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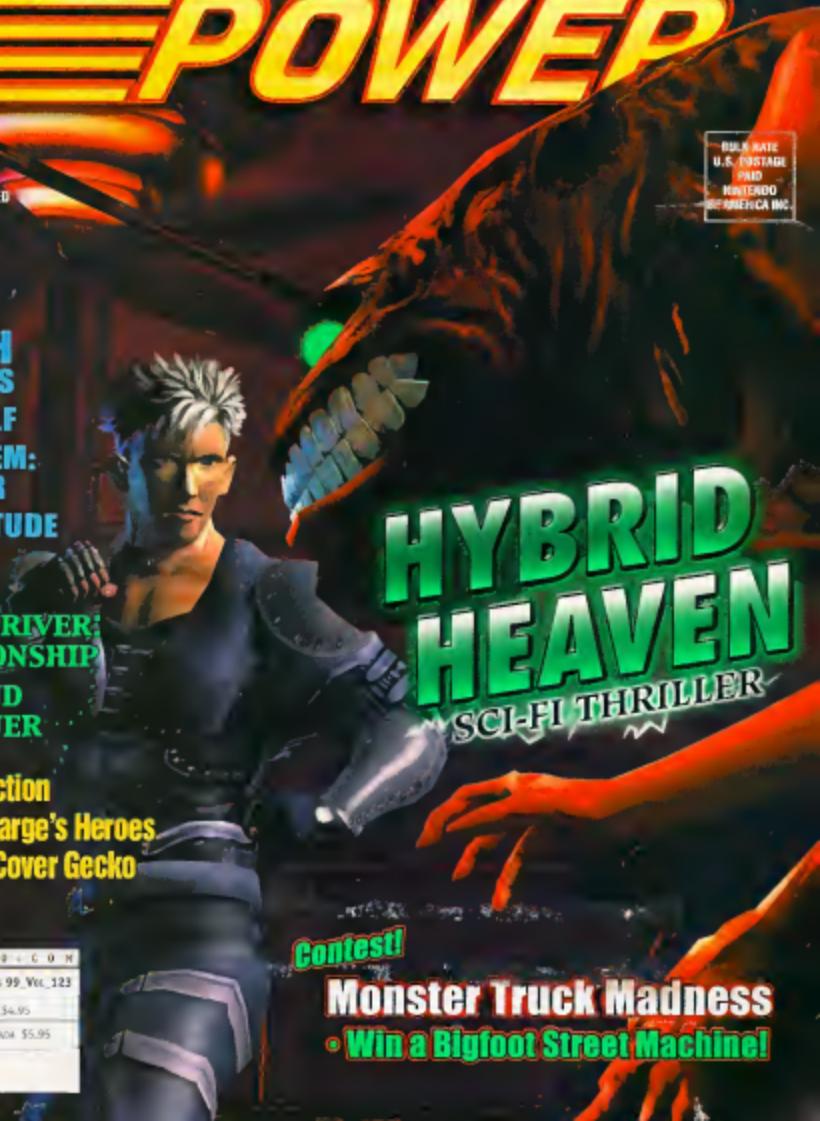
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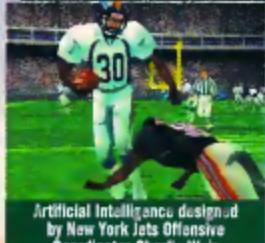
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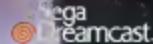
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PHOTO BY DAVE HUNTOON

# HYBRID HEAVEN™

ハイブリッドヘブン

PAGE 22

This month we're delving into Hybrid Heaven, exploring a cruel world, hidden under Manhattan, that is crawling with genetically-altered monsters. This new action-adventure from Konami puts your genetic code on the line—our strategies could save your skin!



**PAGE 14****WWF ATTITUDE**

Acclaim's new customizable wrestling game will be packing home entertainment arenas everywhere as rabid fans take Stone Cold, the Rock, Mankind, and dozens of other wrestlers to the mat. Everyone has a favorite—see the entire lineup starting on page 14.

**PAGE 52****MARIO GOLF**

Whoa Mario, Peach, Bowser and the whole gang show up for 18 holes of Mario Golf, you know that they'll put plenty of fresh spins on the game. Step up to the tee with our complete course reviews, then compete in our exclusive NP Mario Golf tournament. Frontline Glory! Prizes!

**PAGE 66****ARMY MEN: SARGE'S HEROES**

Prepare for war from a plastic perspective as 300 shrinks you down to mini-military size for classic backyard military conflicts. But this war's going beyond the sandbox, spreading chaos through kitchens and bathrooms, too. The invasion is coming, and we have the inside scoop.

**Pokémon**  
*Gotta catch 'em all!*

Pokémonics, you have lots to like this month, with the return of the Pokémon comics and an exclusive Sticker Album, designed especially for collecting the Pokémon stickers that you can print out at Blockbuster Video stores.

**SUBSCRIBERS ONLY!****CONTENTS**

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# player's pulse

At E3, Nintendo introduced the world to the hottest aquatic mammal since Flipper, Project Dolphin. While Nintendo's next generation system won't swim home until Fall 2000, Nintendo Power promises to be the premier source for all the hot news on this new console!

## Dolphin Fever

Are you really going to name your next generation system "Dolphin"? Seems like a silly name for such a powerful system.

**Troy Knight**  
Via the Internet

Wow! I just heard the first specs on Project Dolphin and they sound



Michael Freud • Nash, Texas

amazing! I can't wait to get my hands on one. But it sounds like I'm going to have a bit of a wait on my hands—at least until 2000! I look forward to hearing more about the system, hopefully in the near future.

**Aaron Dillon**  
Los Angeles, CA

Bring on the Dolphin! I read a transcript of Howard Lincoln's address about Project Dolphin at E3, and I can hardly wait! Using DVD is pure genius, and IBM is an excellent company to partner with. Good job, Nintendo. The future looks quite bright.

**Rico Lea**  
Via the Internet

You should create a Project Dolphin section in Nintendo Power.

**Desmond Fitzpatrick**  
Miami, FL

We're just as excited as you are about Project Dolphin. Dolphin is, of course, just the machine's current code name, and it's sure to

change in the future. (We've suggested calling it the Super Dooper Nintendo, but we haven't heard back from Marketing yet.)

Unfortunately, at this time there is no additional news on the system beyond what we printed in Vol. 122's "Virtual E3" article, but as soon as new information becomes available, our readers will be the first to see it in print.

## Where's Bowser?

I was wondering if Nintendo is going to make a game in which Bowser is a playable character.

**Luigi Tessaro**  
Via the Internet

We receive a lot of requests from readers who want to step into the shoes of Nintendo's biggest villain. Bowser makes a special appearance in Mario Golf, but this badie is no caddy—he is a fully playable character.

## Reading in the Dark

Your E3 report said that Perfect Dark would be out in the fall of this year. When will you have enough information on it to put an article in Nintendo Power? I'm very anxious!

**Brian Braeckel**  
Via the Internet

When we got our mitts on a playable version of Perfect Dark at E3, we can't wait to



Lytta Bryan • Breakfast, Idaho

tell our readers all about it. But until the game's release date nears, Rare is keeping mum about the details. Be on the lookout for a full Perfect Dark preview in the near future. Speaking of goodies from Rare, remember that Jet Force Gemini is just around the bend, and it looks hot.

## Let's See How You Feel After Defeating Dracula Single-Handedly

While playing Castlevania with Reinhardt, I noticed that when he kneels to save, he makes an "umph" sound. What's up with that? Does he have back problems? Maybe he should take time off from defeating Dracula to see a doctor.

**Chris Narisi**  
Warminster, PA

We noticed the same thing, Chris. Perhaps Dracula's castle could use an ergonomic makeover, or at least a lumbar roll in the throne room.

## Snap! Crackle! Pika!

For my birthday, I got a



Deonan MacIare • Canada

Pokémon Pikachu. I wore it and played with it often. At Christmas, I got a second one and was just as happy. Then came the fateful day. I was mowing the lawn for some extra money (I'm saving up to buy Pokémon Stadium) when I heard a CRUNCH! I looked down and there was my Pokémon Pikachu—broken. I cried and held a proper funeral with all of my Pokémon toys in attendance. I just wanted to thank you for over five months of fun with my Pokémon Pikachu. My other one is doing fine, thank you.

*Ian Fetters  
Via the Internet*

### E3's Showstoppers

Jet Force Gemini is the game that makes my pulse race. I know lots of people are looking forward to Donkey Kong 64 and Perfect Dark, but I think that Jet Force Gemini will bring something fresh and new to the table. I am confident that Rare will make it a fantastic game.

*Socrates Menendez  
Via the Internet*

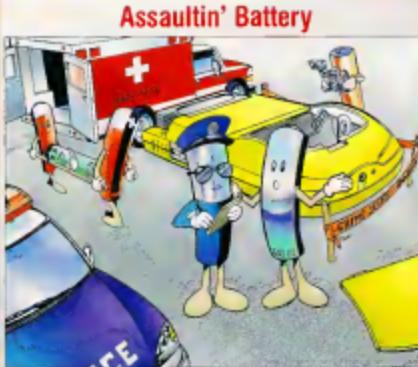
Donkey Kong is going to be amazing! I bet that it beats Zelda as the most-wanted holiday game of the year. Way to go, Rare and Nintendo!

*Kelly Logan  
Via the Internet*

I'm extremely curious to hear more about Mortal Kombat Special Forces. I've been waiting for a good MK adventure game since MK Mythologies: Sub-Zero.

*Bob Hedding  
Via the Internet*

I can't wait for all those new Pokémon games to hit the



"Officer, today was my first day on the job. Two hours in, the old guy started leaking!"



Do not use old batteries with new ones



Discard old and spent batteries



Do not mix alkaline batteries with other types

N64 and Game Boy! Stadium looks fantastic, and I'm glad you decided to bring out the Transfer Pak to connect between Pokémon Game Boy and Stadium.

*Heather Portlock  
Boston, MA*

Woo hoo! After two years I finally see that Hybrid Heaven is alive and kicking. I can't wait to slide that into my N64 this summer.

*Hans Urhausen  
Via the Internet*

Ridge Racers? On the Nintendo 64? I had to do a double take when I saw it on the page. I'm gonna be first in line when that comes out.

*Brian Huberd  
Eugene, OR*

Just when I had almost given up all hope of seeing Super Mario RPG 2, you spring Super Mario Adventure on me. Glad to see the game is alive and kicking. And I'll be even happier when I get to play it.

*Chad Newby  
Via the Internet*



*Jesse Laves • Kemptville, Ontario*

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**VOLUME 123-AUGUST 1999**

Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4825 18th Avenue NB, Milwaukee, WI 53215, (414) 359-1000 (in the U.S.A. and Canada) or (416) 499-1777 (outside the U.S.A. and Canada). All rights reserved. Nothing that appears in this publication may be reproduced in whole or in part without express written permission from Nintendo of America Inc., except that brief quotations may be made in reviews. Nintendo is a registered trademark of Nintendo of America Inc., Inc., except that the "N" logo is a trademark of Nintendo of America Inc., Inc. © & ™ for games and characters are owned by the companies that market or license those products.

# power charts

Things seem calm out there on the

Power Charts...a little too calm. Perennial powerhouses Zelda, Bond and Pokémon show no signs of budging from the top spots, but Super Smash Bros. isn't intimidated. Its meteoric rise to number three took two short months—how high can it go?

NINTENDO 64 TOP 20

1	THE LEGEND OF ZELDA: OCARINA OF TIME	Zelda and Bond can't help but be a bit nervous about newcomer Super Smash Bros., which wasted no time in knocking its fellow multiplayer fun-fest, Mario Party, from the exalted ranks of the top three.	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
2	GOLDENEYE 007		1 THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	8
3	SUPER SMASH BROS.		2 GOLDENEYE 007	NINTENDO	2	32
			3 SUPER SMASH BROS.	NINTENDO	4	2
			4 MARIO PARTY	NINTENDO	3	5
			5 STAR WARS: ROGUE SQUADRON	LUCASARTS	5	7
			6 IWCW/NWO REVENGE	THQ	6	9
			7 BANJO-KAZOOIE	NINTENDO	7	13
			8 TUROK 2: SEEDS OF EVIL	ACCLAIM	8	9
			9 SUPER MARIO 64	NINTENDO	9	35
			10 MARIO KART 64	NINTENDO	11	32
			11 NFL BLITZ	MIDWAY	12	9
			12 BEETLE ADVENTURE RACING	EA	10	3
			13 VIGILANTE 8	ACTIVISION	13	4
			14 SOUTH PARK	ACCLAIM	14	7
			15 WWF: WARZONE	ACCLAIM	15	10
			16 CASTLEVANIA	KONAMI	16	4
			17 STAR FOX 64	NINTENDO	17	27
			18 DIDDY KONG RACING	RARE	19	21
			19 1080° SNOWBOARDING	NINTENDO	18	15
			20 BATTLETANX	3DO	—	5

GAME BOY TOP 10

1	POKÉMON	We find it a little eerie that both the N64 and Game Boy charts have games involving Pokémon, Zelda and James Bond in the top three. Coincidence? Fate? We don't know, but one thing's for sure—Pokémon isn't leaving the top of the Game Boy charts anytime soon.	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
2	THE LEGEND OF ZELDA: LINK'S AWAKENING DX		1 POKÉMON	NINTENDO	1	9
3	JAMES BOND 007		2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX	NINTENDO	2	76
			3 JAMES BOND 007	NINTENDO	3	16
			4 SUPER MARIO LAND 2: 6 GOLDEN COWS	NINTENDO	4	80
			5 FINAL FANTASY LEGEND 3	SQUARE	7	71
			6 DONKEY KONG LAND 3	NINTENDO	5	21
			7 A BUG'S LIFE	ACTIVISION	6	2
			8 TETRIS/DX	NINTENDO	8	81
			9 WARIO LAND II	NINTENDO	9	17
			10 DONKEY KONG LAND	NINTENDO	10	55
			1. POKÉMON STADIUM (N64)	3DO		
			2. POKÉMON SNAP (N64)	3DO		
			3. POKÉMON YELLOW (GAME BOY)	NINTENDO		
			4. SUPER SMASH BROS. (N64)	NINTENDO		
			5. STAR WARS: EPISODE I: RACER (N64)	NINTENDO		
			6. WWF ATTITUDE (N64)	NINTENDO		
			7. DONKEY KONG 64 (N64)	NINTENDO		
			8. RESIDENT EVIL 2 (N64)	NINTENDO		
			9. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)	NINTENDO		
			10. SUPER MARIO 64 2 (N64)	NINTENDO		

## MOST WANTED

What a surprise it was to see two new titles I hadn't heard anything about: *Riqa and Eternal Darkness* sound like they're gonna be a blast.

**Sam Parks**  
*Via the Internet*

One word for y'all: Kirby! I'm so happy to see the little pink guy back in action after all these years. I hope I don't have to wait too much longer.

**Rob Macleod**  
*Via the Internet*

We were just as thrilled to announce the stunning Nintendo E3 lineup as you were to read about it. Not only are a lot of great games coming from Nintendo and Rare, but third-party developers like Midway and EA also have strong libraries full of incredible titles. The Nintendo 64 and the Game Boy Color are going to be hopping for years to come!

### Field Testing

My Mom did my little brother's laundry and forgot to check all of his pockets. As

she was pulling that particular load out of the washing machine, she noticed a little blue cartridge at the bottom of the machine. Moments later, I heard my Mom say "Math! I accidentally put your Pokémon game through the wash!" My little brother's eyes began to tear up and I said, "Don't worry, Nintendo makes durable products. I'm sure it will be OK." So we waited for it to dry, I popped it into my Game Boy Color and...Success! The game was running great AND smelled lemon fresh. Thanks.

**Andy Kolden**  
*Via the Internet*

I would just like to thank the makers of the Rumble Pak for making it so durable. These are some of the things that have happened to my Nintendo Rumble Pak. Put out in the yard by my little brother and rained on. Dropped countless times by myself. Thrown on the floor by my brother and soaked in a puddle of water (also by my brother, who's 4 years

old). It has some dents but it still works just like it did when I bought it. I'm glad that you guys can make such good products.

**Justin Turner**  
*Via the Internet*

Hey Justin, this is just a guess, but maybe your little brother has a small problem with Rumble Paks. It might be a good idea to hide your Nintendo accessories in a safe place like, say, underneath your father's bowling ball collection. Seriously, though, we can't help but get a little misty-eyed when we hear such great tales of survival.

### Cheesy-Poof Problem

I rented *South Park* a few days ago. A little detail that makes me angry is that you can't eat chips or drink pop while you play, because you have to control your player with the C Buttons!

**Martin Lebeau**  
*Via the Internet*

Sorry, Martin, but he who hesitates to eat snacky-cakes is lost.



Brian McGovern • Naperville, Illinois

### WRITE AWAY RIGHT AWAY!

Did your dog mistake your Rumble Pak for a chew toy? Did your big brother use your Game Boy as a street hockey puck? We're sure there are plenty of survival stories out there, so if you've got a great tale of Nintendo vs. nature, we want to hear about it. Write us with your dramatic accounts, and if you happen to have pictures of the surviving products, send one along!

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News about recent releases and upcoming games for all Nintendo systems. Call for help on *Castlevania*, *Star Wars: Episode I: Racer*, *Desert II*, *Star Wars: Episode I: Racer*, *Kirby: Yoshi's Story*, *Diddy Kong Racing*, *Mortal Kombat 4*, *Mission Impossible*, *108-Storyboard*, *Desert II*, *ForzaKen 64*, *DeathNik 64*, *BoaBam 64*, *Quake 64*, *Mystical Ninja Star*, *GreenOnion*, *Mischief Makers*, *GoldenEye 007*, *Star Fox 64*, *Super Mario 64*, *Terraria: Dinozaur Hunter*, *Turok 2: Dinosaur Hunter*, *Star Wars: Shadows of the Empire* and *Mortal Kombat Trilogy* for the Nintendo 64. There's also help for *Super Mario World*, *Yoshi's Island*, *Super Mario World 2*, *Desert Kung Country* 1, 2, and 3, *Clash of Gaea*, *Lufia II*, *Super Metroid*, *Secret of Evermore*, *Chrono Trigger*, *Final Fantasy III*, *Super Mario RPG*, *Breath of Fire I* and *II*, *Ultimate Mortal Kombat 3* for the Super NES & *Pokémon*, *StarCraft*, *Warcraft II* and *DK3* for the Game Boy, and *any Zeldas*. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

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ring rumble, WWF Attitude?  
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solve it the WWF way!

Yes, Attitude is complete down to the tiniest detail of the WWF world, from all the Pay-Per-View specials to the hordes of wrestlers fighting for the top spot. There's so much more,

though. There are so many modes in this game it'll make your head spin, and the souped-up Create-a-Wrestler Mode will bring your dreams to life.



# EXHIBITION MODE

There are more ways to run a single match than you can shake an unconscious wrestler at. It'll take you a long time to master every one of these modes, so get wrestling!

NINTENDO 64

## Versus



This is about as basic as it gets. Each player selects a wrestler and pins one-on-one until someone wins. You'll set all the rules, so the match can be as long or as short as you want.

## Tag Team



Another fine wrestling tradition. Tag Team Mode pits two pairs of wrestlers against one another. One wrestler on each team must generally remain outside the ring until he is tagged.

## Tornado



Tornado Mode involves four wrestlers as well, but all four players are loosely allowed to be in the ring at once. The game will only end when both players on one team have been eliminated.

## One-on-Two



If you're feeling tough, play One-on-Two. The two-player team can have a field day punishing the single player, but the single player needs to pin only one of the opponents to win.

## One-on-Three



Here's the perfect Mode for vengeance against a superior player. You can still win a One-on-Three, but trying to pin somebody when there are two other guys doing Elbow Drops on you is pretty tough.

## Lumberjack



In Lumberjack Mode, you'll square off as usual, but waiting outside the ring will be two rowdy CPU wrestlers whose reason for living is to drag you outside and pummel you beyond recognition.

## Gauntlet



Running the Gauntlet requires great endurance, because your opponent will have a four-man team that you must pin one by one. In a two-player game only one of the players will have the team.

## Tag Gauntlet



This is the same idea as Gauntlet, except you'll have a teammate that can tag in at any time. Since there are two of you, you'll have to pin eight CPU wrestlers instead of four.

## Survivor Series



You might as well pack a lunch for the Survivor Series, because you're going to be a while. Two teams of four wrestlers each wrestle tag team-style until one of the teams is all gone.

## Royal Rumble



Royal Rumble takes off the conventional rules, like tags, pins and count-outs, and replaces them with one rule: Throw any wrestler who enters the ring over the top rope. Repeat as necessary.

## Battle Royal



Like Royal Rumble, Battle Royal requires you to throw wrestlers out of the ring until you're the last one inside. The difference is that only four wrestlers are involved instead of 30.

## War



A free-for-all involving four wrestlers. War continues until only one wrestler is left standing. When a wrestler is defeated by a pin or a submission, he or she is removed from the ring.

## Stable Match



A Stable Match is just like War, except each wrestler is part of a four-man team. When a wrestler's eliminated, the next on the team enters the ring and fights until there's one team left.

## Triple Threat



Three wrestlers of your choice start off in the ring, and only one can win. It's a free-for-all, so you may want to beat up on the other two wrestlers equally before trying to pin one of them.

## Triangle



Triangle Mode cuts down on double-teaming because the match ends after a single wrestler is eliminated. You can win only if you administer the elimination move.



## CAREER MODE

So you think you've got what it takes to make it in the WWF? You'd better be ready for the long haul if you expect to go from a no-respect punk to the Heavyweight Champion!

### Hit the Big Time

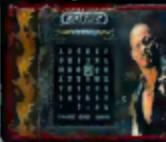


You'll start out at the bottom of the food chain, wrestling in set-to-wins House Matches and eating a lot of bad take-out food. Work your way up, though, and you'll be starring in Pay-Per-View events in no time!

## PAY PER VIEW

Even if you don't want to make a career out of Pro Wrestling, you can still get your mug on television by creating a lucrative Pay-Per-View special of your very own.

### Watch My Show...Or Else!



Pretend you have a billion dollars and want to make the WWF event of the century. You can come it after yourself, your dog or whatever sponsor you think is worthy. Then you can plan the event down to the smallest detail, from the lineup of matches to the colors of the pads, posts and ropes.

## MATCH TYPE & MATCH MODIFIER

Half the fun of wrestling is that the set rules frequently get bent or broken. Attitude lets you have it your way by offering rule tweaks that add a little bit of pizzazz.

### Mix, Match and Make Mincemeat



Weapons, cages and the ability to be pinned outside the ring are but a few of the things you can make legal in your match. You can also set certain criteria for victories—it gets a lot more interesting if you are able to win only by using your finisher or by forcing your opponent to submit.

## THE WRESTLERS

### FINISHERS AND TRADEMARK MOVES

#### Stone Cold Steve Austin

What can you say about the man? Stone Cold has dominated the WWF by spilling Vertical Body Presses around like party favors. Once he hits an opponent with the Stone Cold Stunner, the match is all but over with.

#### Triple H

Although he lost fans when he blew off D-Generation X for the Corporate Meister, Triple H shrugs off the boozing crowd. Anyone taking issue with his actions gets a Knee Drop, and the Pedigree finisher is as fun, either.

#### Shawn Michaels

The new Commissar of the WWF, Michaels is the founder of D-Generation X. He finishes off the competition with a move aptly named Sweet Chin Music, but not before he softens them up with a couple of his Huracanrnes.

#### D'Lo Brown

Nobody takes to the air quite like D'Lo, and his athleticism has pushed him to the forefront of the WWF. If D'Lo gets an opponent on the mat, look for him to perform one of his trademark Sky High or the match-ending Lo Down.

#### Mankind

Besides being scary-looking, Mankind also seems oblivious to pain. At times acting like a utter psychopath, he tosses Double Arm DDTs with obvious pleasure. This two-time champ's finishing move is the Mendible Clew.

#### The Rock

Some have problems with The Rock's corporate image, from his leathery gear to his obvious egomaniac. But you can't argue with success, and The Rock's had plenty of that. Watch out for the Rock Bottom if he gets you down.

#### Owen Hart

Despite the tragic occurrence earlier this year, Owen Hart lives on in Attitude, which has been dedicated to his memory. He can still rule the ring with his Enzigeri, and he finishes matches with the Sharpshooter.

#### Bossman

An old school wrestler, the Big Bossman is still dealing out damage to all comers in the WWF. He's an old master when it comes to pay drops, so you'll be sure to see plenty of Sidewall Slams and Bearhug Slams when you wrestle him.

# CREATE A WRESTLER

There are so many details to tinker with in Create-a-Wrestler Mode it'll blow your mind. With a little creativity you'll create a freak of nature that can't be stopped.



NINTENDO 64

## Create



## Name, Nickname



Wrestlers from the PPV specials of your imagination can walk and whoop up on people here. Not big enough? Add a couple hundred pounds. Too smooth? Give him a peit of body hair. Add tattoos, funky clothes, facial hair, belding patterns and much more. You can create a docked-out men or women whose very appearance might cause opponents to submit.

Of course, all the intimidating costumes in the world won't be worth a lick if you don't have an inspired handle for your wrestler to go by. Mr. Nintendo here is just looking for a fight.

## Attributes



There are six categories with a maximum of ten points in each. Since you only have 50 points worth of talent to spread around your wrestler, be sure to make him or her well-rounded.

## Moves



Another marvelous thing about creating your own wrestler is the fact that you can cut and paste your own stable of moves from other wrestlers. Trademark slams, finishers and a potpourri of various damage-inducing acts are yours for the taking. You can even set up the button configurations to make your game play easier.

## Personality



Your public persona is essential if you want to win over the fans, so be sure to tweak your style, theme song and entrance display to maximize the impression you leave on the crowds.

# THE WRESTLERS

## FINISHERS AND TRADEMARK MOVES

### Bradshaw

Bradshaw is a crazy Acolyte, throwing his body into each match with total abandon. His Powerslam often leaves opponents so dizzy that they can't recover, leaving them open for a monster finisher, the Felloway Slam.

### Faarooq

The other half of the Acolytes, Faarooq enjoys being brutal for no reason at all. The Acolytes love to spread pain with the Ministry of Darkness—Faarooq does it with Spine Busters and the brutal Dominator.

### Kane

One of the tallest WWF wrestlers, Kane is the Undertaker's brother. Once this giant gets hold of you, it's curtains. Whether he does it with a Chokeslam or Kane's Tombstone, the Big Red Machine will put you under.

### The Undertaker

The Undertaker's Ministry is one of the most insidious groups in the WWF, and the ghoulish leader is the worst of 'em. Like his brother, he also uses the Chokeslam, and the Undertaker's Tombstone is just as vicious.

### Geldust

Geldust is quite a sight, but any opponent will remember more than the golden glow. His trademark move, Shattered Dreams, is one any man is not likely to forget. The Curtain Call makes sure there are no encore.

### X-Pac

This member of the broken-up DX is extremely fast. He has to be, too, because his light weight makes him vulnerable to big wrestlers. Watch for him to do a Bronco Buster to soften someone up, then finish it with an X-Factor.

### Too Sexy

Some would say that this wrestler has an inflated ego, but who doesn't in the WWF? Too Sexy is a master of the Front Russian Legdrop, and if he punishes opponents until they're weak, he busts out the Tennessee Jam.

### Jerry Lawler

Although semi-retired, Lawler still occasionally storms out of the broadcasting booth to head out lessons. His trademark is the Big Head Punch, and when he wants to finish it up, he goes with the all-time classic—the Piledriver.

# MOVES

Every wrestler has a ton of nasty moves in his or her arsenal, and knowing when to use them is the key to ruling matches. Head for the Training Room or, if you're in the middle of a match, go to the Move List in the Start Menu to memorize and execute the button sequences for every combo.

## READY MOVES

Every wrestler will have a bunch of moves that can be done from a ready stance. You'll want to attempt them before your opponent can get close enough to grapple with you.

### Bring the Pain



Body Slams, Hip tosses and Suplexes are pretty standard for most wrestlers, but you'll also have an array of other moves that are less universal, like the Fireman's Carry, the Sidewalk Slam or the Backbreaker.

## GRAPPLE MOVES

When you press left C near your opponent, you'll start grappling for dominance. You'll still have some of your ready moves available, but you'll also be able to do some new moves.

### Come a Little Closer



From a grapple stance you can toss opponents to the mat, whip them into the ropes or twist them into Armlocks and other painful holds. You'll often be able to spin around and use them from behind as well.

## GROUND ATTACKS

Knocking your opponent down is never enough. A variety of brutal techniques allow you to force unfortunate wrestlers to continue to eat the mat once you knock them off their feet.

### How's the View from Down There?



If your opponent's down on his luck, why not let him know how you feel about him by climbing onto his chest and pummeling him. You could also convince him to take a friendly Sleeper Hold.

## THE WRESTLERS

### FINISHERS AND TRADEMARK MOVES

#### Thrasher



Thrasher looks like a mother's worst nightmare, but he has a few admirable qualities. Take, for example, the high level of excellence he achieves in his Running Butt Bump, or the outstanding extension he gets delivering La Silla.

#### Mosh



Mosh would look much more at home crowd-diving into a mosh pit at a concert, but he also knows a thing or two about wrestling. He shires Thrasher's trademark move but branches off to finish opponents with a Somersault Legdrop.

#### Billy Gunn



Billy Gunn ruled as a Tag Team wrestler, and he recently carved out a name for himself as a loner. He uses all kinds of slams, but his true genius lies in his finisher. A low kick launches his opponent over, then he shows him the floor.

#### Road Dogg



Road Dogg is not shy about grabbing the mike and doing improv to rile up the fans. A huge crowd favorite, he has a bizarre arsenal that includes the Crazylegs Kneedrop and an awe-inspiring Fallaway Pamphandle Slam.

#### Mark Henry



Mark is a hit with the women who follow the Federation, but he isn't just a pretty face. He uses his brutal strength to work foes over with Gorilla Press Slams. His finisher, Death From Above, puts opponents out of their misery.

#### Shamrock



Shamrock was once an Ultimate Fighting Champion, which gives him instant respect. His surprising power has quickly made him popular, and with moves like the High Angle Suplex and the Shamrock Ankle Lock, he'll go far.

#### Paul Bearer



As his name suggests, Paul Bearer pals around with the Undertaker. He is rather evil, but that doesn't stop him from rallying his henchmen when he grabs opponents in a Bearhug or finishes them off with the 450 Splash.

#### Jeff Jarrett



This guitar-toting wrestler is all business in the ring, as evidenced by his lack of glamor. He uses a Single Arm DDT with ruthless effectiveness, and as a finisher he employs the limb-contorting Figure Four Leglock.



## AERIAL ATTACKS

It's always a plus if you can let gravity work for you. Clamber up onto the turnbuckle using top C and you'll be able to launch yourself onto your hapless opponent.

### Bombs Away!



Jump on 'em in the ring, toss 'em outside and then jump on 'em—be creative! You'll be able to perform different moves depending on whether your opponent is upright or lying prone on the floor, so mix it up.

## BEHIND ATTACKS

If your opponent is weaving on his feet, run around back and grapple with him from the rear. You can also spin into this position from a standard grapple if you're quick.

### Guess Who?



Your opponent will be at your mercy if you get behind him, so don't waste the opportunity. Choke holds like Sleepers and Full Nelsons work well, or get really nasty with drop moves like the Reverse Brainbuster.

## SPECIAL ATTACKS

Of course, there are times when you just want to make your opponent feel special. Let him or her know that you'll treasure the experience by busting out a Special Move.

### Celebrate the Moment



Each wrestler will have a couple of Special Moves to choose from. These will traditionally be harder to pull off, since they have more elaborate button combos, but the high damage they inflict is worth it.

There are so many moves besides trademarks and finishers that we can't possibly describe them all. It's up to your wrestlers to use and abuse them!



## THE WRESTLERS

### FINISHERS AND TRADEMARK MOVES

#### Jacqueline

 Don't let Jacqueline's beauty fool you—she's not some mean moves at her disposal, not the least of which is the Figure Four Leglock. If that's not enough, she'll finish over-confident opponents off with a Kamikaze Headbutt.

#### Steve Blackman

 Steve Blackman is none too friendly in the ring, as anyone who's witnessed the Beast Choker move in action could tell you. Once he's cut off an opponent's airflow for a while, he lines 'em up and finishes 'em off with Pump Kicks.

#### Chyna

 Chyna was the first woman to compete in the Royal Rumble and King of the Ring tournaments. Her trademark move, the Tackle With Punches, is guaranteed to set opponents up for a nasty Low Blow finisher.

#### Droz

 Droz is as well known for his appearance as for his ring skills. Covered in tattoos, body piercings and crazy costumes, Droz uses a Double Underhook Suplex when intimidation isn't enough. His finisher is named New Jersey Neptune.

#### Val Venis

 His personality outside wrestling is seedy, but all the dirty rumors and naughty dances in the world can't obscure the fact that Val Venis is one tough wrestler. The Fisherman's Suplex is his go-to move, and his finisher is the Money Shot.

#### Edge

 Along with Christian and Gergen, Edge is one of the mainstays of the Brood. Cloaked in mystery, he delivers Dragon Suplexes to foes, and when it's time to move on, he breaks out the Downward Spiral to seal the deal.

#### Sable

 Another woman who's not afraid to butt heads with the baddest men in the biz, Sable can more than hold her own. Among her many moves are the Headcrush, the Cross Body Block, the Leg Grappling and her Powerslam finisher.

#### Marc Mero

 Marc Mero is savage and ruthless once he senses weakness, so look for him to start strong. His trademark move, the Mero Sault, simultaneously injures and disorients opponents, leaving them open for a thundering TKO finisher.

# MULTIPLAYER

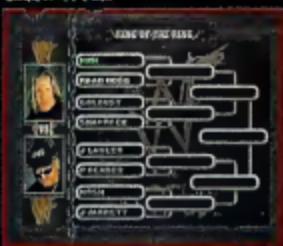
Of course, some of your finest moments playing *Attitude* are going to come when you're roughing up some of your human pals in the ring. With so many different ways to stage a beat-down, you might forget to catch the real deal on the tube!

## Wanna Come Over and Play?



*Attitude* is so deep with little details that you can mold it to whatever fits your mood. With everything from the real world of WWF wrestling added to whatever freakish events and wrestlers your imagination can bring to life, you can invent unheard of ways to crush each other. We recommend free-for-alls because, well, we don't like rules.

## Ladder of Pain



King of the Ring is one way to enjoy tournament-style wrestling, as up to eight players can wrestle round-robin style to see who rules. Any matches that involve two CPU wrestlers can be viewed in their entirety, so even when you're not in the ring busting heads and taking names, you can enjoy all the drama of WWF wrestling at its best.

# THE WRESTLERS

## FINISHERS AND TRADEMARK MOVES

### Sergeant Slaughter

An all-time great, Sergeant Slaughter is a former Federation champ who remains a brawling official. His Plaid Driver has punished legs over two decades, and the Cobr Clutch has busted many wrestlers back down to private.



### Taka

Take holds from the northern part of Japan, and his furious style of wrestling has proven him to be a dangerous opponent. His Michiohi Driver is a nasty way to end an afternoon, and he's also known for a Swinging DOT.



### Kurt Angle

Kurt Angle is not nice, and he expresses his anger by squeezing wrestlers' heads for fun. Docu-hounds out a headlock; that even Excalibur can't fix, he finishes with a brutal drop move known as the Bearug Slam.



### Dr. Death

This is not the doctor to call for help in a ring emergency. Dr. Death would have just us likely to apply his Dr. Bomb as he would a cold compress, and his finishing move, the Kinnick Stomper, sends wrestlers out on gurneys.



### Gangrel

Part of the gothic trio that make up the Brood, Gangrel is one of the most mysterious wrestlers on tour. When he's not licking his sharp-edged fangs, he's heading out Frontover Vertical Splexes and Giant DOTs.



### Al Snow

Al Snow isn't considered the tallest wrestler, mostly because he takes a lot of advice from a minnow known as "Head." If you catch one of his Udderhook Headlocks or the Snow Plow, you won't be making fun.



### Godfather

Dazzling in his jewelry and surrounded by a flock of dubious women, the Godfather isn't afraid to get down and dirty. Opponents who get distracted by his extractive entourage will find themselves kneeling before the Godfather.

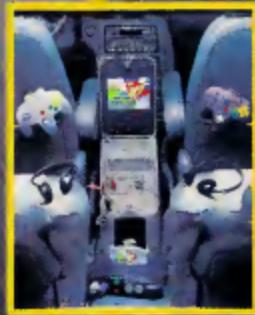


### Christian

Along with his brother Edge and Gangrel, Christian rounds out the brutal clique known as the Brood. He dons out the Front Bristlebuster with no regard for his body, and his Gothic Face Drop is something to behold.



# REAR SEAT ENTERTAINMENT



Pop in a favorite movie! Get Mario to the next level! Let the excitement of **VISTEON'S REAR SEAT ENTERTAINMENT SYSTEM** take your kids to another world...so you can drive peacefully in this one. Hey, it's the only in-vehicle entertainment unit that comes with a **NINTENDO 64** game system! Rear Seat Entertainment can turn any minivan into maximum fun. The amusement will ride on for miles and miles!

Stop by your local new car dealership and find out how your dealer can put you and your family on the path to excitement. For a free brochure and more details, call **1-800-VISTEON** or visit our website at [www.aftermarket.visteon.com](http://www.aftermarket.visteon.com)

At the edge of the millennium, far beneath the streets of Manhattan, a revolution is taking place. In part one of our strategies for Konami's Fighting-RPG-adventure hybrid, we blow the lid off the global uprising...Containing it is another story.



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In Hybrid Heaven, nothing is what it seems on the surface: Below ground, a revolution is orchestrated while politicians turn out to be clones. Even Konami's game itself is more than just the adventure it appears to be. Starting with traditional role-playing game

mechanics, it showcases turn-based battles in which your fighter's individual body parts strengthen depending on how often you use them. An RPG-adventure for one player or a fighting tourney for two, Heaven is itself a revolution.



## The Replacement Killers

A tale of genetic engineering and world domination, Hybrid Heaven splices classic paranoid sci-fi elements seen in *Invasion of the Body Snatchers* and even *The Faculty* to create a story-driven adventure that's as cinematic as the N64 has seen all year. Full of more twists than the pretzels hawked in above-ground Manhattan, the plot that unfolds below the city's streets tells a story of alien technology pirated for use in cloning experiments. The clones, dubbing themselves Hybrids, are genetically superior to their human counterparts. Thirsting for power, they plot to replace the U.S. President with a duplicate on the eve of the world's pivotal peace talks.



Who is a clone and who is not? The Hybrid clones won't sport obvious differences like Mini-Me from *Austin Powers*, and in the game's lengthy opening scene (complete with spoken dialogue), the stage is set when it's revealed that no one is who he or she seems to be.



## One Punch at a Time

Modeled after the role playing game system of fighting, Hybrid Heaven pauses the action when you're ready to attack so that you can choose the offensive, defensive, combo or weapon move you think is most appropriate for the situation.



The game features boxing and wrestling moves that you learn from rivals. Whether you become a pugilist or grappler depends on whom you bump into.



Your fluctuating power meter dictates your defensive and offensive strength. Check its stats to determine your retaliation if you're on the defensive.



Using the Step Move is wise when you're low on power, but it's most effective when you're already moving or a few steps from your opponent.

## The Breeds of Game Play

In the basic one-player mode, Hybrid Heaven is an adventure in which you journey underground while developing your character's physical abilities through hand-to-hand combat. In Battle Mode, up to two players can skip the exploration and story elements to duke it out in fighting tournaments.



For one player only, Story Mode boasts plenty of cinematic scenes as well as exploration, puzzle solving, and RPG-style character development.



Hybrid Heaven doubles as a two-player fighting game. If you've saved your game to a Controller Pak, you can play as a character you've encountered in Story Mode.



In any bout, like the handful of fights in 5 Matches Mode, you can use your Controller Pak to download the champion fighter you've bred in Story Mode.



To battle through the roster of Hybrids, robots and bio-weapon monsters you've unlocked in Story Mode, step up to the marathon challenge of Survival Mode.

# Area 1: Bioweapon Storage Facility

With true paranoid sci-fi flair, Hybrid Heaven begins puzzlingly enough with Diaz—one of the clones' best fighters—defying orders and assassinating their presidential insider, Johnny Slater. Now a fugitive, Diaz escapes to the Hybrid haven beneath Manhattan.

## Key



## Sector 1A



### FIRST CONTACT



The worker behind the first door will give you the Code Key that can unlock an area's sectors as long as you renew its code at the Code Charger stations.

### CARD UPDATE



Different sectors have been locked using different codes, so always update your Code Key at the nearby Code Chargers to guarantee you'll get in.

### CONTAINERS



On and off the battlefield, you'll need special items. Metal containers or a fight ending in an S or SS rating will yield many of the goods you're looking for.

### SHIELDS UP



You can destroy the crates that glow. Blest the one at point 4 to reveal the Blue Shield Generator, then blast the switch to deactivate the blue shield.

## Sector 1B

### To Sector 1C



After deactivating the red shield, head down the hallway and step onto the blue octagon to power up the machine, then head to point 6 to see the trouble you've started.

### From Sector 1A



### From Sector 1B

## Sector 1C



### LOOTER CHECK



Upright cabinets, such as the ones at point 7, contain special items. Approach one to open it. Inside, you'll find an item to boost your inventory.

### BREAKING AND ENTERING



Blast switches mounted on doors to unlock them. After landing five hits, the switch should go up in smoke, and you'll be able to make your entrance.

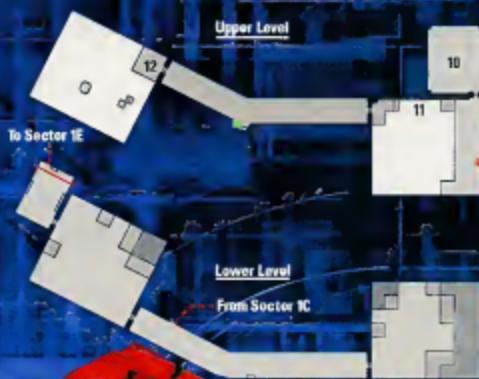
### HERDS UP



When you spot the twisted crate at point 5, look up to spy the monster clinging to the ceiling. By approaching it slowly, you'll avoid a Surprise Attack.

**Sector 1D**

After riding the elevator down to the lower level of Sector 1D, you'll discover you've been rat-ted out as a turncoat. Trust no one, including orange-suited workers who previously gave you tips.



Upper Level

Lower Level

From Sector 1C

**Sector 1E**

From Sector 1D

**RED ALERT**

The explosive robot probes that scurry across the floor will self-destruct when you're nearby, so jump over them to avoid falling victim to a botfist.

**BOX BLASTING**

The uppermost glowing box conceals an item container, so station yourself atop one of the nearby crates to obliterate the box that blocks your way.

**DROP THE LOOT**

10

**HOPPING FIRE**

11

Usually when you knock over a fully-waited Noid, it will drop a Life Charger, so stock up by using grapple and Technique Attacks.

Don't shoot the plowing box—stand on it to knock off elusive probe after you've inched across the ledge above the blue lights.

**LEAPS AND BOUNDS**

12



Point 11's ledge route eventually leads to the upper reaches of point 12, where you can score an Offense Reiser. To ranch it, leap to the glowing hex, climb the crates, then dive to the suspended platform.

**To Area 2****EXCHANGING BLOWS**

You know by example, so allow your rivals to perform their moves on you for educational purposes. If you win the bout, your battle repertoire could expand.

**NEVER FIND THE POLLUX**

After defeating the Pollux that lurks on the ceiling, crawl under the wall greeting to update your Code Key so you can access point 16 at the top of the stairs.

**DEATH AT THE GATES**

The Ring Eraser can instantly wipe out most enemies, but it will have little effect against the final monster, so save it for another fight.

## Area 2: Dr. Gross's Lab

Diaz escapes to the lab where resident Dr. Gross greets him with his newest beastly creation. But don't bother fighting back—his monster is indestructible, so once it gives chase, stay on the go.

### Sector 2A



#### BACK FOR MORE



Even after you've defeated the local monster, the yellow floor pad will regenerate the beast on subsequent visits. Hone your fighting skills through rematches.

#### THE GREAT ESCAPE



After leaving the chamber of the piglike Mekabuda, the chase will resume as Gross's creature catches up to you. Climb into the posse at point 2 to escape.

### Sector 2B

THE CHASE CONTINUES



When you step off the elevator, run left, then crawl under the grating above the 3 on the map. Atop the ledge you can revitalize yourself in a Life Station.

#### UP IN LIGHTS



As Gross's monster pursues you, keep an eye out for yellow lights—they shine around ledges that you can scale to seek refuge from the creature's clutches.

#### FIGHT AND FIGHT AGAIN



Revisit the Sogines for rematches. Before each fight, recharge at the nearby Life Station, then partake in repeat bouts to rack up experience points.

### Sector 2B



### Sector 2C



#### SHIMSPUNTS



When you encounter a creature that's quick on its feet, slow it down by attacking one of its legs with low kicks until it glows red.

#### FINAL PURSUIT



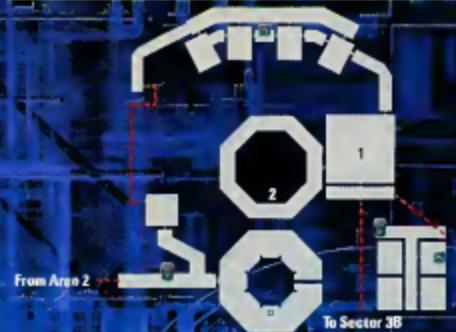
Point 7 marks the final chase. To give the beast the slip, barrel down the hallway and squeeze through the narrow grotto to end the level.



## Area 3: Clone Storage Facility

When aliens called Gargantuans reveal themselves to be the ones who influenced Diaz to assassinate Slater, yet another plot twist surfaces, this time forcing gamers to play as Slater instead of Diaz.

### Sector 3A



From Area 2

FIRING LINE



The small robot that guards room 1 spews out fiery streams, so steer clear of its path. Use your on-screen map to keep track of it as you flee.

SKY BOX

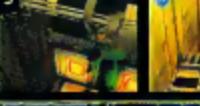


After defeating the Man in Black, blast the floating box so the contraption on top of it falls to the level below. Venture downstairs to retrieve the goods.

### Sector 3B



OVER THE GRP



At the gap, jump up in front of the red wall panels to grab the overhead railing and cross the crevass, then leap to the crate beneath the probe.

To Sector 3C

From Sector 3A



### Sector 3C

#### Sector 3D

To Sector 3B



From Sector 3C

7

### Sector 3D

To Sector 3B



Man in Black shoot their Fire Shots if you stray out of reach, so circle closely since their projectiles are tough to dodge.



#### OVER THE WALL



Beyond the probes hovering near the ceiling is room 5, which looks like a dead end but isn't. If you hop onto the ledge then jump up, you can scale the wall.

#### BOX TOPS



To leave point 6, blast one of the glowing boxes that hangs above the crates on the floor. Once you've blown a hex to bits, hop onto the crate to climb up.



Clone Wannas and certain monsters sheet poison. If you're hit, you'll rapidly lose Hit Points as long as you're glowing purple. Poison Rustorer is the cure.

## Area 3 (cont.): Clone Storage Facility

Sector 3E takes you closer to the fleeing clone of your superior, Kevin Young, before the evil Hybrid eludes you by blowing up a section of catwalk.

### Sector 3E



From Sector 3D

To Sector 3F

### Sector 3F

From Sector 3E



To Area 4



Once Kevin morphs, keep your distance since he can take two steps in a single attack. Special items, which work at most distances, are your best offense.



You can't cross the gap Kevin blasted in the bridge, so change your course and continue pursuit by heading up the side ramp.



Hop onto the ledge adjacent to the Lite Station, enter room 9, spar with the Man in Black inside, then blast the yellow switch.



After Kevin beats you and escapes into the maze, head left toward point 10. When you reach it, you'll reunite with the clone.

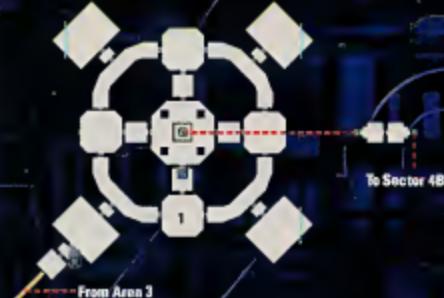


Once you've defeated the Hybrid of Kevin, shoot the glowing cube at point 12 to retrieve imprisoned President Walker's memories.

## Area 4: Weapon Factory

In the Weapon Factory, the President's memories are restored thanks to you, a Gargantuans and the Memory Card you nabbed after defeating Kevin. While the President recovers, speak to all the Gargantuans in the facility, then return to his side to learn your objectives.

### Sector 4A



To Sector 4B



### ROCK 'EM SOCK 'EM ROBOTS



By point 1, you should be able to perform three-move combos. Since the robots are slow, rock 'em and sock 'em by maximizing your power.

### VERSION 4.0



In Area 4, you journey deeper under Manhattan and deeper into trouble, since the probe robots are more harmful. Target them quickly.



## Sector 4B

From Sector 4A



To Sector 4C



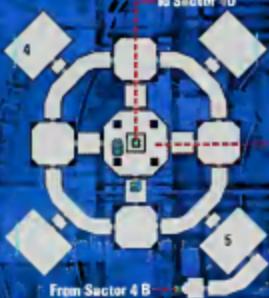
## WHEN THEY'RE DOWN



If your power meter is in the green while your opponent is dazed on the floor, take advantage of the situation by attacking your rival with a "Technique" move.

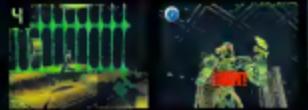
## Sector 4C

To Sector 4D



From Sector 4B

## GUARDED TREASURES



After defeating the fighter that guards a corner room like the one at point 4, the energy well will dissipate enabling you to reach an item.

## FIGHT AND RUN



To avoid getting caught in any fight, you must exit through a door before "Fight," "Advantage" or "Surprise Attack" appears on screen.

## Sector 4D

From Sector 4C



To Sector 4E



## BLOCK ATTACK



Since the lumbering robots slowly clank around in circles, you can easily attack them with high kicks from behind where you'll be safe from retaliation.

## Sector 4E

From Sector 4D



To Sector 4F



## THE WRITING GAME



As the robot cuts its zigzagging path, it will pause every few steps. When it stops, mount your attack before it walks out of reach.

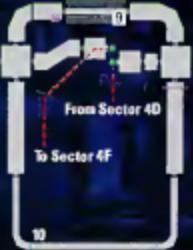
## FIERY STAIRS



The tiny robot drones lining the stairs will shoot flames across your path, so hop over their hot zones to avoid being baked.

## Area 4 (cont.): Weapon Factory

### Sector 4E



#### STEAMING MAD



Beware of clouds of steam that form adjacent to the catwalk, since they trumpet the immediate arrival of a steam blast that can knock you off your feet.

#### ROBOT RORBLOCK

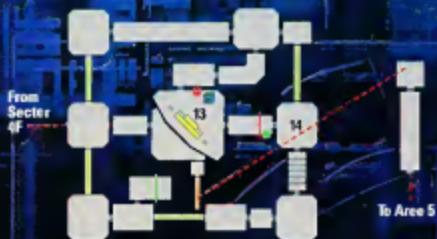


The hulking robot that blocks your path will unleash a horde of firepower on you. Use your Refresh Menu often and blast the 'bot between its assaults.

### Sector 4F



### Sector 4G



#### ROCKETS' RED GLORE



If you're looking for items, head to point 11 to destroy the rocket launcher that guards some goods. Blast it head-on to zap the rockets it sends your way.

#### LINE OF SIGHT



The robot will fire a missile from its red "eye." If it catches you in its sights, so sidestep out of view as you circle around to its vulnerable backside.

## Plight of the Navigator



#### REVERSING THE FLOW

If you activate the terminal, you'll cause the conveyor belts to flow clockwise instead of counter-clockwise. To reach the end faster, don't use the computer.

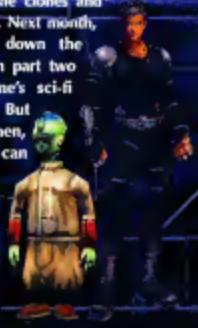


#### ION SHOTS

The Ring Eraser is one of the best weapons to use against small enemies like Men in Black, while the Ion Shot is better against mechanical foes like robots.



When you exit Area 4, Johnny Slater brushes with Diaz—who escapes leaving Slater to tend to a wounded Gargantuian. The alien explains the dire need to locate the Navigator of their ship, which has been converted into the subterranean breeding ground of the clones and biowarps. Next month, NP tracks down the Navigator in part two of the game's sci-fi strategies. But until then, then, can wait.



NICKELODEON

114



# Rugrats

# Scavenger Hunt™

A colorful title screen for a game titled "Scavenger Hunt". The title is in a large, stylized font at the top right. In the center, a character wearing a yellow fedora and a brown trench coat is smiling and holding a red magnifying glass over a grey rock. To his right, another character with a large nose and a yellow shirt looks on with a neutral expression. In the background, there are other cartoonish figures, including one with purple hair and glasses, and another with a blue, spiky head. The setting appears to be an underground or jungle-like environment with various plants and rocks.

# SCAVENGE THROUGH THREE GAMES IN ONE!



Collect treats on Reptar's candy island



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Search a sunken pirate ship for hidden treasure.

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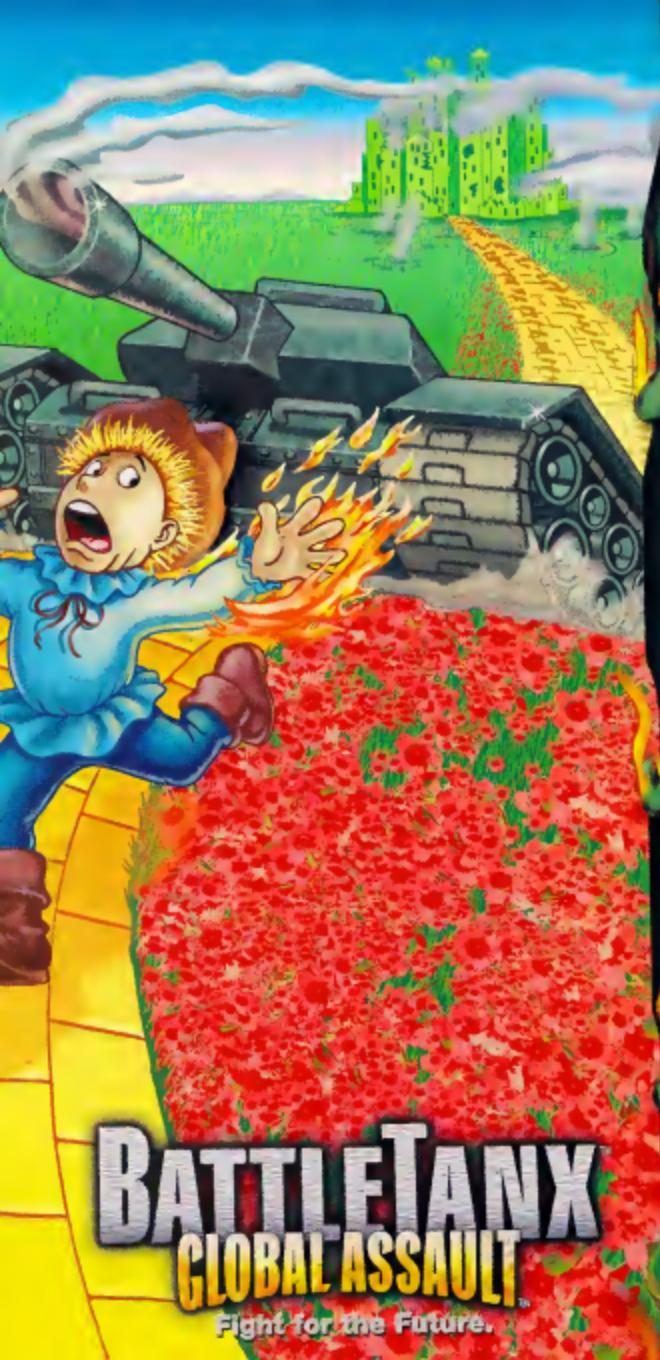
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# CLASSIFIED INFORMATION

0429 6211 3342 0680

MEMBER IDENTIFICATION #

BRAND SPANKIN' NEW!  
NP EXCLUSIVE  
STAR WARS  
ROGUE SQUADRON.

## *The Phantom Menace* Code

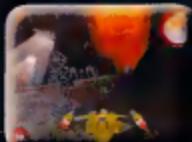
For months, LucasArts has been keeping a secret from gamers. *Star Wars: Rogue Squadron* came out almost half a year before the release of *Star Wars: Episode I The Phantom Menace*, and in anticipation of the movie, the programmers included the film's Naboo Starfighter in the game. And, sure, the sleek royal spacecraft is technically outdated considering Rogue takes place a generation after Episode I, but the ship turns out to be one of the swiftest fighters in the game. To access it, type in HALIFAX? as your Passcode, select Enter Code, then punch in !YNCWIB and select Enter Code again. To disable the code, enter HALIFAX? then enter in any word you'd like as your second Passcode.



Did you ever notice the empty spot in the hangar to the left of the X-wing? Look for the Naboo Starfighter there.



Anakin rods in one, and now his son Luke can pilot a Naboo Starfighter, too.



Even though you won't hear the R2-D2 beep to confirm that Passcodes are correct, the two codes will unlock the new ship.



Abi's to perform sharp turns and tight barrel rolls, the Naboo Starfighter will save to your Game Pak once you have unlocked it.

# ALL-STAR BASEBALL 2000

## All-Star Tripleheader

The bases are loaded with three new codes for All-Star Baseball 2000 from Acclaim Sports. Type in the code words on the Enter Cheat Screen, then hit Start to confirm your entry. If you entered them correctly, the name of the code will flash on the bottom of the screen.

## Big Ball Mode

For a ball that's bigger than a softball (or maybe even a breadbox) go to the Enter Cheat Screen and type in BCBBLKTPTY.



## Blackout Mode

By typing in WTOTL as your code word you'll black out all graphics except for the players and ball, which will make depth perception nearly impossible.



## Fog Mode

To let the fog roll into the ballpark, enter MYEYES. When the code is activated, the players will appear blurry and crisp, but everything else will be blanketed in a white haze.



# STAR WARS EPISODE 1 RACER

## RRDUAL and Other Secrets

In the film, Podracer drivers had to pilot each of their twin engines separately, and by activating the Dual Controller Code, you can wrangle your engines in a similar fashion. Plug two Controllers into your N64. A Controller in port one will control your left engine, and a Controller in port three will control your right engine. (Player two uses Controllers plugged into ports two and four.) Select a new file, then press and hold Z while cycling through the letters to enter RRDUAL. Hit the L Button to select each letter, then, while still holding Z, highlight "End" and hit the L Button to select it. In Dual Mode, the Control Sticks of the two Controllers will work in conjunction. The chart below details how to use them for steering.



Open a new file, then press and hold the Z Button while entering RRDUAL. Scroll through the letters like normal, and hit L to enter a letter.



You've entered the code correctly if "OK" appears after you've entered the code word and selected "End."

Maneuver	Controller 1	Controller 3
Accelerate	Up	Up
Air brake	Down	Down
Left turn	Down	Up
Right turn	Up	Down
Tilt left	Left	Left
Tilt right	Right	Right
Repair	R Button	R Button

Maneuver	Controller 1	Controller 3
Accelerate	Up	Up
Air brake	Down	Down
Left turn	Down	Up
Right turn	Up	Down
Tilt left	Left	Left
Tilt right	Right	Right
Repair	R Button	R Button

## RRJINNRE

Once you've typed in RRJINNRE and the "OK" message appears, name the file that you're in "A." When you open up a new file, new racer Jim Ruoso will replace Mers Goo.



## RCYVUN

To access hidden racer Cy Yunga, type in RRCYVUN, then name your file "A" just like the Jim Ruoso code above. This time when you open your played up file, the newly activated character will replace "Bellseye" Nuvor.



## Cheat Menu

After you've entered the next two codes, RRJABBA and RRTHEBEAST, activate them using the Cheat Menu. To access it, press R twice, then press the Control Pad Left, Down, Right, then Up.



## RRJABBA

Push in RRJABBA, then access the Cheat Menu to enable the Invincibility Option you've unlocked. Though your engines can catch on fire, your Podracer will never explode! and only the nucleus of Geon IV or a plaque off a cliff will destroy you.



## RRTHEBEAST

By entering RRTHEBEAST, you'll be able to access Mirror Mode on the Cheat Menu. The mode will switch lefts with rights, and let you flip-flop the trucks in midrace.



# KEN GRIFFEY JR.'S Sluggfest

# SUPER MARIO BROS. Deluxe

## Create-a-Player Codes

"Welcome to my world," greets Junior when you first turn on Ken Griffey Jr.'s Sluggfest for the N64. And what a strange and unusual world it'll be once you've distorted it with the following batch of codes! To activate a code, enter Create-a-Player Mode, then type in "CODE" for the first name. For the last name, use any of the secret surnames listed below. Only one code will work at a time, so the code you've entered most recently will replace any previously activated codes.

Last Name

BIGFOOT  
BIGGHEDZ  
CPUVSCPU  
INVISIBLEMAN  
LIDDLELEAGUE  
THETICK  
TOOTHPICK  
WEEBLEMAN

Description

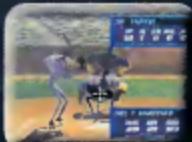
Big Feet Mode  
Big Head Mode  
CPU vs. CPU  
Invisible players  
Short players  
Top-heavy players  
Skinny players  
Bottom-heavy players



My, what big feet they have!  
And just imagine the size of  
those cleats!



Don't bother with the  
Controller Select Screen—  
CPUVSCPU will automatically  
start a CPU-controlled game.



Just like superheros the Tick,  
your players can have swollen  
torsos and shrunken legs.



The opposite of THETICK  
code, WEEBLEMAN fattens  
players with saddlebags.

## Play as Luigi

Who says Luigi is overlooked? The man in green made it into Super Mario Bros. Deluxe for Game Boy Color, and you can replace Mario with him by pressing the Select Button while viewing the Map Screen in the Original 1985 and Challenge Modes only.



To play as Luigi, bring up the  
map screen in Original 1985  
Mode or Challenge Mode.



Hit Select to turn Mario into  
Luigi. Press the button again  
to switch him back.

# Glover

## Sleight of Hand

We've got to hand it to Hasbro Interactive for packing Glover with more than a few fistfuls of codes, and this month, we're pointing the finger at two new cheats. To activate Speed Up Mode, pause a game, then press left C, left C, right C, top C, right C, left C, bottom C, and then bottom C. To activate the Secret Cheat that opens up some bonus levels, pause a game, then tap bottom C, top C, right C, right C, bottom C, left C, right C, then right C.



Pause a game to enter a code.  
To deactivate a code, type it in  
a second time.



To let Glover's fingers do the  
running rather than walking,  
activate Speed Up Mode.

# CLASSIFIED INFORMATION



## Bowling Green

How do you make bowling more fun? We're still trying to figure that one out, but in the meantime, you can make it more confusing by activating a code that enables a Turok-style Pen and Ink Mode. But unlike Turok, all of Milo's graphics will appear as black outlines while the screen will become awash in green.



When it's your turn to bowl in Milo's Astro Lanes, hit R, L, R, L, L then R.



The code takes you to the greener (literally) postures of Etch-A-Sketch-style graphics.



## All Kids, Boards and Levels

To unlock all of the snowboarders, boards and boarding runs, head to the Title Screen and press Z, B, top C, Down on the Control Pad, Left on the Control Stick, Right on the Control Stick, Up on the Control Pad, R, Z, then A. If you entered the sequence correctly, Damien will cackle and twirl off the screen.



You'll be able to choose from all characters in Battle Mode only.



All courses will be available in Story Mode. Select "Start Game" rather than "Load File."

If you have a trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to [classified@nintendo.com](mailto:classified@nintendo.com). For access to even more cool codes and tips, check out Nintendo's official web site at [www.nintendo.com](http://www.nintendo.com).

## F-1 WORLD GRAND PRIX

### The Williams Codes

Driver Williams of F-1's Team Williams is the key to unlocking the game's secrets. By changing his last name to "Pandora," "Museum" or "Credits," you'll be able to access one of the three secret features detailed below.

### Bonus Challenge

Change Driver Williams's name to Driver Pandora, return to the Start Screen, then begin Challenge Mode. When you select a file, choose File 4, which will become the "Cheater's Special" that contains new challenges.



### Gallery

To view the cars in the Gallery, replace the last name Williams with Museum, then press B until you return to the Start Screen. On the Main Screen, you'll be able to select the new Gallery Option.



### Credits

After renaming Driver Williams as Driver Credits, return to the Start Screen. Appearing in shadowed type below "Start" will be "Credits," which will enable you to roll the end sequence.



**Nintendo Power Classified Information**  
P.O. Box 87033  
Redmond, WA  
98073-8733



## GEX<sup>TM</sup> 3 DEEP COVER GECKO

STARRING: GEX THE GECKO

FEATURING: THE VOICE OF DANA GOULD

CREATED BY: CRYSTAL DYNAMICS

PUBLISHED BY: CRAVE

## COMING IN SEPTEMBER

The big screen, the little screen, and every screen in between are about to change forever, all because of a lizard in love. When the curtain rises on Deep Cover Gecko, the romance between Gex the Gecko and Agent Xtra is documented in the tabloids and subsequently brought to the attention of Rez—arch-villain and lizard-loather

What better way to pay Gex back for all of his past interference than by agent-napping Xtra! And so begins the third chapter in the parody-rich environment of Gex the Gecko. Thrill to the action as Gex does masterful disguises and performs breathtaking stunts in his quest for Agent Xtra. Travel to exotic locations from the North Pole to the scorching sands of the Sahara. Perform feats of derring-do and deduction as Gex puzzles through the fiendishly clever mysteries found in this 256-Megabit Game Pak. Yes, you'll laugh,



you'll cry, you'll even want to eat a fly when Gex 3: Deep Cover Gecko debuts on N64 across North America.

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# ACTION



## GEX, STUNT GECKO

Like many of his fellow actors in Hollywood history, a major lizard is saving superstars, such as Sir Bruce and Arnold Schwarzenegger, and jump from trees to trees using his own sticky tongue! And fans of Gex 3, you'll be amazed at the moves that are not found anywhere else. You'll gasp in disbelief when, for the first time in

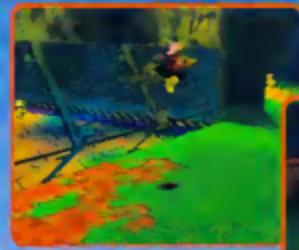
**Gex** **Reed**, movie critic, gives **Deep Cover Gecko** three **flips**:  
"the gritty acting reminds me of *Conquest of the Lizards Are Forever...*"

of such favorites as the bouncing tail pogo jump, the fly-catching tongue slurp, the aquatic lizard crawl and the enemy-stopping, roundhouse tail thwack. Even more fun is in store when Gex disguises himself in special costumes. With a vampire cape he



Gex returns in the biggest adventure ever for lizard lovers. As always, Gex is a witty and debonair master of disguise.

can fly, when transformed into HercoGex he has the strength of ten reptiles, and when he turns into RoboGex he gains a jet pack for bursts of gliding power.

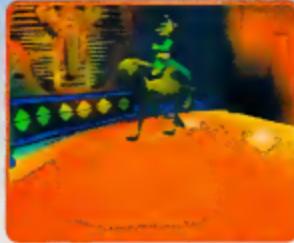


## SPEED THRILLS

No action epic would be complete without a few dozen heart-grabbing scenes in which the hero races about in dangerous vehicles or rides off into the sunset on a trusty steed. Deep Cover Gecko takes the next step in driving machismo by giving Gex a wide variety of rides in one riveting and highly patriotic scene that is sure to win tons of awards, players will experience the rumble and excitement of driving a WWII tank, blasting walls and finding hidden treasure. In other memo-

table scenes, Gex rides a mule on the Oigan Trail, hitches a ride in a kangaroo's pouch, takes a cruise with a crocodile and goes for a hike in the desert with Humph the camel. And since Gex is an extreme gecko, he takes snowboarding to a new level when

he combines boarding and battling in a fine scene that is guaranteed to bring tears to your eyes. The variety of action in Gex rivals games such as Banjo-Kazooie and Zelda, but getting around is just the beginning of the tail.



For the first time in Gex history, our heroic gecko rides into trouble on many mounts.



# ADVENTURE

## GEX, FLIES & VIDEOTAPE

Imagine that you are a real gizmo of mystery, don't you see? Agent Xtra while the entire world passes through the lenses of the shadow press. And that same Agent Xtra is kidnapped by your arch-nemesis, Rez, and hidden away in the Media Realm, you have little choice but to



head into the GexCave and set out in pursuit. The GexCave is littered with e-cosies and obstacles that are based off movies, TV and video games, like the Flawed Little Pigs. Our hero must go on a quest to find his friends along the way. He's got to find his way in an enormous puzzle land of cartoonish structures and areas of two of Gex's mentors, Gutz and Rez, and in the jungle, ensuring that Gex doesn't know what to do or what he can turn to a helpful friend for advice and a loss.

But before you get too carried away with all the fun and frolics, about to make it his moment to consider the other side of the coin: Rez's friends are Gex's



Gex's world is filled with good friends such as Rez and Agent Xtra, and dastardly enemies like the skeleton pirate.

Everywhere Gex goes, he'll face desperate characters from a mad Santa who's been naughty, not nice, to goon ninjas robots and skeletons with katanas, chips like Jackie Chan. And much like everything in Gex's world has been animated, and now, if the vultures will try to gobble Gex's tail, king.

## SETTING THE SCENE

Each world in Gex 3 has been lovingly crafted from the finest in contemporary entertainment sources. From sul-til to spaghetti Westerns, the development team at Crystal Dynamics has left no stone unturned and no genre unmocked. In our preview version of Gex, we counted 27 areas in all with such names as Clueless in Seattle, When Sushi Goes Bad, My Three Goons, Gextreme Sports,

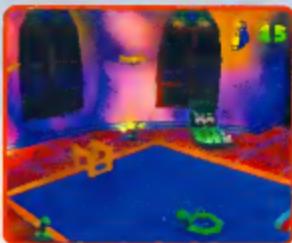
remote controls, Willynils worlds, Gex will find hidden areas, bonus areas, and doors to later worlds. The structure is very much like Rango Kazooie, but Gex has its own look and quirky sense of humor. The worlds are filled with zags, humorous signs and wonderfully weird characters, objects and puzzles that make each one unique.

**Roger Gexbert, movie critic, gives Deep Cover Gocco a big thumbs up.**

**"...I laughed so hard I thought I would hurl..."**



Marsupial Madness and the Temple of Gloom. In each, Gex dons an appropriate costume and deals with enemies and puzzles suited to that setting. All roads lead from the GexCave through television monitors that are opened up by collecting



# MYSTERY



## THE THIN RED TONGUE

Gex 3 plays on or borrows the and-truth themes of earlier Gex games. Gex, disguised to fit into the scene, must complete three missions and discovers hidden items to turn remote control togers. Those remotes are the keys that unlock doors (or TV screens) to other areas. Players choose which goal they wish to pursue.



When they first enter the area, but they may also see how the other missions come into play as they explore the world. You can complete missions in any order and find extra items and surprises in every setting. Some of the missions entail defeating enemies while others require players to solve puzzles or perform tasks.

While whipping his tail against many objects, Gex may find extra Bonus Coins and Golden Fleas, so exploration is also a key to the game. As for the graphics and sound, each world takes its cue from the media that it parodies. The Organ Trail looks and sounds like a Western with some weird twists like chickens running all over the



place and gunfighters who pop out of the sand. The music is also a parody of the themes that you'd expect from a Western, and Gex's lines are a mix of references to famous lines from similar types of movies and shows. The result is a rich mix of gaming variety and humor that sits tall in its N64 saddle.



## NORTH BY NORTHGEX

At the heart of Gex 3 are the mission objectives for each world. Sometimes they are as basic as snowboarding around a slope until you land and slam five elves or as complex as figuring out how to reach distant ledges with no means of access. In the first example, Gex just jumps on his snowboard and uses his extraordinary lizard dexterity to whack the elves. But in the second example, our robust reptile must follow a lengthy series of tasks before he uncovers the answer, which involves finding a vampire's robe and

gliding to the high ledges. In other areas, the missions may involve pushing blocks or completing tasks within a time limit. The variety of the activities is just as vast as the variety of worlds where they take place, which should keep Gex 3 gamers on the edge of their seats throughout every level. And then there are the enemies and bosses.

Most enemies are easy enough to dispatch with several tail whips, but some can take multiple hits while others resist everything but a special attack. For instance, the giant head in the Wizard of Oz spoof, "Lions,

tigers and Gex," is defeated by Gex (dressed as the Tin Man), who fires canons that pop out of the floor. Variety may be the spice of life, but it's the meat and potatoes of Gex 3.



Although Gex uses his tail in many ways, one of the most useful tail tasks is to smack Santa's packages back at the jolly joker.



# SUSPENSE



## DYNAMIC CRAVINGS

Crystal Dynamics developed Gex 3: Deep Cover Gecko (N64) for CRAV Entertainment in a little less than 13 months with a core team of five programmers, four artists and two designers—an amazing feat for man or gecko. So we got in touch with Sam Player, the producer of Gex 3 at Crystal Dynamics, and asked him about the many improvements to this version of gecko-mania.

**GRAPHICS:** "We're quite pleased with the advances in the graphics from Gex: Enter the Gecko. The graphics for Gex 3 include some very sophisticated reflection, transparency and use of lighting—a real lizard-leap up from the previous game. Our artists have become quite astute with



our proprietary technology and have learned all the tricks of the engine. The results are breathtaking. Specifically for the N64 version we've taken full advantage of the hardware z-buffering, bi-linear filtering, and intensity textures."

**CHARACTERS:** "All of our characters are first conceptualized and sketched by Glen Schofield. His sketch is then handed over to one of our three character animators who model the character in 3-D down to the most minute detail, using Alias, 3-D Studio Max, or Lightwave as modeling tools. The characters are then animated in Alias. Gex himself has over 150 different

animations. Most of the enemies will have anywhere from five to 20 animations."

**SOUND:** "One of the cut-points of Gex: LTG was that there just wasn't enough. Dana Gould. We decided to triple our sound budget for the serial, and most of the extra space is devoted to Gex's voice. Of the 256 Megabits, approximately 30% is devoted exclusively to sound! We think the result is an audio experience unlike any other on the N64."

**COMEDY:** "Dana Gould and his henchmen Ken Daly and Rob Cohen wrote most of the material based on viewing each level beforehand. Dana also improvises like CRAZY in the recording studio. We end up with twice as much material for each level as we can squeeze in. The code Datas lines to specific areas, objects



or enemies, so that when Gex encounters these things, the appropriate line is played. To avoid repetition, each scenario has multiple voice files that can be called, and we also put in a call not to play a voice file if it's been played in the recent past."

**PLAY CONTROL:** "We played with the analog control a bit, adding different sensitivity settings to the options menu. Now the player can customize how the characters



With 150 animations and hundreds of polygons making up Gex, this lizard never looked or acted so cool!

feel to play. We've also made a major modification to the camera scheme using the feedback generated by the first version."

**FINAL THOUGHTS:** "I think what



was special about Gex 1 was the amount of innovation and a number of new elements that we were able to complete in the short amount of time we had. Ridable characters, a whole new scheme for collecting items, gliding... the game is really a remarkable accomplishment, and Gex fans all over the world will be thrilled when the newest N64 episode is released later this summer."



According to Sam Player, Dana Gould ad-libbed some wacky lines for the lizard in the first game

# Pokémon

## GOTTA CATCH 'EM ALL AT EB



Coming Soon!



Coming Soon!

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Now for  
Only  
**\$10.00**  
Down



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# COUNSELORS' CORNER

## ►STAR WARS: EPISODE I: RACER



### WHY DOES MY PODRACER KEEP SLOWING DOWN?

It's time for a tune-up! Wear and tear on your Podracer parts is generally the reason for poor performance, and the only cure is constant vigilance. Check the Vehicle Upgrades screen after every race, buy parts from Watto's shop or the junkyard and drive safely to minimize the amount of damage to your craft. You should also buy three pit droids as early as possible and upgrade your Repair modules often.



After every race, head into the pits to inspect the condition of your ride. Remember, you're only as good as your machine!



If you didn't fly into rock walls at 400 mph, you wouldn't need to buy parts so often. Stay in control to prolong your Podracer's life.



### HOW DO I ACCESS SEBULBA?



Sebulba? Who would want to access that filthy, cheating Dug? Well, considering the facts that he's one of the fastest Podrace drivers and that he has the ability to blast nearby racers with flaming

exhaust, you may want to take him out for a spin. Unfortunately, the only way you'll ever get to climb into his ride is by taking first in the Boonta Classic, the pinnacle of the Galactic Circuit. In order to get there,



If you can come out on top in Tatooine's hugest race, you'll be able to get behind the controls of the Dug's mean machine.



Take switchbacks slowly and use your brakes wisely to keep your craft in good condition throughout the long circuits.



Double-tapping the R Button will cause flames to shoot out the side of Sebulba's craft. Shouldn't there be a rule against this?

# ► THE LEGEND OF ZELDA: OCARINA OF TIME



## HOW DO I DEFEAT MORPHA?

The aquatic nightmare lurking within the Water Temple would love to dunk you under, so stay out of the reach of its liquid tentacles. Morph's weakness is the pink amoeba-like thing that flops around and summons the watery arms into attacking Link. Target the blob with your Longshot and wait for it to lurch out of the water with a tentacle. Then drag it close and use your blade!



If you back into one of the room's corners, the tentacles will never be able to reach you.



Pull the blob in close, get a couple of licks in with your sword, then repeat as necessary.

## IS THERE AN EASY WAY TO FIND FAIRIES?

You'll find plenty of fairies hiding in caves scattered throughout the overworld, and a wise warrior will be sure to find their secret fountains to summon up these magical creatures, however. When Link is young, track down one of the many butterflies fluttering around the overworld and take out a Deku Stick. If you can coax the butterfly to land on the tip of the stick, it will transform into a helpful fairy! Another nifty trick is to stop at one of the many Gossip Stones that dot

the land of Hyrule. If you have the Mask of Truth, you can coax hints from the stones. You can also get a reaction with



It's tough to make the erratic butterflies land on the Deku Stick, but it's worth it.

your ocarina—play some mood music to convince a healing fairy to float out of the stone.



The Gossip Stone fairies can't resist Epona's Song, Zelda's Lullaby and the Song of Storms.

## WHAT'S THE POINT OF THE FOREST STAGE?

Hidden deep within the Lost Woods is a quiet meadow populated by a couple of Business Scrubs and a single, dead tree. If you wander amid the

waist-high flowers as a kid, you'll tumble into a mysterious underground cave with a sign proclaiming it to be the Forest Stage. Wearing any of the masks from the

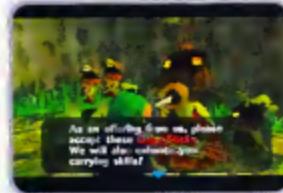


There's a hidden hole in the center of this patch of flowers. Fall into it to perform a little bit of Deku improv.



Some masks may earn your rupees from the appreciative Scrubs, but if they don't like your looks, they'll pei you off stage.

Happy Mask Shop here will elicit various reactions from the audience of young Deku brothers, so try them all out and see what happens!



As we offering from us, please accept these **Skull Masks**. We will also complement your carrying skill!

The Skull Mask and the Mask of Truth will evoke such a positive reaction that you'll be granted more Deku Nuts and Deku Sticks.

# ►SUPER SMASH BROS.



## HOW DO I COMPLETE BONUS CHALLENGE 2 WITH NESS?

**N**ess catches a lot of air with his slow, elegant backflip, but it falls just short of many of the platforms he needs to reach in Bonus Challenge 2. The key to reaching these out-of-the-way spots is a little kick-start from his PK Thunder attack. Jump as high as you can, then unleash a bolt of psychic energy by pressing Up and B. Steer the bolt underneath Ness to reach new heights.



PK Thunder packs a powerful punch! Angle it in from the side to slam yourself up the ramp.



The last platform is nestled in close quarters, so you'll have to control the bolt perfectly.

## WHAT ARE THE BEST TACTICS AGAINST MASTER HAND?

**F**ighting Master Hand at the end of the One-player game requires a significant change of tactics because of its ability to hover and the variety of its speedy attacks. If you want to hold your own, you're going to have to depend heavily on your shield. Whenever Master Hand flies up high to deliver a turbocharged assault, press Z to stay safe until the worst has passed, then attack for all you're worth. A character like Kirby will have an advantage, because he can stay in the air long enough to deliver a powerful brick attack. With a character

like Yoshi it's better to run underneath and hurl eggs. Experiment with the attacks of each fighter to find which are

the strongest and most dependable, then remember to use your shield liberally during the fight.



Bombardments like this flattening attack will crush you if you aren't shielded.



Whenever Master Hand prepares to fire bullets at you, hit it with a long-range attack.

## HOW DO I BREAK ALL THE TARGETS WITH CAPTAIN FALCON?

**Y**ou have to be a speed demon to play with this speed demon. In order to access the F-Zero pilot, you must first finish the One-player game in 20 minutes



Double-jump, then press Up and A at the apex of your jump to barely smash this hard-to-reach target with Falcon's fleet.



You could climb over the top and drop down to these targets, but you'd be stranded there. Instead, do Falcon Punches through the wall.



Save this target for last. Fall off the side, jump once to position yourself under it, then press Up and A to smash it with a Pip Kick.

# SUPER MARIO BROS. DX



## HOW DO I ACCESS THE BOO RACES AND THE LOST LEVELS?

There's only one way to earn the right to play all of the games included in this retro Pak: by racking up points. Lots of 'em. If you go to the Records screen, you'll see a bunch of familiar names. The important ones are Boo at 100,000 points and Luigi at 300,000. Beat each of these two scores and save your game, then check out the title screen. Boo and Luigi will be there, opening the way to your new challenges.



Boo moves like the wind, so you'll have to be in top form to beat him to the finish line.



Prepare to explore 32 lost levels! If you've never seen these before, you're in for a whole new game.



## WHERE ARE THE WARP ZONES?



Those of you who are veterans of the classic Super Mario Bros. game for the NES know that the Warp Zones are the only way to travel for the quickest route to the Princess. The first one is at the end of World 1-2. Instead of entering the pipe to go above ground for the flag, jump onto one of the moving platforms and climb onto the ceiling on the right. Run all the way over for a shortcut to World 2, 3 or 4. There are two zones in World 4-2, one of which is accessed in the exact same way. By travelling along the ceiling past the exit pipe you'll be able to skip to World 5. The better Warp Zone is accessed in the middle of the

level, right before the area with four Piranha Plants. There's a beanstalk hidden in the bricks to the right of the moving



If you hit the hidden coin block directly under the beanstalk you'll have a hard time, so hit the ones to the side and jump over.

ing platform, and by hitting hidden coin blocks beneath it you can jump up to activate it. The Warp Zone's at the top.



After climbing the beanstalk, some quick jumps over mushrooms will lead you to the warps for Worlds 6, 7 and 8.



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### STR STR 64

**Q:** How do I access Expert Mode?

**A:** If you earn a medal on every stage, you'll be able to enter Expert Mode on the main menu.

**Q:** What's the invoice for at the end of the game?

**A:** Nothing—it's just there for comic relief.

### DIDDY KONG RACING

**Q:** Why am I short a couple of balloons?

**A:** Besides all the balloons in the worlds, there are seven balloons in the main overworld.

**Q:** Why can't I use any vehicle after defeating a boss?

**A:** You must complete the Silver Coin Challenge to select any vehicle.

### DIDDY KONG RACING

**Q:** How do I get across the Weak Bridge?

**A:** Use Bottle 2 on yourself. It will make you light enough to cross the bridge without breaking through.

**Q:** Why do I keep losing lives every few turns?

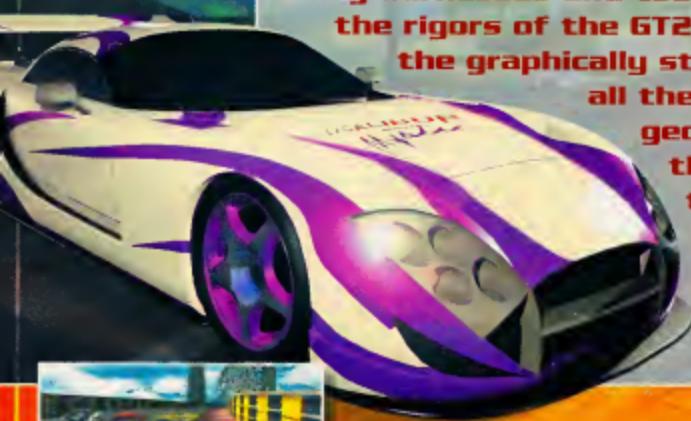
**A:** Your torch must be going out.

# WORLD DRIVER championship



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Last month we strapped you into your racing harnesses and took you through the rigors of the GT2 circuit, admiring the graphically stunning scenery all the way. As gorgeous as WDC is, though, it's time to stop gawking at Boss's brilliance and get down to some GT1 racing.



## TIME TO OPEN IT UP!

You'd think after sweating through the long but satisfying GT2 circuit we'd be all tuckered out, but WDC is so immersive that we just want to keep going. It's a good thing, too, because the GT1 promptly makes it clear that all of our skills (which we thought were rather spectacular) are

actually sub-par. The GT1 offers eight new teams, 17 new cars, arduous Cup races and absolutely vicious competition. A, B and C variations on all the familiar tracks will be further complicated by reverse races, so prepare for a brutal crash course as you learn them all again.



# BE PROFESSIONAL

Before we take you on our own meteoric rise through the ranks of the GT1 circuit, it would be best to take a look at the field. Half the fun of this game is the careful management of your

career as you earn respect and bounce around the various teams. Will you switch teams every time someone dangles a better ride in front of your eyes, or will you stay loyal throughout

## RANKINGS AND VEHICLE AVAILABILITY

To get an idea of the way rankings work, check out these charts showing the point structure that controls your driving destiny. Earn the requisite number of points by winning Cup races to move up in the ranks. Each team has A and B and sometimes C cars (A being the best) to offer you once you've reached a certain level. For fun, we threw in the best GT1 car—12 million points, anyone?

**RANK POINTS NEEDED**

10	0
29	10,000
28	25,000
27	50,000
26	100,000
25	150,000
24	200,000
23	250,000
22	300,000
21	350,000
20	400,000
19	450,000
18	500,000
17	650,000
16	800,000
15	1,000,000
14	1,200,000
13	12,000,000

**GT1 NUMBER ONE VEHICLE**

TEAM	VEHICLE	RANK C, B, A
SPEEDCRAFT	STALLION SR	30, 27, 23
KOHR RACING	RAGE 512 VEO	30, 26, 20
VIEWPOINT	ELAN SWIFT TT	29, 25, 18
REEDS	REEDS R1.2 MANTA	28, 24, 19
EUROSPEC	RAM VENOM GT	N/A, 24, 17
TOTALSPORT	FURIO	N/A, 23, 16
ELITE	EXR CHALLENGER	N/A, N/A, 15
EXCALIBUR	MYSTIC	N/A, N/A, 1

## VEHICLE RECOMMENDATIONS

Choosing a vehicle is an important and personal choice, but there is also something to be said for mimicking the pros. With that in mind, we asked the development team at Bois to let us in on their secrets. Here are their choices for smart car progression in both circuits.

GT2 VEHICLES	GT1 VEHICLES
RAGE 512, C	LANCE SCORCHER, C
ELAN SWIFT, B	SCORPION, B
RAM VENOM, A	MICLOUD, B
TOTALSPORT, A	RAGE 996, B

Obviously you may drive a couple of other cars in between these choices, or none of them at all. Remember that some teams won't take you back if you leave.

## TARGET LAP TIMES

Winning pole position on any race will garner you extra points and a huge advantage in that race, so practice until you can hit these lap times. We've listed every track's forward and reverse variants.

COURSE	A	B	C	AR	BR	CR
HAWAII	1:15.26	1:26.58	1:34.76	1:19.73	1:36.69	1:15.23
LES GETS	1:42.12	1:42.12	1:52.94	2:01.33	2:14.96	1:51.83
LAS VEGAS	1:37.43	1:26.26	1:37.16	1:23.48	1:27.76	1:54.51
NEW ZEALAND	1:25.23	1:27.21	1:29.23	1:24.76	1:40.36	1:16.26
LISBON	1:36.79	1:42.36	1:35.23	1:32.79	2:04.37	1:44.80
ROME	1:22.55	1:45.69	1:37.38	1:26.76	1:55.23	1:37.51
SYDNEY	1:26.26	1:31.69	1:30.26	1:41.94	1:31.26	1:53.88
ZURICH	1:37.55	1:54.23	2:03.62	1:51.19	1:19.05	1:59.51
KYOTO	1:35.44	1:35.44	1:29.69	1:04.69	1:24.79	1:24.33
BLACK FOREST	0:47.09	1:27.41	N/A	0:39.43	1:24.83	N/A

## GT1 TEAMS AND VEHICLES

**HAYAI N70**

If you have no qualms about driving fast, weird-looking fury, that's GT1 racing as an amusing distraction. Get down with Team Hayai. The A car is a force,

**LANCE SCORCHER GT**

The Lance Scorchier GT is a great car for newcomers to the circuit, and if you stick around long enough to drive the A car, you'll get a nice mix of speed and pickup,

**ELAN SCORPION**

Sage Autosport has a long tradition of winning, and they'll expect nothing less from you. What their low-level cars lack in speed they make up for in handling.

**MICLOUD F-TYPE**

The Lassiter team makes one of the coolest looking cars around, but their B car isn't much to drive. The A car, however, is a huge leap forward in all categories.

**PANZER BATRAYE GT**

Although SSD Competition isn't as well-regarded as some of the other teams, the silky smooth handling of their Panzer Batraye GT is very driver-friendly.

**RAGE 996 GTR**

You can't really go wrong with a team named after the developers of the game, can you? The Boss A car will likely be the fastest car in any race, so get it if you can!

**M-K PHANTOM R**

Sleek lines, ultra-light construction and extremely high rankings in handling, acceleration and top speed make the Median Krauss car a sure winner in the pro-Am ranks.

**EXR MYSTIC**

If you can tame this baby, you won't have to worry about any body else on the track. Excalibur Ltd. has by far the tightest, fastest and most maneuverable car.

# GT1 CHAMPIONSHIP

There are so many ways to progress through the GT1 that it would be impossible to describe them all, so instead we're going to bring you along in the passenger seat for our joyride to the highest echelon of driving glory. Remember, your GT1 career will likely be much different from ours—regardless of whether you jump from team to team or stay loyal to one, it's bound to be a wild ride.

## SUPER SERIES

Our first experience with the GT1 was the Super Series Cup. We finally got a look at Sydney's track, and by then we were familiar with Hawaii and Rome to excel. The competition wasn't that tough, so we raced with our favorite GT2 car, the Venom A car, and won handily.



### SUPER SERIES 5 LAPS

1. Hawaii B
2. Sydney A
3. Rome C

## SPIDER CUP

### SPIDER CUP 3 LAPS

1. New Zealand B
2. Zurich A
3. Black Forest AR

Since we owned New Zealand in the GT2, we had no problems destroying the competition here once we accepted Team Nebo's offer. Zurich was a little tougher, and the reverse

trip around Black Forest made us eat some humble pie.



## ENDURANCE CUP

We still had five laps on each course of this Cup, but there were now four tracks instead of three (hence the name Endurance Cup). Although the Hayal N70 had served us well to this point, we decided a change was in order and switched over to Victory Smith's camp.



### ENDURANCE CUP 5 LAPS

1. Los Gets B
2. Los Vegas C
3. Lisbon A
4. Rome AR

## HAWAII B



The B variation of Hawaii took us through a beautiful section of road carved out of stone. The new curves weren't very difficult to handle at all. As usual, we gained the lead around the familiar elbow curves near the start.

## SYDNEY A



Our first peek at Sydney was a little rough at first, but heavy practice got us in the swing of things soon enough. After driving defensively through the narrow, snaking freeways of the city, we opened it up in the outback.

## NEW ZEALAND B



Team Nebo's car was so light compared to our GT2 favorite that we drove off track a couple of times. Fortunately for us, we knew the course like the back of our hand, so the field was at our mercy for most of the five laps.

## BLACK FOREST AR



The sand skinned this track was such a nightmare that Black Forest instantly became our most-feared course. Luckily we had a fast lead coming into the track, because one minor error at the end of the race cost us first place.

## LES GETS B



The higher top speed of the Lance Scraper GT served us well on the snowy straightaways of Les Gets, but we still had to race it a couple of times before we took first. The competition was looking a lot better and more aggressive.

## LISBON A



After doing 15 laps around Lisbon at the end of the GT2 circuit, you'd think we'd be used to the track. The dimming light and nightmarish curves quickly reminded us why it was no picnic. This time, our light car took the curves smoothly.

## RING OF FIRE CUP

After racing this Cup once and getting utterly mauled by the fierce competition, we went back and raced the Super Series and Spider Cups to build up some points. When we had enough to get behind the wheel of the Elan Scorpion B car, we grabbed it and never went back better prepared.



### RING OF FIRE CUP 5 LAPS

1. New Zealand AR
2. Sydney C
3. Kyoto C
4. Black Forest B

## SYDNEY C



Our new wheels served us well in Sydney, where the only significant change from the A course was a longer tour through the desert outside the city. Better top speed, better acceleration, lovely handling—kudos to Sage Autosport!

## BLACK FOREST B



Once again, it was a good thing that we came in first on each of the first three tracks, because Black Forest ate us alive. The B track is a meandering mess of nasty corners, and the slightest detour off the track can derail the whole race.

## BGS CHALLENGE

### BGS CHALLENGE 5 LAPS

1. Los Gatos
2. Hawaii AR
3. Lisbon AR
4. Zurich B
5. Rome CR



Well, as much as we liked the Elan Scorpion, taking gold in the Ring of Fire Cup attracted the attention of Lassiter, who offered us the delectable McCloud F-Type. This B car's gorgeous lines and superior acceleration were just too good for us to resist.

## HAWAII AR



The BGS Challenge began dubiously with a white-knuckle Los Gatos run and the reverse version of Hawaii's familiar A track. The McCloud F-type was a champ, though, as it could accelerate out of tight corners like nobody's business.

## ZURICH B



The B variation of Zurich's misty track proved surprisingly hard, and since we screwed up our qualifying run we massed out on pole position. Playing catch-up the whole race was no fun, so we regressed to take the pole from then on.

## DRIVER'S CHALLENGE

To be honest, we liked Lassiter's car so much that we almost didn't even test-drive the Panzer Batraye GT. What a mistake that would have been. We immediately fell in love with the buttery smooth handling and switched over to SSD Competition's camp for the coming travails of the grueling Driver's Challenge.



### DRIVERS CHALLENGE 5 LAPS

1. Las Vegas C
2. Sydney B
3. Zurich C
4. Kyoto BR
5. Black Forest B

## LAS VEGAS C



What better place to take our brand-new set of wheels out for a spin than Las Vegas? We had no time to enjoy the city, though, since the competition was brutal. The dusty Vegas C track gave our Panzer's handling a crash test.

## KYOTO BR



We consistently regressed on every one of Kyoto's tracks, mainly because it was easy to make up time on the three-city-block corners. Driving in the reverse direction was disorienting, though, and we had to drive ice-cold to win.

## INVITATIONAL CUP

We just couldn't figure out which of the teams was superior, so we stuck with the familiar Boss car to take on the massive Invitational Cup. Twenty laps around our favorite track, Kyoto, seemed grueling but easily doable. Unfortunately, team Excalibur had a surprise for us.



### INVITATIONAL CUP 20 LAPS

1. Kyoto CR

## KYOTO LR



Even though we knew Kyoto and ruthlessly K.O.'d the field there, nothing prepared us for the fight with the insanely fast EXR Mystic. Only crazy skills and a little luck earned us the gold—and the right to drive for Excalibur.

## KYOTO CR



Excalibur's car was the lightest yet, and the maxed-out handling meant we could swerve all over the road at high speed with little consequence. With the highest acceleration and speed around, we went for our opponents.

## ADVANCED TACTICS

There's always room for improvement, and, fortunately, there's always room for some undercover tricks, too. The development team at Boss saw fit to let us in on some expert techniques and hid-

den features of WDC, so even if you're master of the racing world there'll still be challenges for you. Our personal advice for self-improvement? Master shifting manually for optimal performance.

## MIRRORED TRACKS



Driving courses backward isn't exciting enough for you? In a Quick Race, select any track using the Z Button instead of the A button to race it mirrored. Quick multiplication...that's makes 54 more tracks!

## LOYALTY

Sticking with a team is difficult to do when the latest model of a faster car becomes available, but it may be worth it. Most teams will offer you their A car sooner if you've stayed with them throughout.



## POLE POSITION



Making the best qualifying time at the beginning of each race is vital, not only because it'll earn you lots of points. Starting ahead of the pack is key when your opponents have faster wheels.

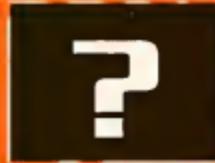
## JUMP STARTS



It's tough to peg it exactly, but revving your tachometer at the start of a race may get you started faster. In Time Attack, save your ghost and then try different RPM levels to dust it off the line.

## HIDDEN VEHICLE

We begged and begged for the inside line, but Boss turned a deaf ear. The only information we could squeeze out of them is that there is a hidden vehicle that can be accessed, and that it's absurdly fast.



## FAMILIAR TERRITORY



Sometimes the best thing you can do is re-race a Cup that you're extremely good at to build up your career points. Find a Cup that suits your style and keep winning it until you earn the car you want.

## TOURING CUP

Our opponents were getting more juiced up every time we advanced a Cup, and so were we. Bidding a fond farewell to the Panzer (which we almost kept just because it looked so cool) we opted to sign on with Boss. The Rage 996 B car was everything we'd hoped for.



### TOURING CUP 5 LAPS

1. Les Gets B
2. New Zealand B
3. Lisbon AR
4. Rome AR
5. Sydney A

## GRAND CHALLENGE

### GRAND CHALLENGE 5 LAPS

1. Les Gets C
2. Hawaii CR
3. Las Vegas B
4. Sydney C
5. Zurich B
6. Kyoto BR



With six courses staring us in the face in the Grand Challenge, we decided that the Boss car wasn't cutting it. We went back and won a couple of Cups that we felt good about, racked up some big points and finally gained a number two ranking... And then we took over the M-K Phantom R.

## WORLD CUP

The persistence of the Boss car had us wondering if perhaps we'd made a mistake, and a study of the two vehicles showed what the judgement error was. The Rage 996 A car was faster than our M-K Phantom R, which was why it kept catching us. As you can imagine, we switched back immediately.



### WORLD CUP 5 LAPS

1. Les Gets CR
2. New Zealand CR
3. Lisbon B
4. Sydney BR
5. Zurich CR
6. Black Forest BR

## LES GETS B



The B track of Les Gets was vicious enough in the Endurance Cup, but the high level of competition in the Touring Cup made it even worse. Only the Rage's superb handling kept us in the race, but it still came down to the wire.

## SYDNEY A



The saving grace of the Touring Cup was that it finished with Sydney. Since we'd memorized every curve of the track in the very first GT1 Cup, we drove cool and confident. We took the pole and never looked back the rest of the race.

## LAS VEGAS B



Oh, baby! Mader-Krauss did such a superb job on this car that we barely even saw the lights of Las Vegas as we stormed to an early lead. The only other car that was in our league was the Boss A car, but we still ruled Vegas.

## ZURICH B



The Boss A car continued to pester us throughout the entire circuit, and a slip-up in the fourth lap at Zurich made us chase their taillights the rest of the way. We somehow managed to rain them in Kyoto, though, and took the gold.

## LES GETS CR



We barely struggled through the C track at Les Gets in the last Cup, and starting off the World Cup by driving it backward was no picnic. Again, getting pole position was key, because it allowed us to drive conservatively.

## SYDNEY BR



The B version of Sydney was not so bad even in reverse, but we did have a problem contending with the M-K Phantom R we had so recently been driving. It hammed us the whole way, again making us second-guess our team choices.



# SUPERCROSS

## 2000

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**NINTENDO**  
**POWER**



# Poké-Quiz!

## 1. Why should a trainer not evolve a Pokémon?

( From *Electric Shock Showdown* on *Pokémon - ThunderShock!* )

- A - Some abilities and attacks must be learned before a Pokémon evolves
- B - Evolved Pokémon eat more food
- C - Evolved Pokémon must be recaptured by the trainer
- D - All of the above.



## 2. Why should you never abuse your Magikarp?

( From *Pokémon Shipwreck* on *Pokémon - Seaside Pikachu* )

- A - It's not nice
- B - You might hurt yourself
- C - It evolves into Gyrados
- D - All of the above.



## 3. Why should you buy Pokémon Video or DVD?

- A - It has the complete Pokérap on every video
- B - You get to watch Ash learn lots of cool Pokémon facts in every video
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( *Mini-comics, Pokémon Sweepstakes entry forms and more!* )



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ANSWERS 1A-10A

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# MARIO GOLF

DOES GOLFING TEE YOU OFF? BEFORE YOU BEND THOSE CLUBS INTO BOOMERANGS, PUTTER INTO OUR GOLF CLASS WHERE YOU'LL COME OUT SWINGING. AND SHORT OF CARRYING YOUR BAGS, WE'LL GIVE YOU ALL THE HELP YOU'LL NEED TO CONQUER THE COURSES.



## FAIRWAY TO HEAVEN

Golf usually comes off as a quiet game, but when Mario, Luigi, Yoshi and the cast of Mario Golf hit the links, they make the sport scream "fun" decibels louder than any country club golf clap. Four-player Mario Golf veers off the beaten fairway to emphasize sharpshooting, and NP has the tee-off tips to keep you on target.



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# THE SWING AND I

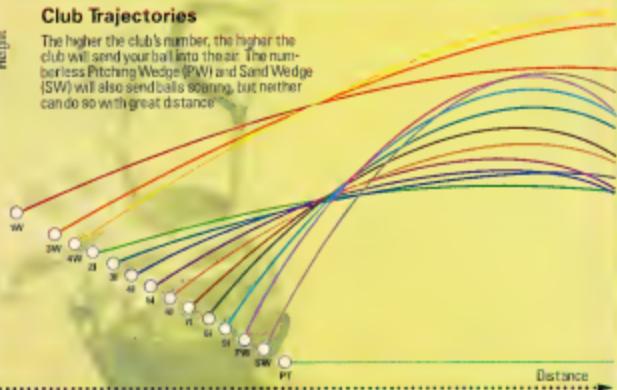
## CLUB HOPPING

The right club will get your ball to the hole within par, or the target number of strokes. Woods (W) hit the ball farther than irons do, but you can lose accuracy on long shots. Irons (I) tend to pitch the ball higher into the air, but up there, winds will have a greater effect on your shot's trajectory.



### Club Trajectories

The higher the club's number, the higher the club will send your ball into the air. The numberless Pitching Wedge (PW) and Sand Wedge (SW) will also send balls soaring, but neither can do so with great distance.



## SPIN DOCTORING

Normally when you swing, your club will connect with the center of the ball so that it launches it in a somewhat straight path. To change the arc, press and hold the Z Button, then move the Control Stick to reposition the red dot on the ball close-up shown in the lower right of the screen.



To curve your shot over or around obstacles, add some spin to it by changing where your club strikes the ball.

**Topspin** Striking the top of the ball results in a low-flying shot that can cut through wind and roll farther



### Left Sidespin

For a trajectory that hooks to the right, put some spin on your shot by hitting the left side of your ball.

### Right Sidespin

To hit a shot that curves to the left, press and hold the Z Button to aim for the right side of the ball.

**Backspin** If you need to clear a hill or pitch the ball over some trees, hit the bottom of the ball to send it soaring.

## DRAW AND FADE

Some characters will put a natural spin on the ball when they hit it. If a character is a fade hitter, the ball will tend to sail to the right before curving to the left. If a gofer hits a draw, the ball will curve the opposite way.



If a shot that fades or draws stops short of the green, it could land far to the left or right of your target, so aim accordingly.

## SWINGING IN THE RAIN (AND WIND)



The wind can blow your ball off course, so adjust your aim to the left if the wind is blowing right and vice versa. If your ball is sailing downwind, expect it to fly beyond your target green. If you're hitting against the wind, aim past your target.



When it rains, the damp grass will prevent your ball from rolling as far as it normally would. Hit with extra power to give your ball some extra push, and aim past the hole when you're putting on the soggy green.

# FOR WHOM THE BALL ROLLS

## TOAD HIGHLANDS



Home of the Toad Tournament

The only Tournament course that is open right off the bat (or is it club?) is the Toad Highlands for beginners. Eighteen holes of forgiving fairways and large greens, the Highlands will bring out the birdies in you, but weather is always an unpredictable factor, and high winds and heavy rain could change everything.

Hole 14



If you hit your ball to the near-left corner of the pond, you'll have a clear shot to the hole that provides plenty of green to land on.

Par 4

Hole 16



By aiming between the second and third trees on the hilltop, you'll have an easier time shooting over the second hill to the green.

Par 5

Hole 17



Avoid overshooting in the hopes of clearing the first bunker at the foot of the hill—another bunker lies beyond the sloping green.

Par 3

Hole 11



On your first shot, aim for the fairway rather than attempt to clear the hills, since the sand traps at their base will ensnare you.



## KOOPA PARK



Home of the Koopa Cup

If you score 50 points in Tournament Mode, you'll unlock the second course, Koopa Park, an intermediate greenbelt where the fairways are narrower and the greens are more elusive than those in the Toad Highlands. Even worse, water hazards drench many of the courses, so take your best swing or risk taking a dunk.

Hole 11



If you miss the narrow, zigzagging fairway and get tangled in the rough behind the trees, bail yourself out with some backspin.

Par 4

Hole 14



It's easier to sink the uphill putt on hole 14 than the downhill putt, so aim your shot in front of the hole instead of behind it.

Par 4

Hole 15



Aim for the fairway's right edge so your ball lands in front of the pond. On your second shot, you'll have a clear path to the green.

Par 4

Hole 16



Reaching the green requires no special tricks, but putting to the hole will. Use careful puts to conquer the uneven and wavy ground.

## SHY GUY DESERT



*Home of the  
Shy Guy  
International*

After racking up 300 points in Tournament Mode, you'll win access to the third course, Shy Guy Desert. Unlike Koopa Park, the Desert is as dry as a bone, and what it lacks in water hazards, it makes up for in sand traps. Bunkers aplenty abound in the wasteland, so chances are your sand wedge will get a workout.

Hole 9

Par 4



Precision is more crucial the closer you get to the green. On hole 9, bunkers increasingly tighten the fairway farther down the line.

Hole 14

Par 5



If you land in the large bunker, work on pitching your ball out of the sand rather than hopelessly trying to drive toward the hole.

Hole 4

Par 4



Consider the wind and the power of your character's swing when taking your first shot to avoid driving your ball into the valley.

Hole 7

Par 3



When driving to and hitting on the green, practice restraint, since overpowered shots can land you in the green's backyard bunker.

## YOSHI'S ISLAND



*Home of the  
Yoshi  
Championship*

With a whopping 1,000 Tournament points, you can unlock Yoshi's Island. Tee-offs to and from mountaintops highlight the jungle region, while trees and water hazards add to the difficulty. And if you're easily startled, turn down the volume since the Island's occasional chimp yelps could break your concentration.

Hole 7

Par 5



Hole 7 sends you swinging from overbank to riverbank. On your third shot, swing with a powerful backspin to clear the river.

Hole 10

Par 4



Hit your first shot over the hill on the right to land on the fairway behind it, then arc your shot over the second hill to the green.

Hole 4

Par 5



It's all uphill from here. Every shot will need an extra boost to help it up the steep course, so overshoot your targets.

Hole 6

Par 3



Aim high and drive as far as you can. The plateau is much higher than the tee and the green is encircled by a downward slope.

Hole 14

Par 4



Hole 14 sends you swinging from overbank to riverbank. On your third shot, swing with a powerful backspin to clear the river.

Hole 14

Par 4



Hit your ball toward the bunker. If your ball lands too far to the right, you'll have trouble hooking your shot around the mountain.

Hole 16

Par 4



Even if you land in the rough, it's better than landing in the valley, so avoid shooting for a spot that's close to a mesa's edge.

# LORD OF THE RINGS

Ring Golf will bring out the sharpshooter in you, since it requires you to hit your ball through target hoops while also finishing on par or better. To stay on target, add spin and use the white trajectory line that pulses from your ball to gauge your shots.



## UNLOCKING THE RINGS

Each Ring course features six holes. For every hole you complete, you'll earn a star, and for every four stars you earn, you'll unlock a new course.

Course 2	4 stars
Course 3	8 stars
Course 4	12 stars
Course 5	16 stars
Course 6	20 stars

## COURSE 1

### Creek Crossing

Par 4  
2 Rings



Aim for the shore by the rings, then hit your ball over the river. On your third shot, add backspin to lob your ball into the rings and onto the green.

### Every Which Way!

Par 4  
2 Rings



Use an iron or backspin to pitch your ball through the first ring, then wield your power swing to pitch your ball through the second ring.

## COURSE 2

### Power past the Pond!

Par 4  
1 Ring



Hit your first shot toward the bunker and the rough at the rim of the lake, then swing with backspin to launch your ball into the hoop.

### Arches Here and There

Par 5  
3 Rings



Clear the second ring so your ball stops rolling near the pond's edge—there it will be in line with the third ring and very near the green.

## COURSE 3

### Pyramid Ring

Par 4  
1 Ring



Apply power and backspin, then select the iron that has a trajectory line that can touch the ring while your targeting grid is still within bounds.

### Center of the Bull's-eye

Par 4  
2 Rings



Since getting out of a sand trap is manageable, place your targeting grid on the bunker to sink your ball through all three rings.

## COURSE 4

### Scraping the Cliff

Par 4  
2 Rings



Use backspin to lift your ball up and through the cliff side rings. If your ball bounces off the cliff on its way down, it should bypass the rough.

### Drop into the Valley!

Par 4  
1 Ring



Choose an iron, place the targeting grid directly below the stack of rings, then lob your ball up as high as possible to drain through the hoops.

### Shoot for the Stones

Par 4  
1 Ring



If you blanket the mountainside with your grid so that it appears right behind the hoop, your shot will go through it and bounce back on course.

### Sand Dune Summit

Par 5  
2 Rings



After you clear the ring, you'll probably land in the sand with a mountain blocking your view of the hole. Right sidespin should get it around the bend.

### Arches in the Hills

Par 4  
3 Rings



Don't worry if your ball rolls through a ring but stops short of the others. Clear them on your way to the green while using power to reach the fairway.

### Zig and Zag

Par 5  
3 Rings



The final ring is the trickiest, since you'll need both distance and height. To achieve both, use power and add some backspin to reach the other shore.



## PUTTERING AROUND

In Minigolf, you'll play on ramps that form letters and numbers. More like billiards than golf, the putter courses require you to use bank shots to ricochet your shot into the cup. And if all else fails, use a power putt to bounce a 200-foot shot through the green in the hopes that your wildly bouncing ball will run out of steam near the hole.



### LUIGI'S GARDEN

Hole 2

Par 3



Face the right side of the Z's hook and try to skim by its inside top curve. While using a power putt, swing when your meter nears 160 feet.

Hole 5

Par 3



Turn left and hit the ball parallel to the top of the 5. If you swing with 120 feet worth of power, the ball will roll off the ramp and into the hole.



### PEACH'S CASTLE

Hole 2

Par 3



Bounce a 200-foot shot off the left wall of the K. If the angle is correct, the shot will ricochet straight down the arm that contains the hole.

Hole 4

Par 3



Strike your ball with around 125 to 150 feet of power to bounce your ball against the top of the M so that it bounces down the runway into the cup.

Hole 8

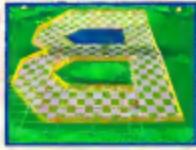
Par 3



Aim for a sidewall and position your grid so that it's almost in line with the floor tiles but swing slightly to the left, then hit a 140-foot shot.

Hole 11

Par 3



To score a hole-in-one or at least come close, use the same strategy as the 8 hole, but putt with around 100 feet of force instead.

Hole 11

Par 3



Pivot several degrees to the right of your original starting position, then power putt a 150-foot or so shot to sink it into the T cup.

Hole 14

Par 3



Bank a 175-foot shot off the bottom left of the W. The wavy runway where the cup sits is tricky, since it can affect your ball's speed and approach.

Hole 12

Par 3



With the launch ramp to your left, fire off a shot parallel to the top of the C. The maximum force of a 200-foot shot will carry it to the hole.

Hole 14

Par 3



Face the left side of the E (its vertical trunk), then position yourself so your 160-foot shot will barely clip the wall to your left.

Hole 17

Par 3



Putt a 200-foot shot once you've carefully aimed your ball at the top of the Z. If your angle is wrong, your ball could launch out of bounds.

Hole 18

Par 3



Do a about-face, then line up your grid with the floor tiles. By hitting at least a 180-foot shot, you'll reach the island where the hole is.



WIN!

## THE NP MARIO CUP

Follow the instructions to the right to enable the special tournament mode in Mario Golf, then take your best swings through 18 holes. At the end of the tournament, photograph the Results Password screen that shows how well you did. Winners will be judged on the best score. In the event of a tie, winners will then be judged on their times and the characters they used. Golfers with shorter drives are more challenging to use and will be rated higher in the judging, so you may want to use Plum instead of Yoshi. If scores are still tied, winners will be judged based on time, so play quickly as well as carefully.

## NINTENDO POWER NP MARIO CUP

P.O. BOX 3580  
REDMOND, WA 98073-3580

To access the special tournament, go to the Main Menu, then press and hold the L and R Buttons on your Controller while selecting Clubhouse.

## Official Rules

# THE NINTENDO POWER INVITATIONAL

NOW THAT YOU'VE LEARNED THE TRICKS, PUT  
YOUR GOLF SKILLS TO THE TEST IN NP'S  
EXCLUSIVE TOURNAMENT. IT'S ALREADY  
PROGRAMMED INTO YOUR GAME—JUST  
ENTER THE SPECIAL CODE TO PLAY!

## GRAND PRIZE

THE BEST GOLFER WILL WIN A MARIO TROPHY, GAME BOY COLOR AND MARIO GOLF FOR GAME BOY COLOR.



## 5 RUNNERS-UP PRIZES

The five next best golfers will each win a Game Boy Color and Mario Golf for Game Boy Color.



Select the Code Entry Option, then type in KPXWN9N3 as your Password. When you finish the tournament, photograph the unique Results Password (HOT KPXWN9N3).



Enter as often as you like. To better your score, play under par using a golfer who has a short drive and play through all 18 holes as quickly as possible.

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# Bass Hunter 64

You could wake up at 4:30 a.m.,  
dig worms, bail ice cold water from the  
dingby, row out and wait six hours for a bite.  
Getting hooked on Bass Hunter 64 is a much better idea.



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## GONE FISHIN'

Finally, there's a way to fish from your couch without shredding the drapes and putting the family pets in danger. Bass Hunter 64 is a realistic fishing sim that'll require that you get inside the finicky mind of the bass and outwit it with superior gear and finesse. Your cyber-equipment is just as diverse as a grizzled fisherman's tackle box, and you'll have to master every bit of it if you hope to land the big one!

## HIT THE LAKE

Whether you want a casual day on the lake or are ready to go head-to-head with a boat-load of pro anglers, you're going to have to deal with everything true fishermen do. Weather, water temperature and the life cycle of the fish themselves are just a few of the factors that affect your fishing, and if you don't take each into account you'll be in for a mighty long day of reeling in nothing. The topographic maps of each lake will help you navigate.



When you're fishing in a tournament, you won't have any control over the fishing conditions, but if you just want to fish for fun, you'll have free rein. Pick the lake, the season and even the recent and current weather conditions for the ideal chance to haul in some whoppers.

# FISHING GEAR

What's in your boat is just as important as what's in the lake, and it won't matter if there's a feeding frenzy of bass right under your bow if you don't have the right stuff to tempt them with. As you

earn points in tournaments you'll be able to buy better rods and reels, more diverse lures and even a better boat to assist you in making all your fish stories come true.

## In the Tackle Box



Top water lures bounce along the water's surface, creating enough noise and action to convince bass that they're worth biting. Optimally used when there isn't very much light, poppers are best casted in with flicks of the rod to imply injured prey.



Crank bait lures flutter beneath the surface, imitating the motion of minnows and crayfish. Retrieve them at any depth by slowly reeling once you hit the appropriate water level. The lure's built-in vibration will help attract fish in murky water conditions.



Got a stubborn lunker that won't budge from its nest of weeds? Toss a jig next to its hideout and be patient. Jigs sink to the bottom and are meant to be worked vertically, so jerk them up and then allow them to settle. Bass generally strike as the lure drifts down.



If they're hungry, bass will strike at all kinds of things besides baitfish. Worms, salamanders and even small rodents are potential prey under the right conditions. Soft plastic lures lend a lifelike motion to the swimming action as they undulate with the current.



A good all-around lure, the spinner works well under any conditions. You'll get the best results by casting long and bringing the lure in with a jerky retrieval. The lure will jump a lot on its own, and the more action you use on the rod, the more fish will like it.



Buzz baits are ideal for attracting active bass, but you have to retrieve them quickly to keep them on the water's surface. The splashing and noise they create can bring bass in from far away, but be quick setting your hook because it'll be a fast strike.

## Rods & Reels



There are nice packages available if you've got the means. Most of the other rods and reels out there will give you a specific advantage. Extra options will let you build up your accuracy or switch between finesse and power, so invest in them as soon as you can.



## Boats

The boat you start with is relatively slow and clumsy, but the Ranger Bass boat is a work of art. Sporting a powerful engine and a flat hull designed for floating into shallow areas, this boat's so quiet it can get you right on top of the fish without freaking them out.

## GETTING BITES

Fishing is much more like trapping than hunting, because you can't just find a fish then try to shoot it. You must convince fish to chomp down on what you're offering, and if you can't entice

them to hit your lures you'll never even get the chance to try to haul them in. Any fisherman will tell you that you must understand your quarry if you mean to capture it.

### Favorite Foods



Crawdads are the natural food base of bass under ordinary lake conditions, so they're a good option under most circumstances. Looks good, doesn't it?



The fish won't strike if it looks like a crawdad but swims too fast. Bass can't resist easy prey, so jerk the line to make the crawdad look injured.

### Reflex Action



Like other creatures, bass have a tendency to protect their personal space. Bump your lure off the bottom and other structures to get the fish to look out.



Always keep in mind what season it currently is. Early in the summer, the bass will be younger and much smaller, so using a huge lure would be a big mistake.

### Fish Feelings



Fish are moody like any other creature, and if you understand them you'll have an advantage. Try many different lures in a school of fish to see which works.



If one fish strikes at your lure, chances are that others will get excited and begin hitting the same lure. Once you get a strike, keep casting into the school.

## LAKE ARTHUR

Lake Arthur is the first lake you'll fish when you play a tournament, and you should familiarize yourself with its hot spots as early as possible. The water rarely reaches depths of more than 20 feet.

### Hidden River



### Dutch Hollow



### Shannon Run



STRAIT: ➤

## Weather



Clear Skies



Cloud Cover

A beautiful day for humans surely doesn't translate into a beautiful day for bass. When it's totally clear, the fish feel exposed, so look for them to lurk under logs and other structures.

Likewise, when the day is overcast, the dimmed light will make bass much more comfortable. They'll be more likely to venture out into open areas if there are a couple clouds around.



Rain



Recently Foul

Wet weather is optimal for fishing. Not only does the lighting put the fish at ease, but bass will also congregate near feeder streams as the runoff stimulates the lake food chain.

If it has dumped rain in the last day or so, the surface water temperature will be markedly lower than usual. Look for bass to head for the deeper parts of the lake in search of heat.

## Water Conditions



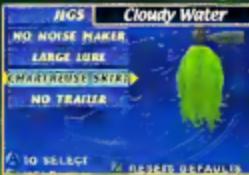
Cold Water



Warm Water

When it's chilly, the fish are bound to be less active as they try to conserve warmth. Retrieve your lures slowly or they won't bother to motivate and check it out.

On the other hand, if it's toasty warm in the lake, bass will head for heavy weeds and areas with lots of shade. Look for them near stumps and docks and hovering near the shoreline.



Cloudy Water

JIGS  
NO NOISE MAKER  
LARGE LURE  
CHARTREROUSE SKIRT  
NO TRAILER

↑ TO SELECT

↓ TO REVERSE DETAILS



Clear Water

LURE  
CRANK BAIT  
SHADOW SHAD  
PIRCH

↑ TO SELECT

↓ TO REVERSE DETAILS

You can break out all of your outrageous lures when the water's murky. Pick something with vibrant, flashy colors that bass can spot through the murk, and jerk the line often.

When the water's crystal clear, the fish aren't going to be easily fooled. You'll need to use good imitation lures with natural colors that will fool even the shrewdest bass eyes.



## Structures



Fallen Timber



Plants

Areas where deadfalls have swept logs and branch into the water make perfect hiding places for elusive bass. Head straight for these areas when there isn't a cloud in the sky.

Long weeds and lily pads provide precious shade for bass in warm and clear weather. Females will quite often make their nests in weed beds, so troll for them often during spawning season.



Natural Structure



Man made

Stumps that stick out of the water and points that lead the way will frequently yield bass for the same reason that logs and plants do. The constant shade makes them feel safe.

Docks or bridges not only provide shade, they also offer a vertical wall for fish to hover near. As with stumps and shore dropoffs, the presence of a vertical structure is calming.

## Seasons



Spring



LU Summer

SURFACE LURES

ZABRA SPOOK

SCALK MINNOW

In the springtime, look for the sun exposure to drive the fish to the northwest corner of the lake. As the water warms up, they will also migrate from deeper water to the shallows.

Summer is the time for outdoor picnics, and there's nothing like a minnow to stir up the appetite of a bass. Run these on or just below the surface to attract some fishy attention.



Summer Peak



Fall

A FISH IS NIBBLING THE BURE

When summer is at its hottest, bass will head for deep water or for the shade of reeds and water structures. Drag lures along the bottom of deeper lake areas to score up the big bass.

As summer fades and the food supply dwindles, bass will start looking for food more aggressively. They'll be much more likely to hit a big, lead crank lure as the leaves start to fall.

## BUTLER CHAIN

The second chain of lakes in the fishing circuit is farther south—you'll find clearer water and much deeper sections in the Butler Chain. Chances are, you'll catch bigger bass here than in Lake Arthur.

### Lake Butler



### Lake Palmer



### Lake Chase



# MASTER THE ART

Ask the pros, and they'll tell you that there's no set way to catch bass. Bass Hunter 64 is infused with all of the little nuances of real fish, from their instinctual tendencies to their often stubborn

refusal to bite at a perfectly cast lure. If you want to master the art of bass hunting, you'll need patience, luck, good equipment and all the skills you can acquire.



**LURE 4 JIGS**

- RATTLE NOISE
- LARGE LURE
- BLACK SKIRT
- PORK TRAILER

Besides having an awesome name, the jig & pig works because the pork trailer may smell good enough to bite. You might gain an extra second to set the hook while the bass enjoys the treats.

**HOLY COW! 1 Setting the Hook**

A FISH IS NIBBLING THE LURE

If a fish nibbles at the line, make sure it's facing away from you before you pull on the rod and press A to set the hook. If the fish is facing you, you may pull the line from its mouth.

**Breaching**

Bass aren't happy when they're on the line, and they'll try anything to free themselves of the hook. When a fish breaks the water's surface, pull back to keep the line as tight as you can.

**Tension**

Once you get a big hunker on the line, you'll need to play it with skill to avoid snapping your line. Adjust the drag to keep it below the breaking point, and let it run until it's tired.

**LURE 1 Predators**

**SOFT PLASTICS**

- LIZARD
- TEXAS RIG
- LARGE (LURE)
- GREEN COLOR

Besides crawdads and minnows, be sure to occasionally throw in other creatures that bass like to snack on. Worms, salamander and mouse lures may bring you the biggest bass of all.

**LURE 2 Make Some Noise**

**JIGS**

- RATTLE NOISE
- MEDIUM LURE
- OLIVE SKIRT
- PORK TRAILER

You don't always need to be delicate. When you want to attract far-off fish or are casting in murky water, use poppers and rattlers to call as much attention to the lure as possible.

**Sidearm Cast**

0%

**Dock and Cover**

As if you didn't have enough to think about, you can also tailor your cast to each situation. Use a sidearm cast for a splashless presentation and an overhead cast for precision.

Don't forget man-made structures like docks on sunny days. When the light is bright, bass will head for the cool shade underneath the docks, so try your best to cast beneath them.



PLAY  
THE



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# ARMY MEN SARGE'S HEROES

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STRAP ON YOUR HELMET! SHINE THOSE BOOTS! 3DO MELTS YOU DOWN TO PLASTIC-SOLDIER SIZE FOR THE CLASSIC CONFLICT BETWEEN GREEN AND TAN—SOON TO BE FOUND IN A BATHROOM AND BACKYARD NEAR YOU.

## WE SENT OUR SOURCE TO THE FRONTLINE

BattleLanx was an explosive hit in 1998, and now 3DO brings out its next big gun, Army Men:Sarge's Heroes, which combines the toy soldier Army Men series that took to the classic battlefield on PC. But on the N64, the battle gets even more

intense and weird. We follow the war into the land of brand-name groceries, gigantic shoes, bathroom hazards and hungry insects. Our war correspondent, Shel Shocked, will report the full story—as soon as he can pick the plastic shrapnel from his teeth.

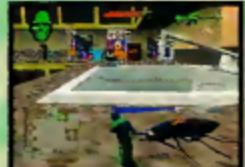


# PLASTRO MAYHEM HEATS UP!

She Shocked, War Correspondent, here with the latest atrocities from the Plastro Wars. It looks like General Plastro, that villainous megalomaniac behind the Tan Army aggression, won't stop until he's seen the last of the Green Army. Plastro has made nearly all of the Plastic World peoples into rare colors. But the Greens have always been able to push back Tan attacks. Now the Green virtues of Truth, Justice and Honor may well melt away forever. Plastro has tipped the balance in the Tan favor.

## STRANGE PORTALS GIVE GREENS GRIEF

We've had reports from Green Army units that General Plastro has new weapons—bizarre weapons, the likes of which far surpass Green understanding. He's melting down troops with a giant magnifying glass. Some of the molten men are being dripped into a horrible "Crawly Critter" machine that presses their patriotic



plastic into spiders that fight against their own people. Furthermore, the madman has control of a fierce robot that blitzkriegs to the name V-Bot. They've all been brought into the Plastic World using mysterious blue Portals that connect this world to another dimension, where everything is gigantic and where common household items dwarf our people. There Plastro has seized land and set up camp in a huge house and its backyard.

## SARGE AND HIS COMMANDOS TO FRY PLASTRO'S PLANS

One of the Green Army's top men, Sarge, has led his Bravo Company Commandos in to gut the Tan plans. He's got a highly-trained soldier with him, for every purpose—bazooka, blasting, minesweeping, flamethrower handling, mortar firing, M-60 machine gunning—and together they'll rip the treads out of Plastro's tactics. If they can't put an end to Plastro's ambitions now, the days of tanks, helicopters and traditional weapons will be over. There must be a Green peace, or there will only be Greens in pieces.

**"I love the smell of burning plastic in the morning!"**

—General Plastro,  
Tan Army



# 3DO DISPATCHES

To cover this war story from every angle, I got the scoop from the developers at 3DO. If they have anything to say about it, this is going to be one serious battle.

## Where did you get the inspiration for Sarge's Heroes?

Instead of researching massive amounts of military and tactical data for *Army Men: Sarge's Heroes*, we decided to do something entirely different. We closed our eyes and went back to our childhood. We remembered a time when we spent many magical hours on the living room floor or in the backyard, waging giant battles with toy soldiers. This game will rejuvenate those memories for young and old alike. —Michael Mendheim, Creative Director

## How will sound be used to wage this war?

3-D audio will bring our "sounds of war" to life. Players will hear bazooka shells whizzing past their heads. And when a tank is approaching from the rear, let's just say that they'll get their advance warning. This feature is something just getting tapped into on the N64.

—Andre Emerson, Producer

## Why have you chosen to animate combat movements, rather than using motion capture techniques?

When you give an animator the freedom to create an animation by hand, you end up with an interpretation of their reality, which, with its exaggerated motion and personality, is ultimately more real. —Dan Geisler, Technical Lead

# COMMANDOS WITH CHARACTER

If anyone can take on Plastro, it's the sharp-minded soldiers in Sarge's Bravo Company. All these guys can strike the classic army men poses taught them—bazooka guy, minesweeper, flamethrower, mortarmen, M-60 gunner—but they all go way beyond basic training. They've got style all their own. Take the smooth shooter Riff, for instance. That soldier was recycled from guitar picks discarded at a jazz club, and Riff always keeps that easy vibe around him, playing his Bazooka with the ease of a saxophone, hitting all the right notes. It's no wonder that he's Sarge's best friend. All these commandos have personality—they're not your usual fuzz-cut crew.

## CRAZY IS PART OF THE JOB

The flamethrower commando, Scorch, has a sad story, but you'd never know it from his



SCORCH



RIFF

manic grin. He once saw his regiment melted down by fire right before his eyes, but instead of developing an aversion to fire, he became addicted to it. Then there's Hoover, the gangly minesweeper with steely concentration. And there's Shrap, the mortar-man who still has the nerves to

**"I've seen it all.  
Gritty sandbox battles,  
icy driveways  
and magnifying  
glasses held by  
cruel titans."**

—Sarge, Green Army

surf. And finally there's Thick, the M-60 machine gunner, built like a tank. He's not the smartest soldier in the Green Army, but he's by far the biggest, and he knows his weapon.

## ALL ISN'T FAIR IN LOVE AND WAR

One more name has been making itself heard around the Green Army. That's Vicki Grimm, one of the top reporters for the Green Army newspaper, Green Star News. This tough woman is the only daughter of

Colonel Grimm, the master tactician of the Green Army and Sarge's mentor. (But he might soon be Sarge's father-in-law. It's no secret that there's big chemistry between Sarge and the emerald beauty.)

You know she'll be getting to the heart of the latest atrocities in the Plastro Wars, and there's no doubt that her ingenuity will somehow get her through the Portals. Then Sarge might have extra reason to slam Plastro—rumor has it that the Tan megalomaniac is looking for a bride.

## 3DO DISPATCHES



**What drives the fighting spirit underneath Sarge's thick helmet?**

**Sarge has a strong drive to lead his men in the war against the merciless Tan Army because, as a young man, he saw his dad turned to goo by their attacks. Sarge vowed that he would avenge his death. He is highly respected by his squadron and by Colonel Grimm. Although Sarge is tough around his men, he's soft around Vicki. — Michael Mendheim, Creative Director**



# PEACE WALKS, AMMO TALKS

The Greens want nothing more than peace, but when peace talks break down, the military weapons come out loaded. Plastro never talks. He only gloats, so the Green Army has never felt remorse defending the Green way of life with its weapons. And no one looks more heroic bearing a back-breaking load of weapons than Sarge. Machine gun, flamethrower, bazooka, mortar and much more—the commander of the commandos can carry more than his fair share.

## SARGE IN ACTION

As a war correspondent, I've always known better than to get too close to my stories. I don't want my name to appear in the obituaries instead of on a byline. Sarge is no exception, but I've photographed many heroic images of him in action. The mighty Sarge, scaling a building with his M-60 to take out a whole frontline. An efficient Sarge, blasting Flamethrower spew at team of Tan soldiers bearing down on him. A stealthy Sarge, picking off Tans from a distance with the Sniper Rifle. Sarge with the



**"I believe in peace. I have the full support of other nations. They have no choice— I conquered them."**

—General Plastro,  
Tan Army

Bazooka, blasting Tan helicopters out of the sky; with the Mortar, blowing apart a Tan encampment; with his Grenades, stopping a Tan tank in its tracks. Every worker needs his tools and Sarge is always equipped to take on the Tan Army, one soldier at a time.

## TOO MANY TANS, TOO LITTLE AMMO

Unfortunately, Sarge doesn't have unlimited amounts of ammo during his missions. It would only bog him down too much. He might have the strength of an ox, able to lug around all those weapons, but even heroes have their limits. Sarge needs to stop often to replenish his ammo. It's standard operating procedure for Sarge to search for more bullets, mortar shells and mines to plant by running into encampment buildings, racing into the thick of the enemy soldiers and picking over every back path.

## IN SARGE'S SIGHTS

Sarge is always ready to go after his Tan targets whatever way he can, though his Auto-Aiming ability makes reaching his targets quick work. He can also use more focused means. With the Grenades and Mortar, he visualizes a target arrow in the distance that he moves around his line of vision. When the arrow points at his foe, whether it's a tank or a Tan soldier, he launches his explosive, which

unerringly hits its mark. With the Sniper Rifle, he uses the old-fashioned scope; with all other weapons, Sarge can stop in his tracks and eyeball the shot more carefully than he can on the run. When gunfire is whizzing by and explosions are ripping apart the ground, Sarge keeps his eye on the prize. Nerves of steel are essential.



# ARMY MEN SARGE'S HEROES

## 3DO DISPATCHES

### How will the Rumble Pak keep the war experience explosive?

The Rumble Pak is used when bullets or explosions hit you. We've choreographed the Rumble Pak with different events much more than the standard rumble-on, rumble-off, that other games use.

—Dan Geisler, Technical Lead

### Are there cheat codes in the works for Sarge's Heroes?

We have a really cool T2 tin-soldier effect that is unlike anything I have seen on any console system. We may allow you to play as this character or have the enemies feature this technology with a cheat code. We may allow you to play through the campaign as different squad members, Vikki, Col. Grimm or Plastro. Of course the cinema scenes would then have to be locked out. We can't have Vikki rescuing Vikki, can we?

—Andre Emerson, Producer

### How did you give all the soldiers that realistic plastic gleam?

The N64's 3-D display technology has allowed us to mathematically approximate the effects of light reflecting on a plastic material surface, an effect we call "Plastosheen," which coats all the characters, vehicles and weapons.

—Dan Geisler, Technical Lead

# WAR EXERCISE WORKOUT

Sarge and his crew keep their bodies fit and their minds sharp for combat with fierce war training exercises. Up to four soldiers can charge through two kinds of war exercises. Playmode War pits soldiers in an out-and-out assault on one another. They've got to forage for weapons and ammo while always watching their backs for incoming grenades, sniper-fire and flamethrower blasts, and Playmode Capture adds the challenge of capturing the other players' flags. But the Green Army is serious about war simulation and stages its war games on eight battle arenas. Four are classic Plastic World war terrains: Island, Base, Town and Fort Plastro. But four more go into the giant house and



backyard: the Living Room, where a fall from the couch can be fatal; the Sandcastle, in which the walls block out the sun; the Bathroom, where the toilet looms large; and the Kitchen, where groceries provide cover during full-on assaults. Throughout the multiplayer exercises, Sarge, members of Bravo Company,



**"I wail some cool Bazooka blues against my enemies. It'll be a long time before I ever miss my target."**

—Riff, Green Army



Vilda, Colonel Grimm and even Plastro tough it out on the war terrains. Though each can use every weapon, these troopers are best using their own weapons and cutting classic poses of military might and destructive style...

Many thanks to 3DO's Michael Mendheim for Army Men character detail and background history.

# 3DO DISPATCHES

**How did you prefer to mangle your toy army men when you were a kid?**

I was a big fan of the classics: You just can't beat reducing a lowly radio guy to a smoldering blob with a magnifying glass. I've got to side with Plastro on this one. I love the smell of burnt plastic in the morning. —Dan Geisler, Technical Lead

**Is it true that army men have invaded 3DO?**

There are more plastic army men littered around our office than you could imagine. It's at the point of being ridiculous. You sit on them. You find them in the coffee cups. You even have them randomly tossed at you over your cubicle wall. I spent a half-hour recently picking them out of the wheels in my chair. I got tired of hearing that grinding plastic sound and not being able to roll around my office. —Andre Emerson, Producer

# THE FUTURE OF WAR

The latest war game from 3DO goes deep into the lives of these little guys. From the Plastosheen that makes their green skin shine to the full detail behind Bravo Company, 3DO looks like it has an explosive title on its hands for both adults reliving their childhoods and kids playing with plastic army men for the first time at least army men won't melt.

# "I'VE DUSTED THE FASTEEST RACERS IN THE KNOWN UNIVERSE..."



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2002  
2001  
1984  
1983  
1982  
1981  
1980  
1969



The Entertainment Software Rating Board has given this game a Mature (M) rating. This game is suitable for persons 17 and older. It contains intense violence, mature language and suggestive themes.

# DUKE NUKEM ZERO HOUR

THE FAST-PACED, HEART-POUNDING SEQUEL TO DUKE NUKEM 64 GOES FAR BEYOND THE FIRST WITH 21 TIME-TRAVELING LEVELS, SMART GRAPHICS AND SMART-ALECK COMMENTS THAT PROVE THAT DUKE IS STILL THE KING, BABY!

Duke Nukem first arrived on the N64 in 1997, but what a difference two years can make. GT Interactive returns with Zero Hour, a third-person action shooter that cranks up the volume on violence and adult content, earning every decibel of its M Rating. This time, Duke goes deep into an alien plot to destroy earth by changing its history. Stay close as we follow Duke through space, time and even the Titanic with our quick walkthrough.



# NEW YORK: PRESENT AND FUTURE

Aliens make New York first on their hit list, and you must defend the city from their attacks. Meanwhile, their plan to change earth's history succeeds, also changing New York's future, which you must also travel to—though it's rotten to the core.

THE DUKE  
DOESN'T BOW TO  
NO CITY-SLICKER  
LIZARDS!



## MEAN STREETS

In the present day, New York is swarming with the alien Lizard Enforcers and Pig Cops—humans that the aliens have mutated into man-swines. You must fight through the streets to the alien encampment at the Statue of Liberty.

### POWER DOWN THE SUBSTATION



An alley just around the corner from the fence leads into a back square with ladders. Climb up to the brick ledge, which ends in a narrow opening leading into a second back alley area with more ladders. Climb these to the top of a tall building, where you'll find the electrical substation.

### FIND THE TRANSTEK KEY



Make a stop in Duke Burger, where soldiers will give you the Transteck electrical substation key and direct you back to the parking lot where you started. Near there, a fence that previously blocked your way will be blown down by a Duke-friendly tank.

### LOCATE THE ACCESS TUNNEL



By this time, the aliens have full control of the city surface, and the only way you can reach their Statue of Liberty bases through an underground access tunnel found at the end of the subway corridor. You'll know you've reached the tunnel entrance when you touch the floating gold Duke Nukem symbol.

### LOOK FOR VENTILATION SHAFTS



Ventilation shafts can be used to reach new areas. Push B to crouch down in front of a wall vent cover, then shoot it open. You can then crawl through the shaft. For a floor cover, shoot it from a distance and peer down the vent before leaping in.

## LIBERTY OR DEATH

The aliens are operating out of the Statue of Liberty's head. To get there, you must go deep under the monument, flood the service corridors with water, swim upward to a higher spot, and then take over an elevator.

### ACQUIRE THE PUMPING STATION KEY



Unlock the Overflow Control Area gate to enter a series of water-filled chambers. One passage leads to an underwater propeller. Blast it and swim past to find the Pumping Station Key in a room where that key will open Pumping Station 2, which you can use to flood a corridor blocked by flaming wreckage.

### FIND THE OVERFLOW CONTROL AREA KEY



Once inside the monument, you'll find a door marked "High Voltage." Inside is a room crackling with electricity. Inch up to the wall switch, which activates a nearby gate. Past the gate is a dimly lit room where you'll find the Overflow Control Area Key.

### COLLECT THE TIME MACHINE PART



Before you head up to Lady Liberty's head via the elevators, take a detour to a nearby control room where you must turn off the elevator lockdown. Before you do, shoot out the room's vent cover to discover a secret area with a Time Machine Part.

### GET THE SERVICE ELEVATOR PASS



The service elevator takes you to the tourist area of the monument, but you'll need the Elevator Pass. Find it nearby in a room crawling with spiky Broodlings. Take them all out with the Radium/Cyano Launcher, but have your Gas Mask handy.

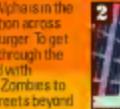
## NUCLEAR WINTER

A time distortion transports you to the future, where New York lies in ruins. Contact what's left of your headquarters by finding three Power Cells and the beacon.

### FIND POWER CELL BETA



### FIND POWER CELL ALPHA



Power Cell Alpha is in the subway station across from Duke Burger. To get there, fight through the building filled with Apocalypse Zombies to reach the streets beyond.

### COLLECT THE TIME MACHINE PART



Far down the street from Duke Burger, a Time Machine Part is at a truck-blocked dead end. A Venom Gunship protects this area, but quick running will save your skin.

### FIND POWER CELL DELTA



Power Cell Delta is in the garage where your whole adventure began, but the future version is guarded by a Venom Gunship. After collecting the Power Cell, go to the building next to the distant NYC Music Hall Parking Lot to find the beacon.

# FALLOUT

You get your bearings only to find that a force field separates you from headquarters. You must shut down the field generator by infiltrating an alien base full of mind-altering Parachutes and high-artillery defenses.

## COLLECT THE TIME MACHINE PART



Back at the first water-filled street, the force field that blocked your path will now be gone. Battle through the apartment building beyond to reach the roof tops. One roof ladder leads back to the ground, where you'll find the Time Machine Part.

## DISABLE FORCE FIELD



After reaching water-filled streets, find the submerged dead end with glowing blue posts. At the touch of a wall button, it will open up into an alien base filled with snipers. Blow up the field generator inside with a Grenade and run.

# UNDER SIEGE

You'll touch HQ and find that aliens have begun an attack on it. You must protect the base and rescue any survivors. But when an initial front-door approach fails, you'll have to get deep inside via an alternate route.

## USE THE ARMORY KEY



After you destroy the turret, the third door won't open, and you'll be directed to use a side elevator. It drops into a vehicle room where you'll find the Armory Key. A short tour into the Armory next door will reward you with the weapons and power-ups that should help you defeat Boss Hog on the next level.

## PROTECT THE BASE ENTRANCE



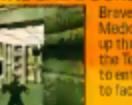
First, enter the main HQ tunnel, then run to the far end and open two massive doors to reach a Gorgon Turret ready to blast a third door. Destroy it to stop the fatal countdown. Avoid the crevices that drop deep into HQ.

## GRAB THE BMF THUNDERSTRIKE



The short hall leading into the Temporal Lab is bodily trapped with by a Tripbomb. Blast it with the 50-Sniper Rifle. The explosion will reveal a hole that leads to a Brood Mother guarding the BMF weapon. It's perfect for taking Boss Hog later.

## POWER UP THE TEMPORAL LAB DOORS



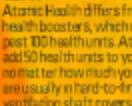
Brave the poison-gas room to reach the Medical Lab. There, flip the switch to power up the Temporal Lab door controls. Return to the Temporal Lab area and use those controls to enter the man lab. Cross to the other side to face off against Boss Hog.

## SNIPE OUT TRIPBOMBS



When you see a red beam stretching across a room and you're sure it's not coming from a sniper rifle, look for a Tripbomb pack stuck to a wall. If you cross the beam, the pack will explode. A precision shot from the 50-Sniper Rifle works best to trigger the explosion from a distance.

## SEEK ATOMIC HEALTH



Atomic Health differs from the Medic Health boosters, which never heal you past 100 health units. Atomic Health will add 50 health units to your current status, no matter how much you already have. They are usually in hard-to-find places, such as behind ventilation shaft covers and in secret areas.



# BOSS HOG

The superswine cyborg Boss Hog rumbles around an inner chamber on his tank treads. Destroy the high-artillery enemy to save headquarters from the alien invasion.

## COOKING UP SOME HOG



If you stocked up on good weapons and lots of ammo in the previous level, taking out Boss Hog should be easy. He fires off straight rockets constantly, so keep circling the room at all times. Explosives work best. A few shots from the BMF Thunderstrike will nearly destroy Boss Hog, and detonating a load of Pipe Bombs under him should finish the swine.

# TRAVELING THROUGH TIME

After saving the base, you'll learn that the aliens have traveled back in time and changed history for the worse. Only HQ's own time experiments have saved them. Now you must travel back to restore history.

## WORK WITH THE LOCAL WEAPONRY



You'll travel back to your first stop, the Old West, unarmed. Your weapons don't go back with you, unfortunately. Until HQ can figure out a way to send back your familiar Duke arsenal, you must use the dusty weapons of the Old West. Your weapons will change every time you travel to a new era.



# THE OLD WEST: 1848

Not only have the aliens returned to the Old West to change history, but they have a secret plan to destroy the earth entirely while they're there. Before your days in the Old West are done, you'll go deep into the planet in search of a solution.

## DRY TOWN

You began your trip in a town ordered off by Sheriff Ted Nindoo (get it?) who has deserted this outpost of civilization and let violent aliens run amok. You must blow up the bank vault, where the alien plan is kept.

### FIND THE PLUNGER DEDONATOR



The Plunger Detonator is hidden on the top floor of the first saloon you come to. On your way up the saloon stairs, watch out for the Cowboy Grunt who throws dynamite. Once you have the Detonator, a covered wagon in the street will move, opening up a new path on the main street.

### GET THE FUSE WIRE



Back on the first floor of the Root Beer Saloon, a side hallway leads to the Hotel door, which will open if you have the Hotel Key. You'll reach the Hotel backyard, where the second piece of your bank-blowing device, the Fuse Wire, is lying in a corner. Use the nearby canon to find a secret area.

### COLLECT TIME MACHINE PART



Once you have the Saloon Key, you'll be able to enter the Miner '69er Battle upstairs and drop out a window to reach the backyard—or take the shortcut by pushing B at the down-stairs cash register to blow a hole in the wall. After you reach the backyard, go into a basement room to find the Time Machine Part.

## JAIL BREAK

You discover that the secret alien plan is to detonate a bomb at the center of the earth, but you're thrown into a New Mexico jail for your bank-robbing activities and need to break out before you can save the world.

### GET THE EAST WING KEY



In the North Wing, you can access a series of courtyards. A turn guard the first; a sniper, the second. Sneak by using a secret area just inside the wing, then reach a third courtyard with two locked doors. There an open passage leads past marked doors. Inside Door 2 is the East Wing Key.

### FIND THE SOUTH WING KEY



Return to the third courtyard with the East Wing Key and unlock the East Wing door. Past it, you'll find a locked South Wing door and an open Mess Hall area. The South Wing Key is up in the Mess Hall booth, but so are three snipers. Snipe back at them.

## SAVING BABES

Duke's a shining example of many things: courage, heroism and quick thinking. He's also the living embodiment of male chauvinism. In Duke's world, Babes must be saved, and they're always happy to show their thanks.

## CACTUS IN YOUR WAY? GARDEN WITH DYNAMITE!

### PLAY WITH THE SCENERY



From now on, be sure to walk up to objects and push B. Some are more than just scenery. On this level, one canon will fire and blow apart a building wall, and a cash register will trigger an explosion, both revealing secret areas.

### NAB THE HOTEL KEY



To find the Hotel Key, enter the Root Beer Dancing Girls building, which has a large stage and piano inside. Fight your way up the stairs to the second story, where you'll find the room with the Hotel Key in a corner between two wardrobes. Strafing into rooms will help you blast the upstairs aliens before they shoot you.

### LOCATE THE SALOON KEY



You want the key to the Miner '69er saloon, and you'll have to go to the Golddigger Saloon to find it. Enter the Golddigger from the back by going through the Stables. Then enter the back door and locate the Saloon Key in the cashier's room.

### GRAB TNT AND BLOW THE SAFE



Find the TNT in the Miner '69er backyard pond, then climb the nearby ladder to reach a new enclosed area. From there, walk through the Sheriff's station to reach the main road again. Backtrack a few blocks to find the Bank, its elevator and the safe.

### FIND HELP TO OPEN DOORS



After you break out of your cell, you'll encounter two doors. To open them, it'll take two people, one for each handle. Get help from a prisoner in Cell Block F, then more from a second and one in Cell Block H. He'll help you enter the North Wing.

### COLLECT THE TIME MACHINE PART



In the same hallway, Door 3 leads to a room with a Time Machine Part, but be ready for the Lizard Enforcer that stands on the other side of the door. Once you grab the part inside, three Sentry Drones will be released in the hallway. Use a few of your 50 Sniper Rifle shots to eliminate them.

### SKIP THE NORTH WING KEY



Though you can find a North Wing Key in a tunnel in the South Wing, it allows you to shortcut back only to the North Wing, where you've already been. Unless you're searching for more secrets in the jail, continue along the South Wing to Cell Block H, where one of the cells leads to freedom.

### SEARCH EVERY NOOK AND CRANNY



Except for the boss areas, each of the levels has a number of Babes to locate—as few as two, or as many as 17 Babes. Some of them are along your main path. To find them all, you'll need to open lots of doors and search for many secret areas.

# UP THE CREEK

Near the pier, you discover a paddle steamer that is being used to manufacture cyborgs. You must fight your way through the boat to find the teleportation pod, which will take you closer to the earth-bomb's location.

## FIND THE LEVEL-ONE PASS



After entering the main door at one end of the boat, you'll see a force field requiring a Level-One Security Pass. To find it, travel to the opposite end of the boat, passing through the kitchen and dining room, until you reach the entertainment stage area. The pass is on the upper balcony.

## DEACTIVATE THE DEFENSE SYSTEM



Boarding the boat and crossing the docks will be difficult until you shut down the barrel defense systems. Do this by moving along the riverbank to the teleportation pod. It will transport you into a room with a red button that will shut off the defenses.

## FIND THE LEVEL-TWO PASS



Shut off the Level-One force field and open the wall hatch. Through it, you'll find the Level-Four field you must return to later and a teleportation pod you should take to a cyborg-filled floor. You'll find the Level-Two Security Pass at the far end of the boat beside two more teleportation pods.

## GRAB THE BACKSTAGE KEY



Before returning to the Level-One force field, go back to the ladder leading up to the second dock. Move alongside the boat to find the Backstage Key, then return to the stage and unlock the curtain to find ammo and power-ups.

## COLLECT THE TIME MACHINE PART



Return to the cabin area. Cyborgs will attack you, one of them blasting down a cabin wall. After eliminating the cyborgs, walk through the blast hole to enter the cabin, where the Time Machine Part lies on the floor beside a rug. Next to the room is the Level-Three force field. Deactivate it.

## FIND THE LEVEL-THREE PASS



Take the left pod to the cabin area. Unlock the Level-Two field, then open the alien insignia door. Inside, blow up the power pods to remove a field blocking the hall. You can then reach a room full of Spore Eggs and the Level-Three Security Pass.

# FORT ROSWELL

You're teleported outside a New Mexico fort where close-quarters make shoot-and-run combat extremely difficult. The earth-bomb might be here somewhere. One thing you do know: snipers and dynamite-throwers are everywhere.

## FIND THE BARRACKS KEY



After you breach the fort entrance, you'll reach a second inner courtyard with a ladder leading to an upper rampart and a raised series of rooms. The last room before you exit to an open area has two cannons in it, and the Barracks Key is between them. The Barracks door is in the next area.

## PULL LEVERS TO OPEN DOORS



In the fort, wooden levers stick out from walls. Pull these to open large and small doors, and keep your weapons handy and eyes peeled. The levers often expose you to new enemies as well, but you won't get far without pulling them anyway.

## GRAB THE GUARD TOWER KEY



It's a long, long run through upper ramparts, raised rooms and short detours into inner courtyards before you reach the Guard Tower Key. Fortunately, it's located in a courtyard directly next to the Guard Tower door, but you'll have to destroy a Cerebus Turret to reach it.

## COLLECT THE TIME MACHINE PART



In the area where you must pull a lever to open a large wooden door, find the wall crack at the rear of the dead-end path. Blow it up to reveal a secret area where you'll find a Time Machine Part.

# PROBING THE DEPTHS

The bomb is being taken to the earth's core through a mine shaft, and you have less than ten minutes to outrun a boulder, ride the mine carts and get to the final resting place of the huge explosive.

## SWITCH THE TRACK



The first cart stops near a second mining cart. To get that one rolling, you must locate the track switch. Nearby is an underground waterfall chasm. Hop around its edges, then take the stone path across it to reach the track switch. Activate it, then climb into the second cart to continue.

## RIDE THE MINE CARTS



After taking the elevator down, do as little bobbing and weaving as possible to outrun the boulder and reach the first mine cart room. Hop into the cart and have a Doctor's Bag handy. You may suffer lots of damage before your next stop.

## COLLECT THE TIME MACHINE PART



Jump forward when the cart plunges off the steep decline. You'll leap to a ledge with a route leading to a lava area and a narrow path to your right. Take the path to a secret area with a Time Machine Part. From there, you can skip the lava obstacle.

## CYBORG SCORPION

You reach the earth's core, where the bomb has been planted. But to foil the alien scheme, you must defeat the Cyborg Scorpion. It carries a devastating arsenal of Duke-busting weapons, and it pivots quickly.

## BOMB THE CYBORG OUT OF BUSINESS



To destroy the Cyborg, pack lots of Grenades so you can blast away from the safety of the entrance area. If you leave it, a door will swing shut behind you. No ammos? Go near the Cyborg to collect Grenades and Dynamite.

## VICTORIAN ENGLAND: 1888

You foil the Old West bomb plot, but the HQ of the future is being attacked by a new threat: Plague Zombies. So back to 1888 you must go to stop the alien-made, zombie-creating plague from spreading across the entire planet and rewriting earth's history.

**DON'T FORGET  
TO PACK HEAT  
FOR THIS EURO-  
PEAN VACATION!**



## WHITECHAPEL

You begin your mission in England, where Plague Zombies lurch around the foggy gloom, and Jack the Ripper strikes terror. Surviving them is your first goal; sniffing out the alien trail is your second.

### LOCATE THE SEWER ENTRANCE



In the second courtyard you enter, blow up the vegetable cart from distance. Under it is a small hole that drops down into a sewer crawling with Pet apes, Broddlings, and bomb-throwing Capitalist Pigs. Also, stay away from Plague Zombies when you shoot them. They explode in a deadly plague cloud.

### SHOP AROUND FOR SECRETS



While you're in England, experience what a different culture has to offer by exploring its stores and pubs. Push B while standing near or on various objects like mid shelves and floor paneling to discover secret areas.

### COLLECT THE TIME MACHINE PART



Across from the pub is an alley tunnel that leads to an open space where a Time Machine Parts sits in the open. When you walk into the second open space, you'll witness Jack the Ripper doing his dirty work. When he's done, he'll attack you. Jack's fast, so watch out for his charging lunges and keep blasting.

### SURVIVE THE SEWERS



Collect all the Bombs you can find before you enter the brass sewer door, which won't open again after you enter. Turn the water wheel to flood the chamber, then use Bombs on two successive wall cracks to open up a path to flooded sewers.

### ELIMINATE THE GIANT PARAPSYCHE



Enter the two-story house nearby. Collect the Protective Boots on the first floor, then take the tiny tiny elevator to a hideout where a Giant Parapsyche floats above a pool fed by a toxic river. Avoid the pool, and blast a few good shots into the creature.

## DAWN OF THE DUKE

You're on the quad of something, all right. The stretch leads you through Highgrave Cemetery where the dead keep rising from the ground. You must make your way through the cemetary and pilot a barge through a toxic canal.

### FLOAT THE TOXIC LOCKS



You will reach channels filled with toxic sludge. Jump in the barge, which will begin floating down the channel. Jump onto the ledge when you begin entering the U-turn. Pull the floating locks lever, then run after the barge and jump back onto it to take the full ride all the way through the locks.

### GET THE CRYPT KEY



There are two main graveyards you can reach from the starting spot. One requires the Crypt Key, the other yard contains that key within a small crypt near the gargoyle statue. The key is in the back chamber between two coffins.

### COLLECT TIME MACHINE PART



After the barge passes through the locks—you'll know when it does if a floating gate opens and allows the barge to float onward—it will soon stop next to a long walkway. Get out of the barge to get the Time Machine Part on the right side.

## HYDROGEN BOMB

Beyond the graveyard is an alien-run hydrogen airship that you'll sneak aboard. After blowing your way out of storage, you must steal the airship's sole airplane, which you'll need to reach the alien castle.

### SWITCH THE PAINTINGS



Walk up to paintings of the crashing airship and push B to switch the scene to a sinking ship. Switching scenes will open doors. For example, the painting in the first wooden hallway will open a wardrobe door two rooms back.

### COLLECT THE TIME MACHINE PART



If you go through all the metal-walled rooms, you will reach a room with orange wallpaper. Blast open the crack in the wall to discover a staircase leading up to a hallway. The first door you pass leads to a kitchen that houses the Time Machine Part.

### FIND THE SKELETON KEY



As you break out of storage, you'll face a door requiring the Skeleton Key. Beyond it is the airplane. The key is on the alien bridge, which you can access through the blue door in the metal-walled rooms off the main hallway. Watch out for the Chomps when returning to the Skeleton Key door.

# THE RACK

The aircraft crashes down in the moat of the Scottish Dunroamin Castle. You must break into the fortress and rove its passages in search of a way underneath the castle, where the mastermind of the 1988 alien plot lies.

## FIND THE COURTYARD KEY



In the main square yard, one lower unlocked door leads to a spiral staircase that quickly becomes pitch black. Keep moving ahead in the darkness even if you don't have the Night Vision Goggles. You'll soon find the cell where the Courtyard Key is.

## GET THE CATAPULT ROCK



The Great Hall Key unlocks a door beside the stable. An upper platform in the room leads back to another courtyard with a catapult. The platform also leads forward directly to a library where the Catapult Rock lies. Arm the catapult with it and fire away.

## BONUS: GOING DOWN

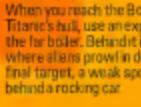
Now you can continue to the Brainstorm level, or if you've collected all the Time Machine Parts, you can use the Time Machine to travel to this 1912 bonus level in which you must sink the alien-infested Titanic.

## FIND THE THIRD CLASS ELEVATOR KEY



The first elevator goes down to a short hallway, which stops at the Third Class Elevator. On the other end is an ornate door, through which you can eventually reach an empty swimming pool room. In it is the Third Class Elevator Key.

## BLOW UP THE BOILER ROOM



When you reach the Boiler Room in the Titanic's hull, use an explosive against the fire hoses. Behind it is a cargo hold where aliens prowl in defense of your final target, a weak spot in the hull behind a rocking car.

## BRAINSTORM

If you didn't go to the Titanic from Dunroamin Castle, go underneath the fortress to confront the master brain, which floats in a gigantic vat. You must destroy it by shutting down four life support machines.

### MACHINE #2



The second Life Support Machine is defended by a nonstop stream of aliens equipped with rapid-fire weapons. Pull the lever near the machine to shut it down and make the aliens vanish. It will also release Broodlings, all of which must be destroyed before a door leading to the third machine will open.

### PUSH ALL THE DEFENSE BUTTONS



The last generator is defended by snipers lining one side of a toxic chasm. You must push three red buttons, one on each end of a bridge and the third on the wall opposite from the snipers. After you push the third one, the door at the far end of the bridge will open, revealing a fourth button. Push it.

## FIND THE SECRET SIDE DOOR



Storm the drawbridge for a great selection of weapons, then dive back into the water and swim around the right side of the castle. Bomb a crack in the under water wall to find a secret area leading into the Great Hall and the man square beyond.

## GRAB THE GREAT HALL KEY



The door that requires the Courtyard Key is under one of the spanning planks in the man square wall. Beyond it is a stable, as well as an arched doorway to the Great Hall Key. When you pick up the key, a Chimaera will be released. Keep your distance and fire away, because it exhales poison.

## COLLECT THE CYBORG HEAD



The catapult blows open a room that you'll be able to reach from the Great Hall. The room contains a living Cyborg that is eager to end your tampering. Destroy it to collect its head. Return to the man square courtyard and walk up the ramp to a hallway that requires the Cyborg Head for further passage.

## FIND THE FIRST ELEVATOR



After passing through the first metal door you can open on the upper deck, turn into the right hall, then make the next right, and the next right as well. That hallway will eventually lead you to the first elevator. In the kitchen, push B at the Medic bot bottle to open a secret area.

## COLLECT THE DIVING HELMET



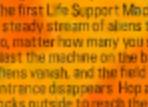
When you later sink the Titanic, you will increase your chances of surviving the rising water level if you have the Diving Helmet. It is hidden in the kitchen, which you can access through the dining area near the first elevator. In the kitchen, push B at the Medic bot bottle to open a secret area.

## SINK THE SHIP & RUN FOR YOUR LIFE



After you blow a fatal hole in the Titanic, the water level will start rising at a frightening pace. You must backtrack quickly to where you started the whole bonus level. There, head for the time distortion to avoid going down in disaster history.

## DESTROY LIFE SUPPORT MACHINE #1



The first Life Support Machine is defended by a steady stream of aliens that keeps coming no matter how many you shoot, until you blast the machine on the back wall. Then the aliens vanish, and the field blocking the next entrance disappears. Hop along the towering rocks outside to reach the next area.

### MACHINE #3



Before you enter the room with the third Life Support Machine, practice moving between there and the force field. When you approach the machine, it will automatically blow up, bringing down chunks of the roof. Race to the fallen force field.

### DESTROY LIFE SUPPORT MACHINE #4



The lights go out when the fourth button is pushed. Shoot into the left corner, near the far stripper, where the Life Support Machine will be unshielded. Once it is destroyed, the floating alien brain will drift lifelessly to the bottom of its tank.

# NEW YORK: ALTERNATIVE PRESENT

You return to the present only to find that it has been wrecked by all the tampering with the past. Aliens from different eras are running loose in New York. To set things right, you must infiltrate their母巢 and destroy their head honchos.

SHUT  
'EM  
DOWN!



## THE BROTHERS NUKEM

You must get aboard that mothership somehow, and your search for a ride there takes you across New York streets filled by aliens you've seen in other times. You must also defeat six deadly Duke Nukems from different eras.

### DEFEAT DUKE'S ONE AND TWO



After you leave the garage, a Duke Nukem in cowboy cluds will attack you. A little fast strafe, circling and firing will finish him easily. But a second faster-firing future Duke will appear and make the job more difficult. Eliminate him, then enter the nearby street vent.

### ELIMINATE FOUR, FIVE AND SIX



The last three will attack after you've climbed out of the last area. A Duke in combat fatigues will attack with a Havoc Multi-launcher, since Duke will search you out then, cyborg Duke will hunt you with a Gamma Cannon.

You must defeat all the aliens in the parking garage, including a Cyborg that teleports in when you approach the exit door. Defeat it to make the exit open. Beyond, you must throw a Grenade at a wall crack to dive into the next area.

### BLAST DUKE THREE



Before you drop into the street vent, throw in a Grenade to destroy the Tropidome plants there. You won't be able to climb back out to do this. Then continue through the vent half-way and defeat a dapper Duke lugging a Vol Cannon around another garage.

### GET TO THE MOTHERSHIP



At the Municipal Parking Garage, a teleportation pod will take you to a hallway. At the far end on a window ledge is a small craft that will take you to the ship.

## ALIEN MOTHER....

The mothership is hovering above the Statue of Liberty. Once you've flown into its docking bay, you must rampage through the ship in search of a way to destroy it, along with its top dog, if possible.

### ...AND A SECOND HEAD



You'll enter a series of hallways defended by Chimeras and aggressive aliens. You will eventually reach a small room with a healing pod and a Cyborg. Eliminate it, but stand back from its final explosion. Recharge your health with the healing pod, then use the Cyborg Head to open the next door.

### COLLECT THE BIO-EMITTER



To reach the area where the cubical Bio-Emitters are, you must swim from the bottom of a pool to the surface. Two Chimeras lurk under water and another above, and both areas contain toxic-spewing Spore Eggs that make quarter closer than you'd think.

### USE THE CYBORG HEAD



Aliens enter the docking area after you make your sudden entrance. Eliminate them all to get the Cyborg to teleport in. Defeat it and take the Cyborg Head to the widest pillar on the upper ridge, where you can fit the head to a lock. Then move up to the wide left door behind it and push B to gain access.

### BATTLE PAST THE CAVERNS



When you enter the huge, dark cavern with two Parasyches guarding a spiky alien in a post, watch the walls for the Spore Eggs. There are more on the ramp leading to the alien, which you must blast then jump beyond to a ledge.

### SHUT DOWN THE GENERATORS



The end of your mothership run takes you to a spiral path leading upward around a central generator chamber. You must enter the chamber three times, pushing B while standing in front of each of the three generators. After you shut down the third one, the mothership will crash and bring you to the big finale.

## ZERO HOUR

A winged human escapes the mothership and challenges you to a one-on-one battle on top of New York skyscrapers, where you must leap from roof to roof while picking up the weapons it'll take to beat the alien.

### FIND THE HAVOC MULTILAUNCHER



One of the quickest ways to blast the alien out of existence is to get the Havoc Multi-launcher which is in a rooftop pipe far ahead of you when you first appear. Use the central tower of a skyscraper for cover, then rip away at the alien with your shots.

IT'S A ROUGH LIFE, SAVING THE WORLD AGAIN AND AGAIN. BUT TO RELAX, STRAP INTO MULTIPLAYER MODE AND ROUGH UP A FEW OF YOUR BEST FRIENDS....



# MULTIPLAYER MODE: PUT UP YOUR DUKES

With Multiplayer Mode, you don't need to wait until the Brothers Nukem level to battle Duke against Duke. Up to four players can be historically different Dukes in 14 distinct arena environments. Many more characters can eventually do battle, too, like Lizard Enforcers, Pigs Cops and even Babes.

## CHOOSE YOUR PAIN: FOUR GAME TYPES

Whether taking sides with Team Dukematch or staging a tree-for-all with Dukematch Last Man Standing or King of the Hill, the Multiplayer Mode has a combat shindig for all tastes. Just set the countdown to a time limit or frag count and then party hardy!

### DUKEMATCH



With the classic Dukematch, up to four players race through the arena, trying to eliminate more opponents than anyone else before the time limit or frag count is reached. Players that are eliminated can come back again, and players that accidentally do themselves in get a single point subtracted instead of added to their score. Watch your back!

### KING OF THE HILL



King of the Hill is similar to Dukematch, but it puts a bigger point value on whoever is "still the King, baby!" The first person to destroy another player will become the starting King, who will be valued at five points if eliminated, not just one point. Then, whoever destroys that King will become the new King. Rinse and repeat until you've cleaned up.

## LOTS OF ARENAS: 14 OF 'EM!

Some like clean chases through mazes, others like underwater stealth, and still others like disorienting teleportation pods. However you prefer to surprise your foes, the 14 arenas have something just for you.

### ENVIRONMENTS FOR ALL OCCASIONS



Lots of environments and obstacles make for complex arenas. Costermania, Cool as Ice, Churnera and Hive 8 are only a few of them, and they offer mazes great for strafing, slippery surfaces good at unbalancing foes, overhead vantages for sniping fun and eerie passages perfect for freaking out your opponents. And that's just for starters.

I CAN KICK MY OWN TAIL IF I NEED TO!



### LAST MAN STANDING



The countdown isn't an option for Last Man Standing, because the goal here is simple: Be the last player left in the arena. Each player gets only one chance at success with no continues at all. It ups the stakes considerably when you know there's no catching up after a bad start. Glancing at your opponents' screens for extra caution is a must.

### TEAM DUKEMATCH



You pick sides in Team Dukematch. The Blue or Red Team and your team must try to get more points collectively than the other team does before the frag or time count down runs out. Teammates aren't able to injure each other. When one team wins, the current arena will end and the teams will continue to the next arena, which should keep all players on their toes.

## FULL CAST OF CHARACTERS

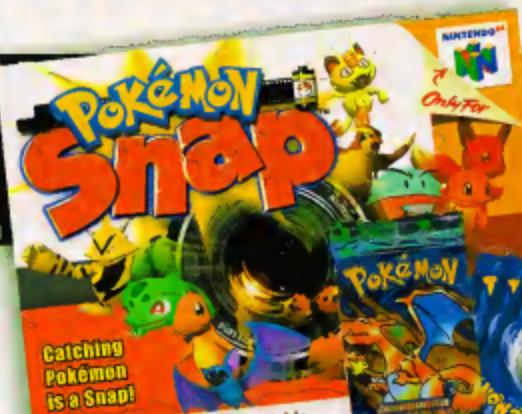
Multiplayer Mode allows you to play Dukes from different eras, military characters, lots of aliens, Babes from the game and even a character with special Night Vision called the X-Terminator. It's equal opportunity deployment.

### CHARACTERS OF ALL KINDS



Every time you complete a new single-player level, more characters will be unlocked in Multiplayer Mode. You begin with the classic Duke Nukem, the futuristic Apocalypse Duke, a dusty Cowboy Duke and the well-dressed Victorian Duke. But to unlock all the characters shown above, you'll need to rampage through the main game. It's a good thing you have our walkthrough.

# Now Pokémon for N64!



Expected to be available  
July 28, 1999



## SPECIAL 5 CENTS OFFER on Pokémon Trading Game Cards!

Reserve your copy of Pokémon Snap at Funcoland with a \$10.00 deposit. Be one of the first ten to purchase Pokémon Snap and you can buy a Pokémon Trading Card Game Booster pack for 5 cents!

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Pokémon™

# PokéCenter

*All Pokémon, All the Time!*

## Creature Feature

Flip your calendar ahead a few months, pull out a red pen and draw a huge Poké Ball on November 12th. On this great day in Pokémon history, the Pokémon movie featuring Mewtwo will be released across North America. If the thought of finally catching a glimpse of your favorite Pokémon on the big screen isn't exciting enough, check out these other details. The main feature will be preceded by a short piece called "Pikachu's Vacation" which, among other things, will introduce three brand-new Pokémon that have never before been glimpsed on television or in any video game. In the feature, Ash will continue his quest to become the world's greatest Pokémon Trainer, as always accompanied by his friends Misty, Brock and Pikachu. Standing in the way, however, is the bio-engineered Pokémon, Mewtwo, who scientifically creates a group of new Super-Pokémon. When Ash and his team square off against these powerful creatures, it's bound to be an monumental fight.



## Pokémon League Summer Training Tour '99

It's time to test your Pokémon skills! The Pokémon League Training Tour is traveling around the country, teaching the best ways to manage Pokémon and putting on tournaments where you can battle other enthusiasts and Team Nintendo masters. The tournaments set limits for the strength and abilities of your Pokémon. For example, in the **Pika Cup**, only teams with Pokémon at level 20 or less need apply, while the **Poké Cup** allows Pokémon up to level 50. In the **Prime Cup**, players can enter with level 100 Pokémon for epic battles.

You won't be able to put entire teams to sleep, or freeze more than one Pokémon at a time, so you'd better have great strategy! The dates and locations to the right show the tour itinerary, but as always, call individual malls before you go, as dates are subject to change. Check [www.pokemon.com](http://www.pokemon.com) for up-to-date listings.

### EAST COAST

July 31-August 1	Ann Arbor, MI	Briarwood Mall
August 7-8	Memphis, TN	Hickory Ridge Mall
August 14-15	Arlington, TX	The Parks Mall
August 29-30	Jacksonville, FL	The Avenues Mall
August 28-29	Pineville, NC	Carolina Place
September 4-5	Bethesda, MD	Westfield Shopping Place Bethesda Mall
September 11-12	Livingston, NJ	Livingston Mall

### WEST COAST

July 31-August 1	Independence, MO	Independence Center
August 7-8	Murray, UT	Fashion Place Mall
August 14-15	Tigard, OR	Washington Square Mall
August 29-30	San Rafael, CA	North Gate Mall
September 4-5	Sacramento, CA	Arcade Fair Mall
September 11-12	Los Angeles, CA	Topanga Plaza
September 11-12	Escondido, CA	Westfield Shopping Town North County Fair

# Pokémon

## EPISODE SEVEN THE WATER FLOWERS OF CERULEAN CITY

SEEKING HIS NEXT POKÉMON TRAINER BADGE, ASH KETCHUM CONTINUES DOWN THE LONG ROAD TO SUCCESS. HE ADDS HIS FOOTSTEPS TO THOSE LEFT BY THE MANY POKÉMON TRAINERS WHO'VE COME BEFORE HIM.

BROCK, WHAT A GREAT DAY TO ACHIEVE MY DREAMS! CLEAR SKY, NO INTERRUPTIONS-



CRUNCH

CRUNCH



HEY, WAIT A MINUTE!

WHERE DO YOU THINK YOU'RE GOING?!



CERULEAN CITY? WHAT DO YOU NEED THERE?

I KNOW EXACTLY WHERE WE'RE GOING, MISTY. CERULEAN CITY.



YOU'RE GOING FOR YOUR NEXT BADGE, AREN'T YOU?

WELL, I DOUBT YOU'RE READY FOR A BATTLE THERE.



CERULEAN CITY IS  
FULL OF VERY SCARY  
GHOST POKÉMON!

HA! NICE FACE, MISTY.  
COME ON, PIKACHU.

HUH?

# BOOGIEY BOOGEY

HOW ABOUT  
VERMILLION CITY INSTEAD?  
MUCH BETTER POKÉMON.

OK! OK! LET'S  
GET A MOVE ON...

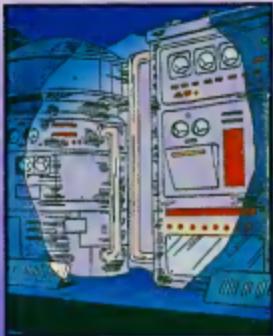
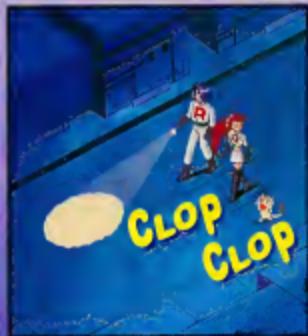
WAIT A SECOND!

TO MY FIRST CHOICE,  
CERULEAN CITY!

I'M GOING TO  
REGRET THIS!

MEEE-OWTH!  
NOBODY HERE!

FFFFFT!



WHAT DO YOU TWO  
KNOW ABOUT BURGLARS?

AREN'T YOU THE OFFICER WE  
MET IN VIRIDIAN CITY?

MAYBE YOU JUST  
STOPPED TO ASK  
HER DIRECTIONS...

A-HA! YOU'VE  
HAD A RUN-IN WITH  
MY SISTER-IN-LAW!

...OR MAYBE YOU'RE A  
BURGLAR WHO JUST GOT  
OUT OF JAIL!!!

OH, NO!  
LET MY POKÉDEX  
CLEAR THIS UP.

THIS POKÉDEX  
BELONGS TO  
POKÉMON TRAINER  
ASH KETCHUM

AND I AM  
THE PEWTER CITY  
GYM LEADER.

WELL, THAT'S EVIDENCE  
ENOUGH FOR ME. SORRY I  
WAS SO SUSPICIOUS.

WHAT DID  
THE BURGLARS  
STEAL?

WHAT WOULD  
ANYONE WANT THAT  
STUFF FOR?

IT'S VERY STRANGE.  
THEY DIDN'T TAKE ANY  
MONEY—JUST  
A MASSIVE VACUUM  
AND GIANT HOSE!

ENOUGH QUESTIONS! I DON'T HAVE  
TIME TO PLAY GUESSING GAMES  
WITH YOU TWO!  
MOVE ALONG!

GOOD THING I HAD  
MY POKÉDEX AND YOU  
HAD YOUR BADGE.

YES, OR ELSE YOU WOULDN'T  
BE ABLE TO MAKE IT TO THE  
CERULEAN CITY GYM.

BECAUSE MY POKÉDEX  
SAYS "KNOW YOURSELF  
AND YOUR OPPONENT,  
AND YOU HOLD  
THE KEY TO VICTORY!"

GOOD THOUGHT. HMM. I NEVER  
MET THE TRAINER HERE...

YOU WERE A GYM  
TRAINER, BROCK.  
KNOW ANYTHING ABOUT  
THE GUY HERE?

UNFORTUNATELY,  
I CAN'T TELL  
YOU WHAT IT IS.

WHY NOT?

IT'S THE GYM TRA-  
NER CODE OF HONOR.  
I'LL SEE YOU LATER.

THAT'S COOL  
LATER.

I WISH BROCK COULD  
HAVE AT LEAST POINTED  
ME IN THE RIGHT  
DIRECTION. IT SHOULD BE  
HERE SOMEPLACE.

WHA-?

THERE IT IS!  
THE CERULEAN CITY  
GYM!

PI-KA!

THE SENSATIONAL  
SYNCHRONIZED  
SWIMMING SISTERS!

LADIES AND  
GENTLEMEN,  
PLEASE WELCOME...

HUH?

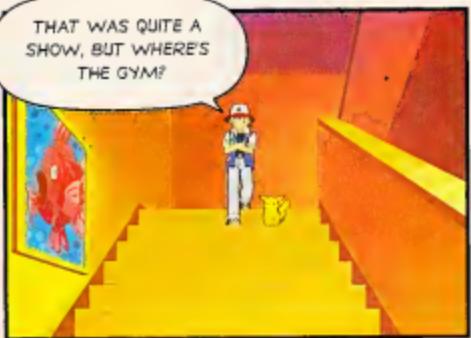


SPRONG!

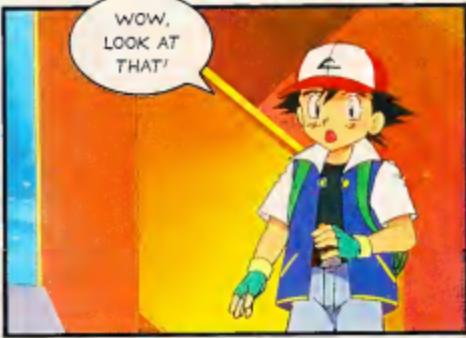
WHOOSH...



THAT WAS QUITE A  
SHOW, BUT WHERE'S  
THE GYM?



WOW,  
LOOK AT  
THAT!



IT'S LIKE  
A GIANT AQUARIUM!  
WAIT, WHO'S  
THAT COMING?



THE CROWD WAS  
TOTALLY AWESOME  
TODAY!

ALL OUR  
PRACTICE  
PAYS OFF.

LIKE, TOTALLY!  
FOR SURE!

UM, EXCUSE ME.  
I'M LOOKING FOR—

I HAVE TO ADMIT  
THAT WE WERE  
BETTER THAN EVER!



HIM? ALL THREE  
OF US ARE  
THE TRAINERS HERE!

WE'RE  
THE SENSATIONAL  
SISTERS!

AND WE'RE  
WORLD FAMOUS!

HUH?  
THEN WHY  
THE SWIMMING  
SHOW?

IT'S, LIKE,  
OUR HOBBY.

WE POOL OUR  
TALENTS TO MAKE  
A BIG SPLASH!

FANS LOVE  
TO SEE  
US DIVE!

“EWW-EUCH!

BUT YOU'RE  
GYM TRAINERS,  
TOO! I CHALLENGE  
YOU ALL!

GONGGG

UM, I DON'T THINK SO.  
WE DON'T FEEL MUCH  
LIKE BATTLING ANY-  
MORE.

BUT I NEED TO  
EARN MY—

NO WAY. WE WOULD  
RATHER USE OUR TIME TO  
MAKE OURSELVES EVEN  
MORE PRETTY.

WE JUST GOT  
BEATEN THREE TIMES  
IN A ROW BY KIDS  
FROM PALLET TOWN.

BUT...  
SEEL!

THANKS, BUT I'D... I'D  
RATHER EARN  
MY BADGES.

SO YOU CAN  
JUST HAVE THE  
CASCADE BADGE  
FOR FREE!

Splash

shhRpp!



OH, COME ON. A  
BADGE IS A BADGE



WELL....

HOLD  
IT RIGHT  
THERE!



WHADDYA MEAN?

I'M A CERULEAN  
CITY TRAINER, TOO!

I'M  
THE FOURTH  
SENSATIONAL  
SISTER!

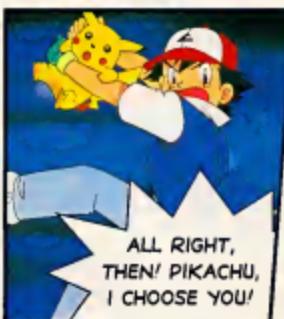
CORRECTION. THERE ARE  
ONLY THREE SENSATIONAL  
SISTERS—AND ONE RUNT!

GRRRRR.

SO, LITTLE SISTER. IT'S  
A SURPRISE TO SEE YOU  
BACK HERE SO SOON.

YEAH, YOU SAID  
YOU'D RETURN A  
FAMOUS POKÉMON  
TRAINER!





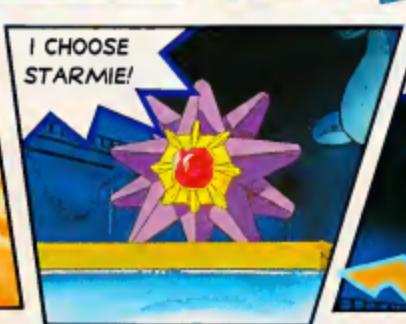


...THEN BUTTERFREE, I CHOOSE YOU!



STARYU. THE CORE OF THIS WATER POKÉMON SHINES IN A RAINBOW OF SEVEN COLORS—A CORE VALUED BY SOME AS A TYPE OF JEWELRY.







...THEN BUTTERFREE, I CHOOSE YOU!



STARYU. THE CORE OF THIS WATER POKÉMON SHINES IN A RAINBOW OF SEVEN COLORS—A CORE VALUED BY SOME AS A TYPE OF JEWELRY.





OH, NO!  
STARMIE'S  
ENERGY IS  
RUNNING OUT!



SORRY TO BREAK IN ON YOU LADIES. ALLOW US TO INTRODUCE OURSELVES.

JESSIE! JAMES/  
TEAM ROCKET!

AND MEOWTH  
THAT'S RIGHT!

BLAST OFF AT THE SPEED  
OF LIGHT! SURRENDER NOW  
OR PREPARE TO FIGHT!

THEIR WATER POKÉMON  
WON'T HAVE THE  
ADVANTAGE IF WE STEAL  
THEIR WATER AWAY!

THEN ALL THOSE POKÉMON  
WILL BE OURS FOR THE  
TAKING!

AND MEOWTH  
KNOWS JUST HOW  
TO DO IT!  
SWITCH ON!

A MASSIVE VACUUM!  
A GIANT HOSE! TEAM  
ROCKET BROKE INTO  
THAT STORE!

SLURP

GET OUT OF  
THE WATER!

OUR SWIMMING  
POOL! THEY'RE  
SUCKING IT  
ALL UP!



HEY, WAIT A SECOND.  
WATER CONDUCTS  
ELECTRICITY!



PIKACHU, USE  
YOUR  
THUNDERBOLT!





SIGH, TOO BAD  
YOUR MATCH WAS  
INTERRUPTED...



WHAT A MESS.

AND I WAS  
JUST ABOUT TO  
WIN THAT BADGE

IF ASH HAD FOUGHT YOU  
WITH PIKACHU, YOU'D  
HAVE NEVER WON.



ASH, NOW YOU'VE  
EARNED YOUR BADGE.



PIKACHU, LIKE  
TOTALLY  
SAVED US ALL



NO WAY!



HA! I'LL TAKE  
THAT BADGE!



MISTY, GOOD LUCK  
IN YOUR TRAVELS!

YEAH.

BE CAREFUL, SIS  
YOU KNOW WE'RE  
BEHIND YOU!



HEY, EVERYONE!  
HOW'D IT GO?

I WON THE  
BADGE!

SO OUR HEROES HEAD OFF  
INTO THE SUNSET. AFTER  
SPLASHING THEIR NAMES INTO  
CERULEAN HISTORY.



MISTY, YOU'RE NOT  
GOING TO BE A SORE  
LOSER, ARE YOU?

BUT THERE ARE STILL  
BIGGER CHALLENGES AHEAD  
IN NEXT MONTH'S EPISODE!

LOSER?! I WAS JUST GETTING  
STARTED. YOU HAVEN'T SEEN  
STARMIE'S BEST STUFF YET!!

**TO BE CONTINUED...**

# PokéChat

Between the upcoming movie, the summer battle tour and all the continuing excitement of *Pokémon Mania*, we're practically bursting out of the confines of the PokéCenter! Are you as excited as we are?

**Q:** Do I need both the Red and Blue games to win *Pokémon*?

**A:** It depends on what you mean by "win." You can defeat the Elite Four in either game and see the ending where you enter the *Pokémon Hall of Fame*, but if you want to keep playing and catch all 150 *Pokémon*, you'll have to keep trading with the other color cartridge.

**Q:** Will *Pokémon Yellow* be compatible with *Pokémon Stadium*?

**A:** It sure will. You'll be able to upload Game Boy data into *Pokémon Stadium* from the Red, Blue or Yellow cartridges.

**Q:** I altered my Key Configuration in *Pokémon Pinball* and my game is doing strange things. Is it defective or what?

**A:** No, your game is just fine, but the Key Configuration can be a little confusing. On the KEY CONFIG screen, use the Control Pad to move the cursor up and down. When you want to change a button function, press A to select it. A flashing arrow will appear next to the function, and you can press any button to assign it to that function. If you want a sec-

ondary button, you can press that one while the arrow is still flashing. Otherwise, wait until the arrow stops flashing and the buttons will officially be assigned. The reason it's so confusing is that if you try to press B to back out of the KEY CONFIG screen while the arrow is still flashing, the B button will become assigned to that function. You could end up with three or four things assigned to the B button, which would make the gameplay a bit odd. Make sure that you only have one function assigned to each button and you'll be fine.

**Q:** Can I catch Squirtle or Bulbasaur if I chose Charmander at the beginning of the game?

**A:** Unfortunately, no. No matter which *Pokémon* you choose at the beginning of the Red and Blue games, you'll have to trade for the other two. On the other hand, in the upcoming Yellow version, you automatically start out with Pikachu as your first *Pokémon*, so does this mean that Charmander, Squirtle, and Bulbasaur can be found in the wild in Yellow? We're thinking that the answer is yes. Stay tuned!

## Smile, Pikachu

You never know what might pop up in the middle of a traffic jam. Alert reader Jon Horwitt recently spotted one of our Pikachu Beetles taking five in a picturesque part of Washington State, snapped its picture and sent it in to us. There's a small fleet of these cool cars making various stops around the U.S., so if you manage to glimpse one, take a photo and send it our way. We'd love to compile an album of Pikachu's scenic tour!



For more *Pokémon* news, be sure to check out [www.pokemontimes.com](http://www.pokemontimes.com)



#38 Ninetales  
Cindy Williams  
Elmira, NY



Ash  
Robert Kazarin  
Astoria, NY



Pokémon  
Nick Neuharth  
Oskaloosa, IA



#50 Diglett  
Eric McConnell  
Raleigh, NC

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Nintendo Power  
P.O. Box 97082  
Redmond, WA 98073

WHEN THE GOING GETS TOUGH IN THE N64 VERSION OF COMMAND & CONQUER, THE TOUGH GET NINTENDO POWER TO STEP IN WITH DETAILED CAMPAIGN PLANS AND STRATEGIES.

THIS MONTH, THE BATTLE MOVES TO THE ENDGAME FOR BOTH THE NOD AND GDI. JOIN US NOW FOR THE FINAL MISSIONS.

# COMMAND & CONQUER

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The Global Defense Initiative has pushed the Nod forces to the brink of destruction, but the final shove must come from you in three decisive battles. Two of these scenarios may take hours, so don't forget to save your progress after taking each significant step. If you win, peace and order will reign.

## ...OR CHAOS?

As the commander of the Nod forces, the endgame promises the ultimate victory for the Brotherhood and a chance to spread Kane's power around the world. The forces arrayed against you are formidable, however, and the losses will be staggering. Is brotherhood worth any price?



## NOD: THE FINAL CONFLICT

## NOD MISSION II ACB

## TWO FORCES ARE BETTER THAN ONE

The "B" variant of this mission begins with the Brotherhood in a seemingly impossible position. Your forces are divided between one group in the northwest and one in the southeast. To make matters worse, the group in the southeast is completely cut off. You must use your few forces skillfully enough to grab the abandoned GDI base in the west and build your own army. The "A" variant provides a more direct solution. Once you destroy the Mammoth Tank in the south, simply move into the base and go to work.



Mission II takes place in one of two locations in southern Africa. We are covering the more complex "B" variant in this review, but both scenarios are challenging.



Send one Minigunner unit in the southern strike force forward to scout for the Gunboat on the river. When the boat disappears in the fog of war, move your troops west beyond the rocky ledge.



Use the Melia Artillery units from the southern lindness to target and destroy the two Garré Towers at the front entrance of the GDI base. You should avoid the shora and gunboat and be prepared for a GDI Tank and Missile Launcher units.



Move the northern force southward. Your objective is to get the engineers safely to the abandoned base. Let your commandos take the lead and pick off lone GDI infantry. Back up the Rocket Launcher units with your Minigunners and Engineers.



Once you've retaken the base using the Engineers from the northern force, build Turrets at the front entrance near the shore of the river. The Turrets will open fire on the Gunboat whenever it comes within range.



Build up your forces, then target the GDI Harvesters that are operating to the northeast. Be prepared to meet the retreating GDI forces. Target the GDI Power Plants and move a large, offensive force to take the second base.

## NOD MISSION 12:

### BREAKOUT AND BUILD

To obtain the security codes of a devastating new GDI satellite weapon, the Brotherhood must infiltrate the Communications Center of this base in southern Africa. Although you'll begin in a disadvantageous position, you'll be able to break out of it and start a massive building campaign.



Send the Nod Buggies in to draw out the two Mammoths, then use your MCY to lure the big tanks while your Nod Cycles and Light Tank attack. The Mammoths will ignore the smaller units and slowly chase the MCY until they are pulverized.



Build a base near the Tiberium field to the west. Once you've built the Communications Center, build the Oblisk of Light to protect your base while amassing a large strike force. Channel attacks into ambush zones using fences and Turrets. The GDI will send small groups of tanks and infantry to your base.



After you build the airstrip, the Stealth Tank will become available. Build one of these expensive tanks and carefully scout out the GDI territory, lifting the fog of war so that you can monitor enemy movements with your radar. At the same time, begin building a large force with mobile and infantry units.



One of the best ways to win a war of attrition is to destroy your enemy's supply line, in C&C, that means you should take out the opposition's Hoverbus. Send a strong force north to do the dirty work. In addition to that, you should attack and destroy the outer Guard Towers at the GDI base.



Now all that's left is to pick off stray GDI units and go after the code. Send a force to destroy the GDI's Power Plant. That will switch off the Advanced Guard Towers, allowing access to the base. Send in your Engineers and take the Communications Center to secure the vital satellite code.





## NOD MISSION 13A:

## THE PROMISED LAND

Kane asks you to destroy the remaining GDI bases to clear the chosen site in Africa for a great temple. The Temple of Nod has nuclear capability, and if it becomes operational, it can destroy all opposition to the Brotherhood. With three bases to destroy, you have your work cut out for you.



The last piece in Kane's puzzle of world domination falls into place in this region of southern Africa.



A GDI Gunboat patrols the river south of your deployment position. The safest way to destroy this pain in the backside of your base is to build a Turret or two along the shore. The Turrets will automatically attack the boat whenever it appears.



After you eliminate the threat of the Gunboat in the southern river, continue building up your invasion force. Build a Stealth Tank and explore the area around the GDI base on the east end of the strip of land where you begin the mission. Destroy the Guard Towers, then take the base.



Use an Engineer to commandeer the GDI Transport Helicopters after conquering the first base. Send units to position three and include several Engineers in the invasion force to capture the GDI refinery and Power Plant.



The Advanced Guard Towers of the GDI's second base will cut your units to pieces if you try a frontal assault. Instead of trying this kamikaze approach, breach the west wall of the base using artillery and pour inside with few losses. Use your Engineers to capture more GDI facilities.



The assault on the third base should take place on two fronts. Send a Stealth Tank and some light units such as Nod Cycles along the northern approach. Then, after destroying the two Advanced Guard Towers near the bridge, hit the base with Mobile Artillery units from the south. Destroy the Power Plant.



# GDI: PEACE IN OUR TIME

## GDI MISSION 13: THE KANE SCRUTINY

GDI intelligence reports that Kane has been positively identified in a secret chemical research compound in southern Europe. Your mission is to destroy every Nod structure in the vicinity, and with luck you'll destroy Kane, as well. To do this, you'll have to build up a base and a strong force capable of destroying several Nod bases.



Build up a strike force using the wealth of Tiberium from your protected fields. Also, build another wall of sandbags northward to cut off the western Tiberium field. Build a concrete well and Advanced Guard Towers across the narrow gap to block and destroy the Nod Harvester.



Move quickly to the west from your deployment point and build your base between the Tiberium fields. Use sandbags to close off the Tiberium fields and defend them by building Advanced Guard Towers at key junctions as shown on the map.



Build Medium and Mammoth Tanks to help you set up the southern Nod base and destroy the Turrets out front. Once you've broken in, send in your Engineer units to capture the facilities inside. Although your orders are to destroy Nod infrastructure, capturing the buildings works even better.





## DOOMSDAY MACHINES



With the south wall in hand, extend another wall to the north, almost to the Nod base. This wall of sandbags will help protect your Harvester as it moves to the northern Tiberium field. From the northwest plateau, you should be able to shell the Power Plants in the Nod base.



At the right angle of the wall that you built in step four, place an Advanced Guard Tower. (You can sell portions of the wall to make room for the tower.) With the AGT in place, the Nod base will become an easy target. Invade the base and capture the Head of Nod. After that, the research compound will be fair game.

As the war between the GDI and Nod forces builds to a climax, each side is ready to deploy new, devastating weapons that could instantly determine a winner in the global contest. The race is on for you to build your Doomsday Machine before your enemy builds his.



The Ion Cannon is a space-based particle weapon with incredible power. If you build an Advanced Communications Center and Power Plant, it can strike almost anywhere.



Nuclear missiles may not be new, but in the hands of a fanatical leader such as Kane, they can become the decisive factor in the war.



### GDI MISSION 14:

#### FISH IN THE BARREL

Although Kane escaped from the research facility in Mission 13, a column of Nod units heading toward Prime HQ through a narrow ravine won't escape your lightning attack in this mission. The biggest challenge in this scenario is to move your units quickly to positions across the river where you can stop the Nod column.



Two Nod Mobile Artillery units have set up an ambush for your column from the cliff heights beyond the bridge. Your Mammoth Tank will make quick work of them. Take two shots on each artillery unit to clear the path.



The Nod column will also make a base line for the bridge in the south. Get there first and set up a blockade. Put your big guns up front and target the closest Nod armored unit. Don't send your tanks across the river, though.



After destroying the main column of Nod units, keep your remaining force together and systematically search for any wandering Nod units. Only after you destroy all of the enemy units will the mission be a success.

## GDI MISSION 15A:

### KANE'S LAST STAND

Kane has reached his HQ where he clearly intends to make a stand. Your deployment force is small so you'll have to build quickly. Time is also a factor, because if you wait too long, Kane will use his nukes. After building up a large attack force, you'll face two main Nod bases, including the Temple of Nod.



The "A" variant of Mission 15 is actually the easiest of the three final GDI scenarios. Even so, it's incredibly tough.



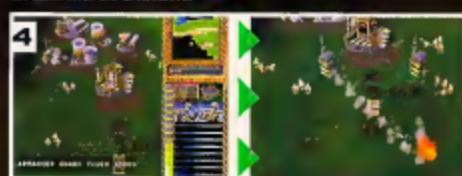
The Flame Tank crosses the bridge just after your units are deployed. It will chase after your Mobile Construction Yard. Use your tank to attack the flame unit while keeping your MCY on the move and out of the fire.



The proper layout of your base is critical to the success of this mission. Build near the central plateau. Place your Power Plant southeast of the Construction Yard and Barracks southeast of the plant. Then build your Refinery south of the Barracks but out of range of the Nod Turrets.



You must move fast to protect yourself from the Nod parties that will come after your new base. Set up your tank out of range of the Turrets but on a line directly between them, then place Grenadier units on both sides. When Nod Flame units go after the tank, drew back the tank and hit them with the Grenadiers.



Once the Tiburon is flowing, you'll want to build a Comm Center, Advanced Power Plant and two Advanced Guard Towers to protect the base from your Nod neighbors. Set up the AGTs just out of range of the Turrets, which you can destroy later at your leisure. Also be prepared to face a major attack.



Now that your force is growing, send out squads of Medium Tanks and Missile Launchers to destroy Turrets and SAM sites. From the west side of the first base you can destroy Kane's primary facilities. After that, keep up the pressure and prepare a monster force for the attack on the Temple.



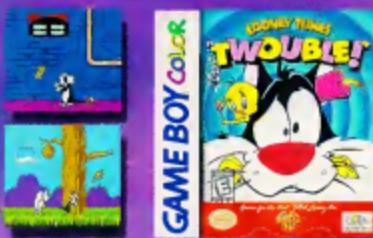
# Put Some Color Back In Your Life!

## LOONEY TUNES CARROT CRAZY



Bugs Bunny and Lola Bunny wake up to find their carrot patch is empty! You can bet your crunchy carrots that other Looney Tunes characters are involved too. Enjoy classic side-scrolling game play throughout 18 colorful and challenging levels!

## LOONEY TUNES TWOUBLE



Sylvester's on the prowl again, spelling "TWOUBLE" for little Tweety. "TWOUBLE" is a colorful combination of side-scrolling and isometric game play. Meet other Looney Tunes characters as you collect, combine, and push objects throughout Granny's neighborhood!

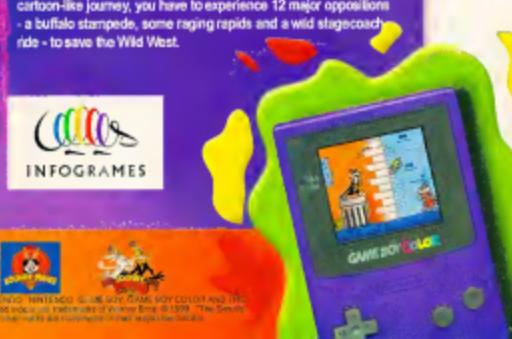
## LUCKY LUKE



A dangerous band of outlaws has escaped from jail. It's up to you, as Lucky Luke, to capture them! In this western-style, cartoon-like journey, you have to experience 12 major oppositions - a buffalo stampede, some raging rapids and a wild stagecoach ride - to save the Wild West.



What a smurfin' catastrophe! Gargamel cast a terrible spell on the Smurfs' village. All the Smurfs, except for Hatty, are trapped inside their worst nightmares. Be quick! Help him rescue his friends in more than 18 stages of fun designed only for Game Boy Color!



# LEGO

# RACERS

TM

Have you ever dreamed of creating your own car for a racing game? If you have, then the dream will come true when LEGO Media releases LEGO Racers by the end of the summer. These cars travel at the speed of your own imagination.



©1999 LEGO International, Inc.

## A CHIP OFF THE OLD BLOCK



Some toys get old within a few months or years' while others seem to last for generations. LEGO building blocks have been a favorite since 1947, and now with the introduction of LEGO Racers for the N64 the colorful little blocks and specialized

pieces have moved into the sophisticated realm of video games. In other racing games players may upgrade their cars or earn experience for their drivers, but only LEGO Racers asks players to build their own cars and drivers from scratch. Once players

have built their dream cars, they'll take them out on 12 3-D tracks set in forests, in towns and even on the moon, racing against LEGO characters such as Alpha Dragonis and Captain Redbeard of LEGO System fame. Add Versus and Time Trial Modes, and a Controller Pak for saving custom cars, drivers and games, and you've got a winner that should be released by the end of August or early September.



# BUILD A WINNER

The building aspect of LEGO Racers is what makes the game stand apart from the crowd. Players will make their own drivers, then build the car of their dreams to compete in the game. As players

defeat the LEGO champions, new sets of bricks will become available for building even more elaborate cars. And you can save all of your work on a Controller Pak and take it on the road.

## LICENSE TO BUILD

The first order of business is to create a driver for your championship vehicle. In the Build Mode, choose New Racer and a Controller Pak for saving your driver. Actually creating the driver

requires selecting four elements—the hat, the face, the body and the legs. Each element has a dozen or more possible selections, so the total number of variations is huge.



Your driver can be based on a theme, such as Robin Hood or the old West, or he can be a random mix of styles. The game even includes a Mix option that creates random drivers.



Some of the costume elements have been taken from the LEGO family of adventure characters' while other costumes are obviously made for racing.



As you scroll through the selections, the window to the right will automatically show the latest style. When you have the element you want, move to the next set of features.



After creating the driver, choose the Make License option and give your driver a name. Using the Snapshot command, you can change his expression in the license photo.

## CAR PARTS

You'll begin your car design with a chassis base that you'll attach pieces to just as you would with real LEGO blocks. There are some height and width limitations.



Cars are built using pieces of many shapes and sizes. Some pieces are highly specialized, like spoilers, headlights or flags, while others are basic structural blocks.



Rotate pieces, then move and place them anywhere that there's space and connectors to the base piece. You can take back pieces, as well.



If you want a unique car, but you don't want to spend the time designing it, choosing the Quick Build option will give you an interesting vehicle.



After building your dream machine, see how it handles on the LEGO test track. Cars can be heavy or light depending on how many bricks you use.

## POWER GALLERY

The gallery of drivers and cars shown below is just a small example of the fun you can have building custom characters and vehicles in LEGO Racers.



# LET THE RUN BEGIN!

Think of LEGO Racers as Mario Kart 64 with build-it-yourself cars and drivers. Once you've created your own car or chosen a pre-built racer and started the race, the game itself seems to share many elements with the motorway mayhem of Mario Kart 64. Each track

is fairly short and loaded with items to use during the race—items that will help you or hinder your opponents. You should look for shortcuts and learn special techniques for cornering. Princess Peach, Mario and Toad would find LEGO Racers very familiar.

## TRICKS WITH BRICKS

LEGO Racers is as much about bricks on the road as it is about bricks that make up the cars. Throughout every track you'll find five colors of bricks floating just above the roadway. Those bricks impart special abilities to give you an edge in your race. Some

bricks work for you while others work against your opponents. You can bet that the CPU drivers will make use of every brick they can grab. But some bricks are strategically placed out of the main path so that you'll pay a time penalty to get them.



The Red Brick gives you a cannonball to fire at cars ahead of you. You don't have to be aimed directly at the other car, but you should be pointed in the general direction of it.

You won't find Oz by grabbing a Yellow Brick on the road, but you will be able to make your opponents squeak like a rusty Tin Man when you drop an oil spill on a blind corner.

Everyone needs a boost now and then. The Green Brick gives you a super shot of speed. Use it on straightaways or to pass an opponent at the checkered flag.

Protect your lead by wrapping your car in a shield. The Blue Brick gives you several seconds of protection from attacks and other vehicles that crash into your car.

The White Brick surrounded by a rainbow works with every other color of brick. By collecting a White Brick and another brick, you'll boost the colored brick to a higher level of power.



The best way to start a race is to get the Turbo Start. If you hit the A Button at the final moment of the countdown, you'll get a super boost of speed off the starting line.

LEGO Racers features two types of Power Slides. The basic slide is performed by pushing the A and B Buttons simultaneously when you go around a corner.

Press the R Button while going around a tight corner to perform the Super Slide. You'll leave some rubber on the track as you career around right angles.



All of the tracks have hidden shortcuts, although some are better hidden than others. As you cruise around the tracks, look for obvious places for a shortcut. Try firing a cannonball to open up blocked passages that lead to the shortcuts.

# CIRCUIT RACE

The main competition in LEGO Racers is the Circuit Mode. Each of the six circuits consists of four races. There are 12 tracks in all. (The final three circuits consist of the 12 tracks mirrored.) The



Captain Redbeard owns the first circuit. The circuit contains four races including the Imperial Grand Prix, Dark Forest Dash, Magma Moon Marathon and Desert Adventure Dragway. If you beat Redbeard, you'll win a new set of building bricks.

# SINGLE RACE

For a quick race against CPU drivers, the Single Race Mode offers competition on any open track. You have to open a circuit before the tracks in that circuit become available for a single race. After choosing the track, pick a driver, plug in your Rumble Pak, and get set to race against I-5 drivers. It's a great way to test out a new car design against other drivers. It's also a good way to learn the intricacies of each track and discover hidden shortcuts.



Single races give you the opportunity to explore the track and look for places to ambush other drivers. You should also make use of this mode to discover shortcuts.



The final race in the game is the home track of Rocket Racer, the ultimate LEGO character that you'll face. You won't open up this race until you finish the six circuits.

# VERSUS RACE

Two players can square off on any of the open tracks in the Versus Mode. This is the best mode for testing your coolest car designs against those of your friends. Each player can insert his or her Controller Pak into the appropriate Controller and select a car. You can also use prebuilt cars and just race head-to-head right away.



The horizontal split screen windows give you a wide view of the track. Brick items are available, as well, so you can enhance your performance or hinder your opponent. Like all LEGO Racers races, Versus races last three laps.

# TIME RACE

Veronica Voltage will give you a time trial when you enter the Time Race Mode. One player challenges Veronica's best time on any open track in a three-lap race. Green, White and Red Bricks are available to help you set new speed records. You'll also encounter your own ghost at times when it surges ahead of Veronica.



It won't be easy setting speed records on all 12 LEGO Racers courses. You'll get the fastest times only if you make use of all the bricks along the track and if you know the secret shortcuts.

# OF COURSES & CIRCUITS

In each circuit the goal is to beat the champion at least once and take first place overall. If you do that, you'll win a new set of building pieces from the champ, adding to your ability to build cool cars. On this page, we'll give you some tips for specific courses.

## Dark Forest Dash



The dark Forest Dash is very forgiving. The turns are wide and banked, and there are plenty of power-up bricks. The shortcut is easy to miss. Look for it on the left side of the track just before the big waterfall. Captain Redbeard usually goes for the cannonball, so the shield is the best item to pick up.

## Ice Planet Pathway



Several narrow stretches of track can make the Ice Planet a tough place to race, but the shortcut is easy to spot. Just look for the arch following the wide turn on the back stretch. King Kanaka is fond of using the shield, so use the Green Brick speed boost to get the jump on him.

## Adventure Temple Trail



Basil the Bat Lord and his favorite powered-up lightning attack is the least of your worries on this track. Avoiding rolling discs and other obstacles will take all your powers of concentration if you hope to stay in the race. The shortcut veers sharply to the right after the statue just beyond the starting line.

## Amazon Adventure Alley



The final race in the second circuit pits you against King Kehuka for the last time. The shortcut passes through the waterfall just after the starting line. Grab a Red Brick when you return to the track, then stay behind the King until his shield wears off. That's the time to hit him with your best shot.

# UNLOCK CIRCUITS

When you begin playing LEGO Racers, only the first circuit will be open, with Redbeard as the champion. You'll have to unlock the following five circuits to progress in the game. If you place third or higher after all four races of a circuit, you'll open up the next circuit, where you'll find four new tracks. If you

beat all six circuits, you'll open one final race on the Rocket City Run course where you'll challenge the undefeated Rocket Racer. But no matter how much fun the racing is in LEGO Racers, the best part of the game remains the essential LEGO activity of building your own fun.



TAKE YOUR DEMONS WITH YOU

GAME BOY COLOR



First RPG for the  
Game Boy® Color!



Compatible with the  
Game Link® cable  
in VS. Mode!

# REVELATIONS™ THE DEMON SLAYER™

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# ARENA

Are you game?

## THE CHALLENGES

### THROWING DOWN THE GAUNTLET

So far, we've asked for your best Pedracing times for Vangaenco, Abyss, Fire Mountain Rally and Scrappers Run. This month we're asking for your best three-lap track times for any of the other courses. And be quick about it—the Jedi's are rallying on you.

### TIME ATTACK

It may be pocket-sized, but Kemco's *Top Gear Pockat* has as much high-octane power as an 18-wheeler. TGP is the first force feedback Game Boy game, and if you can roll into first with a record Time Attack time, send it in to enter Arena.

### A BUG'S CHALLENGE

Merch those teeny ant legs to Challenge Mode in Disney's *A Bug's Life* for the N64. Complete any of the game's challenges in a shorter blip of time than a fly spends on earth, then photograph your record time and send it in for a chance to win Power Stamps.

#1



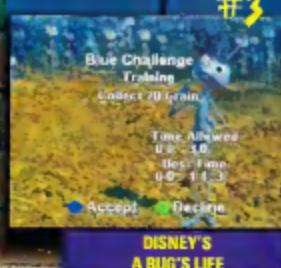
STAR WARS:  
EPISODE I: RACER

#2



TOP GEAR  
POCKET

#3



DISNEY'S  
A BUG'S LIFE

## NP SCOREBOARD

### F-ZERO

Best Times for Silence (Vol. 112)

Douglas Nelson, Hunt, TX	1:55.57
Danny Wise, North Little Rock, AR	1:58.75
Jonathan Bryant, Burlington, NC	2:03.63

Best Times for Port Town II (Vol. 112)

Danny Wise, North Little Rock, AR	2:23.13
David Guerin, Southington, CT	2:25.27
Joseph Cooper, Portage, MI	2:32.01

Best Times for Mute City III (Vol. 112)

David Guerin, Southington, CT	1:58.75
Danny Wise, North Little Rock, AR	2:03.63

Best Times for Fire Field (Vol. 112)

Tim Allyn, Seaside, CA	3:23.72
Douglas Nelson, Hunt, TX	3:26.51

Best Times for Death Wind II (Vol. 112)

Danny Wise, North Little Rock, AR	2:10.40
Jonathan Bryant, Burlington, NC	2:15.12
Doug Fullerton, Milford, MI	2:16.17

Best Times for Mute City II (Vol. 112)

Tim Allyn, Seaside, CA	3:23.72
Douglas Nelson, Hunt, TX	3:26.51

Best Times for Red Canyon II (Vol. 112)

David Guerin, Southington, CT	2:18.47
Danny Wise, North Little Rock, AR	2:19.44

Best Times for Port Town I (Vol. 112)

Douglas Nelson, Hunt, TX	1:43.44
Danny Wise, North Little Rock, AR	1:47.44
Jonathan Bryant, Burlington, NC	1:51.98

### WHO AM I?

Focus! Focus! Pokémons Snap hits stores in late July, so we'd better figure out how to take better pictures (at least we remembered to remove the lens cap). Is the meowling, meow, meow if you can identify who the blurry subject of this Pokémons picture is.

## WHICH IS MORE?

Are there more species of Pokemon than there are species of canine? Does a level of Banjo-Kazooie have more Jingles than a New Beetle has windows? In this quiz, real world items are more or less paired with gaming world items. In your best estimation, guess which of the two has the higher number value. And for what it's worth, we'll print the answers next month.

## QUIZ

### Example

The number of playful friends starring in the TV show *Friends*



The number of playable monsters starring in *Rampage: Universal Tour*



1 The number of years it's taken Stone Cold Steve Austin to reach the top of the WWF



The number of years it takes Link to awaken from his slumber in the Temple of Time

2 The number of times the Beastie Boys sing "party" in "Fight for Your Right (To Party)"



The number of coins the Bowser Kids charge for a dice game in the Eternal Star in *Mario Party*

3 The atomic number for gold



The Pokédex number for Golduck

4 The average number of calories for a 100-gram serving of tomatoes



The price in rupees for the first Magic Bean you purchase in *The Legend of Zelda: Ocarina of Time*

5 The number of seasons *Gilligan's Island* ran on television



The number of balloons Sherbet Island requires for entry in *Diddy Kong Racing*



6 The number of floors in the Empire State Building



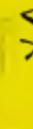
The number of the Empire's forces you must destroy to win a *Star Wars: Rogue Squadron* gold medal in the Prisons of Kessel

7 The height in feet of the Eiffel Tower



The price in Banjo-Kazooie musical notes to enter Grunty's Furnace Fan

8 The running time of the theme song "Anakin Defeats Sebulba" from the *Star Wars: Episode I - The Phantom Menace* soundtrack



The fastest possible time it takes Anakin to defeat Sebulba in a one-lap race in the *Boonta Classic* in *Star Wars: Episode I: Racer*

In *Diddy Kong Racing*, can you win Taji's Car Challenge by sliding the entire time?

— A TWISTED CHALLENGE FROM RYAN HADEFIELD OF SHAWNEE, KS.

As a termite in Banjo-Kazooie's Mumbo's Mountain, can you get all of the Jingles without collecting any notes? — A TWISTED CHALLENGE FROM TARYN DAMS OF CAMPBELLVILLE, ON

### BANJO-KAZOOIE

Best Times for *Freezeby Peak* (Vol. 113)

Merri Bohn, Indiana, PA	21:29
Fidel Dominguez, West Covina, CA	22:56
Robert Hill, Hollywood, FL	22:46
Gregory Athons Jr., Ogden, UT	23:03
Timothy Hartman, Lakeside, MT	24:02
Anthony Bolton, Orlando, FL	24:19
Andrew Konieczny, Ebensburg, PA	24:31
Kevin Ries, North Bend, OH	25:03
Janet Olson, Redwood City, CA	26:19

Best Times for *Golf's Valley* (Vol. 113)

Timothy Hartman, Lakeside, MT	18:06
Gregory Athons Jr., Ogden, UT	20:44
Merri Bohn, Indiana, PA	21:23
Jeff Ryan Rivers, San Jose, CA	22:31
Robert Fournier Hill, Hollywood, FL	23:33
Michael Tonney, Honolulu, HI	23:38
Anthony Bolton, Orlando, FL	19:50
Brandy Monstra, Chesapeake, VA	24:02
Adam Bals, Sarasota, FL	24:38
Chris Ewen, Brewster, NY	24:51

### 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](http://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 September 10, 1999.

E-mail us with challenges and suggestions at: [arena@nintendo.com](mailto:arena@nintendo.com)

OR send entries to:

Power Player's Arena, P.O. Box 97033  
Redmond, WA 98073-9733

### ANSWERS TO VOLUME 122

NAME THE GAME  
Bombchu Bowling Alley

PUTTING THINGS IN PERSPECTIVE  
A. Infestation, Beetle Adventure Racing  
B. Nook's Fossil Bank  
C. Remains on Berkshir, Star Wars: Rogue Squadron  
D. Treasure Hunt Cave, Banjo-Kazooie  
E. Frisco, Grand World

WHAT'S NEW?  
1. Wario Athlites, Star Wars: Rogue Squadron  
2. The minnows, Beetle Adventure Racing  
3. Max, Super Smash Bros.  
4. Wario, Star Wars: Episode I: Racer  
5. Gex, Gex 2: Enter the Gecko  
6. Leftfield, John, All-Star Baseball 2000  
7. Fantasy Slam, FIFA Soccer '99

# MONSTER TRUCK MADNESS 64

**H**ave you found yourself wishing for a little more power in your racing games? Have you ever had a strange desire to play traditional sports using oversized equipment and big ol' trucks? Then prepare to cultivate a fine case of road rage.

## LOOK OUT BELOW!

Anyone who's witnessed a Monster Truck competition firsthand could tell you that the name fits the sport. These behemoths resemble ordinary trucks the way Frankenstein resembles your average *Nintendo Power* tyro, and as a result, Rock Star's game drives like no other racing title on the N64. Fully loaded with plenty of racing and unsportsmanlike conduct, MTM 64 is bound to bring out the beast in even the mellowest gamer.



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# MONSTER MASHERS

You may want to park your minivan far, far away from these freaks of automotive nature. This game is loaded with all of the licensed legends from the world of Monster Truck competition.

## MONSTER TRUCK MADNESS



MTM 64 lets you wreak havoc in 20 bashes, from the pioneers that started crushing cars in the early eighties to newcomers that just want a slice of demolition pie.

### BEAR FOOT



The second Monster Truck ever created, Bear Foot got its name because its owner used to drive around with two bears named Sugar and Spice in the back.

### POLICE TRUCK



Wouldn't it be cool to pull someone over in this uppity? Nobody wants to get in trouble with the law when the Police Truck's on the beat.

### WILDFOOT



One of the many evolutions of the original Bigfoot Monster Truck, Wildfoot holds its own among the meanest competition out there.

### STINGER



After gaining infamy as the WCW Hulkster, this truck switched allegiances and now gives competitors a close-up look at Sting's gruesome face.

### BLACK STALLION



The Black Stallion 2000 is the second Black Stallion incarnation. It doesn't look much like the Ford F-150 pickup started life as, does it?

### SNAKE BITE



Another spawn of Bigfoot, the Snakebite is a fearsome sight to behold. Watching this fanged cruiser bearing down on you is no kind of fun.

### SAMSON



Featuring a pair of heavily muscled arms befitting the legendary strongman, Samson was designed around the American Gladiators television show.

### RAMPAGE



The Rampage began life as a '98 Dodge Ram pickup. It hails from Kentucky but don't expect any southern hospitality out of this Monster Truck.

### OVERKILL



This Ford F-350 super-cab pickup is so light it actually had to have weights added to make it heavy enough to be allowed to race on tour.

### THE OUTSIDERS



Another WCW truck, The Outsiders represents the close-unit sibling faction of the nWo. Its skeletal design is among the most intimidating.

### NITEMARE



The Nitemare sports the same resonant suspension of the rest of the Monster Trucks, but the vivid, blood-red design makes it fearsome.

### MONSTER PATROL



A 1995 Chevrolet pickup, the Monster Patrol still sports a big wing spoiler on its back as an homage to its mud-racing days as the "Mud Patrol."

### HOLLYWOOD HOGAN



The nWo's Hogan lent his enormous pipes to the sides of this Monster Truck, giving it a look much like Samson. Care for some arm wrestling?

### THE HITMAN



Rounding out the WCW Monster Truck presence, The Hitman's purple truck will let you have a pro-wrestling vehicular free-for-all to settle who's best.

### FIRESTONE



The Firestone Wilderness certainly looks like it could tame most of what nature has to offer. This truck also started out as one of the Bigfoot clan.

### EXECUTIONER



The Executioner truck had some hard luck in the car-wreckies, but a 1995 award for Monster Truck of the year got it back on track in a big way.

### GRAVE DIGGER



After starting out as a mud-bogging monster in 1981, the Grave Digger's unique body and spooky paint job have made it a mainstay of the tour.

### CAROLINA CRUSHER



Another of the old guard, the first Carolina Crusher came to be in 1985 and hasn't looked back since. It's been upgraded with the newest technology.

### BOOGIE VAN



Not only is the Boogie Van the only Monster Truck van on the tour, it also happens to be the only one driven by a woman and a formidable foe.

### BIGFOOT



The tour's elder statesman, Bigfoot, was the forerunner of the Monster Truck phenomenon. Many of the trucks on tour began their careers as a Bigfoot.

# TONS OF FUN

There are all kinds of ways to take your new monstrous wheels out for a spin. You can race against friends or computer trucks, play bizarre truck sports, burn around in an automotive game of tag or

just drive through the landscapes pulling huge airs. Whatever you choose, it'll take a little practice getting used to the trucks—they don't exactly handle like sports cars.

## EXHIBITION AND CIRCUIT

- Graveyard
- Ruins
- Junkyard
- The Heights
- Voodoo Island
- Greenhill Pass
- Wastelands
- Aztec Valley
- Alpine Challenge
- Death Trap

Racing single exhibitions is a good idea to begin with, because the touchy steering and powerfully elastic suspension involve a bit of a learning curve. Once you do master it, you'll be able to chew the competition up in a full circuit. For variety, mess around with the different weather and daylight settings—some combos will truly test your skill!



### HANG TIME



The Super Jump is nothing to take lightly. By giving you a massive push up and forward, this handy device can either propel you into first place or launch you over the nearest mountain range. Use only as directed.

### UP, UP AND AWAY!



This is by far the coolest power-up to be had in the game. The Hover stomps into your tires up into the truck body and lucks in air jets that allow you to fly through the air with the greatest of ease.

### COMING THROUGH!



If you get mashed into the back of the pack, pick up a three-pack of Heming Mussels and let fly on the leader. These friendly projectiles will seek out a Monster Truck and send it flying off the beaten path.

### SNOW DAY



When the flakes start falling, they quickly collect to a foot or more of snow that obscures the track. Keep an eye on your map, and if you collect a Nitro, use it carefully so you don't fly off course.

### FREE AS A BIRD



You'll quickly find that the combination of huge shocks, fat tires and unpredictable terrain will frequently launch you airborne. Be sure to go off jumps straight or you'll be guaranteed to roll when you land.

### SLIP 'N' SLIDE



A well-placed Oil Slick will send everybody in the vicinity slithering out of control, but bear in mind that you're not immune to it, either. Remember where the slicks are and avoid them at all costs to stay ahead.

### TOY TRUCKS



Somehow, the other Monster Trucks just don't seem as fearsome when they're shrunk smaller than a Yugo. The Shrink Bomb will split into three pieces and turn each of your opponents into cute model-sized vehicles.

### STEP OFF



If other trucks invade your personal space, use the Shield to convince them to move on down the line. A flickering blue sphere of electricity will violently repel any drivers that come in contact with it.

### NOW YOU SEE IT...



Enabling the Invisibility power-up will make your truck seem to blink out of existence to other drivers. While you're transparent, you can drive through trucks and other solid objects without losing speed.



## SOCCER

Straight-up racing is plenty of fun, but there's more than one way to lurch a Monster truck like, for example, soccer. You, your friends, large trucks and a gigantic soccer ball. If you want more

physical, contact-filled racing, you'll get your wish in this arena as you pilot your Monster trucks like World Cup strikers. You can't do any crazy goal dances, though.

### ON THE BALL



Sure, you need to control the ball if you want to score, but you should also concentrate on knocking your opponent senseless first so you can get a clear shot at the goal.

### TAP-IN



Once you get lined up, a solid pop from your fender will do the job. In case you get turned around in the heat of the battle, a giant X will keep you from scoring on yourself.

### TAG TEAM



If you just can't beat one of your pals, team up with a friend and play a little two-on-two. It's not easy—coordinating two vehicles can be as hard as playing alone.

### CLEAR A PATH



When playing two-on-two, try to pass as often as possible. It's also smart to have one designated ball handler and one truck that knocks opponents out of the way.

### HOLD THE FORT



Another way to manage team Soccer play is by leaving one truck behind to guard the goal. Having one offensive player and one goalie keeps it simple and often works best.



## HOCKEY

Soccer's all well-and good, but Hockey embodies the idea of Monster Trucks a little better. Heavy checking is just as important as little movement on the ice, and if there's one thing that Monster

Trucks do well, it's checking. Getting your tires to bite on the ice is iffy at best, and as a result, controlling the giant truck tire that acts as a puck is not easy.

### DON'T GET CORNERED



Avoid getting checked into the corners, because the stick ice will make it difficult to maneuver out quickly. If you're trapped, put back on the Control Stick to reverse out.

### HIP CHECK



Even a slight nudge on the ice will send your opponents spinning out of control, so if they're charging the goal on a breakaway, aim your fender for the truck, not the puck.

### GANG UP



Along the same lines as Soccer, if someone's a little too dominant, try roughing him or her up in a two-on-one. One truck goes for the puck, the other slams the opponent into the boards.

### ICE CAPADES



With four trucks on the ice at the same time, things can get a little hectic. Since the constant collisions send trucks careening in all directions, winning is all about damage control.

### STAY HOME



It's once again a good tactic to leave one Monster truck behind as a goalie. Since the puck never leaves the ice surface, just sitting in the middle of the goal will block most shots.



## SUMMIT RUMBLE

Unlike Soccer and Hockey, the Summit rumble lets you play against up to three CPU opponents. It's basically a Monstercized version of king of the hill, and your goal is to occupy a chunk of

real estate in the center of an elevated platform for as long as possible. Obviously it's in your best interest to remove all other trucks from the immediate vicinity.

### WRESTLE FOR POSITION



It's fitting that the nWo logo is on the platform, because the fighting gets pretty wild. If you broadside someone while airborne, you'll send the truck packing.

### REGROUP



If you get knocked off, drive around the outskirts to find the best possible line back on. Wait until your opponents are squabbling up top, then charge from behind!

### ON EDGE



Pushing opponents just over the edge of the platform is ideal, because it can cause their trucks to become wedged between the platform supports and the dirt launch mounds.

### FOUR PLAYER MAYHEM



It doesn't get much better than this free-for-all. Since it's every truck for itself, you'll see all loyalty washed away in a torrent of T-bones, endos, dry hops and power cuts.

## CHASE

The Chase is one of the more novel concepts we've seen in a racing game. You'll have a certain amount of time to run a race, hitting checkpoints all the way. The kicker is that one to three of your

pals will be representing the law in these here parts, and it's their mission operative to keep you from finishing the race in the allotted time.



You'll need every form you can track down to stay out of the clutches of the police, but since the cop trucks are outfitted with regenerating Shield capacity, they may avoid your attack.

### FIRE AWAY



If you can find a Nitro, hold on to it for an emergency. If the Man is on the verge of busting your truck up, give a blast of the afterburners to put a little distance between you.

### THEY'RE EVERYWHERE!



With a few well-placed Homing Missiles you can probably evade a single cop with ease, but when you're up against three of them you're in for a serious run for the border.

## TAG

Yet another variation on the Race Mode turns all of the tracks into play yards where you can enjoy a nice, old-fashioned game of tag. The person who is "it" has his or her truck transformed into

an enormous chicken that squawks its way around in pursuit of the others. You'll gain points for every second that you avoid the chicken's touch, so make like a vegetarian!

### THAT CHICKEN'S ARMED!



### STAY ON TARGET



If your opponent is always a step ahead of you, try maneuvering his truck out beyond the borders of the map. If he gets too far afield, he'll automatically become the chicken.

### SHARE THE WEALTH



When you're playing with four players, everyone who's not "it" will accumulate points at the same rate. It may serve you well to try to help the chicken catch one of your pals.

### STEALTH POULTRY



When you're "it," you'll be able to spot the others on your map, but they won't be able to see you. Use their radar blindness to sneak up on them and apply the truck tag.



## Like having a *bowling alley* in your *hip Pocket!*

Pocket Bowling for Game Boy Color features all the skill and action of the real thing. Control the speed, the spin and the aim of your ball; you can even decide how much wax to put on the lane! Strikes, spares and the dreaded 7-10 split are all a part of the action as you select one of several talented bowlers to lead you toward that elusive 300 game.



[www.jaleco.com](http://www.jaleco.com)

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JALECO



# SPAWN

Just in time for the third season of the HBO Animated Series *Todd McFarlane's Spawn* comes Konami's take on the hellborne hero. The sidescroller is true to the show, but how it plays out is up to you. There's just no rest for the wicked.

Comic book artist extraordinaire Todd McFarlane has spawned a monster, and Konami is unleashing his creation on Game Boy Color with a vengeance. McFarlane's *Spawn* comics tell the tale of a betrayed hero who, after being slain by fellow government agents, finds himself condemned to serving in hell's army as a Hellspawn bound in a supernatural, symbiotic costume. *Spawn* has exploded into one of the decade's best-selling comics,



inspiring an equally popular line of action figures, an animated series, a feature film and an upcoming sequel. Hoping McFarlane's Midas touch will gild its game with megahit potential, Konami has translated *Spawn* into an action sidescroller playable only on Game Boy Color. Programmed with three minutes of digitized voice, the game marches out a hit parade of villains introduced in *Spawn* #1 to #25. But unlike *Spawn* himself, you won't have the devil to pay—this month, NP covers the entire game.



## Map Key



### Power

Among the collectibles in the game is the *Spawn* icon. Hellspawns have limited earthly power, and this icon will replenish *Spawn*'s energy.



### Gun

G is for Gun, which will enable *Spawn* to attack enemies from long distances. The Gun has limited ammo and can fire to the left, to the right, and up.



### Machine Gun

To fire more bullets faster than the Gun can heft out, seek out an M symbol, which will arm *Spawn* with an automatic weapon.

## Spawn Alley

When hell returned Al Simmons to earth as Spawn, he emerged in the backalleys of the Bowery, where Chapter 1 of the game appropriately begins. As you trudge through the district's back-

streets past rabid dogs and graffiti hyping Korn (McFarlane's most recent pet project was animating the band's music video), punch all thugs and duck shirtless bald men who tote machine guns.



# The Chase

Chapter 2 rolls out nonstop sidescrolling action as Spawn races across town on a motorcycle. And there's no easy riding in this level—enemy cyclists and motorists jam the city's mean streets. On one of them

lurks Billy Kincaid, the criminal whom the former Al Simmons was hired to dispatch. Reborn as Spawn, Simmons will finally have his chance to finish the job and stop Kincaid's crime spree.

## Undead and Kicking



Some motorcyclists will run you from behind, while others will slow down in front of you. Hit B to kick cyclists who are eating your dust or pop a wheelie by hitting A to bafflezze riders who are in front of you.

## Vehicular Assault



You can't attack the skier, but you can blast the cars if you nabbed the machine gun at the beginning of the dock area. If you shoot the cars until they emit smoke, they'll retreat off screen.

## Motorpsychos



After you've defeated Billy Kincaid, cyclists riding blue bikes will cruise onto the scene. Attack them with kicks rather than wheelies, since they'll leave behind bombs to fend off tagteers.

Billy Kincaid  
At the end of the docks, collect the two guns. When you reach Kincaid, he'll throw cans at you, so put a stop to him with a steady barrage from your firearms.

## Priest



Priest wields a machine gun, and she'll fire off a few bullets at a time. Duck her assaults, then close in on her once she stops firing so you can grab the gun.

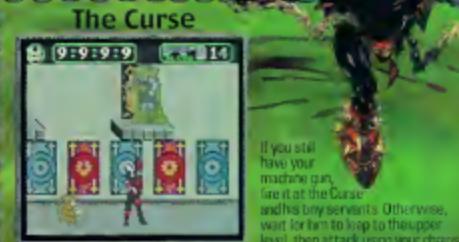
# City Lights

Back on foot in the city, Spawn ventures through territory similar to Spawn Alley. Neither bats nor dogs populate the town, but two fiercer foes reside beneath the City Lights: Tremor and the Curse.

If you can, conserve bullets by dodging the city's thugs so you can confront Tremor and the Curse with a loaded weapon. If you're armed, you'll prove a dangerous adversary for both enemies.



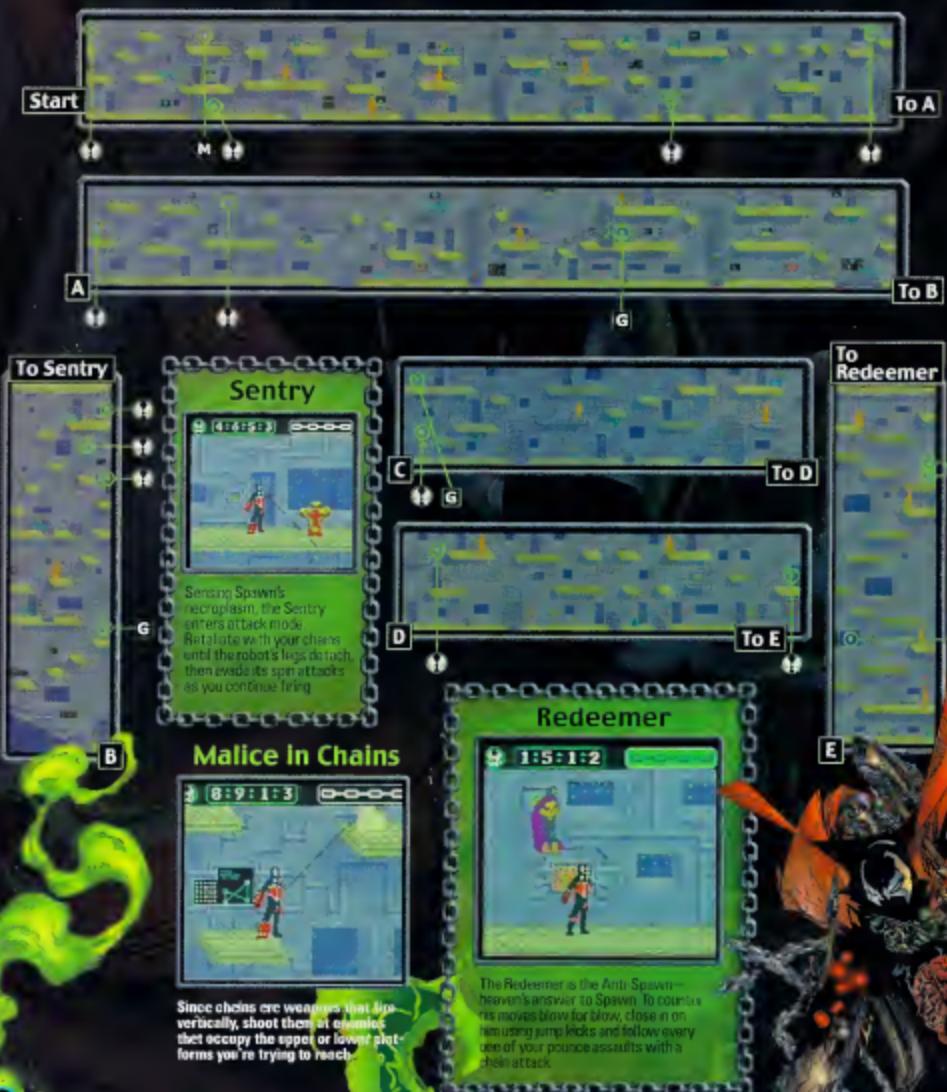
To dodge pouncing Tremor, a guinea pig in a crime lord's genetics experiment, station yourself on the highest rooftop in the center of the area, then fire your bullets or chains.



# Angel Orbiter

The last place a Hellspawn wants to be is in the heavens aboard the Angel Orbiter. In outer space, Spawn becomes an unlikely passenger for the Orbiter, infiltrating the satellite protected by

robotic and alien personnel that detect and detect his evil origin. To counter their assaults, attack while ducking, since most of the enemies stand or fire at waist-high height.



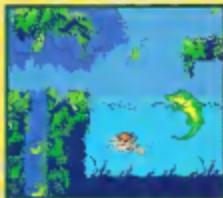
Since chains are weapons that fire vertically, shoot them at enemies that occupy the upper or lower platforms you're trying to reach.

The Redeemer is the Anti-Spawn— heaven's answer to Spawn. To counter his move blow for blow, close in on him using jump kicks and follow every use of your pounce assaults with a chain attack.

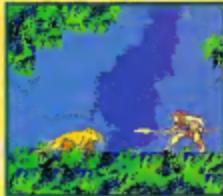
# Go Ape on Game Boy!



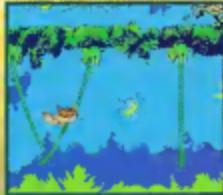
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## MARIO GOLF

- Nintendo/256 Megabits
- 1 to 4 players simultaneously
- 3 game save slots
- 6 play modes

**Mario and friends hit the links on the N64.**

**Graphics** Camelot Software did a super job for Nintendo, creating fantasy links and mini-put courses that look like they belong in the Mushroom Kingdom. Mario, Peach and the other characters look good, too, although the characters from Camelot's previous golf game seem out of place. The camera tracking is excellent and the zoom function is incredibly useful.

**Play Control** The traditional bar meter for golf is used, so timing is the most important skill. Players control club selection, shot strength, direction of the shot, and the point of impact on the ball. The quick



**Graphics** 7.9 **Play Control** 8.8 **Game Design** 8.1 **Satisfaction** 8.7 **Sound** 7.3

zoom function that takes you to the landing grid and back to the golfer is a great feature.

**Game Design** Mario Golf includes tournaments, Speed Golf, Mini-Golf, Stroke Play, Ring Shot and a Training Mode. There are lots of courses and characters to unlock.

**Satisfaction** This game will be appreciated by golfers for its attention to detail, while the non-traditional modes will appeal to action fans. There's something here for everyone.

**Sound** The bright Calypso-style music is fun and not too obtrusive.

**Comments** Scott — The physics seem right on par but the extra modes put this game at the top of the leader board. Andy — Incredibly depth and a ton of replay value.



**SCORES**

**RH**-8.8

**H**-8.2

**J**-9.5

**H-74**

**D-8.2**



# DUKE NUKEM: ZERO HOUR



- GT Interactive/256 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- One-player adventure
- Multiplayer Modes
- Two difficulty settings



Duke takes his special brand of macho mayhem back in time.

**GRAPHICS** The settings, animation, and characters including Duke and his enemies drip with personality and attitude. The 3-D cinematic sequences tell the tale and add touches of mature humor. Zero Hour also includes settings for Normal, Medium and High Resolution, and you won't need an Expansion Pak.



**PLAY CONTROL** Players can choose from eight pre-set controller configurations, auto aiming settings and an auto centering function. The movement, speed and hit detection are all very sharp.

## GAME DESIGN

The adventure game takes Duke through vast areas filled with items, enemies, switches, babes and some puzzle elements. Levels are usually linear, but there may be obstacles and some maze areas. The multiplayer games are mayhem multiplied by the number of players. Some of the best weapons in gamedom will be found here.

**SATISFACTION** There's challenge, variety, humor, high quality graphics, super play control and extensive options. It's also rated Mature because of the imagery of violent gunplay and Duke's suggestive comments, so it's definitely for older players.

**SOUND** The quality of Duke's voice and the variety of his Dukeisms are staggering.

**COMMENTS** **Henry**—Tons of carnage and humor, depth and substance.



SCORES

RH-6.2

R-8.5

H-8.1

J-7.8

SP-8.9



OVERALL RATING

# HYBRID HEAVEN



- Konami/128 Megabits
- 1 player
- Controller and Rumble Pak compatible
- Expansion Pak enhancements



The truth isn't out there. It's inside the N64.

**GRAPHICS** Through dramatic camera movements and elaborate 3-D cinematic scenes, Hybrid Heaven masterfully tells a complex story of deceit and alien conquest. The characters and settings look good even for relatively low polygon models, and the Expansion Pak makes all of it look even better.



**PLAY CONTROL** Control is divided into two types in this game. In the action sequences, you'll control your character's movement and the use of a droid zapper. In head-to-head battles, the game switches to a menu based system.

It takes a little getting used to, but the effort is worth the reward.

**GAME DESIGN** Konami has created a very rich, futuristic world and an interesting new interface. The main character changes and gains strength and experience as the game and plot progress.

**SATISFACTION** There may not be as much action as some players expect, but the overall mix will keep most players enthralled.

**SOUND** The music is fitting for the dark future portrayed in the game. Little use of voice was used, probably to save on memory space and squeeze this game into 128 Megabits.

**COMMENTS** **Scott**—Adventure and sci-fi fans will be in heaven. **Henry**—The story line is cool and keeps the player involved.



SCORES

H-7.1

J-8.9

H-7.4

SP-8.5

B-7.5



OVERALL RATING

GRAPHICS-7.6 PLAY CONTROL-7.4 GAME DESIGN-8.4 SATISFACTION-7.8 SOUND-8.0

# BASSHUNTER 64



- Rock Star/64 Megabits
- 1 player
- Controller and Rumble Pak compatible
- 3 game save files
- 2 lake regions



**The bass wars begin with this fighter from Rock Star.**

**GRAPHICS** Realism was the watchword during the development of this fishing sim, and realism is what players will get. Every aspect of tournament bass fishing has been reproduced with care. The casting animations are the best ever, and the realistic appearance of the water and surrounding shore will transport you onto the lake. If there's a weakness, it might be that your view of the fish is limited, but what you do see of your fish is, again, very realistic.

**PLAY CONTROL** The visual detail in this game is matched by the play control. Obviously the Rumble Pak is the per-



fect accessory for this game, but the use of the analog Control Stick gives you the control to realistically set the hook and jiggle lures.

**GAME DESIGN** Each tournament takes place on a series of lakes, and the contests range from half-day affairs to multiple day marathons. You'll also be able to go fish at any lake or time in the Fish for Fun Mode.

**SATISFACTION** Anglers have waited patiently for a world-class fishing game for the N64. Rock Star is rewarding them with this excellent bass game.

**\_SOUND** The use of sound in Bass Hunter is subtle but superb. The ambient sounds include birds flying by or chirping in the reeds.

**COMMENTS** Scott—It's easy to get hooked

By the details, but the game is fun, too.

**Rate** — The fish are smart and hard to catch.

**GRAPHICS=6.8** **PLAY CONTROL=7.8** **GAME DESIGN=7.2** **SATISFACTION=7.2** **\_SOUND=6.6**



**SCORES**

**RH=6.7**

**D=6.8**

**N=7.5**

**SP=8.2**

**S=7.1**

**7.1**

**OVERALL RATING**



# LEGO RACER

- LEGO Media/128 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible
- 12 tracks
- 6 circuits
- Build-your-own cars



**LEGO builds a franchise on the N64.**

**GRAPHICS** LEGO Racers makes use of the traditional LEGO bricks for cars, drivers, buildings and objects. The non-LEGO graphic elements fit well with the overall theme.

**PLAY CONTROL** The driving play control is simple and very much like Mario Kart 64. Super slides use the R Button and items are on the Z Trigger. The control during the building sequence is slightly more complicated but nothing that you can't master in a few minutes of experimentation or by reading the manual.



## GAME DESIGN

The development team at High Voltage struck just the right balance of building and racing. Even with the basic sets of bricks you can create unique, interesting vehicles. Then, by winning circuits and defeating champions, you can earn new brick sets. The racing is simple enough for young players but fun enough for anyone.

**SATISFACTION** The overall challenge level isn't enormous, but the overall fun level is excellent. One of the best ways to play LEGO Racers is as a two-player game, with each driver bringing his or her own custom car.

**SOUND** The music is a little frantic and annoying, but the sound effects are pretty good.

**COMMENTS** **Rate** —Building the racer was by far the coolest part of this game. **Jason**—Basic racing, but LEGO is about building.

**GRAPHICS=7.5** **PLAY CONTROL=6.2** **GAME DESIGN=7.7** **SATISFACTION=7.0** **\_SOUND=6.3**



**SCORES**

**RH=7.3**

**J=8.5**

**H=5.4**

**N=6.5**

**S=6.2**

**7.0**

**OVERALL RATING**



# MONSTER TRUCK MADNESS

**N  
64**

- Rock Star/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 10 tracks
- 4 extra modes

**SCORES****RH-7.2****H-8.1****M-4.3****N-6.6****SP-8.3**

**With tires the size of houses, these trucks are real monsters.**

**GRAPHICS** The trucks are the star of this game, although most of the time you just see them from the rear. The trucks generally look pretty good, and some of the effects, such as splashing water, add to the sense of reality.

**PLAY CONTROL** The slow, drifting feel of these trucks may be fairly realistic, but most players will probably find it difficult to control them, particularly in areas with lots of hills or in rainy or snowy conditions. The hit detection for obstacles is much wider than the obstacles themselves.

**GAME DESIGN** Monster trucks were made for arena events, not cross-country, so it should come as no surprise that the multiplayer modes that take place in limited arenas provide the most monster madness. The one-player racing



**GRAPHICS=6.7** **PLAY CONTROL=4.8** **GAME DESIGN=6.2** **SATISFACTION=8.0** **SOUND=6.2**

tracks are challenging because of the unusual play control. The use of power-up items adds an extra dimension.

**SATISFACTION** If you plan on playing MTM in the multiplayer modes, you'll probably have a good time. But if you're looking for a one-player racing game, you may want to keep looking.

**SONG** The music is fitting and the engine sounds are pretty good. There's also a commentator saying one-liners that can be amusing.

**COMMENTS** *Kyle*—Actually, the *solo* mode alone is reason enough to check it out...

*Nate*—The racing is bland, but multiplayer is great.

**6.0****OVERALL RATING**

## PAC-MAN: SPECIAL COLOR EDITION

**GAME BOY COLOR**

- Namco/8 Megabits
- 1 to 2 players simultaneously
- Passwords
- Game Link compatible
- 2 games included: Pac-Man and Pac-Attack

**Dig into this double-helping of fun for Game Boy Color.**

**GRAPHICS** The color graphics in both Pac-Man and Pac-Attack add to the playability of both titles on Game Boy Color. For instance, it's easy to tell which ghosts are vulnerable in Pac-Man since they turn blue. In Pac-Attack, the graphics look equally good, but the impact of color graphics on play may be less than in Pac-Man.

**PLAY CONTROL** The controls for both games are very simple, but they are responsive and true to the earlier versions of the games on Game Boy and other systems.

**GAME DESIGN** Pac-Man has both One- and Two-player Modes while Pac-Attack has a Regular and Puzzle Mode. The game play for Pac-Man is the same pellet-munching madness that has made



**GRAPHICS=8.8** **PLAY CONTROL=7.8** **GAME DESIGN=7.4** **SATISFACTION=8.0** **SOUND=6.0**

the game a classic for two decades. Pac-Attack is a Tetris-inspired puzzle game in which little Pac-Men gobble up ghost blocks.

**SATISFACTION** Combining these two titles in one Game Pak, Namco has created a lot of value for players.

**SONG** The sound is simple but fitting for each game.

**COMMENTS** *Scott*—This is a great combination of games and a great value.

*Andy*—Regular Pac-Man rocks, and the Pac-Attack puzzle game is the icing on the ghost cake.

*Nate*—The original is perfectly reproduced, and Pac-Attack gives you replay value.

**7.3****OVERALL RATING**



## V-RALLY '99

- Infogrames/8 Megabits
- 1 player
- Passwords
- 20 courses



SCORES

RH-6.8

D-6.7

J-7.7

N-7.0

SP-6.9

**Smaller is better when it comes to VRally.**

**GRAPHICS** Amazingly, this Game Boy Color racer manages to convey a real sense of speed with its scrolling roadway. The cars, modeled after real rally cars, look about as detailed as you could ask for on the small screen. The scenery even looks good because the programmers made excellent use of GBC colors.

**PLAY CONTROL** Much of the sense of speed comes from the excellent control of the cars in VRally. Although the actual controls are limited to steering, gas and brakes, the feel is tight—not an easy feat to accomplish.

**GAME DESIGN** Unlike the N64 VRally, which leaned

toward being a rally simulation in which drivers race the clock, this exclusive Game Boy Color title always pits you against other drivers. There are lots of courses and even more challenge, in the Arcade Mode, you can try out any track.

**SATISFACTION** VRally provides speed and challenge for racing fans. Granted, the graphics use the old NES scrolling roadway to convey the sense of motion, but it seems to work pretty well in this case.

**SOUND** The motor sounds are particularly well done, although the music gets old quickly.

**COMMENTS** Scott—I was surprised by the challenge and intensity of this little racer.

**Note**—For a Game Boy racing game it exceeded my expectations. Andy—This is better than the N64 version.



GRAPHICS-7.8 PLAY CONTROL-7.0 GAME DESIGN-6.8 SATISFACTION-6.8 SOUND-6.6



## CHASE HQ

- Metro 3D/8 Megabits
- 1 to 2 players simultaneously
- Passwords
- 10 levels
- Game Link compatible



SCORES

RH-6.4

D-5.5

J-7.5

N-6.3

SP-6.4

**A classic from Taito is back in the chase.**

**GRAPHICS** The color version of Chase HQ doesn't look like a converted, older game. (Taito brought out a regular Game Boy version in 1990.) The colors are bright and the variety of different types of graphics helps convey the sense of the police chase. You begin with a cinematic sequence as the news of a crime arrives. Then you choose your drivers, set them at strategic interception points on a map, close in on the suspect, and finally chase him down in the driving sequence.

**PLAY CONTROL** The driving sequence controls are fairly simple, although players can choose to use either Manual

or Automatic transmissions. Controlling the cursor on the map during the map chase phase can be more difficult because you have to use menus rather than direct control.

**GAME DESIGN** This is a surprising little game that involves both strategy and driving. The original arcade game didn't have the strategic map element.

**SATISFACTION** Players who want a different take on basic racing games should check this one out. Once you master the controls, it will keep you busy fighting crime.

**SOUND** The Game Boy Color version has a simple tune and simpler sound effects.

**COMMENTS** Andy—It's like a '70s cop show. Scott—Solid and surprising.

GRAPHICS-6.2 PLAY CONTROL-6.6 GAME DESIGN-7.0 SATISFACTION-6.2 SOUND-5.6



# SUPERMAN IN A NEW DIMENSION

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**GAME BOY**



# DAILY PLANET

2000 A GREAT METROPOLITAN NEWSPAPER

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## STORY

The last interview before Superman's disappearance.

— Last interview with Superman. Planet photographed him just after a diligent 2-hour investigation. Daily Planet Reporter, who has known Superman for years, acknowledged the man's strength, and was tipped off that he had been taken into a mysterious dimension. Utilizing his super

*Man of Steel  
a dimension  
super hero  
before."*

strength, super speed and super breath, Superman is predicted to conquer Lex Luthor's henchmen and bring Lois Lane and Clark to Metropolis safely. Superman has decided to enter the search of Lois and Clark, who believes that once on





# SPAWN

- Konami/B Megabits
- 1 player
- Passwords
- 4 stages and 8 bosses
- 3 levels of difficulty



Spawn crosses over from the hit comic series to Game Boy Color.

**GRAPHICS** The boss introduction screens look like real Spawn art, but the action areas of the game are more typical of a side-scrolling brawler with small characters and limited animation.

**PLAY CONTROL** Spawn is a great jumper, but his other moves are limited to walking, ducking, punching and shooting when you pick up a weapon.

**GAME DESIGN** With only four stages to clear, Spawn doesn't provide a lot of variety or challenge. The driving stage adds a little extra, but this game should have been twice as long. The bosses aren't partic-



ularly challenging, but there are two on each stage.

**SATISFACTION** Spawn fans will recognize the boss characters and some of the art. Since the game is short and the challenge isn't very great, players may feel as if something is missing.

**SOUND** The music is standard fare, but Konami did include actual conversations with the bosses. The voices are a bit gravelly but pretty good considering that they're on Game Boy Color's small speaker.

**COMMENTS** Scott—There's not enough of the license in this game to make it interesting to fans, and the challenge is poor. Jason—Hardly worth the price of admission—it takes less than an hour to finish the entire game. Andy—Necroplastic fun, but not enough



SCORES

RH-8.8

J-4.2

N-6.5

GP-8.1

S-6.8

5.8

OVERALL RATING

GRAPHICS=7.0 PLAY CONTROL=6.3 GAME DESIGN=5.2 SATISFACTION=4.8 SOUND=6.7

## 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.

ANDY (ARD)-Action, Adventures, Puzzles

JASON-Adventures, Action, Puzzles

ARMOND-Fighting, RPGs, Adventures

KYLE-Sports, Simulations, Puzzles

GAN-Action, Adventures, Sports

NATE-Adventure, Action, Sports

ED-Sports, Puzzles, Action

SCOTT (SP)-Sports, Simulations, Adventures

HENRY-Fighting, Action, Sports

SONJA-Puzzles, RPGs, Fighting

### 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.

# CUT TO THE CHASE

**CHASE H.Q.**

*Secret Police*

## PUT THE LONG ARM OF THE LAW IN THE PALM OF YOUR HAND!

Grab your Game Boy and get behind the wheel!! This all new hand-held version of the Arcade action classic combines strategy with fast-paced car racing thrills and spills.

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with Strategy  
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Elements

3 modes of  
play, 5 cars  
and cops to  
choose from

10 action-packed stages  
2 more than the original  
Chase HQ!

Attack with  
guns, or use  
your wheels  
as a weapon  
to run 'em  
off the road



## COMING SOON!

GAME BOY COLOR



GAME BOY COLOR



GAME BOY COLOR

GAME BOY

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PUZZLE MASTER is much more than a puzzle game. It combines the addictive gameplay of fast-paced puzzles with the exciting action of a fantasy adventure game. Are you clever and quick enough to become a true puzzle master?

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The maturing of a game.

## THIS MONTH

RIDGE RACER 64



A classic runs again.

NFL BLITZ 2000



This sophomore season rocks.

GIANT DOSHIN



A Giant game comes from Japan.

STARCRAFT



The battle for the universe begins.

# PAK WATCH

The inside source for all Nintendo News.

## JET FORCE GEMINI GROWS UP AND GETS A MAKEOVER

What makes a cool video game character? Many developers and artists have tried to understand and answer that question. But for every successful character such as Mario, there are dozens of characters who never seem to tickle the fancy of the game-playing public. The fortunes of companies have risen or fallen on the fate of new characters, so it's of extreme importance that when a new game is introduced, its characters are received with enthusiasm.

The three main characters in Jet Force Gemini—Juno, Vela, and Lopus the dog, ran into an identity crisis recently during some focus groups with game players of varying ages. The consensus was that the characters looked like little kids, and the older players didn't feel an affinity for them. Rare took a closer look and decided that the characters should grow up. The development team took the game's heroes

back to the drawing board for a last-minute update. When the space-faring trio returned to Nintendo, they had gained about a foot of height and an equal measure of attitude. Lopus, who was pretty much loved by everyone, received the least change. But as you can see in the

screen shots on this page, Vela and Juno have turned into heroic young adults with a serious mission to rid the world of Mizar's minions. It's a fitting change, because the game is an intense action romp with an emphasis on blasting bugs. Focus groups at Nintendo of America indicate that the new stature of the characters should play well with N64 fans who have been waiting for

over a year for the release of this title. Now that the characters have grown up, the game is set to launch on September 27th. At Power, we predict it won't be the last we see of these three rising stars.



# CLASSIC NAMCO RIDGE RACER GETS BREATH OF NEW LIFE ON N64

In a move that may surprise some, Namco has licensed one of its hottest properties to Nintendo for development. A development team working in association with Nintendo of America now has Ridge Racer 64 on track for release later this year in November. Namco has been involved in the process all along to ensure that the arcade style of the racer is maintained, but the development team has managed to include some unique features that will have Ridge Racer fans heading for the stores.

## Nintendo storms the ridge

Ridge Racer was known for its great cars, high speeds, arcade handling, and the fact that it had just four courses. Ridge Racer 64 will be known for all of these things except that there will be more courses to race on. In fact, RR 64 includes all the courses from both Ridge Racer and Ridge Racer Revolution. But just saying that there are at least eight courses in the game can be misleading, since each of those courses contains a number of track variations that open up as you progress through the game, and you'll be able to drive courses in reverse to add even more variety to the mix. Even more exciting to many Ridge Racer pros will be the inclusion of all new roadways that were visible but not drivable in the original games. For instance, at the start of one original Ridge Racer track you could see a freeway off to the left, and later, inside a tunnel, you could see traffic moving in the opposite direction, but you



could never drive on those roads. In Ridge Racer 64, those roads have been added to the racing program.

## An N64 auto show

When Ridge Racer first appeared, its hot-looking cars stole the show. They looked so realistic that you just had to get behind the wheel and see what they could do. Ridge Racer 64 preserves the wow factor of the cars and actually makes them look better than ever. There's even a Garage Mode in which you can ogle your favorite road warriors as they glint in and out of the showroom lights. But when it comes down to the business of driving, Ridge Racer 64 offers some serious challenges, and the way you win is one of the most unusual. You'll begin with a choice of four cars out of about 20 in the game. You'll win new cars in the Time Trial Mode, in which you must beat the car that challenges you. Actually, the challenge is twofold. First, you have



to win the Grand Prix event to open up the new Time Trial races, then you have to beat the challenger in the Time Trial to win the challenger's car.

## Ridges have rumbles

Ridge Racer 64 will be loaded with options, modes and other features such as Rumble Pak support and multiple save files on the Game Pak. One of the more useful options is a window control that allows you to adjust the frame dimensions so that the game image fits on your TV screen without any loss of lines. You can also choose which instruments to show on the screen. When it comes to fun options, the two- and four-player game modes let players go head-to-head and even compete for trophies, and in the multiplayer Team Mode, players can play cooperatively or competitively for trophies. All of this wouldn't mean so much if the game didn't also look incredible and include a sweet replay camera. Fortunately, RR 64 is turning out to be in the same league as World Driver: Championship, so racing fans will have yet another reason to stomp the pedal this fall.



**Speed, beauty, arcade-styling and MORE tracks...**

# Pak Play

Hands-on previews of upcoming games.

## EA SPORTS GEARS UP FOR SUPERCROSS 2000

We recently headed down to EA to get a first look at Supercross 2000 and catch the official announcement of a multiyear sponsorship and licensing deal with Pace Motor Sports. Not only did we get to see Freestyle Champion Mike Metzger and some pals busting huge airs over the press conference, but we also took some sneak peeks at the rest of EA's stable, including Hot Wheels, Knockout Kings, WCW Mayhem and more.



### A real knockout

After seeing the future of motorsports, EA Sports-style, we were treated to looks at other games in progress. Knockout Kings 2000 was in the ring, sparring for our attention along with CyberTiger 2000, NBA Live 2000, Madden NFL 2000 and two titles from EA, Hot Wheels and WCW Mayhem. Knockout Kings 2000 will be the first boxing title for the N64, but not by much, as Midway's Rumble 2 Rumble will probably chase it into the ring. But KK 2000 has the edge in reality because it includes most of the top pugilists of the past and present. It also has great play control, ease-of-use, excellent graphics and graphics options such as different camera positions, and some fun arcade elements including a super punch and combo moves.

### The hottest wheels

Another of our faves at EA was the latest version of Hot Wheels. We've seen this game move from its early stages to a very promising stunt racer. The cars (all based on real Hot Wheels models) will be the main attraction, at least until players start flipping and spinning their wheels all over the wild courses. The Control Stick play control is intuitive,

and the stunt moves are fun to watch. Other elements of the Hot Wheels universe can also be found in this game, including turbo boost stations and inverted loop tracks.

### Madden, Mayhem and more

The other offerings from EA ran the range of video games. WCW Mayhem may prove to be the most popular of them all. The N64 version of EA's new wrestling franchise looks good and seems to have a solid play control system that emphasizes simple-to-learn moves. With 50 WCW wrestlers and a create-a-wrestler option that even includes custom names that will be announced at the beginning of the match, WCW Mayhem is striking right at the heart of the competition from Acclaim and THQ. Madden NFL 2000 includes enhancements all over the field, but one of the coolest is that the



graphics of the players will accurately reflect their real sizes. In fact, collisions between players of different sizes will result in the smaller player having a tougher time of it, possibly losing ground. This year's version of NASCAR 2000 will now include racing legends including "The King" Richard Petty, Dale Jarrett and Bobby Allison. NBA Live 2000 will include facial animations and players shouting after great plays. Fans will also find a scenario mode and a one-on-one schoolyard game. Once again, the N64 version will feature a wild-action arcade mode. As for Tiger Woods, Cyber Tiger 2000 is aiming high for a younger, action-oriented audience. The game is designed for fast rounds of less than 30 minutes. The N64 game will include a Free-Cam for checking out every angle of a putt. All in all, it was quite a day for EA and EA Sports, and this fall will be the biggest for EA on the N64.

# DOSHIN AND THE DD

**R**ecently, Nintendo Company Ltd. in Japan announced that the long-awaited DD 64 accessory would be released only in Japan this fall. On the heels of that announcement comes news of an intriguing game called Doshin the Giant. The idea behind Doshin is that a giant appears on Baldko Island and helps the inhabitants, sort of like Populous, but with Doshin playing the helpful role of the god-figure. As Doshin gains the respect of the people by helping them, he grows in

size, but if he accidentally drops a house or squishes a peasant, he'll shrink, a result of the hatred of the islanders. Two versions of Doshin—White and Black—have been proposed for the DD 64. The Black version would contain an anti-Doshin version while the White game would let players experience the good Doshin. Our screen shots of Doshin the Giant came from Param Ltd., the developer, and there are no plans to market Doshin or the DD 64 in the North American market.



# BUILD IT AND THEY WILL PLAY

The efforts of Nintendo and Blizzard are about to pay off handsomely as Starcraft for the N64 nears completion and its launch date at the end of September. Real-time strategy fans who got a taste of how deep this genre can be when they played Command & Conquer for the N64 should be prepared for more sleepless nights. Starcraft is even deeper and more intriguing than C&C. Its battles range all over a vast region of space during an epic war between alien races, but the game also includes scenarios and two-player modes in addition to the standard episode mode that is the main challenge. Starcraft also features cool sci-fi graphics, lots of voices, and four game save slots. As for the missions, Starcraft includes all missions from the original game and the Brood War expansion pack including some special variations of levels for the N64.



**Close encounters of the Zerg kind....**

# Pak Peeks

What's breaking in the world of games.

## More Choices

Nintendo of America is set to add the biggest titles yet to the library of budget priced Player's Choice titles. Later this summer, the following hit games will join the Player's Choice family. The Legend of Zelda, Ocarina of Time, Banjo-Kazooie, Rogue Squadron, 1080° Snowboarding, and Yoshi's Story. The manufacturer's suggested retail price on these new Player's Choice offerings is just \$39.95. You should be able to find these games beginning August 23rd. If you missed out on the incredible action of these blockbusters when they were first released a year ago, you won't want to miss them a second time.

## The blitz is on

NFL Blitz 2000 from Midway is set to rock the world of arcade football for the second year in a row on the N64. This year's edition has some all-pro features such as a four-player mode, design-your-own plays, and of course the coolest animations in video sports. The play design mode is now so detailed that players will be able to position and move their linemen for special plays. Blitz looks to repeat the incredible success of last year with its release this August.



## Join the club

If your gridiron tastes run more to the realistic than the slamtastic antics of Blitz, then NFL Q.B. Club 2000 from Acclaim may be your ticket to the Super Bowl. We just

received the latest shots of Q.B. Club 2000, and as usual it is the graphics king of the football hill. But the development team at



Acclaim Studios Austin (formerly known as Iguana Entertainment) has beefed up the AI and animation in the third annual offering of Q.B. Club on the N64. Just like Madden NFL 2000, NFL Q.B. Club 2000 should be more realistic in the details that count, like the realistic movement and more accurate tackling. No matter which football game you favor, one thing is for certain—N64 football fans have will have a lot to cheer about this fall.

## Put this in your car and crunch it

Destruction Derby 64 is another title created by Psygnosis and published by an established N64 publisher. In this case, THQ will bring the metal-crunching action to the N64. Destruction Derby 64, as the name implies, is a racing game with a smashing concept—everyone smashes everyone else until their car stops. It's a matter of combin-



ing the best of fighting and racing games—destruction plus speed equals fun. Our first look at Destruction Derby 64 left us bruised but happy. Even though the game is done, THQ won't release it until the prime selling season this fall. Look for the loose fenders and smoking exhausts this November.

## The spin on Taz

Taz Express from Infogrames burst into the



Pak Watch office just before press time so naturally we thought we'd grab a few screen shots and show you how the Looney Tunes here is getting on. Development of Taz Express at Zed Two in Great Britain has reached a fevered pace in anticipation of a late fall release here in North America. Responding to the wishes of recent focus groups, Infogrames has decided to pump up the amount of action in the game. The resulting mix of action (such as Taz spinning through walls to discover new areas) with puzzle elements should make for a more exciting game play experience. One innovative concept that should add extra depth to the game is the presence of special items that are awarded at the end of the game. When you've gone through the game once and received an item such as a rocket pack or skates, you'll be able to go back through the game and open up new areas that you couldn't reach the first time through. The next step in development is the addition of character voices, including Bugs Bunny, Yosemite Sam and Marvin the Martian, not to mention Taz himself.

# COMING SOON

## A strange feeling of Déjà Vu

Kemco returns to the scene of the crime with a two-in-one whodunit exclusively for Game Boy Color. *Déjà Vu* 1 and 2 will be released in a single GBC Game Pak by the end of summer. NES fans will recall the *Shadowgate*-inspired interface of the original *Déjà Vu*, which introduced Chicago private-eye, Ace Harding. *Déjà Vu* 2: Ace Harding in Las Vegas was never released on the NES so this is a first for Nintendo players. Kemco has created a new graphical interface with icons replacing menu words. The new *Déjà Vu*s also feature



brighter, more saturated colors for a richer look. But the mysteries at the heart of these two RPGs remain as involving as ever. Ace must piece together clues and solve heinous crimes. The games are filled with memorable, shady characters who inhabit the seedy side of the 1930s. For mystery and RPG fans, the double *Déjà Vu*s will seem like old friends.

## More WWF mania

THQ has finally lifted the curtain of secrecy on its first WWF game, which is scheduled for release before the end of 1999. The game is tentatively called *Wrestlemania 2000* and will include more than ten exhibition and special matches, create-a-wrestler mode, and three-way battles for multiple players. Players will be able to assign moves and even pick feuds with other wrestlers. The same award-winning design team that created THQ's *WCW/NWO* titles will enter the squared circle one more time. From our early sneak peeks of the game, we believe they'll get the pin.

## Re-Volt



## Acclaim

### Pokémon Yellow



## Nintendo

### Battletanx 2



## 3DO

### Yoda Stories



## TEQ

### Kobe Bryant In NBA Courtside 2



## Nintendo

### Hyper-Bike



## KEMCO

# PAK WATCH

## RELEASE FORECAST

### SUMMER 1999

RASS HUNTER 64  
GEK 3: DEEP COVER GECKO  
NFL BLITZ 2000  
RE-VOLT  
ROAD RASH  
ASTEROIDS

DAFFY DUCK  
DOOMED TUNES  
SPAWN  
SPEDY GONZALEZ  
WICKED SURFING  
YAR'S REVENGE

### FALL 1999

ARMY NHK: SARGE'S HEROES  
BASSMASTERS 2000  
BATTLEZONE 64  
BLITZ 2000  
CASTLEVANIA II  
CYBER TIGER 64  
DE 64  
EXCITE BIKE 64  
GAUNTLET: LEGENDS  
HARVEST MOON 64  
NOT WHEELS  
HYDROTHUNDER  
HYPER-FIRE  
JEREMY MCGRATH  
SUPER CROSS 2000  
KNUCKLE RINGS 2000  
RORE REVANT IN  
IRKA COURTSIDE 2  
LEGO RACERS  
MADHON NFL 2000  
MONOPOLY  
MONSTER TRUCK MADNESS  
NBA JAM 2000  
NBA LIVE 2000  
NFL QUARTERBACK CLUB 2000  
NUCLEAR STRIKE  
PERFECT DARK  
RAINBOW SIX  
RAT ATTACK  
REVIEW 2  
RESCUE EVIL 2  
RIDGE RACER 64  
ROADSTER TROPHY  
STARCRAFT  
SUPER CROSS 2000  
TAX EXPRESS  
TOP GEAR RALLY 2  
TURBO: RAGE WARS

WCW MAYHEM  
WINBACK  
WRESTLEMANIA 2000  
XENA-TALISMAN OF FATE  
IP42  
ALICE IN WONDERLAND  
BARS & FRIENDS  
BEAUTY & THE BEAST  
BIONIC COMMANDO  
CASTLEVANIA II  
CRYSTALIS  
CROC  
DAFFY DUCK  
DEER HUNTER  
GHOSTS & GORGES  
GORILLA  
IS5 2000  
NBA IN THE ZONE 2000  
NBA LIVE 2000  
NHL BLADES OF STEEL 2000  
NHL HOCKEY 2000  
MARIO KART 64  
MURICA MAN 5  
MUSCLE RACING  
TIGER WOODS GOLF  
PAPERBOT  
POKÉMON YELLOW  
QUEST RPG: BRIAN'S JOURNEY  
RESIDENT EVIL  
REVELATIONS:  
THE DEMON SLAYER  
SPEDY GONZALEZ  
STREET FIGHTER ALPHA  
TAZMANIAN RUSH  
TOY STORY 2  
YODA STORIES

### FUTURE

ARMONIES  
ASTEROIDS 64  
BATTLEZONE 2  
BURNING WICK CIRCUIT  
PRO BOWLING  
CARNAGEDDON II  
DAKARATANA  
DUCK DOGGERS  
IN THE 23 1/2 CENTURY  
EARTHQUAKE JIM 3D  
ETERNAL DARKNESS  
F-1 WORLD GRAND PRIX II  
MARSIE 2000  
JUNGLEBOOTS  
RIBBY 64  
LOONEY TUNES: SPACE RACE  
THE NEW ADVENTURES OF  
BATMAN  
NIGHTMARE CREATURES 2  
HOMMEST  
OGRE RATTLE 3  
PAPERBOT 3D

POKÉMON STADIUM  
READY 2 RUMBLE  
RIOA  
SHADOWGATE RISING  
SPACE INVADERS  
SPIDER-MAN  
SUPER MARIO ADVENTURE  
TOY STORY 2  
TWELVE TALES: CONNER 64  
VIGILANTE 2: SECOND OFFENSE  
X-MEN  
X-STREAM  
WILD METAL COUNTRY  
AZURE DYNASTY  
DÉJÀ VU 2  
EWI: MENACE 2 THE GALAXY  
MICRO MACHINES V3  
RALPH RACING  
ROAD RAILERS '99  
SAN FRANCISCO RUSH  
SILICON VALLEY

## NINTENDO 64 GAME BOY COLOR

Coming Next Issue...

Volume 124, September 1999

The countdown is underway! Rare has been keeping Jet Force Gemini under wraps, but next month we'll reveal tantalizing details about its cosmic heroes, Juno, Vela and Lupus, and give you a glimpse into its fantastic new worlds. Don't miss our inside look at one of 1999's most anticipated titles!

## **GEX: Deep Cover Gecko**

Crave's slick sequel has us salivating—and you'll see why next month when we bring you in-depth strategies that will help you lick all the levels. It's an action-adventure that'll leave you laughing!



# Blitz 2000

In our next issue, we'll tackle Midway's NFL Blitz 2000—prepare to feel the impact, because it's open season on linemen. Our play-by-play will teach you all the outrageous new moves.



# JET FORCE GEMINI



# STARCRAFT

If this month's review of Command & Conquer piqued your interest in real-time strategy gaming on the N64, you won't want to miss next month's preview of StarCraft, a truly stellar RTS.



## NP BACK ISSUES

These *Nintendo Power* issues are available individually. Add them to your collection! Features in each issue are listed below:

**Volume 122 (July '99)** World Driver Championship: Quake II, Star Wars: Episode I: Return of the Jedi, Command & Conquer, Hybrid Heaven Preview, Inside El: The Future of Nintendo, The New Tetris, 40-grits: Scavenger Hunt, Mario Golf: Precision, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokemon Pinball (GB), Duke Nukem (GB).

**Volume 123 (June '99)** Pokemon Snap, Ken Griffey Jr.'s Slugfest, A Hugs Life, W.W.W. Amkade Preview, Star Wars: Episode I: Return of the Jedi, I.V. Rally Edition '99, Behind the Scenes at iTV Field Productions, World Driver Championship Preview, Monsoon Grand Prix, Conker's Pocket Tales, R-Type DX, All Star Baseball 2000 (GB), join the Power Panel.

**Volume 124 (May '99)** Guide to F3, Star Wars: Episode I: Return of the Jedi, 1998 Nintendo Power Award Winners, Superman, All Star Baseball 2000 (GB), Shadowgate 64, Trials of the Four Towers, All-Star Jam '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Ambruska '99, Pokemon Snap Preview, Conker's Pocket Tales, Power Game, Game Boy Color Games, Super Mario Bros. Deluxe.

**Volume 119 (Apr. '99)** Beetle Adventure-Racing, Super Smash Bros., Impel Play 2000, O.I.D.T., Global Coverage Special, Gremm's Great Adventure, M.E.B.B.A., Balloons of the 90s, Luigi Runner 64, Starlit: Spirit of Carter Forest, NBA in the Zone '99, A Big's Life Preview, Midway Arcade Hits, In-World Preview, Y2K Special, First Edition of PowerCenter.

**Volume 118 (Mar. '99)** Tone Trouble, Vigilante 8, Castlevania: Symphony-Part 3, Duke Nukem: Zero Hour, Castlevania: Twisted 3, California Speed, NFL Blasters of Steel '99, Rampage 2, Universal Tour, NBA One-on-One, Nintendo Power Award Nominees, Command and Conquer Preview, Pokemon Snap: the Deck, I, integral Power Quest.

**Volume 117 (Feb. '99)** Mario Party, W.W.W. Nitro, The Legend of Zelda: Ocarina of Time Review, Part 1, Pokemon Link Club Special, Penny Racers, Castlevania Review, Part 2, Snowboard Kids 2, Beetle Adventure-Racing Preview, Ixotiate, Vigilante 8 Preview, Junck 2 (GB), The Legend of the Sea King, Shadowgate Classic, Rayman 2 Preview.

**Volume 116 (Jan. '99)** Perilous Man for 1999, Castlevania, South Park, Battletoads, Junck 2, T.I.A. '99, Nightmare Creatures, Tax Sparks College Hazing '99, Charlie Blane's Story, NBA Jam '99, NFL Broadcast: The Legend of Zelda: Link's Awakening DX, Carroll Craig, Monstrous Return, Get! Enter the Gecko, O.I.D.T. Preview, Shadowgate 64 Preview.

**Volume 115 (Dec. '98)** Star Wars: Roger Squadron, The Legend of Zelda: Ocarina of Time Strategy Review-Part 2, Body Harvest, Part 2, NBA Jam '99, Rush 2, Magical Tops Top Gear Overview, Virtual Pool 64, Golden Nugget 64, Quest for Conquest, BattleTanks Preview, Castlevania Preview, Game Boy Color Starting Lineup Special.

**Volume 114 (Nov. '98)** The Legend of Zelda: Ocarina of Time Strategy Preview, Game Boy Color Special, Body Harvest, Glowing Bark, Bumble, Star Wars: Roger Squadron, S.C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Bungo Kizuna: Review, Part 1, Superman Preview.

**Volume 113 (Oct. '98)** Junck 2, Silicon Valley, Twisted Edgi, NFL Quarterback Club, G.I. Joe: The Return, Ben-Hur: Horseshoe Hill Part 3, W.W.W. Nitro Review, European Development Special, Body Bumble, Lighting Force, The Legend of Zelda: Ocarina of Time, Overdrive, Mule, NASCAR '99.

**Volume 112 (Sept. '98)** I, Arvo X, Gex 64, Bomberman Hero-Part 2, Mission Impossible, Cruisin' World, Blitz, Knin' Edge, Deadly Aces, First Look at The Legend of Zelda: Ocarina of Time, Wipeout 64, Wipeout '99, Extreme-G 2, Bungo Kizuna.

**Volume 111 (Aug. '98)** Bomberman Hero-Part 1, G.T. 64, Championship Edition, WarioWare: Colorful Cube True Golf Classics, F-1 World Grand Prix, Flying Dragon, B.B. '98, W.W.W. War Zone (GB), Junck 2 Preview, Lex 64 Preview Special, Nintendo Power Online Update, Kotaku Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

**Volume 110 (July '98)** W.W.W. War Zone, Bango Kazoom Preview Part 2, Metal Ronin 4, Chopper Attack, I, Least, Mario G.B., Mission Impossible, Midway Pinball's Smokin' Zone, Quest 64, Bust-A-Move 2, All Star Baseball '99 (GB), I, Zero X Preview, Special: Nintendo Power Loses Rank.

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# SUPERCROSS 2000

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