but we'll show you the stinging strategies you'll need to earn your wings.



BODY HARVEST

Swarms of insectoid aliens are invading the earth, and you're about to be served up at their banquet! Read up on our time-traveling tips and road maps in Volume 114.

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After the war, the U.S. government established the National Defense Science Commission, which was responsible for the development of nuclear weapons. The commission was disbanded in 1946, but its work continued under the direction of the National Defense Research Commission. The commission was responsible for the development of the first atomic bomb, the first hydrogen bomb, and the first nuclear reactor.





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The image features the FOX television network logo on the left, rendered in white on a blue background with diagonal stripes. To the right are three vertical blue bars. The top bar contains the word "SPORTS" in white, bold, sans-serif capital letters. The middle bar contains the words "COLLEGE" and "HOOPS" stacked vertically, with "COLLEGE" in white and "HOOPS" in white with a black outline. The bottom bar contains the year "1999" in white, bold, sans-serif capital letters.

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