



SLAM DUNK! KOBE BRYANT 2

NINTENDO POWER

DONKEY KONG 64

A Barrelful
of Kongs

PLUS!
Jet Force
Gemini
Part 2

N-DEPTH STRATEGIES

- Rocket: Robot on Wheels
- Resident Evil 2
- Earthworm Jim 2
- Harvest Moon 64

MARIO GOLF for
GAME BOY COLOR

IT'S A JUNGLE IN HERE
ROUNDED UP

7.0*

6.0*

5.0*

DONKEY
KONG[®] 64



AND WE'VE GOTTEN ALL THE UNUSUAL SUSPECTS.

To get the scoop on this crazy cast of characters you're going to need an informant on the inside. And when it comes to this line of work, the best in the biz is *Nintendo Power*®.



Crack open *Nintendo Power* and get a solid lead on all of Donkey Kong's moves. That goes for Diddy, Tiny and the rest of the Kong crew as well. We're talking about the ultimate monthly source for tips, tricks, strategies and secrets to help you rule the jungle... or at least the neighborhood.

Now what do you have to kick in? A measly \$19.95 (\$27.95 Cdn.) for a full year of valuable information. This delivers you 12 jam-packed issues of *Nintendo Power* as well as your choice of the official *Donkey Kong® 64 Player's Guide*, *Jet Force Gemini™*, *Pokémon Snap™*, or *Pokémon Special Edition Player's Guide*. Plus, when something new is on the way, you're the first to know.

Now the choice is yours. Get caught up a tree without a guide. Or, blaze a winning trail with *Nintendo Power*. You've got one phone call. Make it a good one!

ORDER NOW! CALL TOLL-FREE:

1-800-255-3700

Or use the attached order form. You can also subscribe via our website: www.nintendo.com



© 1999 Nintendo.
Game by Rae. Raeview logo
is a trademark of Rae.
"R" and "M" Logo are trademarks
of Nintendo of America Inc.
© 1999 Nintendo of America Inc.

Create a monster



MONSTER



The ultimate strategy card game is looking for a few good monsters. Describe the most bizarre, monstrous, powerful creature you can possibly imagine; we'll make it real.

The ten most imaginative ideas will be rendered and framed by top fantasy artists, and the grand prize winner's creation will become a permanent part of the

MAGIC

The Gathering

trading card game — The ultimate battle of wits.

Jump online at www.playmagic.com/np and give us your worst in the Magic® "Create a Creature" contest.

Put your brain to the test. Release the monster in your head.



WRESTLEMANIA
2000



You wouldn't want

Beast Machines

The Beast Machines transform at the first sign of danger to battle the forces of evil, protect their planet and uncover the secret of their lost race.



All New
Series!



...So Watch 'Em!



Two huge reasons not to sleep in on Saturdays.

Nickelodeon and the related logo are the exclusive property of Viacom. All other logos and characters are owned by the respective rights holders. All Rights Reserved.

to make these guys *angry...*



All New
Episodes!



Godzilla

Every Saturday, Godzilla and a team of trouble-shooting scientists battle swamp beasts, giant scorpions, monster spiders and other mutant menaces to keep Earth safe for mankind. Aren't you glad he's on our side?

FOX
KIDS

The all new Fox Kids.

www.foxkids.com

DONKEY KONG 64



There's no business like monkey business, and Rare makes it big with **Donkey Kong 64**. Big, new worlds. Brand-new Kongs. Bold new moves. Bad new enemies. This month, we map out the game's first level and roll out a barrelful of new simian superstars. It looks like protecting the jungle just got a little hairier.

16

CONTENTS

Volume 126 • November 1999

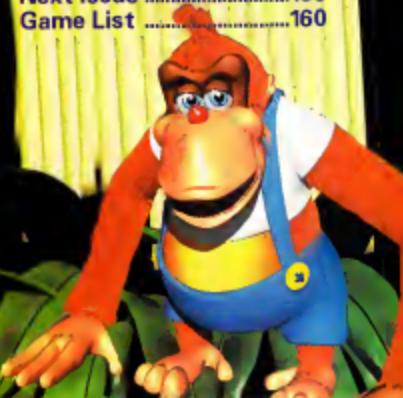
STRATEGY

Donkey Kong	64	16
Rocket:		
Robot on Wheels		26
Harvest Moon	64	34
Jet Force Gemini		44
NBA Courtside 2		
Featuring Kobe Bryant		52
Resident Evil 2		66
Monopoly		72
Earthworm Jim 3-D		100
Battle Tanx 2		110
Mario Golf		116
Survival Kids		124

EVERY ISSUE

Player's Pulse	10
Classified Information	60
Pokécenter	78
Counselors' Corner	86
Arena	94
Player's Poll Contest	98

NEW FEATURE!	
Game Boy A-Go-Go	132
Now Playing	140
Pak Watch	152
Next Issue	160
Game List	160



ROCKET Robot on Wheels

Step right up for an E-ticket ride! The robot formerly known as Sprocket unicycles his way through Whoopee World to save his amusement park home from sabotage at the paws of a jealous sideshow raccoon. For your all-access pass to Rocket's first two worlds, line up at page 26.



26

HARVEST MOON 64

Are you itching for an RPG? Intense harvestists heartland hit for the Super NES and Game Boy and updated for the N64. Buy the farm and gain a little more respect for Old MacDonald in the process as you learn to cultivate bumper crops and successful relationships with the local ladies. E-E-E-Oh yeah!



34

NBA COURTSIDE 2 ROB BRYANT

For a second season, the Lakers' #8 hits the virtual hardwood for even more slam-dunkin' NBA action. If you're looking for the team-by-team lowdown and some killer coaching, stop your dribbling and make a break for our b-ball playbook on page 52. We've got game, and you've got courtside seats.



52

EARTHWORM JIM 3

Learn how not to be a pain in the brain. Earthworm Jim puts the "it" in "idioty" as his long-overdue N64 debut arrives to probe the deepest, darkest, and most demented regions of his twisted, little mind. And his head isn't as empty as you'd think—you've gotta leave some room for all those cows.



100

player's pulse

The year may be running out of steam, but things here at Power are more hectic than ever, and it only fixes to get crazier. We hope that we'll be able to stop playing DK64 long enough to give thanks for a holiday season crammed with cool releases.

Blast from the Past

Every ten years at my school we have an annual "Time Capsule." My friends and I happened to be the lucky group of sixth graders who got to open the ten-year-old time capsule and make our own. When we opened the box, we found tons of cool toys and newspapers, but

one item made us jump for joy when we saw it: the very first issue of *Nintendo Power*! We held it in our hands like it was a priceless piece of gold. When it was our turn to make a time capsule we were sure to add a new beloved issue of *NP* magazine. It's been loved by kids at my school for more than a decade and it will be for many years to come.

David Caughran
Waco, TX

Whoa! Let's see, the value of a pristine copy of the original *NP* issue, compounded quarterly...no, just kidding. Not only does your story make us a little misty for the old days, it gives us hope for the future. The question is, what would an archaeologist in the year 3000 think if he or she dug up a *Nintendo Power* from our time? "Hmmm...this Mario must have been a very important man..."

Girl Power

I'm writing to request more games starring females. For instance, another Metroid or

something where Peach or Misty or Saria goes off on her own. Or how about a fighting game with girls only? You could call it "Cat Fight" or "Super Smash Sisters."

Vierre Weathersbee
Atlanta, GA

There are no plans for a game named "Cat Fight," but as far as wanting more of Samus Aran, you aren't the only one—for now, though, check out *Vela in Jet Force Gemini*, because she rules! You can also take Peach to the top in *Mario Golf 64* and *Mario Kart 64*. Believe us, she's more than a match for the males.

Missing Children

Whatever happened to Bowser's original kids? Remember? Larry, Morton, Wendy, Lemmy, Iggy, Roy and Ludwig? They disappeared after *Super Mario World*! I know that all die-hard Mario fans would surely appreciate knowing their whereabouts.

Luke Gerhardt
Via the Internet

We were wondering about them, too, and no amount of sleuthing has garnered us a solid answer. Remain hopeful, though. Characters in the *Marco* and *Zelda* series have a tendency to return to cause more mischief after they've been defeated once.



Artistic Gang • Austin, Texas



10 NINTENDO POWER

Peggy Baesch • Batavia, Ohio



Behind Door #1...

I was watching "The Price is Right" and a man had a chance to win a car or a bunch of other prizes. Among the prizes was a *Nintendo 64*. He had tried to guess the price of the car, but he knew he was way off, so when given the chance, he took the *Nintendo 64* instead of the car! Cool, huh?

Pete Orr

Via the Internet

Do you think that Bob Barker pre-played that *N64*? Just imagine him and the rest of the staff playing *Smash Brothers*.

Power Chart Problems

Anybody who thinks that *Pokémon Snap* is better than *GoldenEye 007* is probably a *Pokémon* himself.

Bubba Henry
Via the Internet

We assume you're talking about the brief squabble for the number two spot between *Pokémon Snap* and *GoldenEye* a couple of months back. Bubba, Never



Nintendo Power Player's Club
P.O. Box 97033
Redmond, WA 98073-9733

Jazel Casas • Daly City, California

you worry. Bond took it right back. And to all of you who wrote in shrieking to put Bond back on top, please let us take a moment to remind you that the Power Charts are determined by you, the readers, who send in your opinions via our response cards. If you want Bond to stay on top, vote for him!

I-Rate Reader

I'm having a hard time telling what the heck you guys base your ratings on. Both Quake and Quake 2 received a 7.8 for play control even though both games had quick, responsive controls and reconfigurable buttons. And how can you tell the difference between a 7.8 and an 8.0? I'm glad to see more mature games like Shadow Man and Duke

Nukem: Zero Hour coming out for the N64, but you should be more liberal when rating them.

Matt Camire
New Bedford, MA

It's not quite as simple as that, Matt. The reviews are compiled from ten different reviewers, so there are bound to be different opinions regarding how something like play control stacks up. Someone may love it, someone else may not—that's why we have so many reviewers. The reviewers don't use decimal ratings. They give whole point ratings for five different categories, but since things like Game Design and Satisfaction rate more importantly than Sound, the percentages end up with tenths of a point tacked on. After crunching all of those data, you end up with scores like 7.8 and 8.0. The difference seems minute, but it's a true reflection of the reviewers' impressions.

Le Mot Juste

I found out something weird in french class. If you spell Joan of Arc's name in french, it comes out Jeanne D'Arc. As a devoted Rare follower, I almost instantly realized the connection

between this french war hero and the star of Rare's upcoming smash Perfect Dark, Joanna Dark. Could you please tell all the devoted game players out there if this is merely a coincidence, or if it's the root of the Perfect Dark star's name?

Ben Fedderson
Via the Internet

We can't say for sure, as the only people who know the Perfect Dark development team, have been locked away in secret for months on end as they race to finish what will undoubtedly be one of the coolest games on the N64. It does seem to be an interesting coincidence. Both women fit the bill in terms of lethality, and it's just a jump over the channel from Rare's England offices to the French shore...

More Language Lessons

Am I the only one who noticed that the ends of the names of the three legendary birds in Pokémon are Spanish for one, two and three? You know, Articuno (uno), Zapdos (dos) and Moltres (tres). Just wondering if it was intentional or not.

C. Mills
Boston, MA

We think it was. And keep an eye out for that fourth legendary bird—Squawktrio.

NOTE FROM THE MAIL ROOM

THESE ARE THE ONLY LEGENDARY BIRDS IN POKÉMON. PLEASE DO NOT BOMBARD US WITH LETTERS SEARCHING FOR THIS FICTIONAL POKÉMON!



Natalie Ralston • Edinburg, Texas



Samantha Hinman • Amarillo, Texas

NINTENDO POWER

Editor in Chief
M. Arakawa

Editor in Chief
Rosie Tsoi

Managing Editor
Leslie Swoh

Senior Editor/Managing
Scott Polland

Art Writers
Nate Bishoff

Steven Brignac

Jason Leung

Drew Williams

Cartooning Writers
Paul Shirode

Guy Bacci

Editorial Consultants
Howard Lincoln

Peter Main

Dan Owsen

Phil Rogers

Juana Tingdale

Editorial Assistants
Jessica Joffa

Production Directors
Mayumi Colson

Machiko Oehler

Design/Program Supervisor
Jay Vergin

Art Director
Kim Logan

Senior Design/Program Supervisor
Jing Catechi

Design/Program
Jonathan Bachs

Tim Garret

Carol Walter

Program Assistant
Chris Sheppard

Electronics Program Assistant
David Waterworth

Design, Game Styling, Illustration
N/DESIGN

VI Design Art Director
Yoshi Orimo

VI DESIGN

Adam Crowell

Oliver Cowell

Kyle Hunter

Chris Imelrock

Spirja Morris

Alex Nguyen

Deanna Rohr

Bonny Sandaya

Executive Design
Yoshi Orimo

Griffes Advertising

Sales and Marketing Manager
Jeff Rufus

Advertising Coordinator
Melinda Miller

Copy Advertising, Legal Dept., Contract
Rep., Advertising Sales, Creative Services
703-920-1200, 800-227-1200

Illustration, Design, Photography
703-920-1200, 800-227-1200

Production, Illustration, Photography
703-920-1200, 800-227-1200

power charts

After some tussling with *Pokémon Snap*,

GoldenEye has reaffirmed its claim of second-best. Since the Snap / Bond matchup fizzled, there isn't a whole lot of movement on the Power Charts. Just wait, though. As we move toward January 1, 2000, you can bet there's a coup or two in the works!

NINTENDO 64 TOP 20

1

THE LEGEND OF ZELDA: OCARINA OF TIME



Welcome Link!
I am the Great Fairy of Power!

2

GOLDENEYE



1

POKÉMON



2

THE LEGEND OF ZELDA: LINK'S AWAKENING DX



MOST WANTED

The top spots hold fast this month, as *Pokémon Snap* settles into the number four spot. The lone mover and shaker in the N64 charts is *Command & Conquer 64*, which leapfrogs into the top ten.

SUPER SMASH BROS.



Inside the
NINTENDO 64

GAME	COMPANY	JULY 20TH	WEEKLY CHG.
1 <i>THE LEGEND OF ZELDA: OCARINA OF TIME</i>	NINTENDO	1	11
2 <i>GOLDENEYE</i>	NINTENDO	2	35
3 <i>SUPER SMASH BROS.</i>	NINTENDO	3	5
4 <i>POKÉMON SNAP</i>	NINTENDO	4	3
5 <i>STAR WARS: EPISODE I RACER</i>	LUCASARTS	5	3
6 <i>STAR WARS: ROGUE SQUADRON</i>	LUCASARTS	7	10
7 <i>MARIO PARTY</i>	NINTENDO	6	8
8 <i>WCW/NWO REVENGE</i>	THQ	8	12
9 <i>BANJO-KAZOOIE</i>	NINTENDO	9	16
10 <i>COMMAND & CONQUER 64</i>	NINTENDO	14	2
11 <i>SUPER MARIO 64</i>	NINTENDO	11	38
12 <i>MARIO KART 64</i>	NINTENDO	13	35
13 <i>TUROK 2</i>	ACCLAIM	10	12
14 <i>WWF WARZONE</i>	ACCLAIM	12	13
15 <i>NFL BLITZ</i>	MIDWAY	16	12
16 <i>VIGILANTE 8</i>	ACTIVISION	18	7
17 <i>SOUTH PARK</i>	ACCLAIM	17	10
18 <i>STARFOX 64</i>	NINTENDO	15	30
19 <i>WORLD DRIVER: CHAMPIONSHIP</i>	MIDWAY	—	—
20 <i>RUSH 2</i>	MIDWAY	—	—

GAME BOY TOP 10

1

POKÉMON



Pokémon Pinball has made itself comfortable in the number three slot on the Game Boy charts and looks to permanently oust Bond from the hallowed ranks of the top three. Meanwhile, newcomer WWF Attitude dives into the ring and declares itself a contender for the top spot.

2

THE LEGEND OF ZELDA: LINK'S AWAKENING DX



3

POKÉMON PINBALL



Inside the
NINTENDO 64

GAME	COMPANY	JULY 20TH	WEEKLY CHG.
1 <i>POKÉMON</i>	NINTENDO	1	12
2 <i>THE LEGEND OF ZELDA: LINK'S AWAKENING DX</i>	NINTENDO	2	79
3 <i>POKÉMON PINBALL</i>	NINTENDO	3	2
4 <i>JAMES BOND 007</i>	NINTENDO	4	19
5 <i>SUPER MARIO LAND 2: 6 GOLDEN COINS</i>	NINTENDO	5	83
6 <i>WWF ATTITUDE</i>	ACCLAIM	—	1
7 <i>TETRIS/DX</i>	NINTENDO	7	84
8 <i>FINAL FANTASY LEGEND 3</i>	SQUARE	6	74
9 <i>DONKEY KONG LAND</i>	NINTENDO	—	58
10 <i>SUPER MARIO LAND</i>	NINTENDO	10	94

1. <i>POKÉMON STADIUM (N64)</i>
2. <i>POKÉMON YELLOW (GAME BOY)</i>
3. <i>POKÉMON SNAP (N64)</i>
4. <i>DOLPHIN</i>
5. <i>WWF ATTITUDE (N64)</i>
6. <i>DONKEY KONG 64 (N64)</i>
7. <i>PERFECT DARK (N64)</i>
8. <i>ARMY MEN: SARGE'S HEROES (N64)</i>
9. <i>SUPER MARIO 64 2 (N64)</i>
10. <i>RESIDENT EVIL 2 (N64)</i>

Sideways Glance

Since the first preview of *Nintendo Power* my brother got over five years ago, I've loved NP. Lately, my friend pointed out to me that when organizing his last seven issues, he saw Donkey Kong being formed along the spines of the magazines. I've become very interested in this since my friend discovered it. Could you guys (and gals) put the picture in the next issue of NP?

Adam Westwego, LA

Well, if we printed the full picture it wouldn't be anywhere near as exciting to collect all of the issues and check out the full mural. So far we have Mario (who started on Volume 91), Link (who started on Volume 104) and Donkey Kong, whose picture is coincidentally being completed at the same time as the launch of DK64. Who do you think should be next?

Family Matters

I'm sick of people saying there aren't enough adult games on the N64. Who cares? Let it be a kid's machine. Does it not say "The Fun Machine" on the box? Most of the games can be!



Ryan Ladd • Cincinnati, Ohio

WRITE AWAY RIGHT AWAY!

Yesh, we were all a little bummed out about the delay of *Perfect Dark*, but we've gotten over it by now. How about you? Do you think that, in video games, the ends justify the means? Would you rather a game always hit its announced release date or that it be fine-tuned until it's as good as it can be? We want to know!

NINTENDO POWER PLAYER'S PULSE
 P.O. BOX 97033
 REOMONO, WA 98073-9733
 E-mail: nopulse@nintendo.com

Submitted art becomes the property of Nintendo.

PHONE DIRECTORY**NINTENDO POWER—
SUBSCRIPTIONS,
SYSTEM SETUP
AND REPAIR**

1-800-255-3700

(1-800-422-4281 TDD)

6 a.m.-9 p.m. Pacific time,

Monday-Saturday,

6 a.m.-7 p.m. Sunday

French- and Spanish-speaking
representatives are available.

**TALK TO
A GAME
COUNSELOR**

1-900-288-0707

U.S. \$1.50 per minute

1-900-451-4400

Canada \$2.00 per minute

1-425-883-9714 TDD

6 a.m.-9 p.m. Pacific time,

Monday-Saturday

6 a.m.-7 p.m. Sunday

Callers under age 18 need to obtain
parental permission to call.

POWER LINE
1-425-885-7529**Prerecorded Game Tips and Future Product Information**

News about recent releases and upcoming games for all Nintendo systems. Call for help on *Shadow Man*, *Hybrid Heaven*, *Drake Nokem*, *Zeta Heat*, *Pokémon Snap*, *Super Mario Bros.*, *Shadowguy*, *64-Ghostbusters*, *Star Wars: Episode II: Attack of the Clones*, *Star Wars: Rogue Squadron*, *Bejeweled*, *Yoshi's Story*, *Diddy Kong Racing*, *Mortal Kombat 4*, *Mission: Impossible*, *1998 Snowboarding*, *Quest 64*, *Forwards 64*, *Duke Nukem 64*, *Bomberman 64*, *Quake 4*, *Mystical Ninja Star*, *Samurai Shodown*, *Michael Jackson*, *GoldenEye 007*, *Star Fox 64*, *Super Mario 64*, *Wario*, *Donkey Kong*, *Turk 2*, *Doombi 64*, *Star Wars: Shadows of the Empire* and *Mortal Kombat Trilogy* for the *Nintendo 64*. Then's with *Super Mario World*, *Yoshi's Island*, *Super Mario World 2*, *Donkey Kong Country 1, 2, and 3*, *Dragon Ball Z*, *Goku*, *Luigi II*, *Super Mario 64*, *Samurai Showdown*, *Chrono Trigger*, *Final Fantasy 10*, *Super Mario RPG*, *Resident Evil* and *II*, and *Ultimate Mortal Kombat 3* for the *Sega 32X*; *Pokémon Conker's Bad Fur Day*, *Shadowgate Classic*, *Wario Land II* and *GML 3* for the *Game Boy*; and any *Zelda* game. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

NINTENDO POWER SOURCE

www.nintendo.com

E-mail: nintendo@nintendo.com

VOLUME 726

Know the Difference.



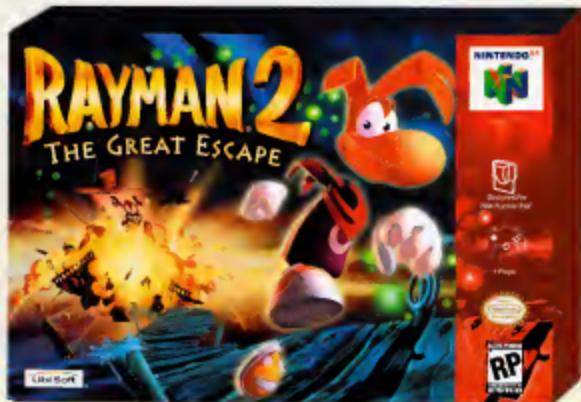
This is Rayman, star of the massive 3D action-adventure, Rayman® 2 The Great Escape. Beware of cheap imitations! Only Rayman can save all. Only he can battle the invaders, ride the rocket, hurl fireballs, fly, surf, ski, climb, slide, and more. A world this troubled needs Rayman. So, beware of imposters!



NINTENDO⁶⁴



Rayman Consumer Test #11



1. _____

A. Rayman
B. a man called Ray



2. _____

A. Rayman
B. a man called Ray

DONKEY KONG 64™

THE GREAT APE AND HIS PALS ARE BACK FROM THE JUNGLE IN THE BIGGEST N64 ADVENTURE EVER. IT'S ANOTHER ROLLER COASTER RIDE FROM NINTENDO AND RARE. HANG ON!



LONG
LIVE
THE
KONG

Donkey Kong 64 looks like a million bucks, thanks to the DK team at Rare and the N64 Expansion Pak. But beyond all the flash of real-time lighting and spectacular effects, DK 64 is a huge game starring five Kongs and more Kremlings than you could stuff in a pirate ship. Everything that made DK a blast in the past—the action, the humor, the bonus games, the challenges—plus cool new multiplayer modes make DK 64 the biggest barrel of fun this year.



From giant characters to special effects to beautiful scenery, music and animation, Donkey Kong 64 doesn't skimp on the glitter. The extra memory of the packed-in Expansion Pak makes it all possible, and only on the N64.



© 1999 Nintendo. Game by Rare.
Rareware Logo is a trademark of Rare.

APE GAMES

The monkey business in Donkey Kong 64 may involve just one player in Adventure Mode or as many as four players in a

multiplayer challenge, depending on the mode you choose. Either way, the game has almost endless fun.

ADVENTURE

The main game for one player is a sprawling quest in which five Kongs tramp through eight worlds full of traps, enemies, puzzles, bosses, bonus games and skill challenges. Each Pak has three game save files.



KONG BATTLES

Once you rescue Diddy and win a Crown Battle, the multiplayer mode opens up and two to four players can join in the fun in two types of games: Monkey Smash and Battle Arena. Battle Arena is similar to Super Smash Bros., but there are lots of play options such as Coin Hoard, Wins, Time, Capture and Survival. Monkey Smash is more of a traditional mode that pits players against each other. Most of the options are available in both Monkey Smash and Battle Arena.



A KONG'S RANSOM

There are so many items to collect in DK 64 that you may think that Donkey and company are on some sort of mad scavenger hunt. In fact, each item in the

game has a specific purpose that will make life among the Kremlings that much easier. Below is a rundown of the essential items.

COINS

Each Kong collects just one color of coins. With a pocketful of change, they can buy potions, shooters and musical instruments.



BANANAS

Collect five bunches of bananas in each area and feed them to Toff 'n' Scott so they'll open the boss door.



ORANGES

These oranges are so packed with juice that they'll explode like an OJ grenade when they hit something.



WATERMELONS

The Melon Meter is the Kongs' life meter. Every slice of melon picked up refills one segment of the meter.



CRYSTALS

Crystals are used up over time when you activate special abilities in the Kong Barrels.



MELON CRATES

Smashing Melon Crates will fill up your Melon Meter with four lovely slices of Watermelon. Yum.



SUPPLY CRATES

Supply Crates are filled with coconuts, peanuts and other nutty types of ammo for the Kongs' shooters. The crates always have the proper supplies for your current Kong.



CRANKY'S KONG PADS

These pads carry a picture of the Kong that can use it to blast up to a Barrel Blast sequence or perform some other cool move.



TARGET SWITCHES

Activate these switches by shooting them with the appropriate ammo. If the switch has a peanut image, use Diddy's Peanut Popper.



BLUEPRINTS

Said to once worked for K. Rool, but now he'll help the Kongs if they can bring him the scattered Blueprints.



BALLOONS

The color of the balloon corresponds to the color of the banana inside. Shoot it to get the fruit.



BANANAPORT PADS

Kongs use the Bananaport Pads to zip from one place to another. Step on matching pads to activate the transport.



CRANKY'S KONG BARRELS

Each barrel indicates which Kong can use it to activate a special power such as Tiki's Mini-Monkey Move.



BANANA MEDALS

Earn a Banana Medal by collecting 75 of 100 bananas in an area, then go see Cranky when you have 15 medals.



GOLDEN BANANAS

Keep your eyes on this prize. Golden Bananas determine which doors you can enter. There are five Golden Bananas for each Kong in each world.



CROWNS

Win Crowns by defeating K. Rool's henchmen in the special battle arenas. You'll need four Crowns to open a special door late in the game.



KIN KONGS

DK and his kindred Kongs have many ways to defeat Kremlings and make their way around the eight worlds of *Donkey Kong 64*. In the next few pages, we'll introduce you to the many sides of

the many Kongs. Although the Kongs begin with a few moves, the best stuff is purchased from Cranky, Candy and Funky. That's why you'll want to collect all the coins you can find.

CRANKY'S LAB



Cranky isn't happy helping his hair-brained relatives, but at least he's going to profit from them. Go to Cranky to buy new move petitions for all the Kongs.

FUNKY'S SHOP



Funky has a load mouth, but he's the best ape in town when it comes to making custom shooters. Visit Funky for shooters and upgrades.

CANDY'S STORE



Candy has music in her store for her toe-deaf relatives. Visit her to buy a special musical instrument for each Kong, then revisit her for upgrades.

DONKEY KONG



Donkey Kong is the self-proclaimed leader of the Kongs. The fact that the other Kongs don't acknowledge his leadership doesn't faze him at all. His' experience from other adventures means nothing, because now he has to do everything in 3-D.

DIDDY KONG



Diddy considers himself the coolest of the Kongs, but he's been getting into trouble for years and now he's in it up to his scrawny chimp neck. The only thing that might keep him above the flood is his new Rocketbarrel Boost.

ABILITY

NUMBER OF COINS

DESCRIPTION

SIMIAN SLAM

3

All Kongs can do the Simian Slam, but it's one of DK's favorites. It's useful for smashing crates, switches and enemies.



BABOON BLAST

3

Press the Z Button while standing on a Kong Pad to shoot into the sky. This is how you'll reach Barrel Blast challenges.



GORILLA GRAB

7

Push the B Button while standing near a lever. Donkey will activate some vital cog in the cosmic wheel.



STRONG KONG

5

Jump into a Donkey Barrel to become invincible, then press the Z and left C Buttons to return to normal.

SUPER DUPER SIMIAN SLAM

7

DK can pound the ground and activate switches with red backgrounds once he has this potion.

ABILITY

NUMBER OF COINS

DESCRIPTION

CRANKY CHARGE

2

Press and hold the Z Button then press the B Button to launch Diddy's powerful, head-bashing move.



ROCKETBARREL BOOST

5

Hop inside a Diddy Barrel and jet around while the Crystals last. End the flight by pushing Z and left C.



SIMIAN SPRING

7

While standing on a Diddy Pad, press and hold the Z Button to launch your chimp to new adventures.



SUPER SIMIAN SLAM

5

All Kongs can perform this one. It's useful in many situations, such as when you attack multiple enemies.

SUPER DUPER SIMIAN SLAM

7

Like all the other Kongs, Diddy can upgrade his pound-the-ground move to activate higher level blue and red switches.



TINY KONG



Tiny looks a lot like her big sister, Dixie, but she has her own special ability. Tiny can get small and enter little passages to reach special areas. She also can spin her pigtails and glide in the air.

ABILITY	NUMBER OF COINS	DESCRIPTION
MINI-MONKEY	3	Jump into Tiny's Barrel and pop out at just a fraction of Tiny's original size so she can go through small doors.
PONYTAIL TWIRL	5	Jump up and hit the A Button while Tiny's in the air to start the Twirl. Her hair acts like a helicopter.
SUPER SIMIAN SLAM	5	It's the second big drop that all Kongs share. Jump up and hit the Z Button to slam down on blue Kong Switches.
MONKEYPORT	7	Press the Z Button when standing on a Tiny Pad to launch Tiny to her destination.
SUPER DUPER SIMIAN SLAM	7	Once Tiny has the SDSS move, she can pound the ground and activate red switches.



LANKY KONG



No one is quite sure how Lanky is related to the other Kongs. His long arms suggest an orangutan heritage. But as silly as Lanky seems to be, he really knows how to slap Kremlings into shape.

ABILITY	NUMBER OF COINS	DESCRIPTION
ORANGSTAND	3	Press the Z Button while standing on a Lanky Pad to perform this amazing handstand move.
BABOONBALLOON	5	Lanky floats around in the air for a limited time like a hot air balloon. Begin the flight at one of Lanky's barrels.
SUPER SIMIAN SLAM	5	Lanky can pound the ground on blue switches once he upgrades his Simian Slam move at Cranky's Lab.
ORANGSTAND SPRINT	7	Press and hold the Z Button, then push the B Button and use the Control Stick to walk around on Lanky's hands.
SUPER DUPER SIMIAN SLAM	7	This is more red Kong Switch stomping by yet another Kong described in classic Kanespeak.



CHUNKY KONG



The biggest Kong puts on a good show, but when it comes down to playing the game, he'd rather be sitting on the sidelines. Even so, you'll have to use this big baby at times when his strength and size really count.

ABILITY	NUMBER OF COINS	DESCRIPTION
HUNKY CHUNKY	3	This special move requires Crystals and the Chunky Pad. Press Z to turn Chunky into a Mega Monkey.
PRIMATE PUNCH	5	Hold the Z Button and push the B Button to unleash this mega punch and make the Kremlings cover.
SUPER SIMIAN SLAM	5	It's an oink but a goodie. The Super Simian Slam, or SSS, lets Chunky smash blue Kong switches.
GORILLA GONE	7	With a quick trip to one of Chunky's barrels, our overlarge ape becomes invisible to enemies.
SUPER DUPER SIMIAN SLAM	7	Chunky, like all of his cousins, can slam the red Kong Switches once he has this upgraded move.



ITEMS & UPGRADES

DK and the other apes aren't alone on their mission to rid the islands of K. Rool and his followers. In their adventures, they'll use many items to make the world safe for apeocracy. The Kongs

can each buy a shooter from Funky and a musical instrument from Candy, and later they can revisit the stores and upgrade their items to more powerful forms.

FUNKY'S SHOP



Funky's Shop is found at convenient locations throughout the DK Isles. Inside, Funky Kong is happy to sell you his patented shooters—a different one for each Kong. He also upgrades shooters and fills up ammo.

CANDY'S STORE



Music soothes the savage beast, not to mention the sophisticated Kong. Visit Candy Kong to get set up with your own instrument. If one Kong buys an upgrade, all the Kongs will benefit.

SNIDE'S H.Q.



ABILITY	NUMBER OF COINS	DESCRIPTION
SHOOTER	3	The Kong's shooters each fire a different type of ammo, but they all work the same way and they're all essential.
AMMO BELT 100	5	Boost the amount of ammo you can carry to 100, if one Kong pays for this upgrade, all the Kongs get it!
HOMING SHOTS	7	This upgrade lets you fire and forget, because the shot will home in on a moving target.
AMMO BELT 150	7	The second ammo upgrade gives your Kong the ability to carry 150 shots.
IMPROVED SIGHT	9	The upgrade for improved sights works with the left and right C Buttons and lets you zoom in on your target.



ABILITY	NUMBER OF COINS	DESCRIPTION
INSTRUMENT	3	When a Kong plays the instrument on the proper pad, something happens. The music can also blast foes.
6 BLASTS	5	With this upgrade, a Kong can use an instrument 6 times to attack enemies.
EXTRA MELONS	7	Candy sells an extra Life Melon to the Kongs. Once one Kong has bought an extra melon, every Kong gets one.
20 BLASTS	7	Move up to a 20-blast instrument for just seven coins. Pick up the blue headphones to recharge the instrument.
25 BLASTS	9	The final instrument upgrade gives you 25 blasts. A single blast can wipe out an entire group of enemies.



Snide is trying to collect all the missing Blueprint pieces. When you find such a piece, take it to Snide's H.Q. He'll add it to his collection and reward your Kong with a Golden Banana.





A PARTY OF FIVE

You won't go far in *Donkey Kong 64* without the special skills of all five Kongs, and only DK is free at the outset of the game. K. Rool has locked up all the others. The good news is that none of

the caged Kongs are all that hard to find. When you enter the area where a Kong is kept, you'll see a brief cinema scene that points to the imprisoned ape's location.

DIDDY'S DEN



In Jungle Japes, Diddy is being held in the cage high on the mountain. The three indicators above the cage will turn green when the corresponding Target Switch is hit. DK will need the Coconut Cannon to free Diddy.

LANKY'S LAIR



Lanky is found in the Angry Aztec area. First you must free the Hamm from its cage by completing DK's Barrel Blast. In the temple, you'll see the Hamm again. Play DK's drums to turn the lava into water then swim through the channel to reach Lanky.

TINY'S TEMPLE



Take Diddy into the temple, jump from one tongue platform to the next, shoot the Target Switch across the room, scamper over the bridge and play Diddy's guitar to melt the ice pond. Next, swim to Tiny's chamber and use the Chimp Charge to activate the letters and spell out KONG.

CHUNKY'S CAGE



You won't find Chunky Kong until later in the game when you reach Funky's Factory. K. Rool did a good job hiding the big fellow. Look for the pipe shown in the first screen shot above, climb to the top, and stamp the button with Lanky to make Chunky's cage appear.

LAWS OF THE JUNGLE

With so much to do and collect in every area, DK 64 may become confusing. We recommend tackling each world by following the steps listed below for each Kong. This is a general rule, so always do whatever you can as soon as you can.

1. Collect coins
2. Visit Kong Shops
 - Purchase moves
 - Purchase items
3. Gather Snide's Blueprints
4. Earn Golden Bananas
5. Collect Troff 'n' Scoff Bananas
6. Defeat Area Boss



JUNGLE JAPES

DK may be the Kong of the Jungle, but this forest has been infested with cronies of a Kremling kind. Our hero's first job is to rescue his little buddy, Diddy, from the cage on the mountainside. Later in the game, Lanky, Tiny and Chunky will have to visit the Japes, but for now we'll just get started with DK and Diddy's journeys in the jungle.



MEET K. LUMSY



QUICK CHANGE



Swim out to the round island with the big cave where you'll meet K. Lumsy. The giant Kremling has been booted out of K. Rool's service for the crime of kindness. Now he's locked up and lonely. One of your main tasks in the game is to win keys from boss characters to open K. Lumsy's cage.

DK doesn't have far to go if he wants a little pocket change. Climb the palm tree to the left of the entrance of the main area of Jungle Japes, then swing along the vines to reach the platform. Collect the coins surrounding the Kong Pad and go look for Funky's Store.



DIDDY'S DOORS



After freeing Diddy from his cave, you'll find a second Golden Banana inside the cave where Diddy was imprisoned. If DK takes that banana, several doors will open up down by the water, giving you access to Cranky's Lab.

SNIDE'S SNEAKS



Diddy can earn a shiny Golden Banana simply by defeating the Kremling with red hair in the tunnel that leads to Cranky's Lab. Once the lizard has lapsed, take the red Blueprint piece to Snide's HQ. Look for other Blueprint pieces with all the Kongs.

RAMBI'S RAMPAGE



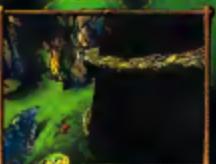
The crate in the cave behind Cranky's Lab contains Rambi the rhinoceros. Touch the crate to turn into Rambi, who can use his horn to ram the huts in the valley, revealing switches beneath. Then take Rambi into the tunnel and break through the Rambi picture.

BARRELS OF FUN



After paying Cranky for his latest potion, return with DK to the Kong Pad on the ledge and rocket up to the Barrel Blast area. During the Barrel Blast challenge, just push the Z Button when the crosshairs are on the next barrel. The final challenge is to blast to the Golden Banana.

DIDDY'S MOUNTAIN



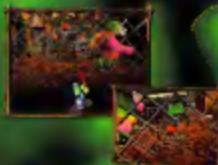
Just to the left of the #2 Bananaport is a Peanut Poppin' Target Switch. When Diddy shoots the switch, a curved ramp will appear, leading up the mountain. Follow the ramp until you reach a door. The ramp will stay extended for a short time only, so be quick about it.

WALK THE PLANK



Diddy's first job in the mine area is to climb on top of the stack of boxes to the right of the entrance. Flip jump to the top and shoot the Target Switch on the back wall. Then cross the plank and stomp the switch to make the Golden Banana appear on top of the mountain.

CHARGE IT



Buy the Chimp Charge move from Cranky, then take Diddy back to the mine and charge through the gate that leads to the red and green buttons. Charge the green button to slow down the conveyor belts, which you'll then be able to scamper up to reach the mine cart challenge.

TIME'S AWASTIN'



Once Diddy stamps on the Kong Switch near Cranky's Lab, you'll have 50 seconds to race outside to the hill where the gate has opened on a Golden Banana near Funky's Shop. Your first step should be the Bananaport Pad 4, which warns Diddy to the water. Then just swim, climb and run.

CHIMP ON WHEELS



The challenge in the mine cart is to collect 50 special coins and earn a Golden Banana. Hit the first and third switches to keep the cart on the right track to reach the most coins. You can control speed and tilt, but if you go too slowly the TNT and Kremling carts might ruin your chances.

CROWNING TOUCH



In the Battle Arena, the best method to defeat the charging beavers is to hold your position and pound the ground when they close in. Don't wait too long, though, or the beavers will start gnawing on your Kong. If you defeat three sets of the voracious rodents, you'll win a Crown.

TWO TO ENTER



Take Diddy back into the tunnel where you first entered Jungle Jepes. You'll find two Target Switches with peanuts on them. Blast both switches to open the gate. Inside, grab the Golden Banana and Red Coins and shoot the balloon. You'll have to return later for the rest of the treasure.

TROFF 'N' SCOFF



Troll the pig and Scoff the hippo wait for you at the end of each world. When you've collected enough bananas—60 for Jungle Jepes—they'll grant you access to the boss that is waiting for you behind the big doors. In this first world, the boss character is the flame-throwing Army Dillo.

ARMY DILLO

DON'T GET BURNED



Army Dillo has a hot reception in store for Donkey beyond Bott's Scoff door. The first attack comes from the Dillo's twin flamethrowers. The flames are aimed at DK, so just run left or right to avoid them. Don't stray far from the barrel because you'll need it later.

DODGE THE DILLO



When Army Dillo rolls up and comes after DK, just shoot over to the rock wall. The big baddie will turn away then set up to shoot flames at you once more. When the flame-shooting is over, rush in, grab the explosive barrel, and throw it at the Dillo. Three hits are all it takes.

APE EXPECTATIONS

Once you defeat Army Dillo and win the Gold Key, go visit K. Lumsy. A new area will open up, inviting you to explore its many mysteries. Next month, Nintendo Power will stop monkeying around, free the remaining Kongos and head into the wilds of the biggest, hairiest action adventure ever for the N64.





Tom Clancy's

RAINBOW SIX™



IT'S
YOUR
**ONE
SHOT
TO SAVE THE WORLD.**

Rainbow Six is as close as it gets to the intensity of real-life tactical operations. You'll control an elite multi-national strike force battling international terrorism.

Rainbow Six's explosive real-world action is coupled with spine-tingling tactics to create a gaming experience you won't soon forget. Rainbow Six is so real you'll find yourself yelling "Tango down!" in your sleep for weeks.



www.redstorm.com



© 1999 Red Storm Entertainment, Inc. All rights reserved. Red Storm Entertainment is a trademark of Jodi-Ryan Entertainment, Ltd and Lucy Bond. Rainbow Six is a trademark of RedStorm, Inc. "Tango down!" is a registered trademark of Lucy Bond. Entertainment Inc. Photo copyright © Steven Daltrey. Heister & Koch, Nintendo, Nintendo 64, the "N" logo, and Game Boy Color are trademarks of Nintendo of America Inc. © 1999 Nintendo of America Inc.



©1999 Sucker Punch Productions

STEP RIGHT UP—IT'S A CRAZY RIDE

One freewheeling hero against Whoopie World, an amusement park gone crazy—that's the fantastic story behind Ubi Soft's new Pak. With whimsical designs envisioned by the mad mavericks at Sucker Punch, Rocket pops up as one of the most surprising platformers this year. It's got puzzles stickier than a cotton candy meltdown, so join us as we pick apart the first parts of this park.



ROCKET: THE ONE-WHEELED WONDER

Nothing throws our hero Rocket off balance, not even the sabotage of the park that this maintenance robot is programmed to serve. Rocket can cycle and jump around on just one wheel and—for a robot with no arms—can learn lots of great moves.

slamming



After you receive Tinker's Siam upgrade, you can pick up objects and smash them open. Some contain tokens or power-ups.

throwing



While holding an object, press B to aim your throw. Press B again when the targeting sight is where you want it.

double jumping



Once Tinker fits you with the Double Jump, press A while in mid-jump to blast your boosters and go a little farther.

swinging



While hanging from handles, you can swing back and forth. Jump while swinging high to leap even longer distances.

freezing



After Tinker upgrades you with the Freeze Ray, you can freeze enemies in ice and create floating icebergs in water.

TINKER: A BOT'S BEST BUDDY

Another maintenance robot, Tinker, is always working to keep Whoopie World operating, but he always has time to help you out. Collect Tinker Tokens to earn more upgrades and use certain equipment in the park.



Two hundred tokens are spread through each theme park. Most are out in the open, some are hidden and others are inside objects that you must Slam open.

silver



1 pt

gold



5 pt

purple



10 pt

MACHINE PARTS

Jojo has smashed machines in each theme park. Collect all seven Machine Parts in each park, then find the activator to start up the machine again. Whatever its fun effect, the machine will allow passage into new areas.



You don't need to carry a Machine Part anywhere with your tractor beam. Just touch the part to add it to your collection.



You can see which Machine Parts you've found in each theme park by pushing the Start Button to access the Main Menu.

ONE STAR, ONE HANNA-BE

If you feed the Whoopie World's namesake a fish, the mindless walrus will be quite content. But Whoopie's sidekick, Jojo, has grown sick of the marine mammal hogging the spotlight. On the eve of Whoopie World's grand opening, Jojo has sabotaged the park and stolen all the Tickets that operate the various theme areas.



the tickets

In each theme area, you can find 12 Tickets. To enter another theme area, build your total Ticket stockpile to match the number on that theme area's entry Ticket Switch.



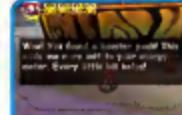
All the Tickets were kept nice and safe on the orbiting control station—until the conniving raccoon got his paws on them.



To get a Ticket back, you'll need to solve a puzzle. Use the Hint Menu to get a clue related to each and every Ticket.

BOOSTER PACKS FILL-UPS

When the game begins, your Energy Meter will take only three hits. If you can find the floating Recharge Stations, you can power up fully. If you're not near a station, be on the lookout for two energy boosts.



The Booster Pack will increase the capacity of your Energy Meter by one. These perky pick-me-ups are few and far between.



Some objects and enemies, when Slammed open, contain a glowing power-up that replenishes your weakened Energy Meter by one.

THE TICKET TO SUCCESS

At the start of your Rocket adventure, you're in a space station suspended far above Whoopie World. Your master takes the night off, celebrating the upcoming opening of the park, and leaves you in charge. Just when you notice that Jojo has abducted Whoopie and stolen all the Tickets and Tinker Tokens, the rotten raccoon corks you on the head. You wake up to amusement park mayhem.

AK WHOOPIE WORLD (TICKET A)

CLUE: GRAB IT OH YOUR WAY IN.

You'll need a certain number of Tickets to enter some theme areas throughout the amusement park. Whoopie World requires one. Fortunately, in Jojo's haste to drag his plunder into the park, he dropped exactly that many. Grab it then stomp on the Ticket Switch.



After you teleport down to the amusement park, you'll be face-to-face with the front entrance. Whoopie's giant head and tusky mouth. You'll need Ticket A to climb into the mammal's maw, which leads into Whoopie World.

TALK TO TINKER



Tinker will fill you in on Jojo's sabotage than open the entrance to Clowny Island, one of the theme areas that don't require Ticket Switch entry.

CLOWNY ISLAND



The first theme park revisits the classic amusement park—but with lots of strange twists. On Clowny Island, you can rebuild a rollercoaster, play games on the Midway and romp through a buzzing funhouse. During these and other loony amusements, you can get the hang of Rocket's unique controls as you search for 12 Tickets and 200 Tinker Tokens.

CLUE:
STOP AND SHELL THE ENORMOUS FLOWERS.



Avoid the gopher near the flowers next to the Midway. If he gets close enough, he'll fling you far away with his tractor beam.



Adjust the camera angles before each leap and take a good roll into each jump to clear the petal gaps and reach Ticket A.





clue: SWING INTO ACTION ON SOME FLOATING PLATFORMS.



Go to the short pier on the beach and hop across the floating buoys to get nearer to Ticket B, which rests on the last buoy.



The last jump is too far to make without a little extra oomph. Swing from the lightpost to go the distance and grab the ticket.



clue: A HIDDEN ENTRANCE? BE OBSERVANT!



The entrance to Bee Ware is boarded up. You can slip in through the maintenance entrance, found under Bee Ware on the beach.



Among many other funhouse foos on the way to the end, where Ticket D is, are teetering log platforms. Keep your balance.



clue: WHO'S UP FOR A RACE? YOU MAY NEED A LITTLE HELP.



First, find the DuneDog. Then speed it over the jump ramp next to the Midway to reach the corn-shaped car, which wants to race.



If you go easy on the go-juice and drive carefully as you race the course, you will easily beat your opponent and win Ticket E.



clue: THE BATTLE OF MIDWAY



You'll have to win three games before you leave Midway to win Ticket C. Feed the Presidents is a straightforward apple shooter.



You're not on the clock in Alley Cats. Throw tomatoes first at three yellow cats, then four red ones, then five blue felines.



In Chick-Tac-Toe, cheat the chick on by lining up your moves, then whacking your feathered toe while he's aiming to block you.



clue: PICK UP SOME RINGS AT THE DRIVE-THROUGH.



Ride the DuneDog under the main boardwalk ramp. Starting there, race through the ring track in 46 seconds to win Ticket F.



FIND THE MACHINE PARTS



You'll find one of the parts on the left side of the Midway near the huge flowers. Pluck the helmet-shaped piece from midair.



One more is near another DuneDog summoning pad on the beach—this one above a hole cut in under the boardwalk. Use the DuneDog.



You can collect another part near the DuneDog summoning pad on the sand dunes—under the Midway portion of the boardwalk.



Find another part next to the ramp that leads up to the Midway. It's easy to miss this hidden nook, so search carefully.

THE DUNEDOG



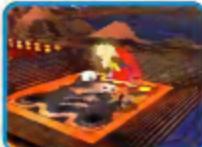
- Stone
- Right Yourself/Jump
- Accelerate
- Exit
- Brake

After finding 50 Tinker Tokens, you can hop into the DuneDog, found first on the beach under the Midway. Later you can make it appear using summoning pads. If you're driving for precision, have a soft touch with the accelerator, using it in bursts once your direction is aligned.





CLUE: HELP THE SCREWS THEN TAKE A SPIN. ONCE AROUND IS ENOUGH.



To activate the rollercoaster, find all four screws: near the Galaxy 2000, on the beach, next to the gopher and near Bee Ware.



Use the control panel that appears to piece together the low, high and twisting rail sections of the rollercoaster.



To win Ticket G, you need to create a full circuit and ride it. Jump out by pushing R, or you'll ride the circuit again and again.

FIND THE MACHINE PARTS

5



One of the Machine Parts is tucked underneath the main ramp from the beach up to the boardwalk. Peer under and grab it.



CLUE: COAST THROUGH FIVE TARGETS. CROSS THE TRACKS IF YOU DARE.



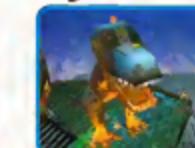
To score Ticket H, you'll need to wrap your mind around a much harder track puzzle: riding through five targets in order.



You will need to plot your track back across placed pieces to reach the last target—be creative with twisting pieces.



CLUE: THE DINOSAUR NEEDS A FEW PARTS.



After you've collected all the Machine Parts, bump into the weird tree behind the Camosaurus to activate it and earn Ticket I.



Another of the Machine Parts has fallen into the Galaxy 2000 rollercoaster area. Find this piece behind the main platform.



CLUE: CHECK OUT THE VIEW FROM THE CAMOSAUR'S CRANUM.



Once you've activated the Camosaurus, you can get in it through the foot. Inside, you'll need to use objects to climb toward its head.



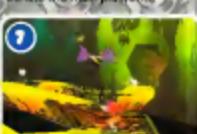
You'll emerge from the head exit into the Camosaurus's mouth. Head up the ramp to reach its eye sockets and the Ticket up top.



CLUE: GET A HANDLE ON THE MIDWAY.



Haul a crate to the right side of the Midway, climb on it, then swing from the handles to access the roof, where Ticket K is.



You'll find one of the parts in Bee Ware. Guide your in-air jump path just right to credit without falling into the gap.



CLUE: TOKENS ARE ALWAYS USEFUL.

Collect all 200 Tinker Tokens to win Ticket L. Look everywhere. Have you searched the Camosaur's back? Smashed all in sight with the Slam upgrade move?

PAINT MISBEHAVIN'



To enter this Roman theme park, first open the gate for the main Whoopie World area. After you get the Slam upgrade, smash the nearby key from its clear case then take it near the gate to unlock it. Inside, the Paint Misbehavin' entrance is in the stone structure and doesn't require Ticket Switch entry.



CLUE: YOUR TRUE COLORS AREN'T ALWAYS ENOUGH.



To reach the paint pool area where Ticket A is guarded by a sentry, hit a ride on the discus thrown by the valrus statue.



To pass by the sentry, use the pools in this order: Full body, yellow. Full body, blue. Waist, clear. Waist, yellow. Waist, red.



THE HOVERSPLAT

Door	Exit
Fire	Air
Charge colors	



After finding 225 Tinker Tokens, you can reach the HoverSplat, which can color some objects with blasted splats of paint.

FIND THE MACHINE PARTS



You can find one of the parts out in the open, near the water, statue that's now the discus outside the paint-splat area.



Another Machine Part is in the Energy Orb Room. Take your eyes off the mesmerizing orbs and jump up to net the floating part.



Finish Machine Part outside the cave that leads to the Energy Orb Room. It's in the cobwebby corner next to the ivy-covered wall.



Another one of the parts is tucked in the back side of the ivy-covered portion area with the banana, heart, carrot and tree statues.



CLUE: SPRUCE UP SOME STATUES.



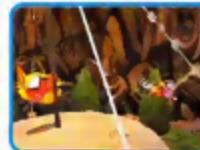
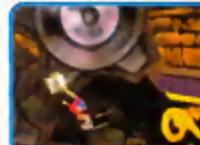
Ride the HoverSplat past the paint pod area to the circular pod that borders four statues: a banana, a heart, a carrot and a tree.



Use splats to paint the statues yellow, red, orange and green, respectively. Then the B Ticket—and another surprise—will appear.



CLUE: YOU RAISED IT, YOU CLIMB IT.



If you grab Ticket B, a temple will rise. Use the gears and statue instead to reach the roof. There, climb a rope to get Ticket C.



CLUE: MORE ELECTRICITY! MORE LIGHTNING! MORE!



In the Energy Orb Room, five colored orbs rotate around colored floor bulbs which jolt any same-colored orb that passes.



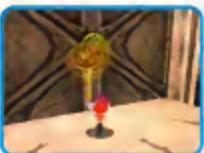
Use the HoverSplat to match the orb colors to the bulb colors in the right order to attain max voltage—and get Ticket C.



CLUE: PUT SOME MEDALLIONS TOGETHER AND WATCH THE FUN.



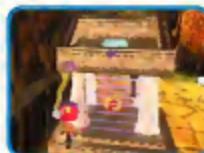
Ticket E is behind the door with three half-medallions. Their matching halves are in pillar chunks strewn about the theme park.



The chunks are near the door, around the paint pools and outside the orb cave. Throw the three medallions at the door to unlock it.



CLUE: SWING THROUGH THE TREE.



In the river valley, use Double Jump to reach the temple roof via nearby tree handles. Touch the roof pad then collect Ticket F.



Another one of the Paint Misbehaving parts is in the river valley—in the river. Jump off the banks to fall through it.

THE FINBOT



Hold to Go

Back Tap to Speed Burst!

Exit

You'll first find the FinBot floating in the river valley. The over- and underwater vehicle can swim at an even pace if you hold A and gain a speed burst by pressing A once quickly.



CLUE: YOU'RE UNDERWATER, BUT THINGS ARE LOOKING UP.



On the underside of the valley pier is a sheep-marked pad. Drag a sheep underwater, then let it bob up to the pad to get Ticket G.



CLUE: YOUR TURN TO FIX THE MACHINE.



After you have all Machine Parts and turn on the pumping machine, Ticket H will appear floating at water level at the aqueduct.



You'll locate another of the Machine Parts in the staggered rock column area that separates the river valley from the canal.



One more Machine Part is at one end of the water canal. Find the part near the metal-sided tank that holds the pumping machine.



CLUE: RINGS + FINBOT = TICKET



To win Ticket I, you'll need to race FinBot through the ring track found near the pumping machine within 44 seconds.



To jump through the one suspended ring, build up a firm pace underwater by holding A, then push A once quickly to make the leap.



CLUE: HMM... LOTS OF WATER. WHY NOT SEE WHERE IT GOES?



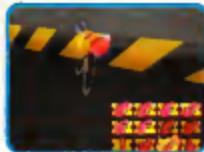
After the pump machine has filled the canal, you can enter the aqueduct with FinBot and access an underground obstacle course.



In the course, you'll need to navigate whirlpools and water columns to reach a main tank, beyond which Ticket J is hidden.



CLUE: IT'S IN THE BACK.



After the pumping machine has raised the water, ride FinBot to the machine and hop on the platform. Ticket K is on the back of it.



CLUE: 200 WILL GET YOU 1.

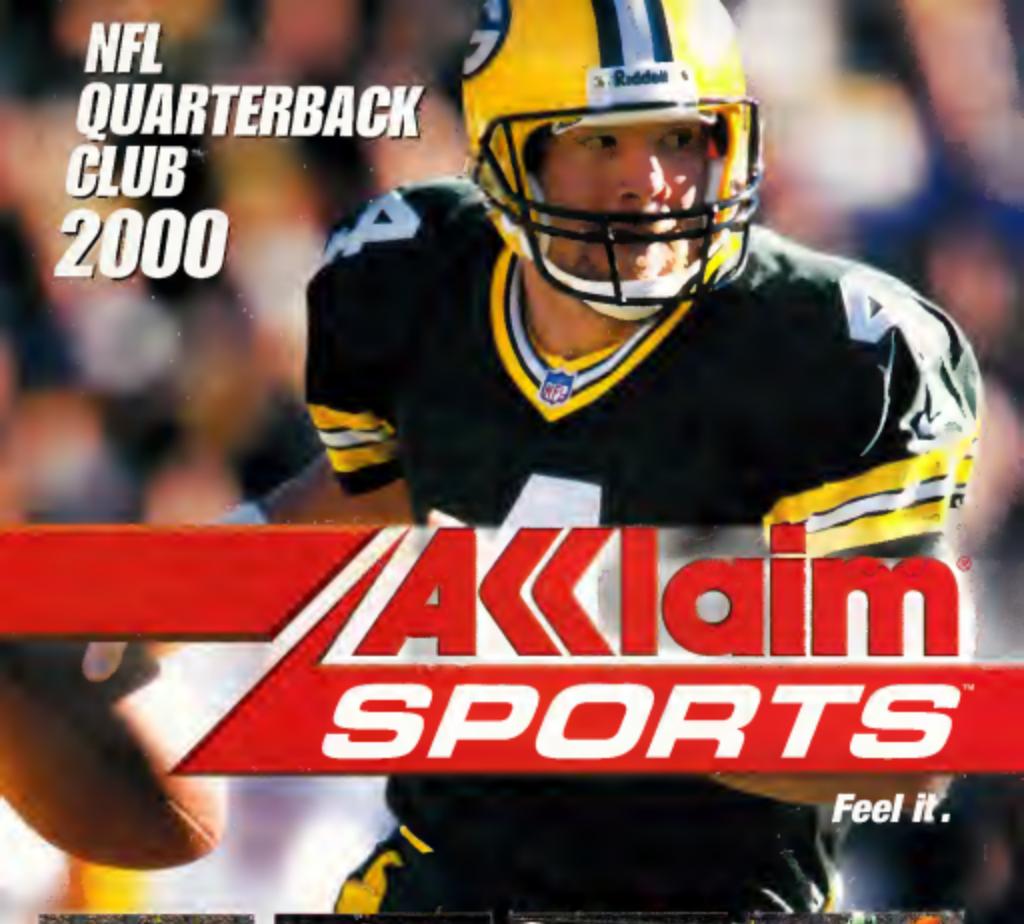
Pick up all 200 Tinker Tokens to win Ticket L. Though easily seen, the hardest ones to get are inside the aqueduct course.



You might have coasted through the first two theme parks, but the explosive areas in Mine Blowing, floating fantasies in Arabian Nights, and other challenges beyond Whoopie World will jam a stick in your spokes. There's much more to do—and Rocket can't disappoint the opening-day crowds!



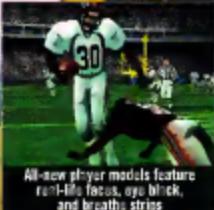
NFL QUARTERBACK CLUB 2000



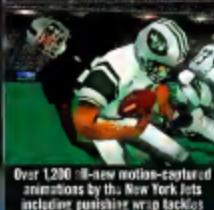
Feel it.



3rd generation Ultra Hi-Res® graphics
for the ultimate in NFL realism



All-new player models feature
real-life faces, eye blinks,
and breath strips



Over 1,200 all-new motion-captured animations by the New York Jets including punishing wrap tackles



Includes the expansion Cleveland Browns and Tennessee Titans debut

acclaim sports.com



TM and © 1996 Nintendo of America, Inc. Super Nintendo Entertainment System and the Super Nintendo logo are registered trademarks of Nintendo of America, Inc. All rights reserved. Nintendo is a registered trademark of Nintendo of America, Inc. All other registered trademarks shown above were registered by their respective owners. © 1996 Nintendo of America, Inc. All rights reserved. All rights reserved.

One of the most unusual and captivating games ever for Game Boy and the Super NES has made its way to the N64 just in time for a fall harvest. Natsume's *Harvest Moon 64* combines strategy, simulation and role-playing in a rich, hybrid gaming experience in which heroes plow the soil, raise chickens and attend local festivals.



© 1999 Natsume Inc.
© MARUCOME/Victor Interactive Software Inc.



Home, Sweet Home

Be it ever so humble, your new home is all you've got when the game begins. Weeds and stones may litter the fields, but your job is to turn this disaster into a profitable estate within two years. You'll learn to plant crops, raise livestock, gather valuable resources and woo a sweetheart. If it all seems a bit too much, let Power be your guide to the good life.



A Game for all Seasons

Not only does *Harvest Moon* pass through the seasons of the year, it also passes through the seasons of video game technology. Beginning with the Super NES, versions of *Harvest Moon* have appeared on Game Boy, Game Boy Color and the N64.





Get Down and Dirty

You're going to have to get down to earth in Harvest Moon 64 if you want to succeed. That means doing the dirty work of preparing the soil, planting crops, caring for them and bringing in the harvest.

Clearing the Land

Crops won't grow unless you clear a field before you try to plant. For your first step, remove anything that might get in the way, such as rocks, weeds and stumps.



Rocks

Rocks litter your field when you arrive on the farm. You can move them or break them up using your mallet. You can even toss them in the water.



Weeds



Even though you pluck these pesky weeds, they'll grow back unless you plant a crop. Just make sure that there are no weeds growing in the area that you want to plant.

Stumps



Use your axe to chop up stumps. Not only will your effort result in open field space, you'll be able to use the chopped wood to build fences and other improvements.

Mother Earth

Growing crops successfully requires hard work and patience. You'll have to prepare the soil, plant the seeds efficiently, and keep the seedlings watered until it's time to harvest the mature plant.



Till 'til You Drop

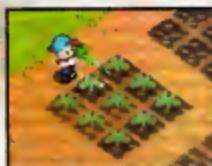
Once a patch of ground is cleared of obstacles, select your hoe to till the soil. Use the hoe once on each section of ground in a three-by-three grid. This is the most efficient use of the land even though crops in the center square can't be watered.

Sow the Seeds



Once you've selected a bag of seeds, stand in the center square of your tilled patch and throw the seeds. They'll cover the three-by-three grid.

Water the Seedlings



Young plants need water every day. Use the watering can to water each square of your planted grid. Don't bother watering on rainy days.

Harvest Time

The most important part of the planting cycle is harvest time. Most plants will visibly change to let you know when they are ripe and ready for harvesting. Some plants can produce more than one crop.



Bin There, Done That

Place your crop grids near the collection bin so that you don't waste time carrying crops long distances during the harvest.

Practice Makes Perfect



The more you use any of your tools, the better at it you'll get. After a while, you'll get so good that you'll earn a more powerful version of the tool. Each tool has three upgrade levels. You'll be able to accomplish new tasks with some of the upgraded tools.

Animal House

Horticulture isn't the only game in town. An enterprising farmer will take a stab at raising animals, as well. In addition to the horse that is given to you and your trusty dog, you can buy and breed cattle, sheep and chickens.



Home on the Range

Raising cows requires a lot of work and a lot of money, but the return is sizable. If you care for your cows, they can produce excellent milk worth its weight in gold.



Milking

Cows produce milk, which you can sell at the rates listed below. The better you take care of your cows, the better the quality and quantity of milk they'll produce.

Small Milk.....	100 Gold
Medium Milk.....	150 Gold
Large Milk.....	300 Gold
Special Milk.....	500 Gold

Healthy Herds



Sick cows don't produce quality milk, so you'll want to keep your herd healthy. Cows shouldn't be allowed to stay out in the rain. If they get sick, buy them medicine.

Good Breeding



Buying new cows from the ranch is expensive, but it's relatively inexpensive to breed new cows from your mature cows. This is the best way to make a sizable dairy herd.

Deep in Sheep

Sheep don't produce wool on a daily basis, but you can get several coats of wool each year. Like cows, sheep will eat the grass that you grow on your farm, and you can increase your flock by breeding your sheep.



You'll want to grow large areas of grass to feed a big herd of sheep. When the weather's bad, put them in your barn.

Regular Wool	900 Gold
Quality Wool	1,800 Gold

Horse Trading

The local rancher actually gives you a colt on your first visit. With love and care, that colt will grow into a horse. You'll be able to race your horse when it's big enough to carry you.



You don't have to worry about feeding your horse, but talk to it and brush it. During harvest, your horse can help by hauling crops to the bin.

Playing Chicken

Raising chickens is another great way to make big bucks, because mature hens lay eggs daily, and you can increase the flock by incubating eggs. Chickens eat chicken fodder instead of grass.

Egg	50 Gold
-----------	---------



Incubate chicken eggs to produce chicks. Those chicks will turn into hens that will lay even more eggs.

It's a Horse Race!



When your horse has grown up, you'll be able to enter it in the horse race. The trick to winning the race is to top the A Button at a steady pace. If you're not in the race, you can bet on other horses.



Flower Bud Village

The main town has shops, people and gathering places such as the town square and the inn. You'll buy things here, meet people and join in community activities. Something new is always going on in town, so visit often.

A Town Square

Many of the annual activities and festivals take place in the square. Just take the steps at the end of the main street to reach this area.



B The Inn

The local watering hole is the place where many of your neighbors gather in the evenings, though not on Sunday. Here you can hear a tale or buy a glass of rejuvenation. Be forewarned that the menu is pricey and not worth the gold unless your character is overly tired.

C Church

The local church also doubles as the school. Here you can talk to the students, who all seem to be the children of the Potion Shop owner—one of the most important people in town.



D Lilia's Flower Shop

Visit Lilia's to buy seeds for crops and flowers. The inventory changes according to the season, so you'll find potatoes and turnips in the spring and corn and tomatoes in the summer. You'll also find grass seed at Lilia's, which is a must for providing animal fodder.

E Rick's Tool Shop & Craft Store

Visit Rick's from time to time to see if new items have come in. You can buy the cow brush here and other useful or curious products like an Ocarina. The shop isn't open on Sundays.

F Bakery

The town bakery is filled with delicious treats such as cake, but these delectable items will cost you a pretty penny. If you munch on these sweets, you'll increase your energy level. The shop girl will be particularly pleased if you sample the baked goods.



G Mayor's House

You can drop by the mayor's home and talk to people, including his wife and his daughter, Maria, who also works in the library.

H Library

The library may be filled with interesting books on many subjects, but the only subject worthy of your attention is Maria, the receptionist. She'll be very pleased if you stop by, look at the books and talk to her. Pleaseing prospective mates is one of the more subtle aspects of the game.



I The Midwife

Later in the game, after you're happily married, you may need the services of the midwife when it comes time to have a baby. Visit her here to retain her services for the happy event.

J Potion Shop

Visit the Potion Shop for medicine when your animals get sick. You can help the owner by bringing him medicinal herbs that you may find in the woods. If you get tired from working too long, you might even need medicine for yourself.



Mr. Farmer's Neighborhood

Harvest Moon 64 isn't just about harvesting crops, keeping animals and making money. There's a strong role-playing element with dozens of characters. Talk to them and help them whenever you can. In turn, they may help you.



The Green Ranch

This is where you'll buy livestock and where you'll get your horse for free. The girl who lives here, Ann, is friendly and helpful, but her brother won't give you the time of day.



The Vineyard

The local vineyard can be found north of the village along the trail to the mountain. You'll meet Karen, the daughter of the owner, and some of the workers. Later in the game, a crisis situation will develop at the vineyard.

Moon Mountain

The higher slopes of Moon Mountain are inaccessible early in the game. You need to help rebuild a bridge before you'll be able to reach the restaurant at the top of the mountain. You'll also find the restaurant's proprietors and a spa.



The Carpenter

As the money begins to pour in from your many efforts, you'll want to add onto your little shack. The carpenter will do the work, but for a steep price. When he comes asking for help to fix the bridge, give him a hand.

Kitchen.....	5,000 Gold, 450 Wood
Bathroom	3,000 Gold, 300 Wood
Stairs	1,500 Gold, 150 Wood
Green House	30,000 Gold, 580 Wood
Deck	7,000 Gold, 350 Wood
Child's Bed	1,000 Gold, 200 Wood

Heart on the Farm

One of the most important parts of the game is wooing and winning a mate. There are five eligible bachelorettes in the area, and you'll have to win the heart of one of them by proving to her that you are marriage material.



Affection Meter

Unlike real life, the young women in Harvest Moon 64 wear their hearts on their sleeves. The color of the heart-shaped icon that appears in the woman's text box indicates her level of attraction to you.



If you want Eli to be your sweetie, you'd better eat a lot of the sweets she sells at the bakery. Apparently, the way to her heart is through your stomach.



The aptly named Popuri works in Lilia's Flower Shop. She loves gifts of flowers, and she also loves to see flowers planted at your house. Her dad is the local botanist, so help him out if you get the chance.



Ann loves cute and cuddly animals, which is fortunate since she works at the ranch. If you find little forest creatures, take them to her as a gift. Stay clear of Ann's surly brother.



Karen's folks run the local vineyard, and she works in the inn. She's nice once you get to know her, but she has a sharp tongue for strangers. Bring her presents of wild berries and make friends with the vineyard workers.

Indifferent

Friendly

Flirtatious

Enamored

Truly in Love

Maria

If you want to meet a girl named Maria, visit her in the library or at the mayor's house. She also seems to win most of the prizes at local festivals. If you woo her, you'll have to compete with the amorous postman.





Spring

The game begins in spring, which is the easiest season for growing things. Along with lots of sunshine you'll have a few days of rain. It's important to get established early and begin growing grass for forage in addition to cash crops. It's also a good time for gathering berries and herbs from the woods.



Spring Calendar of Events

1st	First Day
8th	Planting Festival
16th	Deadline for Entering Horse Race
17th	Spring Horse Racing
18th-22nd	Vote for the Flower Princess
23rd	Spring Flower Festival

Season of Renewal



Homecoming

The first day of the game begins when you take over your grandfather's farm. The mayor and other townsfolk have heard about your arrival, and some of them will even drop by to say hello. In fact, the mayor will take you on a tour.



Planting Festival

The first festival of the year is a time-honored affair that is supposed to help farmers have a good growing year. All the townsfolk release balloons into the air when you give the signal.



Flower Festival

All the people get to vote for the Princess of the Flower Festival during the week leading up to the festivities. Once the Princess is chosen, you'll be able to dance with the girl of your choice.

Seasonal Crops

Three crops can be grown, harvested and sold during the spring. You can and should also grow grass forage for your animals. Each of the spring crops produces a single harvest.

Cabbage

Harvest Moon crops often grow in several steps from seeds to maturity. Cabbage is the slowest-maturing Spring crop.



Seed Cost: 200 Gold
Unit Price: 90 Gold
Growth: 7 Days

Potatoes

All three Spring crops cost 200 gold per sack of seeds. The return on potatoes is almost as much as on cabbages.



Seed Cost: 200 Gold
Unit Price: 80 Gold
Growth: 6 Days

Turnips

Even though you can harvest three turnip plantings for every two cabbage harvests, turnips still earn you less money.



Seed Cost: 200 Gold
Unit Price: 60 Gold
Growth: 4 Days

Nature's Bounty

When you're not tending to your crops and animals, you can still earn gold by searching the countryside for valuable items. Berries and herbs are just some of the freebies you'll find.



Veryberry Fruit

Purple berries can be found in the woods and are worth 40 gold each. You'll find just one at a time, but they grow back each day.

Unit Price 40 Gold



Medicinal Herbs

The owner of the Potion Shop has been looking for these plants to make his medicine. Look for them in the caves.

Unit Price 70 Gold



Edible Herbs

These herbs, also found in the caves, are tasty but not as valuable as berries. You'll earn just 30 gold for each herb.

Unit Price 30 Gold

Summer

Summer is a time for work as well as fun. Although it's sunny most of the time, summer crops take longer to mature. Even though you'll plant these crops just once, you'll get several harvests from each planting. For fun, head down to the beach south of the ranch and talk to the bathers.



Summer Calendar of Events

1st.....	Fireworks
9th.....	Vegetable Festival
17th.....	Firefly Festival
24th.....	Sea festival

Lazy Days of Summer



Vegetable Festival

Either take a vegetable to enter the contest at the annual Vegetable Festival or go empty-handed and serve as a judge. Like most festivals, your participation increases your standing in the community.



Firefly Festival

The Firefly Festival is another ancient tradition of the local people. It involves launching a fleet of lit lanterns onto the water down at the beach. You can buy a lantern in Rick's Tool Shop.



Sea Festival

This party falls late in the summer. Like the horse races in spring, it requires skill and stamina to win the swimming race and the first place trophy. Like the Firefly Festival, the Sea Festival takes place on the sandy beach.

Summer Crops

Tomatoes

After picking the first batch of tomatoes, new tomatoes will ripen on the vine. You won't have to replant all summer.



Seed Cost:
300 Gold
Unit Price:
100 Gold
Growth:
9 Days

Corn

After harvesting the first crop, you'll find that the corn plants revert to the third of five steps and grow new ears.



Seed Cost:
300 Gold
Unit Price:
120 Gold
Growth:
13 Days

Landscaping



Field of Greens

Since you don't have to water grass, you don't have to grow it in patches. Plant each section of grass next to another section to create a large field.

Seed Cost: 200 Gold
Growth: 7 Days



Flowering Ambitions

Although you can't sell your flowers for profit, you'll impress your neighbors by planting beds of flowers on your farm.

Pink Cat Mint Flower
Seed Cost: 200 Gold
Growth: 7 Days

Moon Drop Flower
Seed Cost: 200 Gold
Growth: 7 Days

Nature's Bounty



Tropical Fruit

During the summer you should hike into the mountain area to look for freebies such as the Tropical Fruit.

Unit Price: 40 Gold



Walnuts

Walnuts are also found in the summer when you hike in the woods. At 70 gold pieces per nut, it's worth it to search for them.

Unit Price: 70 Gold

Fall

The leaner season of fall brings more rain and a new set of crops. The length of the day doesn't change in Harvest Moon 64 no matter what the season is so you have the same amount of time to do your chores in fall as you had in summer. As autumn sets in, everything looks brown and gold on the screen.



Fall Calendar of Events

4th.....	Cow Festival
12th.....	Harvest Festival
20th.....	Egg Festival
23rd-27th.....	Bridge Repair
27th.....	Deadline for Horse Race Entry Fall
28th.....	Horse Race

Legends of the Fall



Cow Festival

Take your best cow to the festival to be judged against the other top cows in the area. The cow that gives the finest quality milk is your best bet for the first prize. If you don't take a cow, you'll have to judge the entries.



Harvest Festival

This is your chance to sample the produce and food from the rest of the town. Elli from the bakery will give you a cake. Be sure to take it, because there might be a coin inside the cake.



Egg Festival

The Egg Festival is like a variation of the Easter Egg Hunt. The main event is an egg hunt in which the mayor shows a colored egg and the contestants try to find an identical egg somewhere in the village. The prize is a Power Berry.

Fall Crops

Eggplants

Eggplants have four stages of growth. Once picked, eggplants revert to their third growth stage.



Seed Cost: 300 Gold
Unit Price: 80 Gold
Growth: 7 Days

Strawberries

Strawberries give you an excellent return, but there's a catch: You can grow them only in a greenhouse.



Seed Cost: 500 Gold
Unit Price: 150 Gold
Growth: 6 Days

Nature's Bounty



Wild Grapes

Head to the hills in the fall to look for these tasty grapes. You can store extra items in your Belongings Inventory, so fill up on every trip.

Unit Price: 40 Gold



Mushrooms

Mushrooms are tasty and valuable at 70 pieces of gold a pop. Look for them in the caves in autumn.

Unit Price: 70 Gold



Poison Mushroom

Some mushrooms are poisonous. You can identify them by the red and yellow markings on the cap.

Unit Price: 30 Gold

Fish Tales

The fisherman near the pond gives you a pole and instructions on fishing. You'll do best if you fish in the morning. If you throw a little fish into the pond, a sea spirit may appear.



Little Fish: 30 Gold

Medium Fish: 100 Gold

Large Fish: 180 Gold

Winter

The hardest season of the year can still be lucrative if you concentrate your efforts. If you've managed to make enough money to build a greenhouse, you can grow crops in spite of the cold weather. Otherwise, head to the mines and make a mint digging up gem stones. The social calendar is as full as ever.



Winter Calendar of Events

- 10th Thanksgiving
- 8th-30th Mine Open to Public
- 12th-16th Work on Mountain Spring
- 18th Deadline for Entering Dog Race
- 19th Dog Race
- 24th Starry Night
- 27th Spirit Festival
- 30th New Year

A Season of Giving



Thanksgiving

The quaint custom for this holiday involves young farmers staying at home to greet a number of guests. In this case, the young ladies from the town will bring by gifts of food. When your special sweetheart comes by, you'd better be waiting.



Starry Night

This is a magical night best spent with your girlfriend. Three of the prospective mates—Maria, Ann and Ell—will be singing in the church. You'll be able to find Karen on the beach and Popuri in the woods.



Spirit Festival

If you bought the ocarina from Rick's shop, take it to the town square on the evening of the 27th and jam with Popuri and the owner of the bakery. The music is said to scare away mischievous ghosts.

Fire in the Hole

A great way to make money in winter is by going underground and working in the mine. As you tail in the mine shaft you'll dig up chunks of valuable stone. If you reach the lower layers of ore, you'll find more of the most valuable stones.



Iron Stone



Unit Price: 100 Gold

Moonlight Stone



Unit Price: 500 Gold

Blue Stone



Unit Price: 700 Gold

Rare Minerals



Unit Price: 1,000 Gold

The Greenhouse Effect



The greenhouse is expensive, but it's the only way to go if you want to grow crops during the winter. Once you build the greenhouse, you can grow strawberries, as well, and start raking in the money.



Happy New Year

New Year's Day is one of celebration and fun. You've survived for an entire year, made new friends, built up the farm and made a life for yourself. This might be a good time to ask your favorite young lady to join you.

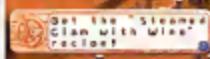
Happily Ever After

The game goes on for another year, after which you'll receive a score for your efforts and accomplishments. But even then you can

keep playing for as long as you like. What do you have to look forward to? Marriage?



Kids? Fame and fortune? All of it can be yours in Harvest Moon 64—if you sow the seeds.



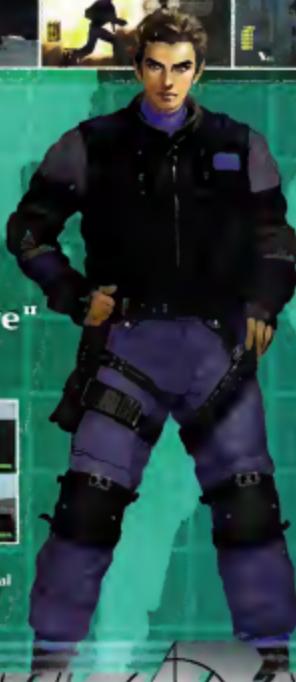
The first blast wiped out your Space Center.
In just 3 hours, the high-tech weapons
satellite will strike again...It's your job to
make sure that it doesn't.



**"Explosive
N64
adventure"**
...Nintendo Power



Existing 2-4 Player
Modes including Lethal
Tag, Cube Hunt, and
Quick Draw



• Intense 3rd Person
Action/Shooter

• Precision laser-
sighting aiming
mechanism

• Immense 3D
Environments

• Battle heavily-
armed Boss
Characters and
"smart" enemies

• Rumble Pak
Support

THUNDERKICK
COVERT OPERATIONS

www.koelsgames.com

koel



Only For
NINTENDO 64



© 2000 KOEI Corporation and ROB Co., Ltd. All rights reserved. Nintendo 64 and the 3D-N logo are trademarks of Nintendo of America Inc. Thunderkick is a trademark of the International Digital Software Association.

JET FORCE GEMINI

TM



TM & © 1995 Rare.
Rareware Logo
is a trademark
of Rare.

THE SAGA CONTINUES...

Last month we introduced you to the bug blight sweeping across the universe and took you through basic training with the first member of Jet Force Gemini, Juno. The easy part's over—now it's time for bigger and badder bugs.



NP: HOW IT RATES

Elements of insect extermination and flying goo splatters earned this shooting game a Teen (T) rating, suitable for players 13 or over, from the ESRB.





TIME TO BUG OUT



Juno ran a wild gauntlet last month, from the insect-ridden forests of Goldwood to the decrepit space cruiser, the SS Anubis. It's time to abandon ship. Now, once his sister Vela is in the clear, Juno has an important date on the nearby planet of Tawfret.



NINTENDO 64



Vela's Early Parole

When we last left Juno, he had just battled his way through the decaying hull of the SS Anubis to the holding cells. After emancipating the imprisoned Tribals, he found his twin, who decided the best course of action was to split up.

Ready for War

Vela hitches a ride on the warship Sekhmet to look for Lupus, promising to meet up with Juno at Mizar's Palace. At this point you can begin playing Vela's missions or continue with Juno to the Palace. We'll guide you through both missions.

WEAPONS

You've probably become pretty comfortable with Juno's weapons by now, and your arsenal will only get better—both he and Vela will stumble on even more serious firepower in the coming levels.



JUNO

CURRENT WEAPONS
Jet Force Pistol
Shurikens
Machine Gun
Plasma Shotgun
Cluster Bombs



VELA

CURRENT WEAPON
Jet Force Pistol

Like Juno, Vela starts her quest armed only with a pistol. She'll quickly find the Machine Gun, Cluster Bombs, and the Plasma Shotgun, though.

NEW WEAPONS

Grenades

These blue bundles of shrapnel are great for toasting heavily armored enemies. Many drones tote them, so don't be on the receiving end.



Sniper Rifle

Perfect for when you want to reach out and touch a distant drone. The scope on the Sniper Rifle zooms in to ten times magnification.



Flares

Flares won't do anything in battle except maybe improve the mood lighting, but they're perfect for illuminating those shadowy corners.



Remote Mines

Vela won't be able to find these until much later in her quest, so she'll just have to envy Juno as he triggers the ambush mines from afar.



Tri-Rocket Launcher

The Tri-Rocket Launcher fires three missiles that corkscrew toward a target before annihilating it.



Homing Missiles

Homing Missiles fire off only one at a time, but once you lock on to a target you don't have to aim anymore—just fire and forget about it.

TAWFRET

Tawfret was once a lush world, but an errant bit of destructive magic from King Jeff of the Tribals called down a freak storm that turned the land into one soggy

bog. The mystical blast was meant to destroy the invading drone army but instead turned most of them into hideous, zombified mutants.

TAWFRET

FLOW CHART

Both Lupes and Vela will want to come to this planet eventually to find Bones Activators in the Bridge area, but Juno is the man when it comes to saving all the Tribals in the swamplands.

BOG

BOG A
BOG B
BOG C
BOG D

Juno

BRIDGE

Bridge A
Bridge B
Bridge C
Bridge D
Bridge E

Juno

CASTLE

Castle A
Castle B
Castle C

Juno

BOG D MAP



BRIDGE

TRIBALS

A bridge is the first thing you see in the Bridge area of Tawfret, but you'll also find winding, sodden paths, deep lakes and an abandoned group of ancient stone structures with an extensive network of underground passages.

Clear the Bridge



There are four Tribals waiting on the platforms at the high bridge, but you'd better destroy all the hovering Dragon Drones before you try to save them. Otherwise, the innocents might get caught in the crossfire.

Protect Your Assets



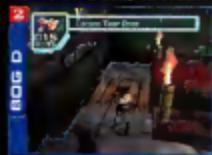
Whenever you see a Shield, pick it up, because the 15 seconds of invincibility will be invaluable when you're fighting the multiple hordes of aerial drones in Bridge B. You can flee by way of the winding path if you want—you need only to clear out the huge swarm of strafing Stealth Drones at the end to open the Life Force Door.

A Powerful Present



You'll run into King Jeff wandering around a graveyard, and not only will he show you some images of the drone invasion, he'll also keep you up with some superior firepower. With the Tri-Rocket Launcher he gives you, you can blast through the wooden doors of the nearby crypts and find Tribals, weapon Capacity Crates and the Grenades.

Come on Back, Ya Hear?



Once you receive the Crowbar from Gimli in the Bridge area of Tawfret, you can return to this area and pry up the trapdoor behind the altar. Below, you'll find drones guarding five Tribals in an underground mausoleum.

Suspicious Slacks



You'll spot a lone tree sitting on a chunk of land in the lake in Bridge C, and it's worth taking a closer look. Climb up the side of the tree to find a misplaced pair of pants clinging to a twig. They'll come in handy.

BRIDGE D MAP



Dark Secrets



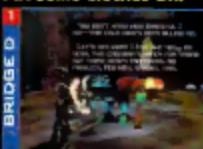
A chest in this building contains Flares, but if you just walk out after finding them you'll miss out on a pair of Tribals. Cue one of the incendiaries near the back of the room to discover a way up to a hidden area.

Go Ahead, Pry!



Set in the floor of the same room is another trapdoor, and Gimlet's Crowbar will pry it up in a matter of moments. In the dark, winding passage below you'll find one of the pieces required to put Floyd back together.

Put Some Clothes On!



These trousers pay immediate dividends, as you'll find a pantsless alien named Gimlet trying to keep warm in a building in Bridge D. He'll gladly swap you his slacks for the Crowbar, which you can use to rip up any trapdoors like the one you just glimpsed in Bog D.

A Friend in Need



Atop one of the structures in this area you'll find Floyd, a sentry in Mizar's army who took pity on captives and was summarily blasted to bits. Or rather, you'll find one piece of him—you must track down the other three parts of the ex-drone to fix him up again.

Going on a Floyd Hunt



You can find a second piece of Floyd out in the open on top of one of the pieces of wall in this area, and for the third you must climb to the top of Gimlet's building and drop through the chimney. By blasting any coffins you see down below, you'll find Remote Mines, Tribals, Ammo Crates and the last piece of the former drone.

CASTLE

TRIBALS

Once you've put Floyd back together, another player can press Start on Controller Two and play cooperatively as the ex-drone. You may need the extra pair of lasers—the Castle is by far the most dangerous area yet.

A Well-Guarded Fortress



The ramparts are crawling with Rhino and Cyborg Drones, and battalions of Arachno-Drones swarm out of the parapets when you approach. Dodge right and left to avoid the Cyborg Drones' missiles and use your Tri-Rockets, Machine Gun or Sniper Rifle.

Keep Your Head Up



There seems to be a Sniper Drone stationed on every high wall of the meandering Castle maze, so be sure to watch for them as you battle it out with the squadrons of shield-toting Deflector Drones. If you come within range of the green drones, they'll hit you every time.

TAWFRET BOSS

Use Shurikens with Care



You'll waste a ton of Machine Gun ammo blasting away at Barricade Drones, because their full-body shields deflect most of the fire away. Use the Shurikens instead—they'll home in, off the drone in one shot and then return to you. Just watch out for nearby Tribals.



There's one big bug standing between you and your ship. The enormous insect will attack with shock waves, screeching bites and electrical blasts, and since you'll be able only to jump and strafe in a narrow area, the fight will be intense. Blow away its mandibles and antennae, then hit its abdomen with every Tri-Rocket you have.

MIZAR'S PALACE



Once Juno dispatches the huge monster holed up on Tawfret, he has a clear path to Mizar's Palace. The tyrant's stronghold is heavily

defended, and Juno will need every weapon in his arsenal to break through to the inner Sanctum. The other members of the team will have to find their own way in.

MIZAR'S PALACE FLOW CHART

The team members have to find their own paths to the
Courtyard: Juno through the Flume and Lopus through the Chasm. Vela and Juno can access the racetrack later in the game.

LOBBY

Lobby A
Lobby B
Lobby C
Lobby D
Lobby E
Lobby F

Juno

COURTYARD
Courtyard

Juno
Vela
Lopus

RACE TRACK

Race Track A
Race Track B
Race Track C

Juno
Vela

FLUME

Flume A
Flume B
Flume C

Vela

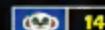
CHASM

Chasm A
Chasm B
Chasm C

Lopus

LOBBY

TRIBALS



14

Although you can come here with Vela as soon as you've rescued her, she won't be able to enter the Lobby. Only Juno can open the door leading to this area, and you'll have to take him to every nook and cranny to find all 14 Tribals.

Check the Map



There are two dead ends to explore here, and once you've rescued the Tribals in them you'll wonder where to go. Glance at the Lobby map for the answer: a hidden passage by one torch.

The Easy Way Out



The exits to the maze below all look the same, and the multiple Barricade Drones patrolling the passages don't help your concentration. Explore all of the exits, because Tribals are everywhere.

Bonus Behind the Bug



When you emerge from the real exit, you'll see a Stag Drone off to one side. Blast the drone and be sure to check behind its body for the Bonus Activator that cues the Stag Drone in Battle Mode.

COURTYARD

You'll see plenty of the central Courtyard, as Juno, Vela and Lopus must all reach it eventually. You may find a small pyramid housing a tall column that you can't reach at the moment—ignore it for now and go find a bigger pyramid.



FLOYD MISSION



A Floyd Pad in one corner of the Courtyard will allow you to fly as Floyd for the first time. The ex-drone's first mission: track down three Power Keys, which look like hovering triangles and are called out by the number 1 on the map. You must collect all three of them and make it to the generator in the time allowed.

Rendezvous at the Pyramid



If you successfully complete Floyd's mission, Mizar's pyramid will descend from the sky and touch down in the center of the Courtyard. Enter through the Juno door (the only one that will open) and let Juno go into stasis until Vela and Lopus arrive. It looks like it's about time for Vela to enter the fray...



SEKHMET

You can start playing Vela's missions as soon as Juno rescues her on the SS Anubis, but regardless of when you first select her, she'll begin her adventure

SEKHMET FLOW CHART

Vela can explore nearly every area of the ship once she's found the proper Keys, but only Juno can hot-link it to Battle Cruiser P. Both twins can fly to area Q once they've received Jetpacks.

BATTLE CRUISER

- Battle Cruiser A**
- Battle Cruiser B**
- Battle Cruiser C**
- Battle Cruiser D**
- Battle Cruiser E**
- Battle Cruiser F**
- Battle Cruiser G**
- Battle Cruiser H**
- Battle Cruiser I**
- Battle Cruiser J**
- Battle Cruiser K**
- Battle Cruiser L**
- Battle Cruiser M**
- Battle Cruiser N**
- Battle Cruiser O**
- Battle Cruiser P**
- Battle Cruiser Q**

Vela

Juno
Juno
Vela

Load Up on the Goods



In Battle Cruiser F you run into one of the Amazing Mining Mole Brothers that Midga warned you about. This one seems amiable enough. He hands over the Red Key and makes plans for a later rendezvous. Don't forget to pick up the Plasma Shotgun near the wall.

Confined Fights



You'll step into the middle of fierce ambushes as you make your way through the ship, so always keep a fully loaded Machine Gun at the ready. Often you'll have to deal with a cloud of airborne drones and a squad of Soldier Drones at the same time. Keep strafing, and deal with the aerials first.

BATTLE CRUISER

TRIBALS



15

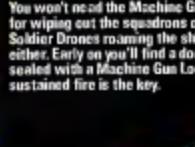
The Sekhmet is complex and confusing, because the myriad passages crisscross each other at many different heights. There are Green, Red and Magenta Locks on most of the doors, so Vela will have to do some Key-hunting to progress.

Get the Word and a Weapon



A Union pal of Magnus's meets Vela as soon as she boards the Sekhmet. Midga, a blue alien with enormous ears and a worldview that can be described only as violent pacifism, fills Vela in on current events. Once he's done babbling, grab the nearby Grenades.

It's a Tool, Not a Weapon!



You won't need the Machine Gun just for wiping out the squadrons of Soldier Drones roaming the ship, either. Early on you'll find a door sealed with a Machine Gun Lock—sustained fire is the key.

Fire Faster



Be sure to grab the Machine Gun in one of the first rooms, because you'll need it for the coming battles. As you know from Juno's extensive use of it, nothing compares for rapid-fire capability.

BATTLE CRUISER F MAP



Walk a Thin Line



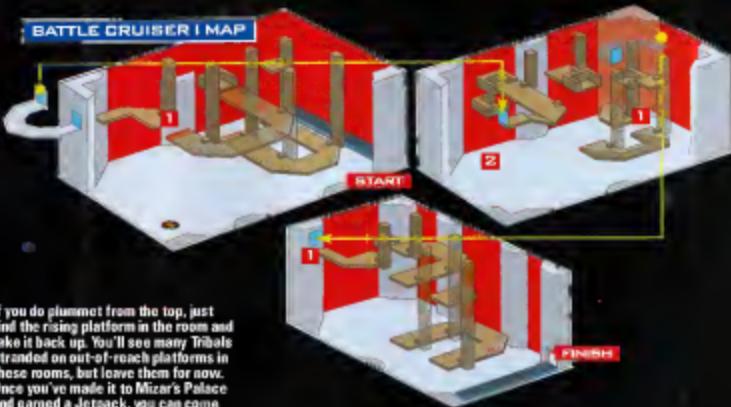
Juno wouldn't have to worry about walking on narrow latticework over molten lava, but he's not here right now, remember? Plunging into the hot stuff will mean a quick end for Vela, so be sure to walk carefully while introducing your Machine Gun to the Stinger Drones that drop from the ceiling.

Watch Your Footing



Don't let the Soldier Drones distract you so much that you tumble off the narrow walkways. Take care of all the enemies first, then take care jumping over the gaps. The platforms seem to end abruptly, so keep your eyes open.

BATTLE CRUISER I MAP



Elevator Service



If you do plummet from the top, just find the rising platform in the room and take it back up. You'll see many Tribals stranded on out-of-reach platforms in these rooms, but leave them for now. Once you've made it to Mizar's Palace and earned a Jetpack, you can come back to this area and save them all.

Fast and Furious Fighting



When you enter a room and hear the whine of active aerial drones, open fire at their entry point. If you don't wipe out the majority of these Stealth Drones as they're descending and targeting you, they'll attack en masse and cut you down in a storm of laser fire. Use the Machine Gun for peak efficiency.

Feeling Green



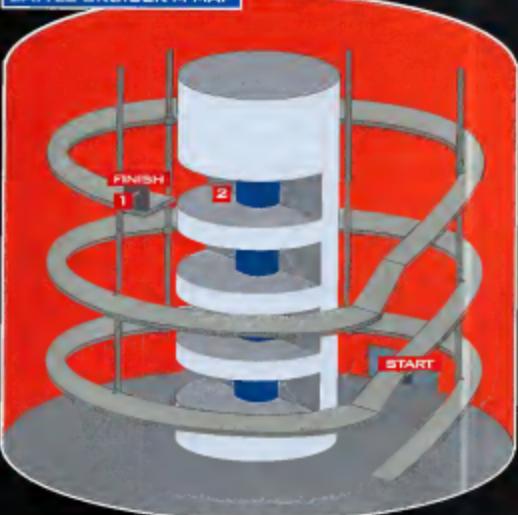
Remember that Green Door you saw in the area where you boarded the Sekhmet? Well, here's the means to enter it. Blast the glass floor in this circular shaft and hop down to get the Green Key out of a chest. You'll also see a Jetpack Pad—once you have a Jetpack, you can return and ascend the shaft.

More Life and More Laser Fire



There's a Gemini Holder immediately to your right as you enter Battle Cruiser L, but you may want to hold off on picking it up until you've disposed of all the drones. Take care of the floating Stinger Drones from a distance, and keep away from the combustible oil cans.

BATTLE CRUISER M MAP



Conquer the Corkscrew



The Green Key gives access to Battle Cruiser M, and you'll have to exterminate four of the heavily armored Barricade Drones to open the Life Force Door atop the spiral ascent. Ignore the Bonus Activator near the top of the central structure—only Lugs can reach it.

CERULEAN

Vela escapes from the Sekhmet and heads down to the nearby planet of Cerulean, where Fishface of the Amazing Mining Mole Brothers promised he'd meet

her. The chilly blue planet seems fairly empty at first, but the warren of tunnels beneath the surface hides hordes of powerful Rhino and Armor Drones.

CERULEAN FLOW CHART

Cerulean is the only planet where you can get absolutely everything there is to offer on your first pass through. Vela can open every door in the Dune area once she has found the Yellow Key.

DUNE

Dune A
Dune B
Dune C
Dune D

Vela

DUNE

TRIBALS



8

Find the Loner



Once you squash all the Deflector Drones near your starting point, you'll find that one Life Force Door opens but another stays shut. To open it, track down a lone drone hiding off to the right.

Get Rich Quick



Fishface is behind that second Life Force Door, and he'll offer to sell you the Tri-Rocket Launcher for three Gold Bars. You need this weapon, so find the gold near your entry point, by a pond way off to the right, and on a culvert spilling water on the Dune's left side.

DUNE A MAP



Hello Yellow



After fighting your way underground, you'll be pleasantly surprised to enter a room with no threats. Among the many grateful Tribals that will beg you to free them, you'll also find the Yellow Key. You'll need it in your travels, so don't leave without it.

Bonus Time



Not only that, you'll also see a Bonus Activator in Dune B. Once it's switched on, you'll be able to play in the King of the Hill level in Multiplayer Battle Mode.

Big Cavern, Big Benefits



There's a centipede-like line of Cyclops Drones buzzing around this huge cavern, but it won't fire on you. Pick up the Homing Missiles in a room off the main chamber, then return and blow the drones out of the air to open a Life Force Door and continue on your way.

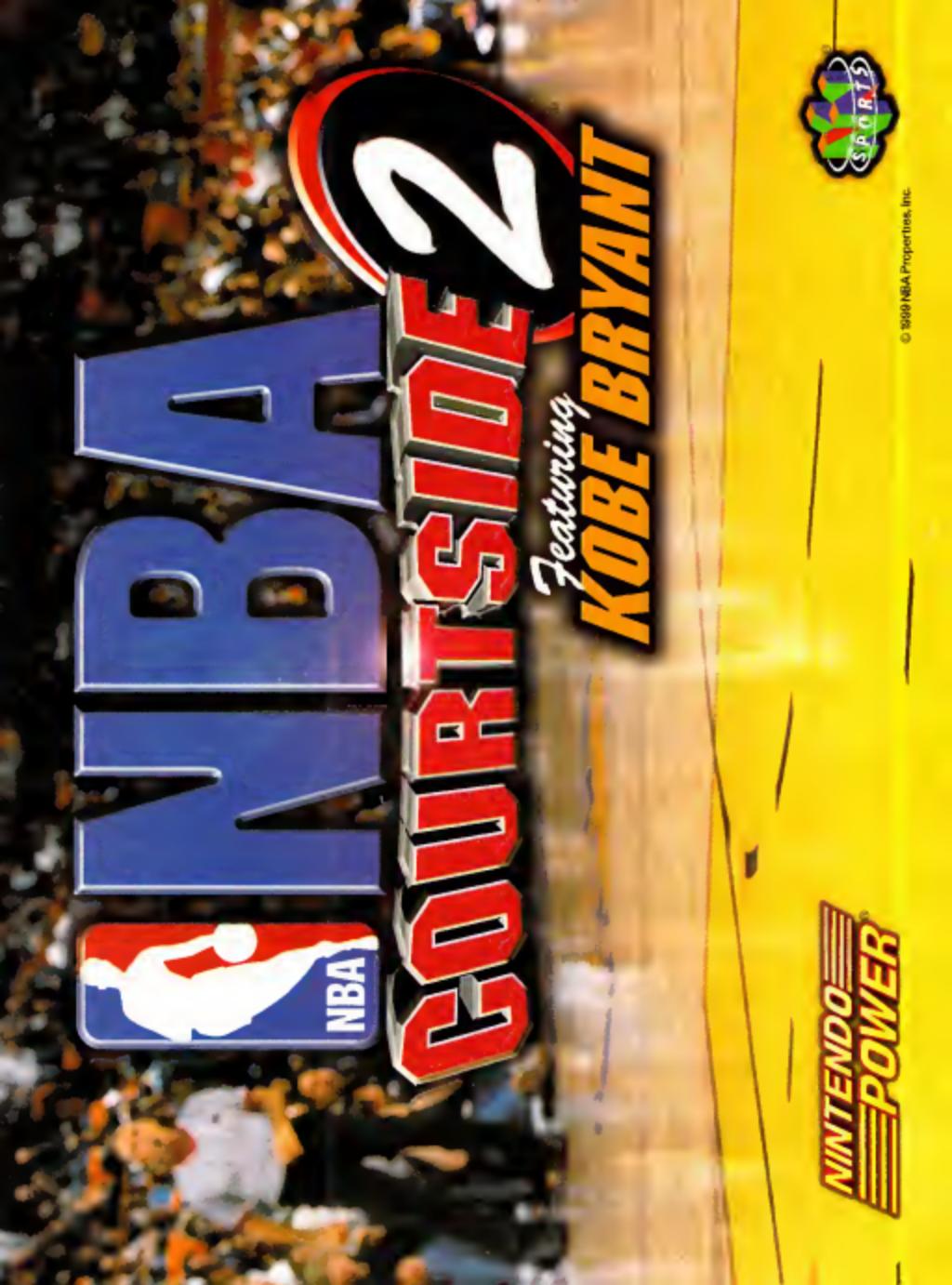
The Long Road Out



Standing between you and your ship is a ton of angry Rhino and Armor Drones, and you'll have to fight them all in cramped, dark passageways—luckily there are several rooms containing Red Gems. Don't forget to save the two Tribals hiding behind the Launchpad.

DUNE D MAP





WORLD CLASS COURTSIDE 2

Featuring
KOBE BRYANT

NBA



© 1999 NBA Properties, Inc.

NINTENDO
POWER



Use Only as Necessary



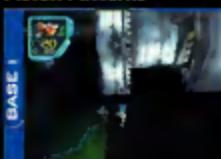
There's a Gemini Holder atop the central structure in Military Base G, but unless you're really hurting, don't use it until after you've destroyed the missile-toting Armor Drone and multiple Deflector Drones scurrying around the area. After the fight, heal thyself.

Break Out the Big Guns



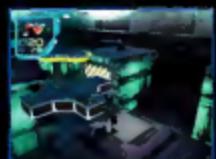
Shurikens are really the weapon of choice against the Barricade Drones, but since Vela hasn't found any yet, Homing Missiles or Tri-Rockets might be a good choice. The Machine Gun is also effective, but you'll have to circle the drones to get past their shields.

Piston Patterns



The huge pistons in Military Base I are a pain, but if you time them properly you'll get past them. Study the pattern of each one, then make a break for it as they retract. If you can't close, jump for it! Be sure to eliminate the Armor Drone guarding the exit.

Puzzle It Out



Jumping on the colored pads in Military Base J moves the corresponding platforms around, and you'll have to solve the puzzle to reach the exit. Don't forget to drop to the lower floor at least once and collect the Homing Missile Capacity Crate beneath the ramp.

Beware: Ninja Drone



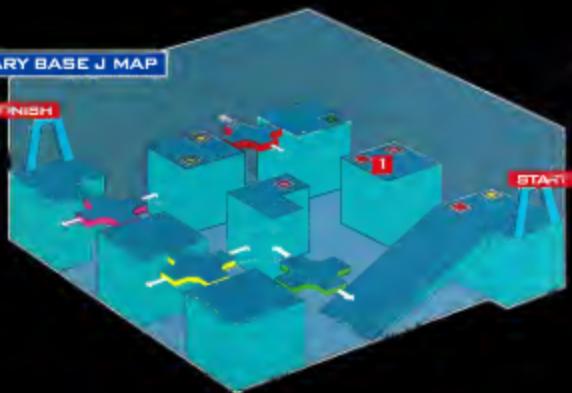
If you don't exterminate the Ninja Drone as soon as you enter Military Base K, it will run deeper into the room and start shooting Tribals. Ignore the moving platforms above you—you could conceivably cross them, but it's much easier to return with a Jetpack.

Make a Run for It



Your brief sojourn outside the base is no picnic, and if you try to engage the Barricade Drones on the bridge M, you'll get cut down by the gun turrets on either side. Wait for the drones to come to you, and once you ice them, dash across the bridge.

MILITARY BASE J MAP



Stock Up



Military Base M is full of Full Ammo Crates for every weapon in your arsenal, not to mention tons of health. It can mean only one thing: There's a nasty fight just around the corner. Load up on weapons, get healthy and then head through the door to meet the boss.

SLUG BOSS



The bloated bug floating in the lava isn't a very good shot—the real dangers are the clumps of exploding maggots that fall from the ceiling. Avoid the shrapnel they tilt and blow away the slug's arms and abdomen. Once the boss starts hovering, take care of the four small arms, then shoot Homing Missiles at its disembodied head.

AT LAST, LUPUS

The fight with the giant Slug Boss ends with a reunion with Vela's canine counterpart. Lupus must now embark on his own quest while Vela continues to Mizar's palace. What none of the team members knows, however, is that Mizar's Palace is only the beginning of their true quest...



COMING SOON
TO YOUR N64 FROM NINTENDO



ASTEROIDS ROCKS!



Exciting multi-player modes including co-op and death-match



Incredible graphics in 640 x 480 mode



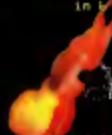
More than 90 levels in 6 zones



Dozens of impact shields, power-ups and wild card weapons



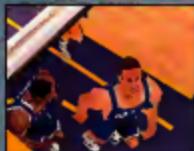
ACTIVISION



Asteroids is a trademark of Atari Interactive, Inc. Published and distributed by Crave Entertainment, Inc. under license from Activision, Inc. Activision is a registered trademark of Activision, Inc. ©1999 Activision, Inc. Crave Entertainment is a registered trademark in the U.S. ©1999 Crave Entertainment, Inc. All other trademarks are the property of their respective owners. Licensed by Nintendo. Nintendo, The Official Seal, Nintendo 64 and the "N" logo are trademarks of Nintendo of America, Inc. ©1995 Nintendo of America, Inc.

Hey, Good Lookin'!

You're going to love Kobe's new look. Where polygons once were, you'll find rounded faces that are immediately recognizable as the players they represent, complete with emotive expressions. There are crazy signature moves, a wealth of modes for arcade gamers and sim freaks alike, and all the slo-mo dunking you desire.



The motion-captured moves look sweet, from sprinting in the open court to low-post isolation moves. Kobe looks especially good—he mopped a couple of dunks that no one else in the game will be able to pull off. Hey, it's his game, after all.



What's Your Preference?

Like the original Courtside, the sequel lets you modify any game to your liking. Beyond the different game modes, there's a load of customizable options, from rule changes to visual indicators for things like rebound targets and momentum swings.



Dallas Mavericks

06/98 15-33 5th in Midwest

The Mavs haven't been much to look at in past years, and this season doesn't look to be any different. Unless Michael Finley has a career year, they won't get far.



PG - S. Nash
SG - M. Finley
SF - C. Caballes
PF - G. Trent
C - S. Breslley

Golden State Warriors

06/98 21-20 8th in Pacific

Golden State saw a brief surge with the addition of John Starks, but the honeymoon is likely over. Who knows whether or not their patchwork team can come together?



PG - M. Baylack
SG - J. Starks
SF - D. Marshall
PF - A. Jamison
C - E. Dampier

Denver Nuggets

06/98 14-38 8th in Midwest

Denver has a long list of teams that should be better than they are. With ex-Laker Van Esel running the point and McByers stamping through Ds, they have potential.



PG - N. Van Esel
SG - R. Mercer
SF - J. Taylor
PF - A. McDowell
C - R. LaFrentz

Houston Rockets

06/98 23-19 3rd in Midwest

The aging Rockets aren't quite geriatric, but they're getting there. Barkley, Pippen and Olajuwon were the best in the biz once, but do they have enough left in the tank?



PG - S. Francis
SG - C. Mobley
SF - S. Pippen
PF - C. Barkley
C - H. Olajuwon

Detroit Pistons

06/98 29-21 3rd in Central

The saga continues, as Detroit wonders whether this is the year that Grant Hill will finally lead his team to playoff glory. He has the skills, but what about the heart?



PG - L. Hunter
SG - J. Stackhouse
SF - G. Hill
PF - C. Laettner
C - B. Della

Indiana Pacers

06/98 33-17 1st in Central

This will be Larry Bird's swan song as Head Coach, and the Pacers may be thinking about their own retirement. Always contenders, Reggie and Co. don't have lots of time.



PG - M. Jackson
SG - R. Miller
SF - C. Mullin
PF - D. Davis
C - R. Smith

QUICK PLAY



The perennial favorite for gamers on the go, Quick Play strips the game down to basics and throws you onto the floor. Pick two teams, set the contest parameters and let the ref throw the jump ball.

NBA PLAY



The mode of choice for the more discerning NBA fanatic, NBA Play spreads you all over the industry, from the GM's office to the coach's chair to underneath the rim with an elbow in your temple.

ARCADE PLAY



Arcade Mode offers ludicrous rule-bending, gravity-defying treats. Between the occasional 15-point shots that appear randomly on the floor to super-dark launchpads, there'll never be a dull moment.

3-POINT CONTEST



You don't have to wait for All-Star Weekend to put on a three-point contest. Pick CPU or live opponents, start launching deep bombs from around the perimeter, and make sure that you're the money ball!

PRACTICE



Practice is a welcome addition, and not only because it lets you get used to the play control. It also allows you to get a feel for each player's movements and how he responds in the offensive sets.



Sports Page

If you love the NBA, then you'll want to take your players through a whole season. Not only do you get the chance to guide them to the Championship they've always deserved, but you can chart their progress through the season by checking individual and team stats. It's just like picking up the sports page, except you make the news.



The Usual Suspects



Seemingly doomed to always be the "other" LA team, the Clippers' hopes for a decent season rest squarely on the shoulders of the Candyman, Michael Cleveland.



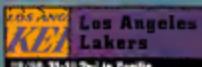
PG - S. Douglas SG - E. Petkowksi
SF - T. Neely PF - M. Taylor
C - M. Olunwokadi



Coach George Karl breathes new life into the sorry Bucks, so hopes are high for the coming year. Allen and Cassell have the skills to put them in the postseason.



PG - S. Cassell SG - R. Allen
SF - G. Robinson PF - D. Manning
C - R. Traylor



What can you say—it's Karl's team! Phil Jackson's six-ring pedigree has the Lakers pegged as favorites to wrestle the Championship from the Spurs, and we're believers.



PG - D. Fisher SG - K. Bryant
SF - G. Rice PF - A. C. Green
C - S. O'Neal



The T-Wolves keep looking good even as their core group of talent gets peeled away layer by layer. Not even the losses of Gubitos and Marbury have doused Garnett's fire.



PG - T. Brandin SG - A. Peeks
SF - K. Garnett PF - J. Smith
C - D. Garnett



The Heat are loaded with talent, but mental errors in the playoffs have spelled their doom year after year. Maybe with you at the helm they'll keep them cool...



PG - T. Hardaway SG - V. Leonard
SF - J. Mashburn PF - P. Brown
C - A. Mourning

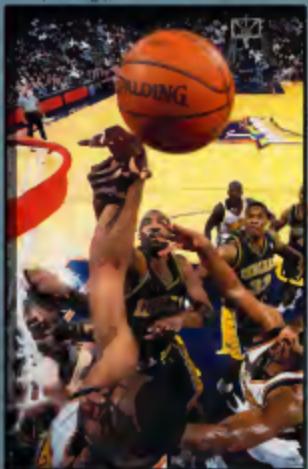


Although they never gelled last year, a full season with Marbury may well be the catalyst for a Nets title run. They're young, talented and hungry for the postseason.



PG - S. Marbury SG - K. Kittles
SF - K. Gill PF - K. Van Horn
C - J. Williams

If you're playing Arcade-style, chances are you won't be worried about offensive sets. If you're into simulation, though, and want to understand the intricacies of pro offenses, learn the sets in practice and call them on the fly during games.



Get Fancy

Varying your offensive setup will keep the defense on its heels, but there will still be plenty of chances to go one-on-one. You can dismantle a defender straight up or back him into the post and use any of your post moves to get an easy two.



You'll see plenty of signature moves, from Iverson's crossover to Kobe's awesome juke-you-out-of-your-hi-tops-and-then-dunk-off-your-face-head combo. Don't try these at home—you might hurt yourself.

New York Knicks

98/99: 27-23 4th in Atlantic, Conf. Champs

As bizarre as it seems, the Knicks are the defending Eastern Conference champs. With a healthy Patrick Ewing, you might just see Latrell et al back in the title series.

Orlando Magic

98/99: 33-17 1st in Atlantic

The Magic look pretty ragtag with the loss of longtime Orlando superstars Nick Anderson and Penny Hardaway. Whether or not they can pull it together is up to you.

Philadelphia 76ers

98/99: 28-22 3rd in Atlantic

They drove the City of Brotherly Love nuts last year with a surprise playoff appearance, and Iverson liked the taste of it. We'll see how The Answer bounces back.

PG - C. Childs
SF - L. Sprawl
PF - L. Johnson
C - P. Ewing

PG - A. Armstrong
SF - M. Harping
PF - B. Outlaw
C - B. Wallace

PG - E. Snow
SF - G. Lynch
PF - T. Radcliffe
C - M. Geiger

Phoenix Suns

98/99: 27-23 4th in Pacific

Phoenix always seems poised to regain their glory of the '92-'93 season, when they lost to the Bulls in the Finals. Kidd and Hardaway could be the players to do it.

PG - J. Kidd
SF - C. Robinson
PF - T. Gugliotta
C - L. Longley

Portland Trailblazers

98/99: 36-16 1st in Pacific

After surprising the Western Conference last year with a strong run into the playoffs, Portland comes out looking even better with new addition Smith and Schrempf.

PG - D. Stoudamire
SF - R. Wallace
PF - B. Grant
C - A. Sabonis

Sacramento Kings

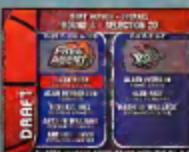
98/99: 27-23 3rd in Pacific

The Kings were probably the most unlikely and electrifying team in the playoffs last year, and we're sure the Webber-Williams combo is bound for greater glory in '99.

PG - J. Williams
SF - Williams
PF - C. Webber
C - V. Drmic

It's Your League Now

Of course, why would you want to trust a bunch of super-wealthy, fat-cat GMs with the fate of your teams? By starting a new season with a draft, you can disperse every player in the league to different teams and create a new NBA pecking order.



If you want all the best players on your team, you'll have to do some trading, because the traditional draft makes you wait through the full team rotation before you get another pick. Ah, the glory of wealth and power!



What would a sports game be without Create-a-Player? You'll have free rein with regard to height, weight, hair, appearance and skill dispersal. Spread the talent wisely.



An even cooler thing to do is to create a Career Player and take him through the season. Once you set the abilities of a Career Player, they'll be ironclad, and the only way he'll augment his skills is by having outstanding games during the regular season.

The Usual Suspects



The World Champs don't want to hear anything about how they won in an abbreviated, Jordan-less season. The Twin Towers want another ring, and they just might get it.



PG - A. Johnson SG - M. Ellis
SF - S. Elliott PF - T. Duncan
C - D. Robinson



The Bulls thwarted them twice in the Finals, and last year's early exit from the playoffs had the Jazz looking their age. The window for these All-Stars is closing fast.



PG - J. Stockton SG - J. Horacek
SF - B. Russell PF - K. Malone
C - G. Ostertag



The Sonics aren't so young themselves, and they're hoping that the addition of power forward extraordinaire Horace Grant will get them back to their winning ways.



PG - G. Payton SG - R. Barry
SF - R. Peterson PF - V. Baker
C - H. Grant



Steve Francis wasted no time getting out of Vancouver, and the cast of castaways that the Grizzlies took from Houston in exchange is not likely to improve them much.



PG - M. Bibby SG - Dickerson
SF - Abdur-Rahim PF - Harrington
C - B. Reeves



The Raptors never got respect from anyone until last year, when Vince Carter arrived on the scene. This high-flying dunk machine is sure to take them to new heights.



PG - M. Williams SG - D. Christie
SF - V. Carter PF - C. Oakley
C - K. Willis



Getting rid of Webber did nothing for the Wizards, who look to continue their trend of sub-par basketball unless Juwan Howard and Mitch Richmond can get it together.



PG - R. Strickland SG - M. Richmond
SF - T. Murray PF - J. Howard
C - I. Austin

TOP GEAR HYPER-BIKE

High Speed Street Racing and Extreme Motocross!

Features:

- Licensed Motorcycles
- 6 unique track layouts (with day, sunset and night races + weather effects) - Redwood Forest, Egyptian Ruins, Florence Italy, etc.
- Proprietary track generation system retains optimum level of track detail and highest frame rate.
- 3 difficulty levels - Beginner, Intermediate, and Expert.
- 2 physical variations on each track - Road Curves and Hills geometries will be completely new.
- Controller Pak Compatible
- Expansion Pak Compatible
- Rumble Pak Compatible
- Mp3 music system for full length near CD-quality
- Fully animated riders with realistic stunts and bone crushing crashes.

Player Modes:

- Championship Mode: 1-4 players. Player races through a series of tracks that get progressively harder.
- Single Race (Arcade) Mode. Player enjoys top speed racing solo or with friends on the tracks (and weather conditions) previously opened.
- Time Attack Mode with Ghost Bike. Player is to beat their own best time (saved on the Controller Pak).
- Stunt Mode. Player pulls off as many radical stunts as possible to accumulate points while racing around the dirt track.



V
VATICAL™
ENTERTAINMENT



Copyright ©1999 Vatical Entertainment. All Rights Reserved.

© 1999 KEMCO

TOP GEAR is a registered trademark of KEMCO. All images and contents copyright of KEMCO

Game Boy, Game Boy Color, Nintendo 64 and the 3-D "W" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc.



Hundreds of puzzles to test
Jim's... um...

SUPER INTELLIGENCE!

On the quest for the
Golden Udders, you'll relive
the great barnyard war, as well
as going head to head with the
elite "Bovine Special Forces"...

There won't be any
unless Earthworm Jim
can gather up all his marbles,
capture the golden udders,
defeat the secret final boss,
and assemble the pieces of his
shattered mind.

AMERICA'S FAVORITE EARTHWORM SUPER-HERO IS BACK.

40 of Earthworm Jim's allies and enemies!

13 weapons including the Groovy Gun,
the Chicken Gun, Banana-Myte, and
the good old Hair Flamer!

5 evil bosses to bottle including:
Professor Monkey for a Head,
Psy-Crow, Bob the Goldfish, and
Fatty Roswell

EARTHWORM JIM^{3D}

www.earthworm-jim.com



Interplay
BY GAMES FOR GAMES



© 1999 Interplay Productions. All rights reserved. Game developed by 3D Software Engine. All rights reserved. All rights reserved. An Interplay logo and a registered trademark of Interplay Productions, Inc. An Interplay logo and related marks are trademarks of Interplay Productions, Inc. Interplay, the Interplay logo and "By Games For Games" are trademarks of Interplay Productions. VHS and the VHS logo are trademarks of VHS International Inc. All rights reserved. All other copyrights and trademarks are the property of their respective owners. Nintendo, the Official Seal, Nintendo 64 and the 3D "N" logo are trademarks of Nintendo of America, Inc. © 1999 Nintendo of America, Inc. Radian Games, the Radian Games logo, Jack of All Games and the Jack of All Games logo are trademarks of Total-ee Interactive, Inc. © 1999 All rights reserved.

CLASSIFIED INFORMATION

0428 6211 3842 0680

MEMBER IDENTIFICATION #

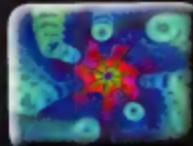
THE NEW TETRIS

New Codes on the Blocks

With the arrival of New Tetris come new codes and new ways to enjoy blockbusting and bricklaying. All codes require you to create a New Name in the One Player section of the Main Menu. By naming your new file with any of the codes detailed below, you'll activate a secret feature. The Fractals Code requires a few extra steps, but it's well worth the price of admission to see the colofrific show. To disable it, you must reset your N64.

Fractals

To view a kaleidoscopic show of tie-dyed psychedelia and swirling fractals, set Music Mode in Audio Options to "Choose," select the song "Haluc," then enter your play-name as "HALUC!"



Quicker AI

If you like playing under pressure, speed up the computer opponent's bricklaying abilities by selecting One Player at the Main Menu, selecting New Name, and then dubbing the file "A1ZE24U!"



Erase Data

To clear all of the lines on the Game Pak and reset all of the Wonders, type in "010ERS" as your New Name. To clear all Game Pak data, including the high scores, use "IN175R6M" as your name.



MONSTER TRUCK MADNESS 64

Unloading a Truckload of Tricks

To keep you truckin', we're hauling out a small payload of Monster Truck Madness 64 secrets. Activate them by typing in the following code words at the Code screen contained in the Main Menu. If you've activated a code successfully, a description of the cheat will appear on screen, otherwise, "Invalid Code" will pop up. You can enable more than one code at a time, and to deactivate one, reenter the code.

Code
BRPS
JMPNG
Y_WNT_T
YRDR

Result
The Gut Bomb
New textures
Unlimited missiles
Lowrider trucks

New Textures

When you type in "JMPNG" on the Code screen, the word "Jim" will appear if you've correctly entered in the code. You don't know who Jim is, you say? Your tires will get familiar with him, since the code will wallpaper his mug over the entire landscape.



Unlimited Missiles

To blow up your trucker rivals eight ways to Sunday Sunday, Sunday, load up with unlimited missiles by using "Y_WNT_T" as your code (underscores indicate spaces). Once you're armed, tap Left on the Control Pad to fire.





Tanks and Nine Lives

To boost the number of Challenge Mode lives from three to a cat's span of nine, go to the Choose a Character screen and enter "MOGLIFE" as your name. A car alarm will sound if you've entered the code correctly, and then you'll be able to name your character whatever you please. If you're in Multiplayer Mode, use "ALLTANKS" as your character's handle to replace all multiplayer cars with tanks.



To drive tanks in any multiplayer level, name your character "ALLTANKS" in the Multiplayer Character screen.



Now every multiplayer race-track can be a war zone as you steer tanks across the micro mean streets.



Secrets Smackdown

You may know your role, but do you know your codes? If you smell what WWF Attitude is cookin', you know it's a few secrets that will be served to those who win the Championship Belts. Depending on the division that you compete in, you can unlock some of the cheats listed below. And that's the bottom line.

Belt

European

European

Intercontinental
Intercontinental

Heavyweight

Cheat

- Squeaky Cheat
(high-pitched voices)
- New Custom Stuff (new Create Wrestler outfit)
- Big Head Mode
- Extra Attributes (three extra points for Create Wrestler)
- Ego Cheat (heads swell as the crowd cheers)

Super Power-Ups

Sure, it looks like a job for Superman, but how can he save the day if he doesn't have all of his super tools of the trade at his disposal? To revitalize with a quick health refill or muscle up with an instant super power-up, fly like a bird or a plane to the Main Menu, then hit top C, bottom C, left C, then right C. Begin a game, then pause it and tap Z then R to refill your health, or enter any of the button sequences listed below to instantly access a super ability.

Freeze Breath

Did Superman just bite into a York Peppermint Patty or did you just pause the game and tap Z then L? If you did the latter, Superman will be able to ice things up with a burst of his wintry-fresh Freeze Breath.



Heat Vision

To put the fire in Superman's eyes, pause the game and press the R Button followed by the L Button. The Heat Vision meter will instantly fill up, and Supe then will be able to scorch things with his smoldering looks.



Super Punch

By pausing your mission and hitting L then Z, Superman will be able to pack more of a wallop with every punch. After you resume your game, every swing he takes will leave a trail of smoke, which is the comic book industry's way of indicating "this is gonna hurt."



Super Speed

If you were Superman and possessed super speed, wouldn't you just rush everything so you'd have more time to kick back in the Fortress of Solitude? To pick up the pace, pause the game, then tap the R Button and Z Button.





The Madden Crowd

For some A-OK N64 NFL Y2K codes from EA, refer to the list below and the list to the right. Enter the code words in the Secret Codes section of the System Options Menu on Madden NFL 2000's Main Menu. You can enter as many codes as you like, then activate each by highlighting one and tapping A to checkmark it.

Code	Description
EMC2	Curved space-time
CHAINSMOKER	Players fatigue quickly
GUILLOTINE	Floating heads
PAINFUL	More injuries
PICKEDOFF	Prime time
QBINTHECLUB	QB throws perfect passes
REFISBLIND	Blind referee
ROLLERJAM	Fumblerooski (players fumble more)
DRBENWAY	Weird scoring rules
FIRSTTIS20	20 yards to first down
PIGSKINSMFLY	100-yard passes
MOJO	All '60s team
SIDEBURNS	All '70s team
TEAMMADDEN	All Madden team

Code
MICEANDMEN

WEARETHEGAME
SCARYCLOWN
INTHEFUTURE

TETANUS

COWBOYS

SHARKATTACK
WILDWEST

ITSTHETHEGAME
MADDENSTEIN
WEPUTITTHERE
3RING
XMASGIFT

Description
David vs. Goliath (tiny team vs. giant team)

EA Sports team

Fantasy team: Clowns

Fantasy team: Industrials

Fantasy team: Junkyard Dogs

Fantasy team: Marshalls

Tiburon team

Dodge City: Old West Stadium

EA Sports Stadium

Maddenstein Stadium

Tiburon Stadium

Tiburon Bros. Stadium

Xmas Rush Stadium



The one good thing about the Clowns is that they can all fit into one tiny car to travel to their away games.



If he grew a long, white beard, jolly John Madden could pass for Santa, and Xmas Rush could be his stadium.



Two-Player Game Link Option

Rampage has always been about levelling cities with a partner, and Rampage World Tour for Game Boy Color continues that tradition, but it boasts the two-player option only as a secret feature that you must unlock. Access it by heading to the Main Menu, then press and hold Select while tapping Up, Down, Left, Right, Down and then Up.



After entering the button sequence at the Main Menu, the Players Option will appear below "Start Game."



If you have a Game Link Cable and a pal who also has Rampage World Tour, you can race buildings in tandem.

CLASSIFIED INFORMATION



Code Blitz 2000

Tackle a blitz of pigskin perks using the chart below. Each cheat lists the number of times that you must tap the Z, B and A Buttons while viewing the Vs. screen that appears before the match begins. Tap those buttons to change the icons at the bottom of the screen, then push the Control Pad or Stick in the direction listed. You can activate as many codes as you can punch in before the game begins.



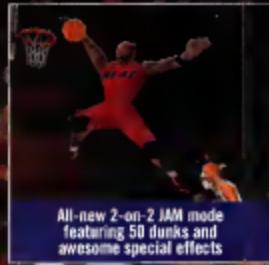
The numbers listed under the Z, B and A column correspond to the number of times you must tap each button. For example, to activate the Headless Team Cheat, tap Z once, B twice, and A three times (to display a Midway logo, a player head and a 10), then press the Control Stick or Pad right.

Cheat	Button	Control Pad/Stick
	Z B A	
Allow stepping OB	2 1 1	Left
Always QB	2 2 2	Left
Always receiver	2 2 2	Right
Asphalt field	3 0 1	Up
Astrotrurf field	3 0 3	Up
Big football	0 5 0	Right
Big head	2 0 0	Right
City stadium	5 0 1	Left
Day stadium	5 0 1	Down
Dirt field	3 0 2	Up
Fast passes	2 5 0	Left
Fast turbo running	0 3 2	Left
Fog on	0 3 0	Down
Future stadium	5 0 2	left
Grass field	3 0 0	Up
Headless team	1 2 3	Right
Hide receiver name	1 0 2	Right

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. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Cheat	Button	Control Pad/Stick
	Z B A	
Huge head	0 4 0	Up
Hyper blitz	5 5 5	Up
Infinite turbo	5 1 4	Up
Invisible	4 3 3	Up
Late hits	0 1 0	Up
Night game	0 2 2	Right
Night stadium	5 0 2	Down
No CPU assistance	0 1 2	Down
No first downs	2 1 0	Up
No head	3 2 1	Left
No interceptions	3 4 4	Up
No play selection	1 1 5	Left
No punting	1 5 1	Up
No random fumbles	4 2 3	Down
Old day stadium	5 0 1	Up
Old night stadium	5 0 2	Up
Old snow stadium	5 0 3	Up
Power-up blockers	3 1 2	Left
Power-up defense	4 2 1	Up
Power-up offense	3 1 2	Up
Power-up speed	4 0 4	Left
Power-up teammates	2 3 3	Up
Punt hang meter	0 0 1	Right
Roman stadium	5 0 3	Left
Show field goal %	0 0 1	Down
Show more field	0 2 1	Right
Smart CPU opponent	3 1 4	Down
Snow field	3 0 4	Up
Snow stadium	5 0 3	Down
Super blitzing	0 4 5	Up
Super field goals	1 2 3	Left
Team big heads	2 0 3	Right
Team tiny players	3 1 0	Right
Thick fog on	0 4 1	Down
Tournament mode	1 1 1	Down
Turn off stadium	5 0 0	Left
Use team plays	1 0 0	Up
Weather: rain	5 5 5	Right
Weather: snow	5 2 5	Down

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



All-new 2-on-2 JAM mode
featuring 50 dunks and
awesome special effects



Custom JAM mode courts including
Venice Beach, California



Authentic 5-on-5 simulation mode
with actual team play styles like
the Jazz Pick-and-Roll



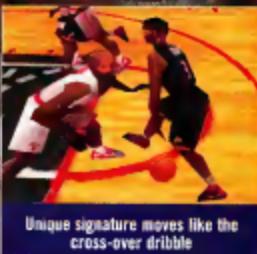
NBA JAM 2000

Acclaim SPORTS™

Feel it.



Marv Albert as your studio host



Unique signature moves like the
cross-over dribble



Create your own JAM player

acclaimsports.com

The NBA and related NBA marks and designs and "JAM" are trademarks and/or service marks of NBA Properties, Inc. and its respective附属公司. All rights reserved. Acclaim and the Acclaim logo are trademarks and/or service marks of Acclaim Entertainment, Inc. © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Acclaim and the "A" logo are trademarks of Acclaim Entertainment, Inc. All rights reserved. Acclaim is a registered trademark of Acclaim Entertainment, Inc.

RESIDENT EVIL



TM

R.P.D.

©1999 Capcom USA, Inc.



Putting an end to all the doubt and speculation, Capcom and Angel Studios used the latest video compression techniques to stuff the terrifyingly mesmerizing Resident Evil 2 into a 512-Megabit cartridge. Now the world-famous horror epic is available for the N64.

STILL AS EVIL AS EVER

The Resident Evil saga is well known for its gruesome, body-munching zombies and brutal scenes of destruction, and despite the option to adjust the level of violence in the game, it is not intended for anyone younger than 17. Still, the suspenseful ambiance and creepy mood have more of an impact in Resident Evil than the blood and gore. With an incredibly frightful sound track and a stunning array of graphics, Resident Evil is the type of game that crawls under your skin and stays there, keeping you up at night. Taking the role of rookie cop Leon Kennedy or of unlucky out-of-towner Claire Redfield (sister of Chris Redfield from the first game), you'll wander the streets of Raccoon City, anticipating zombies around every corner and frantically searching for more ammo. Its conversion from CDs to cartridge afforded Resident Evil 2 for N64 sharper graphics and quicker game play than previous versions, and there are plenty of dazzling full-motion videos to boot. So get ready for some horrifying fun—and don't turn out the lights.

NP: HOW IT RATES

This game has been rated Mature (M) for violence and dark, nightmarish themes. The content in this game is suitable for players 17 or older.



RACCOON CITY

RESIDENT EVIL 2

NINTENDO 64

While running from a throng of zombies, new police recruit Leon Kennedy bumps into Claire Redfield, who is searching for her missing brother. They make a narrow escape together, only to get separated when a truck crashes and explodes in between them. You can play as either character, and each uses unique weapons and solves different puzzles.

Leon Kennedy



Claire Redfield



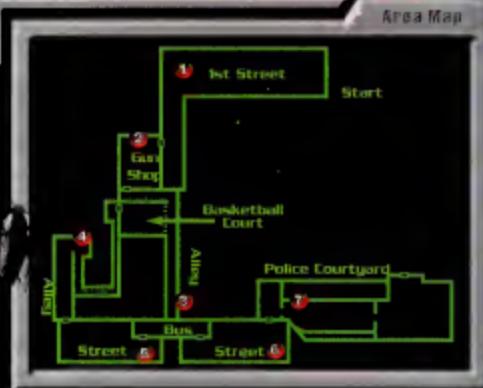
Escape the City

In a suburb named Raccoon City, the Umbrella Corporation created the toxic T-virus during bio-weapons experiments, turning average citizens into bloodthirsty zombies. Your first goal is to make your way past the zombies and into the police station.

Dodge Zombies



The game begins with Leon or Claire standing near the blazing truck, unable to cross the street and forced to head down a dark alley. Weave through the first patch of zombies without getting attacked or wasting any precious ammunition.



Go Shopping



After the first left, there will be a door on the right side of the street, which leads to the gun shop. The shop owner will let you grab some ammunition before zombies break through the window. Flee out the back door.

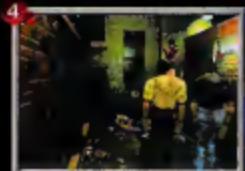
Ready, Aim, Fire



Run down the alley until you find an open van with more ammunition. Zombies will burst through a closed gate and corner you at the end of the alley. For the first time, you'll have to take some target practice, knocking down several zombies before escaping through the basketball court.



Boxed In



Climb up and down the metal stairs until you reach another dead end. Climb on top of the large box and shoot the zombies down below. When they're all knocked to the ground, hop off the box and run for it!

Back of the Bus



Move quickly past the group of zombies looting an unfortunate victim and open the back door to the bus. Grab the ammunition on the back seat to your left. Shoot the zombie crawling on the floor and the one walking toward you. As soon as the path is clear, exit through the front door.

Run Like the Wind



After getting off the bus, you'll be faced with another large group of zombies. Once again, you can try to shoot your way through or run past them like a halfback in a football game. Just be sure not to get hurt.

Fork in the Road



Once you've entered the courtyard of the police station, take a quick right into the grassy area or walk to the other side and take the stairs. Unless you're really enjoying shooting zombies, take the stairs.

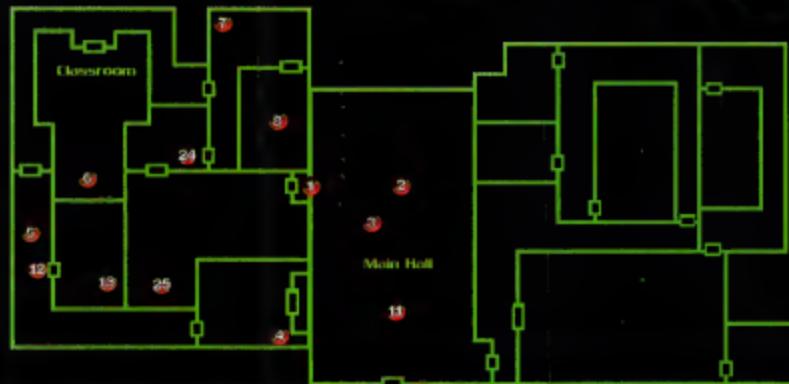
DESTRUCTION AT THE POLICE STATION

Racing through the city might have been exciting, but surviving the police station will require more exploration and patience. Unfortunately, the zombies reached the police headquarters a long time ago and did some major damage, crashing Leon's welcoming party before the guest of honor had a chance to arrive. As

you wander the echoing halls, you'll find that several officers are wounded but still alive. Don't trust them. As a general rule, save your progress only after you complete a milestone, such as solving a puzzle or surviving an attack. Store unnecessary items whenever possible, but you can't carry everything with you.

First Floor

Area Map



Second Floor

Area Map



Security Key

Enter the second door on the left and speak with the wounded officer. He will give you a Security Key to unlock another door.

Use the Computer

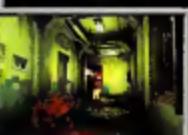
Head to the desk in the middle of the hall. Use the computer terminal and the Security Key to unlock the door on the left.

Save Your Progress

Pick up the Ink Ribbon and place it in the typewriter to save your position in the game. Also collect the bullets on the desk.

Store Items

The large red chest allows you to store items for future use. You can also open the chest and pick up some first-aid spray.

Lick the Licker

As you head down the hallway, check the decapitated officer and collect his bullets. When you reach a pool of blood in the middle of the hall, a lizardlike creature will drop from the ceiling. Aim low and keep shooting until the creature stops moving.

Under the Stairs

More zombies are waiting past the door at the end of the hall. The room under the stairs has ammo, a typewriter and a darkroom for developing film.

Push the Statues

To release the Red Ruby, you will need to rearrange the red and gray statues. Push them so they are facing each other and covering the dark squares.

Red Ruby

Walk down the hall until you reach the double doors. Enter the room and read the Operation Report. Leon can go into the next room and use the lighter to start a fire in the fireplace. A Red Ruby will appear.

Green Herb

After finishing off the Licker, you'll notice a Green Herb near the door at the end of the hall. Throughout the game you can collect herbs to rebuild your health. Combine different colors for more strength.

S.T.A.R.S. Office

Read Chris Redfield's diary and take the Unicorn Medal on his desk, then open the storage cabinet. Leon will receive a shotgun and Claire a grenade launcher. Look for more ammo behind the desk.

Unicorn Medal

Make the trip back to the main lobby and place the Unicorn Medal on top of the fountain. You will receive the Spade Key, which unlocks another door.

Spade Key

Head to the area where you battled the Licker and unlock the door with the Spade Key. Collect an Ink Ribbon and read the available Patrol Report.

Get the Crank

To collect the crank on top of the cabinet, push the ladder in front of the cabinet and climb up. The ladder is located on top of the cabinet.

Back Upstairs

Return to the second floor and enter the door past the stairs. Head to the room at the end of the hall. Claire will see a girl and get the radio from Leon.

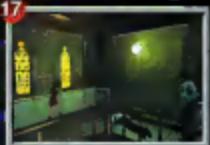
Pick the Lock

While in this room, Claire can pick the lock on the desk and collect flame rounds. Leon needs a special key, which he will find later. More bullets are located at the end of the hall.

Enter Library

In the library, go upstairs and walk around until you fall through the floor. Push the red button to move the bookshelves, then push the left shelves to the right to match the picture on the wall. Leon gets the Bishop Plug and Claire gets the Sergeant Stone.

Exit the Library



Leave the library through the double doors. Make a sweep of the area and kill all four zombies. Then enter the room directly across from the library.

Waiting Room



Walk to the desk and read the secretary's diary. There is a storage box and a typewriter in this room. Leon finds the Desk Key, and Claire gets the Lighter.

Bird Attack



Exit through the back door of the waiting room and take a quick right. A fire will block the other path. Walk down the hall and get ready to shoot the birds.

Helicopter



Take the next door outside and run past the burning helicopter. Head down the stairs and run past the zombies. Shoot your way out and run.

Get the Valve Handle



Once inside the small building, collect the Valve Handle near the desk. There's also some ammunition on the desk and another typewriter. This is a good time to save your progress. Do not open the door at the far end of the room, or you'll be instantly attacked by a horde of zombies.



Monster Mash



To get back into the room where the officer gave you the Security Key, you'll have to blast past a large group of zombies. Collect the Film and get Claire the plastic explosives.

An Old Friend



The cop that helped you before won't be so friendly this time around. Finish him off and search the desks. Claire finds a Detonator, and Leon collects the Heart Key.

Douse the Flames



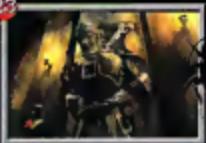
Take the Valve Handle and return to the scene of the helicopter crash. Run behind the fence and turn on the water pressure. Once the fire is out, you'll find handgun bullets in the smoke.

Explosives



Claire must take the plastic explosives and Detonator back to the door near the helicopter. Once she blows the door open, she can enter the room. Leon does not need to take this extra step.

Red Rubies



Enter the room that was previously blocked by the fire. Place the Red Rubies in the bubs protruding from the wall. Leon will get the King Plug and Claire will be given part of a Blue Stone.

New Partners



Claire will eventually meet a little girl named Sherry, and Leon will run into Ada Wong. These characters will need your help—and you will need theirs. Protect them and treat them well.

More Terror Awaits

For you, the adventure has just begun. Enter the evidence room and collect the cord, but make sure you have shotgun ammo, because the Ticker will be waiting there to attack you. Make your way to the Heart Key door and head for the stairs. Once you make it past the Dobermanns, you will meet a new character. If you're controlling Sherry or Ada, you will go into the sewers and make a bridge out of boxes to reach the Club Key. After Leon or Claire receives the Club Key, you can race back into the police station and enter the final unsearched room. Be sure to have the crank and all of Leon's Chess Plugs or Claire's Colored Stones. You'll also need the Valve Handle later. We don't want to give away everything, but be prepared for battles with alligators, killer moths and deadly plants. If you survive, you'll find the cure for the T-virus. One final battle with a creature named William will determine the fate of the world.



RAY

THE

GAME

COMING

SOON



WWW.RAYRULES.COM

©1998 PLAY THIS GAME IS RAY, all rights are reserved to me.

Boardwalk and Park Place have never looked so good. The ultimate property game is about to enter the next generation as Hasbro Interactive and Minds Eye Productions bring the world-famous Monopoly to your N64.



Have you ever dusted off your old Monopoly board only to discover the dice are missing? Or someone took the play money and tried to spend it? Or the tokens became artillery for G.I. Joe and are now buried among the figurines? With the N64 version of the popular pastime, you can play any time without the typical board-game hassles.



A Rich History

Charles Darrow was one of the many unemployed American dreamers during the height of the Great Depression, fighting to keep his spirits alive. He created Monopoly, and the game's exciting premise of becoming rich struck a chord with the rest of the country. The rest is history. Now the game has sold over 200 million copies in 80 countries.



MONEY MAKES THE WORLD GO ROUND



Pop quiz: How much money do you collect every time you pass GO? If you haven't broken out your Monopoly game lately, you might be a little rusty on the basic rules and strategies. We're here to help. First, we'll cover some of the essential aspects of the game you might have forgotten. Then we'll explore the advanced concepts.



Construction Zone



You must own every property in a color group before you can lay down the lumber. Once you have four houses on each property in the color group, you'll be able to knock down the residences and construct a hotel.

Once, Twice, Sold!



If a player lands on an unowned property and doesn't buy it, the property will go up for auction immediately. In the video game, this can be a tedious process, especially when bidding against the computer.

Power to the People



There's no deregulation in the land of Monopoly, so you can own an entire collection of utilities and dominate the market. Any time another player lands on your utility or railroad, you'll earn rent.

Go, Baby, Go



Now for the answer to our quiz question: Collect \$200 every time you round the corner and pass GO. Want to try another one? When is the only time you can collect \$200? Answer: On your way to jail.

It's All in the Cards



Chance and Community Chest cards could deal you anything from a spending ticket to a large inheritance. The "Get Out of Jail Free" card can be held and used at any time—or sold to the highest bidder.

Doing Hard Time



You can try to roll doubles to get out of jail or pay a \$50 fine. If you own a lot of property late in the game, it's best to sit in jail for as long as possible—players will continue to pay you rent while you're behind bars.

Income Tax



As a general rule, pay ten percent instead of \$200 during your first few times around the board. Late in the game, choose ten percent only if you have been hit hard and are sure your assets are below \$2,000.





From the Tabletop to the TV

Making the jump from the board to the screen is not always an easy transition. But after a few rounds, you should become comfortable with the layout of the N64 version of Monopoly.



All 16 Monopoly tokens are animated, and they travel around the board with funky movements and comical sound effects.



One disadvantage to the video version is that you don't get to study the board. Use the bird's-eye view to see the entire field.



Press Z to bring up the trading screen. Pick your trading partner and make an offer. Computer opponents will reject unfair deals.

ANOTHER DAY, ANOTHER DOLLAR

There's a lot more to Monopoly than meets the eye. To become successful, you have to be savvy and think several steps ahead of the competition. Otherwise, you'll find yourself paying the rent instead of collecting it.

Fine Art of the Deal



Selling property is the best way to stay out of debt. You can sell land only if there are no buildings constructed on the color group. You can also trade properties in hopes of collecting an entire group.

Mortgages



By mortgaging property, you can retain possession of the land or sell the mortgage to another player. This will free up more cash so you can build houses or hotels on other color groups that you own.

Bankruptcy



You are declared bankrupt and out of the game when you owe more than you can pay. If your debt is to another player, you must give that player all assets. If it's to the bank, the bank will collect your holdings and auction the property.

Get Rich Quick

In the short game, each player starts with a certain amount of property, and you need only three houses on each property within a color group to build a hotel. You can also choose to play a timed game. When the clock runs out, the player with the most money wins.





WHERE THE RICH GET RICHER



Now that you have a bunch of property on your hands, what are you supposed to do with it all? Some people try to build as much as possible, but that could backfire if houses must be torn down to pay rents. Remember, your goal is to stay out of bankruptcy. To give you an edge, we've included some little-known Monopoly tips.



A Buyer's Market

- (\$ Always buy when no other player owns a property of that color.
- (\$ Always buy when you already own one or two properties of that color.
- (\$ Buy when it prevents another player from owning all of that color.
- (\$ Always buy Orange properties.

Statistically, the Orange properties are landed on the most because they're right down the road from the jail. Prevent your opponents from collecting all the Orange properties whenever you get the chance.

Making the Most Out of Mortgages

If you have to mortgage properties, take some time to consider your options. Railroads are landed on more than any color group, and utilities are great money makers, so keep those properties unmortgaged. And remember that the most frequently hit properties are Illinois, New York and Boardwalk.

Mortgage properties in this order:

1. Single properties
2. Color groups near Go
3. Single utilities
4. Railroads
5. Monopolized utilities

Industrial Boom

- (\$ Build up the first complete color group you own.
- (\$ Build three houses on each property of a color group before building on another color.
- (\$ Build first on the most valuable property of a color group.
- (\$ Build hotels in the low-rent areas.

Build up to the hotel level only if you have plenty of cash to spare. If the group is one of the first three on the board (Dark Purple, Light Blue, Light Purple), you should build hotels because of the low rent.

Build to create Housing Shortages.

If you own low-rent color groups, quickly build three or four houses per property to limit the availability of houses for owners of high-rent color groups. Don't build hotels and give houses back to the bank!

Build to Anticipate Market Demand.

Your building strategy should vary depending on the color group you own. Certain properties are hit more frequently. Build on the middle property if the group is Light Blue or Orange and on the first property if the group is Light Purple, Red, Yellow or Green.





Trivia Treasure Chest

- Escapemaps, compasses and real money were packed into Monopoly game boards and smuggled into POW camps inside Germany during World War II.
- Monopoly games come in all shapes and sizes. The largest indoor game ever played used a Monopoly game board 122 feet by 122 feet in size.
- The largest outdoor game ever played used a board 938 feet wide and 765 feet long. The Monopoly contest covered nearly a full city block!
- The longest MONOPOLY game ever played was 1,680 hours long—that's 70 straight days! And the longest game played underwater was 45 days.
- An estimated 500 million people from around the globe have enjoyed the game since its creation in 1935. The game is published in 26 languages.
- Monopoly has to be one of the biggest builders in America. Who else manufactures more than one hundred million houses every year?
- Each Monopoly game has \$15,140. Monopoly produces more than twice as much play money every year as the U.S. Mint produces actual money.
- Boardwalk isn't the same in every country. France: Rue de la Paix. Germany: Schlossallee. Netherlands: Kalverstraat. United Kingdom: Mayfair.
- Inflation? Never heard of it. Values on the Monopoly game board are the same today as they were in 1935. If only life were just like that!

LOOSE CHANGE

We could spend all day examining strategy, but enough of this math madness. After all, the game is supposed to be fun. Did you know that the longest Monopoly game played upside-down lasted 36 hours? Read on for more fun facts.

Pick a Card, Any Card

Community Chest Cards

There are 16 Community Chest Cards:

- Nine cards give you money
- Three cards take money away
- Two cards move you elsewhere
- One takes money away if you own buildings
- One card lets you get out of jail free

The Community Chest will probably give you money.

Chance Cards

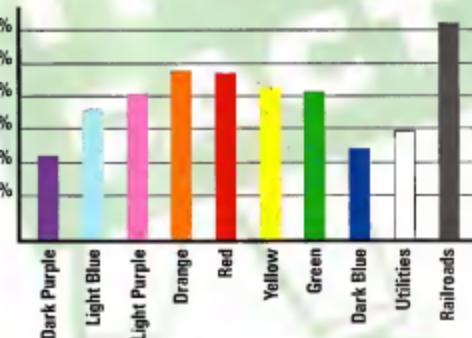
There are 16 Chance Cards:

- Ten cards move you elsewhere
- Two cards give you money
- Two cards take money away
- One takes money away if you own buildings
- One card lets you get out of jail free

A Chance Card will probably send you to another space on the board.

Tourist Attractions

The chart below displays the hit frequency for each color group on the board, including utilities and railroads. Orange rates the highest, but based on rent price and hit frequency combined, the Red group has the highest overall value.



The New Kid on the Board



The sack of money was the first new token to be added to the game of Monopoly in more than 40 years, beating out the piggy bank and the biplane in a nationwide vote.

PoKéMoN

2.B.A. MASTER



Gotta Catch
The Music!

includes full-length
PokéRAP!

**BEST
BUY**

Pokémon

TM

Pokécenter

All Pokémon, All the Time!

Train Your Eyes...For a Prize!

It sounds like quite a few of you were thwarted by the Prof's challenge to perfect your photography, but, hey, he didn't say it was going to be easy. We've included some more high scores this month, but we also have another surprise. For the next little while, snapping professional shots might earn you more than just a compliment from Professor Oak!

"Take Your BEST SHOT" CONTEST

Calling all photographers! Until the end of December, 1999, Snap masters from all around the country are testing their skills against one another. The premise is simple: Take the best shot you can—taking both high score and interesting composition into account—and print out a sticker at Blockbuster. You can then enter the sticker into the "Take Your Best Shot" contest. One Grand Prize winner will win a trip for four to Australia for an Outback Safari Adventure! Not only that, but 25 First Prize winners will win a digital camera, and 100 Second Place winners will take home a Pokémon Yellow Game Pak and Game Boy Color. Talk about cool! The details and entry forms are all available at your local Blockbuster, so practice up, print 'em up, and enter to win! The stick-

ers will be judged on the Professor's score and the quality of the composition, so keep snapping until you've created a masterpiece.



You can't get much more close-up than this Slowbro shot. It's huge, facing the camera and happy because it's about to chew down. Kudos to the photographer!



Look at this textbook Kakuna shot: It's perfectly centered, facing the camera and large in size, and there are others in the frame. If you take shots like these, you just might end up in the Outback!

Articuno	4,700 pts.	Grimer	4,300 pts.	Muk	4,000 pts.
Butterfree	4,960 pts.	Gyarados	4,680 pts.	Pikachu	8,000 pts.
Charizard	4,380 pts.	Jigglypuff	6,480 pts.	Porygon	5,610 pts.
Charmeleon	4,400 pts.	Kakuna	4,540 pts.	Rapidash	5,170 pts.
Diglett	3,880 pts.	Koffing	4,000 pts.	Sandslash	4,800 pts.
Doduo	4,600 pts.	Magikarp	4,400 pts.	Shellder	4,400 pts.
Dratini	4,400 pts.	Magnemite	4,260 pts.	Slowpoke	4,400 pts.
Eevee	4,500 pts.	Mankey	4,500 pts.	Squirtle	5,260 pts.
Electrode	5,150 pts.	Metapod	4,470 pts.	Staryu	3,730 pts.
Goldeen	4,400 pts.	Mew	10,000 pts.	Weepinbell	4,000 pts.

Pokechat

The holidays are just around the corner, and we're pretty sure that it's going to be one big Pokémon party around the country. When you get a chance to take a shopping break, let us catch you up on all the news.

Q: I know I can't trade Pokémon between English and Japanese versions of the Game Boy game, but what about versions in other languages?

A: *Nope, don't go near them, either. With the European release of Pokémon Red and Blue, you'll start seeing other language versions like French and German, but just because you may be bilingual doesn't mean that your Game Boy is. Even connecting a Game Link Cable between different language versions of Pokémon could erase your saved data, so don't risk it.*

Q: What's the difference between the Wizards of the Coast Pokémon card game series and the Topps trading cards?

A: *The Topps cards are collector's items—they have cool pictures and stats about each Pokémon but are not used to play any game. With the Wizards cards, you can play a card game where you battle Pokémon teams just like you do with linked Game Boys.*

Q: Sometimes when I climb out of the water onto Cinnabar Island, a bald guy appears on top of the Gym roof. What's up with that?

A: *Don't get excited—there isn't some sneaky way to climb up on the roof and rendezvous with this guy. It's just a graphical glitch that occurs when you climb onto the eastern shore right next to the Gym and immediately get the text about the door being locked. Once you move away from the door, the guy resumes his ordinary routine of walking around the island.*

Q: I found a Mewtwo Bonus Stage in Pokémon Pinball that you guys never mentioned! What happened—didn't you find it?

A: *We found it! We swear! It wasn't that hard! No, seriously, we don't always show every last secret in game reviews because we want to save some surprises for you.*

Q: I've seen a ton of codes on the internet claiming that you can evolve Pikachu and Jigglypuff into Raichu and Wigglytuff in Super Smash Bros., but they don't seem to work. Is there any truth to these codes?

A: *No sir, there isn't. You'll have to keep playing with those Pokémon in their unevolved states, but that isn't so bad. They move than hold their own.*

Q: I have a Pokémon Yellow Game Pak, but when I link up with my friend's Game Boy and try to go to Colosseum 2, it doesn't work. Is there something wrong with my game?

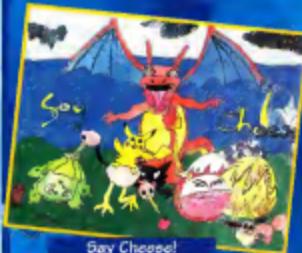
A: *No, both of your games are just fine. The problem is that your friend must be playing with either the Red or Blue Pokémon game. In order for Colosseum 2 to become available at the Cable Club when you link up with a Game Link Cable, you must both be playing with a Yellow cartridge.*

Q: The Pokémon comics that have been included with recent magazine issues are really cool, but I forgot to collect all my old ones from last year. Do you have any plans to reprint them?

A: *As a matter of fact, they're already reprinted, just not in their original form. You can find a compilation book of the first six comic episodes in bookstores right now.*

Q: I dropped a Pokémon off at the Daycare and when I picked it up, it had learned a bunch of moves that I didn't want it to learn! Isn't there any way you can select which moves your Pokémon will learn at the Daycare?

A: *Sorry, but you can't. That's the trade-off for not having to deal with actually caring for the Pokémon as it grows up—the owner of the Daycare will pick which moves are learned and which are deleted to make room for others.*



Say Cheese!
Boston Smith
Boerne, TX



#25 Pikachu
Sean McMonagle
East Amherst, NY



#52 Meowth
Jennifer Pelucca
Sacramento, CA



Egg Hater
James Chesterfield
Bourbonnais, IL

Ask the Professor

If I keep getting this many questions, I think I'll have to hire an intern. If Ash weren't so busy collecting Pokémons, I'd put him to work sorting through your letters! Oh well—as long as you keep asking 'em, I'll keep answering 'em.



Where do I find Gyarados in Snap?

This is a tricky Pokémon to find, even if you know that its lair is inside the waterfall in the Valley. The way to lure it out begins near where the ZERO-ONE enters the water. Look for a Magikarp flopping out of the water just where the river bends to the left. If you can manage to nail this Water-type with a Pester Ball, it will splash onto the bank directly into a Mankey. The Mankey will give it a wallop, sending it out of sight. Chill out for a while, then get ready as you arrive in the eddying pool by the waterfall. The Magikarp should fall out of the sky onto the left bank as you pass by, so waste no time knocking it with another Pester Ball. It'll skip across the water into the waterfall and PRESTO! Instant Gyarados!



Smack this Magikarp with a Pester Ball to start the chain-reaction leading to the Gyarados's lair.



I'm not sure if the Gyarados is happy to be given a meal or angry at being disturbed, so keep your distance.

How do I take a picture of "Flying Pikachu"?

Capturing this rare sight on film is another tricky maneuver, but the 2,000-point Special bonus I'll tack onto your score makes it worthwhile. In the Cave, knock the Zubat that kidnaps Pikachu with a Pester Ball so the little Electric-type can float to the floor on balloons ("Balloon Pikachu" is worth 1,600 Special points in its own right) and scramble over to the Articuno egg. Hatch the egg by playing the Poké Flute, then turn around so that you're slowly backing out of the Cave. You'll see the Articuno fly away but be patient—it will come back with Pikachu on board.



Pikachu can't help but provide fireworks when you play the Poké Flute and free Articuno from the egg.



If you free the legendary bird early enough, you'll see first sparkles, then Articuno itself with Pikachu in tow.

Where do I find the HM Fly?

As the old saying goes, you have to bike before you can fly. Or maybe that's not an old saying, but it should be. To find HM 02, you must first head up Cycling Road (Routes 16, 17 and 18) on your Bicycle. After battling through the scads of bike-bound trainers, go right through the building toward Celadon City. Instead of entering the city, though, use Cut on the bush to the north and reenter the building you just came through via a secret entrance. On the other side is a girl who'll hand over Fly.



The girl in this hat will pay any price to keep her privacy. Grab HM 02 and keep quiet about the real estate.



Fly is an absolute necessity for Pokémon masters—you can travel to any town you've visited in an instant.

In Pokémon Yellow, how do I convince the trainer in Cerulean City to give me her Bulbasaur?

You won't find this trainer in the Red and Blue versions of the game, but if you're lucky enough to be playing Yellow, you'll see the girl with the Bulbasaur in what was a Trading Post in Red and Blue. She won't tell you anything concrete about what criteria you must meet to be deemed worthy of the Grass-type gift, though. The answer is following at your heels that very moment. To impress the trainer so much that she'll hand over her Bulbasaur, you must take good enough care of your Pikachu to make it extremely happy. This means constantly keeping it healthy, leading with it in battle, raising its level frequently and generally treating it like your best friend. How happy is happy enough? Only Bulbasaur will tell.



Check on your Pikachu often to see how it's feeling. If Pikachu jumps up and down, that's a good sign.



Once Pikachu is bursting with love for you, Bulbasaur can join your crew. Take good care of it!

Colosseum

The responses are pouring in, and obviously there's a lot of pro trainers out there. Remember, one team is never enough—you need to customize for all situations!

This month we're featuring the team of Matthew McIntyre from Glace Bay, Nova Scotia, who sent us his unbeatable team. His team's strong, but depending on his opponent and the tournament rules, even they can be bested with the right Pokémon and smart tactics—send us your team if you think you have him beat. If you want to check out how a Pokécenter tournament went in Japan, look at the last page of the Pokécenter.

Dugtrio

Matthew typically leads off with his Dugtrio, just because it's so fast. He figures that getting the drop on his opponent's first Pokémon is pretty important, and we're inclined to agree. The Ground-type attacks are particularly effective against Ghost-types, and since it's always important to have a Pokémon that can Dig with you as you travel the world, the Dugtrio does double duty.



- Dig
- Earthquake
- Hyper Beam
- Rock Slide

Articuno

This legendary bird serves as Matthew's air transportation, but it also uses Fly in battle as a powerful evade/attack move. Since Articuno is vulnerable to Fire-types, he armed it with Bubblebeam to give it a fighting chance. As for the ice-type moves, he typically uses them to cool off Dragon- and Grass-types. He'll also use it against Fighting-types if he has to.



- Ice Beam
- Blizzard
- Bubblebeam
- Fly

Jolteon

Apparently this Jolteon isn't all that much to look at—it has low HP and low Attack and Defense ratings—but its Special and Speed ratings are through the roof. It can attack extremely quickly, and the high Special rating gives it adequate defense against strong Psychic-types. Pin Missile is the logical counterattack against Psychic-types, and while Double Kick isn't that strong, it's a good finisher.



- Thunder
- Double Kick
- Pin Missile
- Thunder Bolt

Blastoise

Obviously a powerful Water-type is a boon to any team, since it can savage any Ground-, Fire- or Rock-types. Matthew claims it's pretty effective against Dragon-types, too—he uses it as a second line of defense against them. He has two main tactics: use Hydro Pump and Blizzard to weaken an opponent then finish it off with Surf, or use Surf to weaken the other Pokémon and then use Hyper Beam for the finishing blow.



- Surf
- Hyper Beam
- Blizzard
- Hydro Pump

Dragonite

This is the main option as far as Matthew's offense is concerned. While its Hyper Beam often finishes the fight in one powerful stroke, Horn Drill polished off all of those Pokémon gifted with the ability to Recover. He's also armed it with a couple of secret weapons. Thunder takes out any challenging Water-types, and Fire Blast will provide an unpleasant surprise for Ice-types.



- Fire Blast
- Thunder
- Horn Drill
- Hyper Beam

Mewtwo

Last but not least, Matthew's added the big, bad genetic freak known as Mewtwo. Since it's so powerful and has Recover, it's nearly impossible to knock out, and Psychic and Hyper Beam are brutally powerful at attack. Mewtwo also lets loose with Fire Blast whenever it sees a Bug-type. Although Matthew saves Mewtwo as a last resort, he also breaks him out when faced with a Fighting-type.



- Psychic
- Fire Blast
- Recover
- Hyper Beam



Pokémon
Robert Kazarin
Astoria, NY



Electric Pokémon
Nicholas Barker
Cherryville, NC



Evolutionary
Amis Lillard
Pittsburgh, PA



Gotta Catch 'em All!
Robert Fribis
Brockton, MA

Illustrations and artwork property of Nintendo 1999

Send questions, comments and art to:

Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Hot off the Press

No doubt you read about Spaceworld in our October issue, but there were so many cool Pokémon-related events over the course of the event that we just have to tell you a little more about them. Check out what went down in Japan!



Pokémon in Space

It seemed like nearly one-fifth of the giant convention hall inhabited by Spaceworld in Tokyo was devoted to Pokémon Gold and Silver. These long-awaited additions to the Pokémon Game Boy library are due out in November, so the Japanese public can't wait to get their hands on them. The games looked great—they included

100 new Pokémon beyond the 150 already known to exist, with the exciting possibility of creating more. Some of these Pokémon, it seems, have genders, and they may be able to create eggs together. We'll have more on this fascinating turn of events as we learn

more—there's no word yet on when the games might come to the United States. Another huge draw was the finals of a Pokémon Stadium contest that had been running in Japan for several months. Twelve regional champs battled it out on huge televisions on stage. Each would study the other's team of six Pokémon, then pick three of their own to duke it out. There were many favorites—plenty of Persian, Clefable and Electabuzz were around—and a Surfing Raichu even showed up! In the end, a Persian, a Charizard and a Nidoking defeated a Persian, an Electabuzz and a Victreebel. It was a wild fight, and we can't wait until Pokémon Stadium arrives here in the spring.



These Paks are as valuable as...well, you know. We can't wait to hear when they're headed our way.



The contestants occasionally used notes and weren't above a little taunting.

Come and Get It!

Sure, it was cool to check out Gold and Silver, and the Pokémon Stadium Finals were all kinds of exciting, but there was another reason that Pokémon fanatics turned out in Tokyo in droves: Mew.

Members of the public who had mailed in cards received confirmation notices in the mail, and when they took these to the Mew section of the convention hall, they could exchange them for the coveted 151st Pokémon. The scene was chaotic. People lined up at approximately 20 Mew stations and filed through all day. When they got to the front of the line, they'd hand over their Mew notices and their Pokémon Game Paks. The Mew attendant would then plug the Paks into the Mew machines.

Onscreen, a visual would appear of Mew heading through a cable into its new home. The whole transfer took only a few seconds, and when it was over, the lucky owners would bow gratefully to the attendants and then plug the Game Paks in to check on the newest addition to their Pokémon families.



For more Pokémon news, be sure to check out www.pokemon.com!

big, hairy deals

and more at Sears.

SEARS

Swing into **Sears** for barrels of great deals. **Nintendo**

Atomic Purple N64 System
for \$99.99.  NINTENDO⁶⁴



Pokémon Snap for \$49.99. Plus,

as a special bonus, get a

free* DK Beanie in
a Barrel when you reserve
your copy of **Donkey Kong®**

64 with a \$10 deposit. (Game available Nov. 24, 1999)

While you're there, don't miss out on all the cool Pokémon games, great Nintendo stuff and **Eutronics Week**.

November 7-13 with even
more big, hairy deals. Go apel.

•What's new this week

 Ranwee logo is a trademark of Rave. TM and © are property of the respective owners. 3D rendered Donkey Kong character used with permission of RAVE.

NBA Showtime



GAME BOY
Color

NINTENDO 64

PlayStation

Sega Dreamcast



The NBA Like You've Never Seen it Before!

NBA Showtime brings you the top players from each team in a heart pounding, pulse-racing, above-the-rim match up. You'll see it on their faces and hear it in their voices, you'll feel the intensity of every pass and every shot. This is what the NBA is all about!

This year we've added Create-A-Player Mode, giving you access to a wider range of NBA personalities. Now you can choose alternate NBA players, models, and mascots, then adjust their individual skills and abilities to meet your needs.

You'll play in every arena around the league with all the drama and fanfare you've come to expect from the NBA. It's the NBA at its best, right here on NBC.



Above-The-Rim 3-D Action



High Flyin' Dunks



Superstar Secret Moves



Create a Prime Time Player

© 1998 Microsoft Corporation. All rights reserved. **Windows** is a trademark of Microsoft Corporation in the United States and/or other countries. All other product names, trademarks, service marks and registered trademarks are the property of their respective owners.

The AMIA, a non-profit membership organization, is the principal representative of the U.S. academic and research community in the field of international affairs. It is a member of the International Institute for Strategic Studies.

 **MIDWAY**
www.midway.com

COUNSELORS' CORNER

BOMBERMAN 64



WHAT ARE THE QUESTION MARKS ON THE OPTIONS SCREEN FOR?

None of the question marks is used to view the credits after you've completed all six areas. The other option is a whole lot cooler. Once you've opened it by collecting every Gold Card in the game, you'll be able to begin every level with a massive arsenal. You'll start with eight Bombs, full Fire power, Power Bombs and Remote Bombs. As an added bonus, finding 120 Gold Cards opens up four new Battle Mode Arenas. Play nice!



The second question mark is the key to starting off fully loaded with all sorts of powerful ammo...but you need 120 Gold Cards to get it.



Every stage has five Gold Cards to find, and your tasks will involve everything from defeating monsters to reaching remote areas.



HOW DO I DEFEAT HADES?



The large robot that makes its home in the lava of Red Mountain 4 is pretty steamed at Bomberman. You'll automatically have Remote Bombs for the fight, and it would be a good idea



Keep on movin' to avoid the laser Hades shoots out of its eye and the damaging power of its fists.



Hold down the B Button while you rapidly tap the A Button to pump your Bombs up. If you don't pump them all the way up, they'll deflate.



Use one pumped-up Bomb to stun Hades when it comes out of the lava, then throw another into the opening to pull its fire out.

► SHADOW MAN



WHAT'S THE BEST WAY TO FINISH OFF MILTON PIKE?

Milton Pike is no slouch with his machine gun, and if you want the chance to go up against him you'll have to assemble L'Eclipser first. Equip the Enseigne before the fight to provide some protection, then lock on him with the R Button. Be careful not to stand too close or else you won't be able to lock on. Circle him and keep blasting him in the back with the Shadowgun.



As soon as Milton is done threatening you, lock on him with the R Button and strafe.



Continually assault the nasty brute with fully charged-up Shadowgun to drop him.

HOW DO I USE THE WARP POINTS?

Warping is the way to travel, in case you didn't know. The teddy bear you receive is the key, and for that reason you'll see a faint, shimmering image of the bear for a few seconds when you trigger one of the Warp Points. These invisible markers are generally located in areas that you must pass through to progress in the game, so you don't have to do a whole lot of searching for them. Once you see the bear image, commit the spot to memory, because it will be your warp's destination point. To warp, merely go to your teddy bear

screen in the Start Menu, select where you want to go and zip through a rip in the space-time continuum. Keep in mind



The image of your brother's teddy bear appears for only a few seconds, so pay attention.

that if you've been to a new area but don't see it on the teddy bear screen, you haven't found the Warp Point yet.



Use this menu to get around in style. You'll rack up plenty of frequent warper miles.

WHERE IS THE POIGNE?

To find these waterfall-scaling gauntlets, you must start from the Warp Point in the Temple of Fire. Go down into the pyramid and into the open-

ing in the far wall. Follow the passage to the area with the waterfalls then turn right, go up the steps to the top and enter the opening on your left. You'll see a Fire



The pedestal in the center of the room beyond Coffin Gate Four holds the Poigne, the hottest fashion accessory in Deadside.

Block—push it back and follow the passage through a hole in the wall to Coffin Gate Four. Enter the gate, go right and get the goods.



The gauntlets not only provide excellent mosquito protection for Shadow Man's forearms, but they also let him climb waterfalls.

Even if you're already in the Temple of Fire, warp there again. It'll make it easier to follow the directions to your prize.

HOW DO I BEAT PROCYON?

There's no foolproof way to defeat the red mutant, so any tactics you use will have to include a lot of practice. One key is to stay in close to it, because it may shoot at you if you retreat too far. Although it's tempting, don't try to use any throws on it—not only will they not work, but they'll probably just make the monster madder. Other than that, just use your best attacks and train hard!



Don't worry about the flame swipe it uses to knock you away—it does no damage.



Hit Procyon with your best punches and kicks to cut the giant mutant down to size.



CAN I DEFEAT THE MONSTER IN DR. BROSS'S LAB?



Although it may hurt your pride, the best thing to do when the hideous creature in the lab appears is run for your life. You can never defeat this monster in combat, so the key to surviving is just to run until you can find the way out. Try using the map to get an idea of where an exit is, as the chase itself can get pretty hectic and confusing. If you have time to check out the scenery while being pursued by a homicidal genetic freak, look for a ledge to climb. If you find that exit, fine. If not, search for a door with bars on it. Of course, if you

just run up to this exit you'll be left shaking the bars while the creature rips you to shreds. If you shoot the bars off the door



Don't be afraid of looking like a tourist. Check the map and find an exit before it's too late.

as you approach, you'll have nothing standing between you and the outside. Get out before you're lunch.



Blast away the bars blocking the way or else Dr. Bross's lab will be the last place you visit.

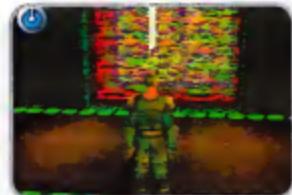


HOW DO I TURN OFF THE FORCE FIELDS IN AREA 5?



You can't reach the elevators in Underground Shelter Lowest Area unless you deactivate the force fields surrounding them. To do that, you must

locate and turn on the pillars that are scattered around the level. Once you find a room with a pillar in it, you could stand there for hours wondering how to switch it



No entry! Until all of the force fields are deactivated, this is as close as you'll get.



To activate the pillar, you have first to find the enemy in the room then to whoop on it.

on. The key is to find and defeat the enemy in the room. That is the only way to activate the pillar, so hunt every corner until you can pick a fight.



The fights aren't very challenging, but you have to complete all of them to proceed.

TUROK 2

GAME BOY
Color

WHY DOES MY SCREEN GO DARK WHEN I PRESS SELECT?

Once you find the Light Burden and transform into Turok, pressing Select will make the screen dark. When it's in this shady state, you can see whether the person on the screen is a normal human or an enemy. Keep in mind that this works only on the first stage—in later levels the Select Button is used in conjunction with the Control Pad to change weapons in the course of the game.



Sure, they look like humans, but if you press the Select Button...



This handy trick lets you see who's friend and who's foe. Don't trust anyone...



IS THERE AN EASY WAY TO DEFEAT THE PTERADON?



There isn't. This boss at the end of Stage Six should be extinct, but instead it's making Turok's life miserable. No matter: if you're quick on your feet and handy with your Grenade Launcher, you can polish off this prehistoric pest with a little practice. You'll automatically switch to the Grenade Launcher at the beginning of the battle, since it is the only weapon that can damage the Pteradon. Immediately start charging it up by holding B, and hold Up and Right on the Control Pad as the Pteradon comes into view. When you can see approximately one-third of the creature, release B to blast it. Wait until it

fires the first fireball at you, then avoid it and jump over the second. Do the same for its second salvo, then repeat the firing



Wait until the flying beast is one-third of the way on the screen before letting loose with a charged-up grenade blast.

process from the beginning. Keep alternating between attacking and dodging to live to hunt on.



The Pteradon will rush every time you score a hit with the Grenade Launcher. After around ten hits or so, you'll be victorious.



In the USA Call:
1-900-288-0707
(\$1.50 per minute. Calls under 18
need parental permission to call.)

Q&A FAST FACTS

Or write to: Counselor's Corner
P.O. Box 87033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
(\$2.00 per minute. Calls under 18
need parental permission to call.)



CASTLELEURANNIA

Q: How do I use the Hard difficulty setting?
A: You must finish the game on Normal setting and find Special Item 1.
Q: Why can't I open certain doors?
A: Some doors must be opened at specific times. Doors with a moon symbol can be opened only at night, while doors with a sun symbol must be opened in daylight.

MARIO GOLF

Q: Can I get a Birdie Badge more than once on the same hole?
A: Afraid not. You can earn the Badge again but it will not count.
Q: Why do some of my shots go wild even when I hit them perfectly?
A: The wind and rain affect your shots, so be sure to keep an eye on the weather.

SUPER MARIO BROS. DX

Q: What is the Melody Function?
A: When you beat World 6 in Original Mode, you'll access this music maker. You can enter letters on the screen, then listen to the tune the letters create.
Q: Is the Minus World accessible?
A: Nope. You have to stay positive.

ROAD RASH

64

*"It's by far the best playing
Road Rash ever!"*

-064



TEEN (13+)

ANIMATED VIOLENCE

For more information call 1-800-771-3723
See rating information

180 MPH Slap in the Face, Anyone?



Thrashin' soundtrack featuring Sugar Ray, The Mermen and more

New weapons and moves like the dreaded spoke jam

Over 25 bikes and characters
to choose from

Intense pack brawling,
including grudges and alliances

Special multi-player modes for up to 4 players
including Deathmatch, Cop Mode and Tag

200 miles of interconnected tracks and environments

LEVEL
RACE
OPTIONS

HAIR WAY
PAGE LENGTH: 6.5"

min' soundtrack featuring
Ray, The Mermen and more

**IN STORES
NOW!**

www.roadrash64.com



ARMED



ENGAGE THE ENEMY!
Deathmatches! Co-op! King of the Hill!
And Bomb Tag Mode!

INSECT INFESTATION!

Over 30 hideously realistic,
soft-skinned insect invaders!

SEMPER FI!

Mission-based Co-op play - Battle the
bugs with a comrade in arms!

EXTERMINATE!

Blaze away with weapon-loaded
towm - or from your vehicle!



HUMAN DOMINATION OR BUG INFESTATION?

The choice is yours. Equipped with the latest in futuristic battle-armor and armed with a devastating arsenal of state-of-the-art weaponry, you have the power to stop the insect invaders dead in their tracks. To annihilate. Eradicate. And exterminate all bugs, no matter their size. No matter their speed. No matter their relentless savagery. Remember, this is a war of survival. To the victors will go planetary dominance. To the lasers, organizing death.

You decide.



AKclaim
www.armories.net

ARENA

Are you game?

THE CHALLENGES

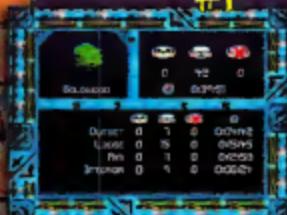
TIME FOR TRIBALS

The Tribals need to be rescued and there's no time to waste! Save every last fury-faced friend in Goldwood as fast as you can, then snap a photo of your Tribals tally screen contained in your Pause Menu. The swiftest saves will win four Power Stamps and a spot in our hall of fame.

COME GET SOME

One of Duke's many catch phrases is "All hail the King, baby," but no one's going to bow down to you unless you prove you're worthy of donning the crown. Only the best will win Power Stamps from us—if you want to come get some, finish the level of your choice in record time with 100%.

#1



JET FORCE GEMINI

A FINE LINE

The New Tetris is all about building the Wonders of the World. To be equally amazing as them, score as many lines as you can. Send us a photo of your high scores in Marathon, Sprint or Ultra. The top blockbusters will win Power Stamps and a place in Arena.

#2



DUKE NUKEM: ZERO HOUR

#3



THE NEW TETRIS



WHO AM I?

Pokémon tend to be a bit camera shy, and in this snapshot, one of them managed to all but slip out of view. See if you can identify the mystery Pokémon, or just wait until next month when we reveal the answer.

NP SCOREBOARD

WCW/NWO REVENGE

Exhibition Tag Team Match High Scores (Vol. 114)

Karl Gosselin, Coquitlam, BC	227,375
Chad Gravener, Salisbury, MD	46,125

Special Match Battle Royal High Scores (Vol. 114)

Mark Brann, St. Peters, MO	79,500
Chad Gravener, Salisbury, MD	79,100

Special Match Handicap Match High Scores (Vol. 114)

Jim Barnocki, Toledo, OH	59,745
Chad Gravener, Salisbury, MD	43,265

Exhibition Single Match High Scores (Vol. 114)

Karl Gosselin, Coquitlam, BC	47,500
Jesse Avant, Broadhead, PA	43,000

Championship World Heavyweight High Scores (Vol. 114)

Chad Gravener, Salisbury, MD	132,195
Sean Cenetto, Lakewood, WA	106,630

CRUIS'N WORLD

Best Times for Kenya (Vol. 115)

Jonathan Wood, Montclair, CA	0:48.53
------------------------------	---------

Best Times for the Moon (Vol. 115)

Jonathan Wood, Montclair, CA	0:53.93
------------------------------	---------

Best Times for China (Vol. 115)

Jonathan Wood, Montclair, CA	0:57.16
------------------------------	---------

Best Times for Florida (Vol. 115)

Nicholas Berti, Bayside, NY	0:53.46
-----------------------------	---------

GAME REBUS

Identify the images below to interpret the hieroglyphics and reveal the game-related answer in each equation. All of the answers are characters related to the same game, and that mystery game also happens to be the answer to rebus 4.

QUIZ



POKÉMON

Caught 156 Pokémons (Vol. 714)

Audrey Henrichs, McAlester, OK

Derek Hill, Westminster, CA

Zachary Hubert, Miami, FL

Daniel James, Trussville, AL

Patrick Jemison, Signal Mountain, TN

Craig Jensen, Fort Dodge, IA

Alex Kim, Alameda, CA

John Kominski, Buffalo Grove, IL

Matt Krueger, Fridley, MN

Mike LaFleur, Brookfield, MA

Erik Ledebur, Willmar, MN

Charlie Lee Jr., Bensenville, IL

Kim Leger, Kratz Springs, LA

D. Andrew Lorenzo, Hampton, VA

Dan McCain, La Vista, NE

Eric McCoy, North Falmouth, MA

Michael Metzelas, Loveland, OH

Jonathan Mita, Honolulu, HI

Justin Moody, Piedmont, SC

Armando Morales, Massapequa, NY

Andrew Muller, Placerville, CA

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than December 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com

OR send entries to:
Power Player's Arena, P.O. BOX 97933
Redmond, WA 98073-9733

ANSWERS TO VOLUME 126

CLUE

- 1 WWF 2 Dance 3 Dance 4 WWF
- 5 Bass 6 WWF 7 Bass 8 WWF
- 9 Dance 10 WWF 11 WWF
- 12 Dance 13 WWF 14 Bass
- 15 Bass 16 WWF 17 Dance
- 18 WWF 19 Bass 20 Bass
- 21 Dance 22 WWF 23 Dance
- 24 WWF 25 Bass 26 Dance
- 27 WWF 28 Bass

CORRECTION TO VOLUME 124

POKÉMON CHAIN LINKS
Unless Starmie is spelled "Starmie" with a silent "t," question 5 should have read "Alphabetically, the second to last Pokémon."

ALL THE POWER, SPEED

*Michael
Chang*



AND INTENSITY OF PROFESSIONAL TENNIS.

"UBI SOFT SERVES UP ANOTHER HIT."

- NINTENDO POWER

STEP ON CENTER COURT WITH
ALL STAR TENNIS™ '99,
THE MOST REALISTIC TENNIS
SIMULATION EVER TO COME TO THE
NINTENDO® 64! CRUSH 140 MPH
SERVES, RIP POWERFUL BACKHANDS
DOWN THE LINE, DIVE FOR
CROSSCOURT VOLLEYS AND
SMASH OVERHEAD SHOTS JUST
LIKE TODAY'S HOTTEST PROS.



All Star Tennis '99



player's poll contest

MONOPOLY!

COMMUNITY NEWS

EXTRA!

NOVEMBER 1999

MONOPOLY NAMES NEW GAME
TOKEN — A SACK OF MONEY!

Now you can enter to win a
REAL SACK OF MONEY
worth
\$5000!!
READ ALL ABOUT IT!



EARTHWORM JIM 3D



Interplay's Earthworm Jim 3D combines action, adventure and puzzling challenges in the best Mario/Banjo tradition. It also has a couple of features that are rare in video games: a truly hilarious sense of humor and lots and lots of cows!

Product © Interplay Productions Ltd. Earthworm Jim and related characters © 1999 Shiny Entertainment Inc. All Rights Reserved.



Jim's Lost His Marbles

There are lots of fun video games out there, but only a handful can claim to be funny, and Earthworm Jim 3D certainly fits that description. In this, Jim's first adventure for the N64, evil forces have taken over the Wriggly Wonder's mind and literally stolen his marbles. With the help of such characters as Peter Puppy, Colonel Pluckitt, Snot (a talking booger) and the Sacred Cow of Contemplation, Jim's super-ego must unlock his subconscious, recover his lost marbles and make the world safe for bovine kind.



Jim returns to the video game scene with his signature moves intact, including his head-whip attack and helicopter jump. He also has new weapons and a new move that involves, well, certain bodily functions.



The Brain

This is the central lobby for the entire game. As Jim, you must collect certain numbers of Golden Udders to open the different areas of your brain.

To open the levels within each area, you must collect marbles. Peter Puppy will give you your first udder for free.

When you save your game, you'll leave your current level and reappear here. Remember that when you save a game, leave a stage, or lose a life, all marbles will reset.



Brain Map Key

Udders Needed	Area
1	A Memory
13	B Happiness
27	C Fear
50	D Fantasy
N/A	E The Golden Cow
N/A	F Pete the Pup

If you find 99 out of 100 marbles in a level and then are defeated, you'll still be credited with 99 marbles. To receive credit for all 100 marbles, however, you must collect the first 99 again, and not just the last one.



Memory

To reach the Memory lobe of your brain, use the elevator marked "A" on the Brain map above. You'll appear in the lobby shown on the map to the right. Each lobe of your brain has three levels: two challenge levels, where you collect udders and marbles, and one boss level. To open each level, first collect the number of marbles shown in the chart below. Find as many marbles as you can in these early levels—the going is much tougher later.

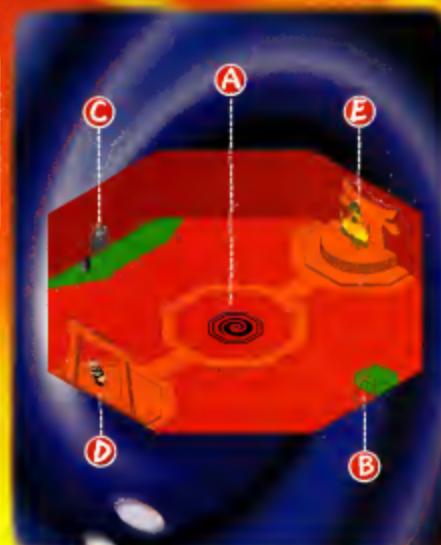


Memory Levels

Marbles Needed	Level
None	Coop D'Etat
50	Barn to be Wild
100	Psycrow

Map Key

- A Back to the Brain
- B Coop D'Etat
- C Barn to be Wild
- D Psycrow
- E The Sacred Cow



Coop D'Etat

According to the Sacred Cow of Memory, the villainous Psycrow has invaded your mind and is forcing you to relive the terrible Farmyard War of '72. To heal the mental trauma, you must resolve the conflict between the cows and chickens. It's a tall order for someone only a few inches high, but you do have the home field advantage.

1 Snot Knows



Your faithful sidekick, Snot, is stationed at various points throughout the game. He'll give you tips on using your different abilities and advice for solving puzzles and moving past difficult obstacles.

3 Green Eggs & Slam



In the next area, Colonel Pluckitt will send you after his stolen briefs—not bettle plans, but underwear. As you make your way up the ramps, jump up to grab the floating marbles and avoid the incoming explosive eggs.

5 Hyper Hedgehogs



In the hedgehogs' hideout, whip the vending machines to receive homing mushroom ammo. Defeat the hedgehogs (crouch to avoid their fire) to make these floor switches appear. Step on the switches to open the side rooms.

7 Chicken-napped



When you return downstairs, Sergeant Moo-slinni will give you a Golden Udder in exchange for the Colonel's Cevin Clucks. To help stop the arms race, Moo-slinni will ask you to destroy the bomb factory on the roof.

Level Objectives

1. Ground Floor Tutorial
2. Ramp to the First Floor
3. Roof of Coop

2 Run, Little Hamster!



In the first room, shoot the crates to reveal the door to the second chamber. Though it's not the nicest thing to do, you must then whip the hamster (press bottom C) to open the door to the next part of the level.

4 Un-coop-erative



As you make your way upward, enter the chicken coop (at least one is hidden up on a ledge) to find hidden marbles. The guards' beaks can hurt you, but collecting a marble will restore some of your health.

6 Yoh-de-lay-hee-hoo!



Shoot all the crates and climb up the green crates to enter the side chambers. Whip the hamsters to move Colonel Pluckitt's unders along the clothesline until they're near the edge of the center platform.

8 Cooking This Goose



Go through the back door in the hedgehog's lair to find the path to the roof. When you enter the factory, walk along the ledges to the right to find a hamster. Whip it to open the trapdoor beneath the robotic chicken.

Barn To Be Wild

The farmyard fracas will heat up as you search for the captured Colonel. You can complete the objectives in almost any order, but it may be easier to open the barn before you enter the fort. A word to the wise: Be sure to whip all the milk canisters and, in the Assault Course, walk along the walls to avoid being hurt by the quicksand.

1 Secret Chicken



When the secret agent asks you to meet him over the windmill, turn around and go through the hole in the wall. This will lead you to the next area and the windmill. Follow the agent until he leads you to the cows' fort.

3 Rescue Mission



Enter the compound again and walk past the prison. Use the new crate at the end of the path to hop onto the upper level. Make your way around the upper catwalk to the rope. Drop into Pluckitt's cell to set him free.

5 Balloon Trick



Once Pluckitt is free, a blue liploon will appear inside the fort, just above the gate. Grab the balloon to inflate your head. Collect the blue marbles before the timer runs out to add another udder to your collection.

Psycrow

Psycrow has devised a truly twisted challenge. To win, you must collect all the marbles in the pig sty before he does. Psycrow is invincible, but you can use the honing missiles in the arena to make him drop his marbles. Unfortunately, Psycrow will be driving an armored hovercraft, while you'll be riding a motorized pig!

Level Objectives

1. The Bay of Pigs
2. The Udder in the Barn
3. Peace Treaty Challenge
4. Prison Cell Challenge
5. The Assault Course
6. Chase the Udders

2 Peace Treaty



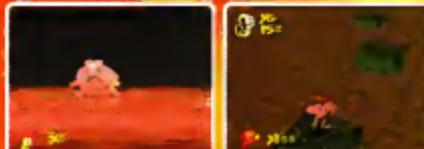
Inside the fort, collect the cleaver gun from the vending machine. Defeat all the guards, and then talk to Pluckitt through the bars of his cell. Take the peace treaty back to the agent to receive a Golden Udder.

4 Push Their Buttons



Defeat the hedgehogs in this area to reveal secret switches. Shoot the switches to open the barn next to the cows' fort. There's an udder hidden inside. You can collect this prize before or after you rescue Pluckitt.

6 Bay of Pigs



You can deal with the Bay of Pigs at any time, but you may want to save it for last. Shoot the pig balloons to reveal more marbles. An udder at the far end of the bay will be your reward for all of your hard work.



If you hog the missiles, Psycrow will have less ammo to fill your way. When he does shoot at you, jump or turn sharply to dodge. This would be a lot easier if your ride didn't handle like a—well, you know.

Happiness

With Psycrow's defeat, you should have more than enough udders to enter the area of your brain that controls your feelings of happiness. Fatty Roswell, a renowned alien chef, has taken over this portion of your mind. He believes that the key to the ultimate burger lies somewhere in your wrinkled lobes. You must put an end to this culinary criminal before the Sacred Cow of Contemplation becomes his next victim!



Happiness Levels

Marbles Needed	Level
150	Lord of the Fries
200	Are You Hungry Tonite?
250	Fatty Roswell

Map Key

- A Back to the Brain
- B Lord of the Fries
- C Are You Hungry Tonite?
- D The Sacred Cow
- E Fatty Roswell



Lord of the Fries

The galactic gourmet intends to make King Gherkin a prime ingredient in his ultimate burger. You must battle your way through the pickle kingdom to find the switches that will release Gherkin from his own prison. Long falls can hurt you, so be careful on the higher platforms and ledges, and use the camera to find the best views.

1 Speak to Gherkin



From the entrance, cross the lava to the right to find Gherkin's prison. You can shoot the lava fish, but if you leave an area, they'll regenerate when you return. Speaking to Gherkin will force Roswell into action.

2 Stun and Whip



Roswell's robots won't take any orders from you, last food or otherwise. To destroy them, first shoot them with your blaster and then whip them. Some robots will leave behind key cards that will open the security doors.

3 Green Switches



Once you make it through the first security door, climb the moving platforms to the right and step on the switch at the top. Use your super jump (hold B then press A) to reach the marbles above the platforms.

4 New Path



The switch will release the first set of bars holding Gherkin and open a path through the lava below. Climb the tower in the lava lake to find an udder, then defeat two waves of guards to receive another card key.



5 Slip and Slide



In the next area, slide down the line and drop onto the platform in the middle of the lava to reach the next switch. The switch will activate the guards, so if you need a health boost, collect marbles first.

6 Swelled Head



In the next area, you'll find another balloon challenge, like the one in Barn to Be Wild. You may want to defeat the lava fish before you take flight, since it may try to attack you while you're collecting balloons.

7 Warehouse



After the balloon challenge, defeat the robots and enter the cave. Destroy all the guards and the regular crates. Jump into the crate in the corner, which can't be destroyed, to warp to the lair of the Spintual Hot-Sauce.

8 Potato Picker



The Spiritual Hot-Sauce will give you a new weapon and a new mission. To fulfill your destiny as Lord of the Fries and release another Golden Order, you must shoot all the Holy Potatoes of Truth around the level.

Are You Hungry Tonite?

Freeing Chervin will only make Roswell more determined to create his dream meal. In this level, you'll encounter even more of Roswell's masked chefs. They'll use their shields to reflect your shots back at you; but if you time things correctly, you can catch them off guard. Just remember to crouch between shots to avoid their crossfire.

1 Secret Entrance



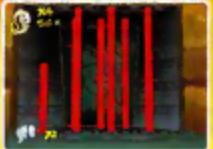
The first thing you'll see in this level is a locked door. Search the corners of the room for a half-hidden passage. When you land in the cell below, shoot the green button across the way to turn off the laser beams.

2 Shield Yourself



In the large chamber down the hall, defeat the masked chefs as quickly as you can. If possible, defeat this guard and then use his little glass room to protect yourself. Be sure to shoot the switches on the walls, too.

3 What Goes Around.



In the next chamber, don't shoot the switch with the black and yellow stripes around it right away—this will rotate the bridge away from you. Defeat all the chefs you can see before jumping to the central platform.

4 One By One



You must defeat several waves of chefs to clear the room. Shoot the striped switch to rotate the platform to reach the different alcoves. Shoot the normal switches to turn off the rest of the lasers blocking the elevator.

5 Elevate Yourself



With the elevator at your back and call, it won't be long before Roswell is cooking in his own juices. Whip the Up button to go to the first floor. After you collect the Golden Under, head down to floor B1.

7 Dead Eye



In the last kitchen, stand near the left edge of the window and shoot the second pan from the right. Try to make your shots bounce off the left-meat and right-meat pans. As that is happening, shoot the remaining pan.

9 High Jump



To jump even higher, wait for a split second after the countdown reaches one, and then perform a super jump. If you time it correctly, the bean boost will kick in at the top of your jump, giving you even more range.



6 Hot Pot



To open the glass door to each kitchen, you must shoot the pans hanging on the walls until they're glowing hot. This will require some tricky bank shots, and all the pans must be hit within a few seconds of each other.

8 Excuse You!



Floor B2 is a maze of towering platforms and thin girders. To jump from platform to platform, you'll need the sh. boost that can come only from beans. After you grab a can, you'll have a short countdown before liftoff.

9 Long Jump



You'll have to make this final jump unassisted. Try to get as much of a running start as you can and use your helicopter move. Just remember that The King, Roswell's rock-and-rollin' prisoner, is counting on you!

Fatty Roswell



The showdown with Fatty Roswell will be a repeat of your battle with Psycrow, only this time, your opponent will have his own supply of ammo. Even if you grab all the missiles, Roswell will be able to shoot you with his ketchup cannon.



Once again, you'll be stuck riding a motorized pig, while Roswell will have the most technologically advanced appliances at his disposal. As Jim himself says, however, "don't underestimate the power of the pork!"

Pre-Derby Checklist

- Weld Doors Shut
- Tape Fender to Chassis
- Strap Down Hood
- Renew Life Insurance Policy



DESTRUCTION DERBY 64



Hit the Road!
Get into 24 Vehicles, from
Stock Cars to Hot Rods to
Ambulances.



High Speed Chaos!
Up to 12 Opponents Battle
Simultaneously on a Dozen
Arenas and Tracks.



Multiplayer Mayhem!
Deathmatch, Destruction
Race, Bomb Tag, and Capture
the Flag Modes



Hardcore Demolition Action!
Exploding Cars.
Realistic Damage.



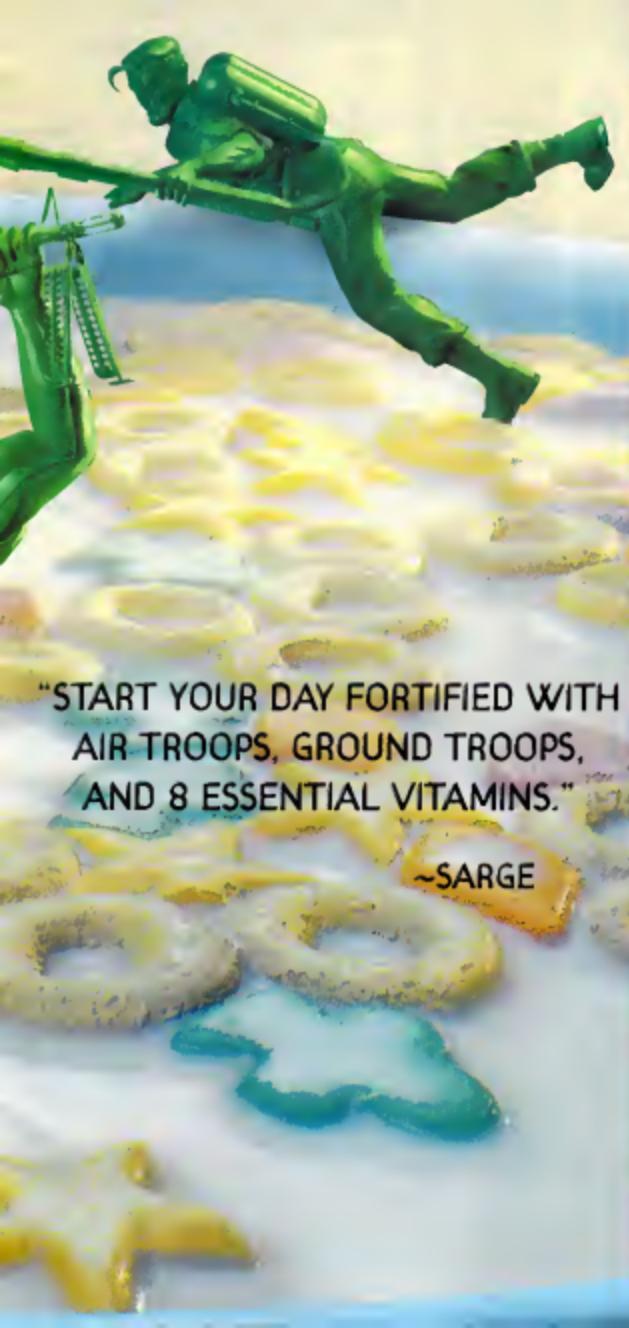
SMASHING GOOD FUN

Destruction Derby 64 ©1999 Psygnosis Ltd. Developed exclusively by THQ Inc. under license from Psygnosis. Destruction Derby, Psygnosis and the Psygnosis logo are © and TM of Psygnosis Ltd. THQ and the THQ logo are trademarks of THQ Inc. Nintendo, The Official Seal, Nintendo 64 and the 3D "N" Logo are trademarks and registered trademarks of Nintendo of America Inc.





© 1998 The 3DO Company. All Rights Reserved. 3DO, Army Men, Serge's Heroes, Real Combat Plastic Men, and their respective logos are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. Nintendo, Nintendo 64 and the "N" logo are registered trademarks of Nintendo of America Inc. © 1998 Nintendo of America Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.



"START YOUR DAY FORTIFIED WITH
AIR TROOPS, GROUND TROOPS,
AND 8 ESSENTIAL VITAMINS."

~SARGE



ARMY MEN SARGE'S HEROES

REAL COMBAT. PLASTIC MEN.™



3DO
www.army-men.com

BATTLETANX™ GLOBAL ASSAULT

The tanx are back for an encore performance of heavy metal thunder in this explosive return to the post-apocalyptic battlefield. We'll help you make your destruction count.

© 1999 The 3DO Company

FIRE WHEN READY

The 3DO Co. has upped the ante since the original BattleTanx with cooler vehicles, more weapons and better control. You'll need the extra firepower as you rumble through the major cities of the western world, searching for the telekinetic son of Griffin Spade and his wife, Madison. He's stuck in involuntary daycare with Cassandra, an evil Queenlord bent on global domination. She hopes to harness the mystical force known as the Edge to destroy her enemies, but when you boil it down, this game is really about blowing up anything in your way. With a multitude of multiplayer modes—the main selling point of the original BattleTanx—you can blow up your friends' tanks, too.



NP: HOW IT RATES

Animated violence is how the ESRB describes this T-rated game. The objects taking all the hits, of course, are machines and buildings. No human figures are ever shown in battle.



Aside from the single-player Campaign Mode, BTGA is mostly a series of variations on Capture the Flag and Tag. In this case, of course, "tagging" opponents means pumping 50mm shells into

their tanks until they smolder. You can visit any of the cities in the Campaign and play as any of the gangs. Most of the tanks found in Campaign are available in Multiplayer.

MULTIPLAYER

Blasting your way through the Campaign is fun but not quite as satisfying as pummeling the guy across the room with guided missiles and plasma bolts. Most of the multiplayer modes emphasize firepower and finesse over deep thought, so get those fast-twitch reflexes ready.



BATTLELORD

The enemy's Queenlords are tucked away in a heavily guarded base. Scoop up all of them and get them to your base before your opponents do the same to you. It pays to go on offense, but don't spend too long finishing off enemy tanks—you need to get the Queenlords.



HOLD 'EM

This frenetic multiplayer mode demands that you rescue your Queenlord from the center of the battle area, get her to base and protect her for 30 seconds. With four players fighting over the prize, it may take a while for anyone to get to base.



TANK WARS

So much carnage, so little time—three minutes to be exact. Whoever destroys the most tanks in that time wins.

The always important power-ups are even more important in this mode. Stock up on swarms and guided missiles, then fire them as fast as you can.



DEATHMATCH

The first player to score ten victories wins, creating an all-out firefght. As in most of the multiplayer games, power-ups are essential to victory. Go mobile fast and collect some weapons before engaging the enemy. The computer, in particular, will eat you alive if you go in unprepared.



FRENZY

Queenlords are scattered hither and yon, and you want to be the first to collect 10 of them. You can either outrun your opponents or deny them a victory through firepower, but don't forget to keep collecting Queenlords as you go. Check your radar for the women's whereabouts.



FAMILY MODE

It's Deathmatch, *déjà vu*. You still have to score ten victories to win—but your last power-up is always your main weapon. You need to be careful what you grab in the middle of a firefght—mines may not do you a lot of good if enemies are shooting at you.



CONVOY

In this—the most strategically difficult—mode, you must either protect or attack a slowly moving convoy. The defending player actually must go on offense to win—chasing down and attacking the marauders so they can't eat away at your armored transports.



The world may be barely worth saving now that nukes have devastated the landscape, but you're willing to give it the old college try. As Griffin Spade, you're out to stop the evil Cassandra from tapping

into a destructive force known as the Edge. The source of this power: your son, Brandon.

SAN FRANCISCO

Armored invaders are attacking the airport. You and three other tank commanders must fight them off or Cassandra will sneak away with

Open Your Eyes



Grab the radar power-up. Your map will come alive with enemy locations. You can track enemy positions on your main screen by using the color-coded markers—they help avoid friendly fire incidents from long distances.

Spoils of Victory



It pays to finish off your enemies, because there's a star power-up lurking under every burning heap of metal. Stars are loaded with health and ammo that you'll probably need after a battle. They disappear after a few seconds, so grab them quickly.

SAN FRANCISCO BREAKOUT

Cassandra's evil powers have turned your own people against you, leaving escape as your only option. A tunnel leads to your waiting

transport ship, but don't assume you're safe underground—high-caliber surprises lurk around every corner.

More Enemies



This level starts the obvious trend of more and better-armed enemies on each progressive level. Take out the initial enemies quickly or they'll start ganging up on you.

Demolition Crew



You're leaving anyway. Why not level a few buildings on your way out? You'll find plenty of power-up goodies inside, but it's also fun just watching the implosion effect.

Troubled Waters



If you sit still for long, you'll likely take a few hits from enemy ships out in the bay. A couple of long-distance shots will send them to Davy Jones's locker for good.

Safe Harbor



Barricades block access to your ship, so take the subway instead. Make quick work of the would-be ambuskers in the tunnel and near the exit, then zip to the next level.

TRUCK STOP

Some grungy armored outlaws known as the Skull Riders have taken over a truck stop in Arizona. The Skulls may be in league with

Cassandra and need to be stamped out. Attack their camp and subdue them while avoiding turret fire and counterattacks.

Outlaw Outlets



Skull Riders are pouring like locusts out of four generator buildings at the truck stop. One shot into each of them will stem the flow of pesky Moto-Tanks. Finish off the mobile rocket launcher, then move on.

A Little Boost



Want to get somewhere in a hurry? Cue your turbo power-up to blast down the road and through obstacles at rocket speed. Plan your trip, though—steering can be tough.

Look Both Ways



You'll have to cross some busy train tracks a few times to get to the generators. The trains move fairly slowly, but they're deadly if they hit you—or somebody behind you.

Cassandra's minions have kidnapped people to use as guinea pigs in her experiments with the Edge. They're squirrelled away in

a heavily fortified—and well-armed—base in the Lone Star State. Fight your way through withering fire to rescue them.

Mobile Shields

Slip between two freight trains and use them as cover from the unrelenting turret fire. Don't depend on them too much. You'll have to run the gauntlet to finish the level.

Emancipation

Your radar will show you the prisoner's locations with white crosshairs. They usually aren't alone. Plan to move fast or put up a fight—or both—if you want to get to them.

Force Field

Shield power-ups are extremely valuable on this level, as you're always taking fire from somewhere. Take advantage of them to clear out turrets guarding the prisoners.

Volatile Targets

Missile silos, gas tanks and tanker trucks blow up with a pretty blue shockwave, which is great if there are enemies anywhere near them, and bad if you're near them.

DRIVE IN

A big, Midwestern drive-in theater complex is the scene of more human experiments. Until the projectors are destroyed, area gangs

will be controlled by Cassandra's mind-control movies. Give her cinematic debut a devastating two thumbs down.

Hit the Gas

The drive-in has plenty of strategically-placed gas tanks for taking out multiple enemies at once. The projectors are your targets, so don't waste time on the Moto-Tanks.

Stem the Flow

You'll have no shortage of enemies until you destroy the generator buildings away from the projector areas. Give yourself a break. Hit them before moving on.

Turn Out the Lights

Bounce some plasma bolts into the projector area to clear out some defenders, then head for the projector with grenades. Don't aim for the roof or they'll bounce to the other side. Instead, hit the gap between the wall and the building.

DC MALL

Cassandra has left data disks at strategic locations throughout the capital. These disks contain critical information about her opera-

tion. Roar through the Mall in your new Rattler tank, get the data, then get out fast.

Disk Drive

All you need to do is grab three disks. It sounds easy, but the generator buildings are indestructible this time and a mine field separates you from one of the disks.

Easy Pickings

Look for the rows of parked Moto-Tanks, then blast through them to get the radar. Once you can locate the disks, collecting them is a snap—follow the white crosshairs.

Beam Me Up

If you find yourself in a crossfire, it's good to have a teleporter power-up handy. You'll get sucked into another dimension and dropped off at a random location.

Grab and Go

There's no point in hanging around after you get the disks—only bad things can happen. Follow the blue circle on your radar. It'll lead you to your escape ship.

WHITE HOUSE

Pennsylvania Avenue is rotten with tanks from Cassandra's Shadow Ops bodyguards. Since the evil Queenlord has just kidnapped your

son, you're not in a charitable mood. Destroy them all, including the Annihilator-class Goliath tank hidden on the battlefield.

Generous Generators



Finding and destroying the generators quickly—they're hidden behind walls—is the key to this level. If you take your time, you'll face many waves of Shadow Ops armor.

Building-Blasting Boxes



There are lots of tank bucks and potent power-ups to be had in the buildings around the White House, but there isn't much time. Target the metal explosive boxes stacked up beside the buildings, then keep your distance. They'll come down like houses of cards.

Vanishing Act



Excuse yourself from the battle for a while with a cloaking power-up. Your brief disappearance will give you time to find the generators and end the fiery free-for-all.

HOUSE OF PARLIAMENT

Old England isn't so jolly now that Cassandra has moved her malignant operations to Europe. Tear up London looking for the

Iron Maidens, a local gang of armor-clad Amazons that can help you end the Queenlord's reign of terror once and for all.

Radar Navigation



The Houses of Parliament block your view of much of the battlefield, so radar is more important than in earlier levels. You'll have to blast a path through the buildings.

Down Under



There's an Iron Maiden hidden in one of the underground tunnels. Blast through locked doors down there to find access to areas that are closed on the surface.

Annoyance Afloat



Take a moment to sink those ships that hammer you from the water. They won't stop firing until you destroy them, and you need to keep your eye on Crimson Guard tanks.

Chopping Wood



The hardest Maiden to reach is hidden in the trees right beside your forces on the dock. Knock down some buildings to find the tunnel entrance that will get you to her.

WILL THERE BE JUSTICE?

Get ready to invade continental Europe as you chase Cassandra and your son through Paris and Berlin then back to San Francisco for a final, climactic showdown. Along the way,

you'll be awarded plenty of sleek new hardware to help you in your mission—like the speedy, but unruly, HoverCrank. The forces of evil will be buried under your tread prints.

Eiffel Tower



Berlin



Alcatraz



THIS OCARINA'S FOR REAL!



Actual size

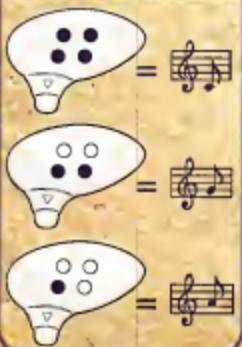
THE OCARINA INSPIRED BY THE VIDEO GAME "THE LEGEND OF ZELDA: THE OCARINA OF TIME" IS NOW AVAILABLE!

THOU SHALL FIND THE OCARINA:

- EASY TO PLAY, yet capable of profound EXPRESSION
- WELL TUNED, a great-sounding and finely crafted INSTRUMENT
- Includes a SONGBOOK and TUTORIAL with simple FINGER NOTATION for many songs, scales, and fancy tricks, plus lullabies, serenades, and minuets...
- Made from high-fired CERAMIC and carefully tuned by a professional MUSICIAN
- AFFORDABLE – professional instrument for only \$36.50

Free Gift
if you mention
this magazine!

FINGER NOTATION:



HEAR IT PLAYED WHEN YOU CALL!

SEE IT AND HEAR IT AT OUR WEBSITE!

ORDER BY INTERNET, PHONE, OR FAX:

SONGBIRD OCARINAS

312 WEST YANONALI ST.
SANTA BARBARA, CA 93101

ORDER ONLINE AT:

www.songbirdocarina.com

OR CALL TEL & FAX: (805) 899-4042



Follow Mario's cleatprints through this addictive new golf outing for Game Boy Color. Your birdies may carry you to the top of the leader board.



MARIO GOLF

GAME BOY COLOR



Step Up to the Tee with Mario

Mario's reputation looms large over the four country clubs in this game, but there's room at the top for another master. The 18-hole courses will test every aspect of your game and teach you a thing or two in the process. If you keep your ears open and practice, you'll knock down the club champs one by one.

Know Your Duff from a Dogleg

Golf has its own special lingo, and the rules aren't always obvious. Luckily, Mario Golf puts the info at your fingertips before your first drive. Be sure to ask around at the Caddie Master's office. The other golfers will happily share what they know.

Golf Golf Rules

Another means for distinguishing course difficulty.

course rating
domine

Golf Dictionary

A caddie helps a player by carrying clubs and offering

chip-in
click

Other golfers will give you the goods in the form of handy glossaries and lists. The game also provides a complete dictionary that you can access in the options menu.

© 1999 Nintendo/CAMELOT



Golfers Aren't Born Great—They Need Experience

Characters come to the game with skill sets that could use some improvement. By racking up experience points, you can enhance different elements of your game. Virtually any activity you complete in the game will reward you with points, so don't think those practice rounds are a waste of time.



Experience points are based on the difficulty of the task and your level of success in completing it. As your point total rises, your level rating will also go up. Every time you jump a level, you can choose to increase your strength in one skill factor, like drive distance or shot height.



New to the Club

You can choose to play as one of four duffers who take on characteristics as you tackle new courses. With a little work, their skills will improve—and so will their reputations!

Azalea



AGE: 17
INITIAL DRIVE: 204 YARDS
INITIAL SHOT: FADE

Joe



AGE: 18
INITIAL DRIVE: 205 YARDS
INITIAL SHOT: DRAW

Kid



AGE: 10
INITIAL DRIVE: 202 YARDS
INITIAL SHOT: DRAW

Sherry



AGE: 12
INITIAL DRIVE: 200 YARDS
INITIAL SHOT: STRAIGHT

Mario



AGE: 10
INITIAL DRIVE: 202 YARDS
INITIAL SHOT: DRAW

Luigi



Wario???



Anyone you ask at the Mario clubhouse will tell you Mario is the best golfer in town. Luigi and a "secret" character are not far behind.



Practice Rounds

A nice, relaxing round on your own is a good way to learn the courses, try new techniques and beef up your skills for the real deal.



Match Play

Go up against the club champs in single-hole, winner-takes-all matchups. The first player to win nine holes gets bragging rights.



Tournaments

There always seems to be a full-blown tournament going on at the clubs, and—if you qualify—you're welcome in a foursome.



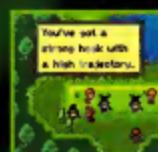
Field Games

Several one-hole challenges await you in the woods between the country clubs. They can be more difficult than the actual courses.



Lessons/Games

Plenty of helpful instructors hang out on the driving ranges and practice greens. Good students are rewarded with experience points.





The Marion Club: Woods Without a Tiger

Champion: Putts



It's unclear how Putts ever rose to his lofty position, but it will be perfectly obvious how he'll lose it. Best him in the tournament and match game, then watch him steam.



This club, with its forgiving greens and straightforward fairways, gives you a gentle introduction to the sport. If you stick with standard club selection and hit close to the mark on contact, you should eventually get through the Marion well below par.



Meet and Greet in the Clubhouse



People in the Marion Clubhouse have one thing on their minds—improving their golf games—and they're pleased to share their obsession with you. Some are more helpful than others, pointing out important features of the club or handing out tips that will help you get through the course.

Putting: 20 points



Everybody on the green has advice for you, but one player has a challenge. When he dares you to beat his putting record, make him eat his words. If you take your time and read the direction arrows on the green, you'll rack up 20 more experience points.



The Palm Club: Tropical Breezes, Tough Lies



You'll have a tougher time making par at the Palm Club without picking up some pointers from more experienced players. The scenic palms that dot the lush landscape don't seem so pretty when they're blocking your approach shot, and the gentle breezes can send your ball out of bounds.



Champion: Grace

Grace has a sophisticated upbringing as a golfer, and it shows. She plays a smarter game than Putts, using restraint on her approach shots when necessary. Use all the techniques you've learned, or she may have an easy time with you.



Shot Lessons



Lesson 1: 25 points

Fight the headwind by using a club with greater distance, then blast your shot to the green.



Putting: 25 points

Once again, your putting ability is called into question on the practice green. It's a tougher read than last time, but you should be able to sink them all.



Lesson 2: 25 points

Learn to hook and slice your way around obstructions. Add some spin to your swing with the control pad.



Explosive Approach



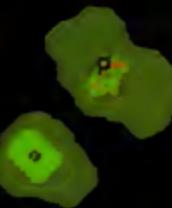
Lesson 1: 25 points

Don't stick you head in the sand. "Explode" your way out of the bunker with your sand wedge.

Lesson 2: 25 points

This short approach looks deceptively easy, but the steep grade requires excellent control.

Hole 15 - Par 3



To beat Grace in the Palm Club tournament, you'll have to drive the ball into good putting position on short holes like 15. Use your new approach strategies.

Your Home on the Range

Lesson 1: 20 points

Driving with control is important on short holes. The first instructor will help you select clubs and read the wind to find the green.

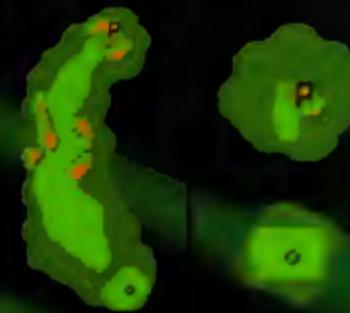
Lesson 2: 20 points

On other holes, power makes all the difference. Load up your driver with everything you've got and launch a cruise missile down the fairway.



Hole 7 - Par 5

Hole 12 - Par 3



Approach with Confidence

Lesson 1: 25 points

When the green is unobstructed, rolling the ball with an overpowered iron can net better results for approach shots.



Lesson 2: 25 points

When obstructions abound, a wedge is the way to go. Pop the ball into the air and let it roll to the hole.

The Marion Club contains garden variety holes that introduce you to the common layouts, like the par-5 dogleg and the short par 3 over an out-of-bounds area. You'll see variations on the same themes throughout the other courses.



The Dune Club: Heat Stroke Penalties



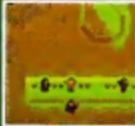
The Dune Club is as arid as the Palm Club is lush, and with the desert come sand traps—a lot of them! If you don't play these holes perfectly, you'll find yourself flings out of a bunker or two. Pay attention to the lessons or you'll get one bad lie after another.

Champion: Tiny

There's nothing subtle about Tiny's strategy—he's all about pushing his drives as far as they'll go. His power game is useful in getting over suspect terrain, but nobody can drive it to the green on a par-5 hole. Use your super- or control to beat him on approach shots.

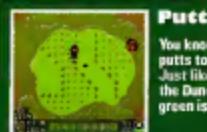


Rescue Your Shot



Lesson 1: 45 points

The green is nestled into some bunkers. Pulling your drive will let you thread the needle and hit near the pin.



Putting: 45 points

You know the drill: nail your putts to get experience points. Just like the actual greens on the Dune course, the practice green is tougher than before.



Lesson 2: 45 points

Find the player who's trapped in the trees. She'll show you a method for getting back on the fairway.



Approach from Below

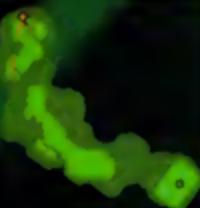
Lesson 1: 45 points

Getting from the fairway to a steeply graded green means powering up and learning to roll with it.

Lesson 2: 45 points

Put the ball in the air with your sand wedge to clear the bunker and make the short roll to the pin.

Hole 5 - Par 4



Many of the holes at the Dune Club leave little room for error. Hole 5 has a narrow island of fairway to hit between the tee and the hole.



The Links Club: Sand, Sea and Semi-Rough



Strewn with sand traps and shrubbery, the Links Club will force you to draw upon all the skills and techniques you've picked up throughout the game. Watch out for that strong breeze coming off the nearby sea, or you'll be swatting through the heath to get back on the fairway.



Champion: Gene Yuss

This angora-brimmed showoff backs up his boasting with brilliant play and few mistakes. If you want to compete, you'll have to take some chances. Shooting par will not cut it against this self-styled "greatest of the great."



Field Challenges

Keep your clubs handy when traveling between tournaments. The roadside attractions can be just as challenging as the bona fide courses. A good performance on each will yield a quick payout in experience points.



Windy Valley Hole

Repeat is your friend. "The wind is my friend. The wind is my friend." You'll need to be best buds if you want to keep hitting the small targets around the pin.



Tiny-Tots Grounds

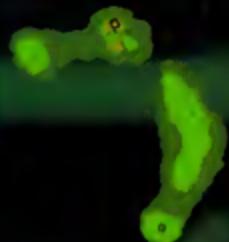
Somebody has left a mess of golf balls strewn about the grounds. If you can help out and quickly get them into the target area, there's a reward in it for you.



Mini-Mini Lake Course

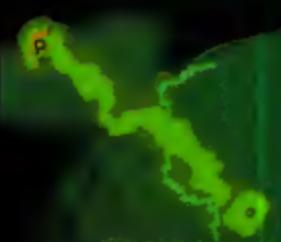
This would be a nice little water hazard if it weren't for the golf course right in the middle of it. Watch your swing, or your shots will be sleeping with the fishes.

Hole 4 - Par 4



Like other Links holes, there is little open space to shoot for on your drive—it's a good place for a power shot to get beyond the heath. Go long on the down-sloping green for your approach.

Hole 18 - Par 4

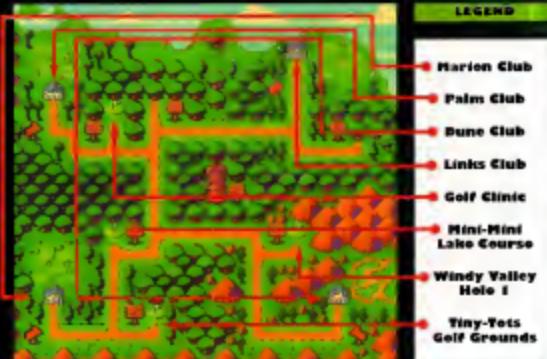


It's over the river and through the heath on the last hole of the toughest course in the game. The green is crowned with bunkers, so emphasize placement rather than distance.



A Walk with the Woods

It's a short walk—no cart necessary—to some of the best golfing this side of Pebble Beach. As you gain experience, you may start discovering some places along the path that you once overlooked.



LEGEND

- Marion Club
- Palm Club
- Dune Club
- Links Club
- Golf Clinic
- Mini-Mini Lake Course
- Windy Valley Hole 1
- Tiny-Tots Golf Grounds

NUCLEAR STRIKE

64

First Time
Ever On
N64!

TOP SECRET



CONFIDENTIAL STRIKE FILES

- Control more than 10 different attack vehicles on ground, sea and air, including Apache Choppers, Abrams Tanks, Warthog Fighters, Harrier Jets, Hovercrafts and more!
- Smart Battlefields- AI reacts to player's behavior!
- Lightning fast gameplay and insanely populated environments!
- Incredible real-time light sourcing for realistic explosions, terrain and shockwaves!
- ...detailed ground environments with almost photo-realistic textures.

-IGN.com

THQ



www.thq.com

NINTENDO 64



Available this Winter

Nuclear Strike © 1997 - 1998 Electronic Arts. Nuclear Strike, Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Nuclear Strike 64 is published and distributed by THQ Inc. under exclusive license by Electronic Arts. THQ and the THQ logo are trademarks of THQ Inc. All rights reserved. Nintendo, The Official Seal, Nintendo 64 and the N64™ logo are trademarks and registered trademarks of Nintendo of America, Inc.

VATICAL™
ENTERTAINMENT

the **LEADER** in

VIGILANTE V.B.C.

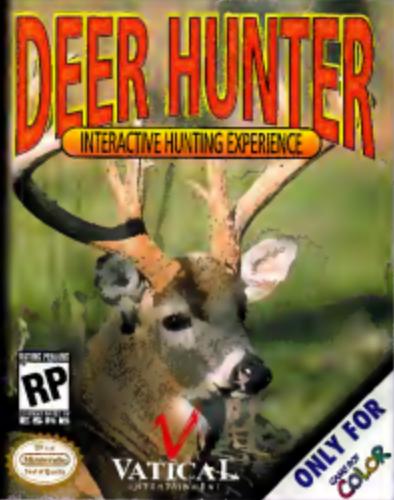
ACTIVISION®



FEATURES

- The ONLY auto-combat game on Game Boy Color!
- REAL VOICE PLAYBACK
- *NEW* H.U.D. (Heads Up Display) for the Game Boy Color version
- RUMBLE FEATURE for tactile feedback of explosions and collisions
- ADVANCED PHYSICS and collisions never before seen on Game Boy
- CUSTOMIZABLE controls and game play modes

GAME BOY® Color



FEATURES

- CHOOSE YOUR WEAPON - Riffle, Shotgun or Bow.
- TOOLS OF THE TRADE - Deer Call, Rattle, Binoculars, Cover Scent, Attractant Scent.
- TRACK YOUR QUARRY - On Ground, Tree Stand, Overhead Map.
- 4 SCENIC LOCATIONS - Arkansas Autumn Woodlands, Colorado Alpine Forests, Indiana Winter, Target Range.
- SHOWCASE Your Prize Hunts in the Trophy Room.

SURVIVAL KIDS



Some birthday! This is certainly not the way you want to celebrate, with your father's boat being tossed around in a raging storm. And when you regain consciousness after being washed ashore, you find yourself alone on an uninhabited island.



Uninhabited by humans, that is. There's one curious monkey and lots of other creatures, some that you'll need to eat to survive. It's a good thing that your dad gave you that hunting knife for your birthday. You'll have to be a pretty grown-up ten-year-old, because you're going to have to hunt for food, build helpful tools and search for places to sleep. Leave no stone unturned as you travel down every possible path, because you never know what object may come in handy. Rely on your instincts, creativity and smarts. That's a lot to ask of a kid, but you're about to grow up—fast.

In Konami's latest adventure, one savvy ten-year-old is stranded on a deserted island, left to explore dangerous regions and battle deadly elements in hopes of staying alive. Now pick up your Game Boy Color, assume the role of the lost child, and use all of your wits to become a Survival Kid.

©1999 Konami of America, Inc.



FIGHT FOR SURVIVAL

Survival Kids is a unique role-playing experience. Unlike most RPGs, you don't interact with characters or advance along a predetermined path. You are free to roam as you investigate every

object and explore every corner while keeping an eye on your health. Your goal is to survive and find a way to be rescued. Only you can determine your fate.

Objects of Desire

Clan



Canteen



House



Stick



Tree Bark



Hut



Flex Tree



Feather



Ivy



Big Stick



Big Leaf



Fish Gut



Rock



Pointy Rock



Dried Leaf



Here's to Your Health

Life Points



Life Points are the most important parameter—they represent your overall health. When you run out, the game is over.

Water Points



The harder you work in the sun, the thirstier you'll become. Keep plenty of water on hand, or you'll suffer from dehydration.

Hunger Points



When you run out of Hunger Points, your Life Points will slowly start to decrease. Go hunt for food as quickly as possible.

Fatigue Points



You won't live for very long without plenty of sleep. When your Fatigue Points are high, find shelter and get some shut-eye.

Food Supply

Nuts



Good food is hard to come by, so be sure to gather nuts whenever possible. They're always safe to eat but not very filling.

Fruits



Satisfy two cravings at once by gobbling some fruit. The juice can help quench your thirst, and the fruit is never poisonous.

Herbs



There's no doctor on call, so you want to stay healthy. When you're feeling under the weather, use herbs as medicine.

Mushrooms



You will encounter plenty of mushrooms, but be cautious. There are several poisonous types, so eat 'shrooms only when desperate.

SHIPWRECK!

What a mess! When your father, a well-known adventurer, treated you to a pleasure cruise for your tenth birthday, he didn't expect to run in to a perilous storm. And when he

Smooth Sailing



The trip was supposed to be a special tenth birthday.

With your father—an expert explorer and traveler—as captain of the boat, you knew you were in good hands. He often passed his knowledge on to you, making you an astute skipper. But you never imagined being without him.

gave you a special explorer's knife as a birthday present, little did he know that his gift would become essential to your very survival.

The Storm Hits



A big wave struck the boat.

That night, as you tried to sleep, an enormous storm rolled across the sky, creating waves that crashed into the ship and flooded the deck, knocking you into the sea. The next morning, you were all alone.



Opening Beach

You wake up on a beach. Now what? The opening scene is a good opportunity to familiarize yourself with the game. Inspect every object on the screen—you'll be surprised at what you might find. The beach contains items that will assist you on your journey.

Nab the Sack



Your knapsack, which contains items vital for survival, is buried under a sand dune. Search around the beach until you uncover it.

Slash Away



Once you recover the items in your bag, equip yourself with the knife. You will use it to slash the brush and create various paths.

Do the Can-Can



Remember, you can suffer from dehydration without enough water. Grab the canteen on the right side of the beach and keep it filled.

Sticks 'n' Stones

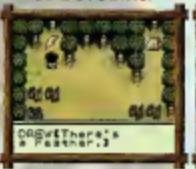


The small stick in the upper-right corner of the beach is an invaluable tool. You will use it to create fires and helpful weapons.

Jungle Zone

In the jungle, you'll perform basic tasks, such as hunting animals, building fires and constructing tools. Not exactly typical activity for a child, but this is not a typical day, and you're not a typical kid.

Bird's Feather



Don't ignore the feather to the left of the hut. It may not seem important, but you will eventually combine it with other objects to create an arrow.

Tree Bark



The tree bark is one of the most crucial objects to collect. It will help you start fires, which you can use to cook meals or scare away animals.

Bedtime



The hut is where you can get some rest, so remember where it's located. As day turns to night, you'll become tired and you'll need to sleep.



Light Up Your Life



By merging the tree bark and the stick, you can make kindling, which will start fires. Without the kindling, you won't be able to cook or create flames to scare away creatures.

Hunt and Cook



Once you catch an animal, use the open space in front of the hut to cook the meat. You won't be allowed to start fires inside the hut or near trees.

Lumberjack



Once you find a piece of iron, combine it with the stick to create an axe. Use it to cut thick trees into lumber for future purposes.

Onward and Upward



A large rock blocks the path at the top of the jungle. To move it, you must get the big stick in the swamp, which is north of the Southeastern Beach.



The Maze

That curious monkey that appears on occasion is about to become a major pain. He'll lead you on a wild chase, but in the end, you'll

want to thank him. As you track down the thieving monkey, be sure to collect specific items that will help you survive.

Monkey Business



The monkey will swipe your sack and run away, taking your valuables with him.

Gotchal



Travel up, right, down and left to find the monkey and recover your sack.

Make an Arrow



By merging a sharp rock, a feather and a stick, you will make an arrow.

Sweet Sugar



Be sure to collect the sap from the pine where the monkey was hiding.

Torch Bearer



The sap can be combined with a stick to make a torch to use in the cave.

River of Blessings

The river really is a blessing. You'll soon find that the island does not have enough food to keep you satisfied, so turn to the river, which is filled with fish. You can also drink the water when you're thirsty.

Bend and Flex



Collect the long, elastic ivy next to the river and combine it with a flexible tree branch to make a bow for your arrow.

Thirst Quencher

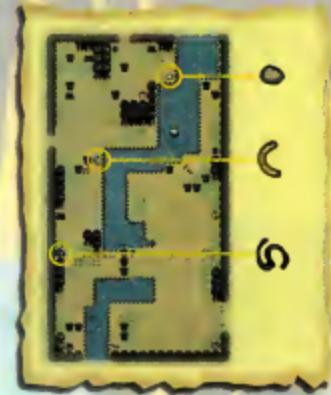


The river supplies plenty of clean water to drink. Fill your canteen for tasting excursions or gulp right from the stream.

Fish Food



You can't survive by nibbling on fruits and berries, and hunting takes energy. Make a fishing pole and catch some dinner.



Southeastern Beach

Once you make the long trek down to the beach, you'll find a hut where you can spend the night. While you're there, feast on clams, and gather other important items. The beach also leads to the mysterious swamp.

Just Visiting



The hut on the Southeastern Beach is a good place to store items or sleep when darkness creeps up on you without warning.

Clambake



For a quick snack, head to the beach and grill up some clams. They should hold you over until you find time to hunt or fish.

Fish Guts



Someone must have been here before, because there's a fishhook sitting on the beach. You will need it to make a fishing rod.

Gone Fishin'



After collecting the fish gut from the beach, combine it with the flexible tree branch to make a fishing rod. If you're not much of a fisherman, you can resort to throwing rocks.

NINTENDO 64



Only For

This game is so Popular...

FREE
Diddy Kong
Bean Bag
Character
with pre-purchase.

DONKEY KONG 64



\$10.00

Guarantee your copy
for only \$10 down.



even
Santa needs
to reServe it
at EB!

Call for
a store
near you



1-800-800-5166

Shop
By phone



1-800-800-0032

How to
SHOP

Come in
and Find Out
More About:

Your Best Choice for Video Games and PC Software

■ Newest & Hottest Games!

■ Large Selection

■ Hassle Free Return Policy

■ Pre-purchase/Reserve List Program

■ Low Price Guarantee

■ Knowledgeable Sales Associates

■ PC/Video Game Trade-in Program

electronics

EB
boutique

Wal-Mart



NOTHING IS SAFE.



CHECK OUT BATTLETANK™ ON **GAME BOY COLOR**

© 1996 The 3DO Company. All Rights Reserved. 3DO, Battletoads, Global Assault, Fight for the Power and the 3DO logo are trademarks or registered trademarks of The 3DO Company in the U.S. and other countries. Nintendo, Nintendo 64 and the "N" logo are trademarks or registered trademarks of Nintendo in the U.S. and other countries. © 1996 Nintendo of America, Inc. Game Boy and Game Boy Color are trademarks of Nintendo of America, Inc. © 1995 Nintendo of America, Inc. The name by Nintendo of America, Inc. is a registered trademark of Nintendo of America, Inc.



BATTLE TANX™ GLOBAL ASSAULT

Fight for the Future™

9 new, destructive tank models • a grand total of 12 tanks to toast every town



Furious 4-player head-to-head combat on foreign and domestic soil

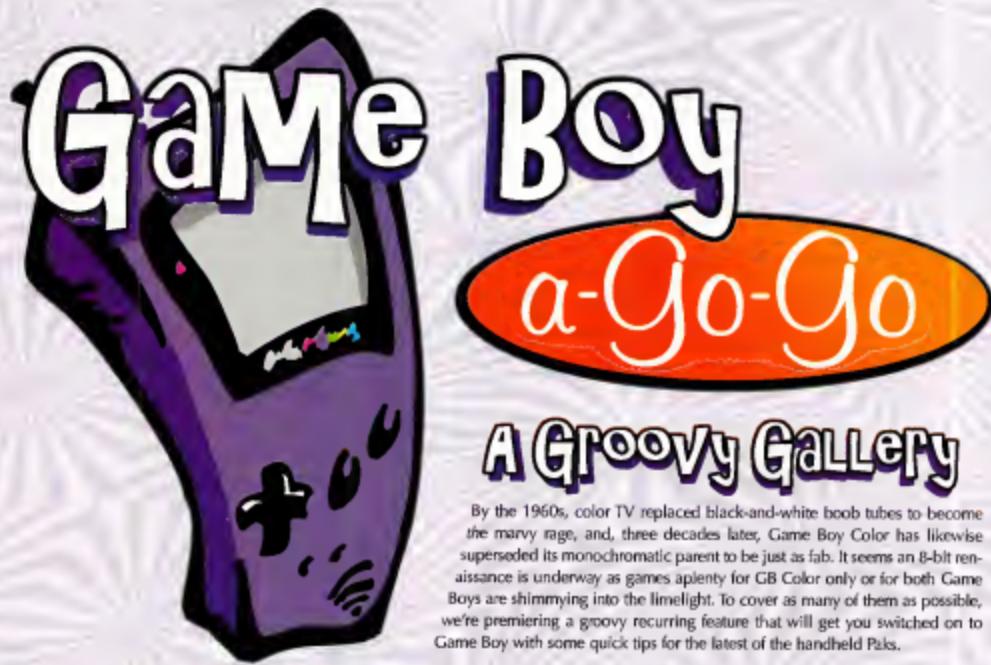


More insane weapons to blowup 24 new international landscapes



9 new ruthless gangstas join the ranks or run them down with a tank

3DO
www.3do.com



Game Boy

a-Go-Go

A Groovy Gallery

By the 1960s, color TV replaced black-and-white boob tubes to become the marvy rage, and, three decades later, Game Boy Color has likewise superseded its monochromatic parent to be just as fab. It seems an 8-bit renaissance is underway as games aplenty for GB Color only or for both Game Boys are shimmying into the limelight. To cover as many of them as possible, we're premiering a groovy recurring feature that will get you switched on to Game Boy with some quick tips for the latest of the handheld Paks.



Beauty ON Board

Fans of Mario Party may soon be shuffling shindigs to crash Disney Interactive's on-target stab at the board game genre. Starring characters from the feature-length cartoon, the game's beauty isn't only skin (or screen) deep, since the heart of the game is equally appealing with a story-driven scenario, multiple game boards and a diversity of engaging minigames.

©1999 Disney



BELLES AND WHISTLES

If you think Disney's *Beauty and the Beast* is too froufrou a license, check your ego at the castle gates. Don't let the Harlequin Romance-feel get in the way of fun, which is what B&B delivers in a variety of ways.



Story Game

As the Story goes, you take turns with Gaston rolling the die to reach the end of the game board. If Gaston finishes first, he'll run the Beast out of town, so you must boost the point value of your die rolls by winning the minigames.

Minigames

Depending on where you land, you could play a minigame. The Mrs. Potts, Poochy, Chip and Lumiere games give you one chance to win, while all others allow two flubs before they disqualify you.



Belle's Ride

Galloping Philippe into uninviting woods, Belle must steer her steed past bats, wolves and traps. Push Right while leaping to perform a long jump, and tap Left to slow down if you need more time to position yourself.



Beast's Battle

As the Beast, fend off wolves by ducking, jumping or punching. Arrows indicate the direction incoming wolves are heading, so tap Down to duck high arrows, Up to dodge low arrows and Left or Right to punch waist-high arrows.



Crazy Chopper

Catch the logs on the spring cart and bounce them to the right side of the screen. As more logs pour out of the contraption, play with a jester's mindset, shuffling back and forth to intercept all logs and keep them airborne.



Mrs. Potts' Peril

Hop up the shelves to reach the flames that have escaped from the oven. Use one squirt to snuff small flames, two to put out medium ones, and three to extinguish large fires. After five squirts, tap A by a water pump to refill.



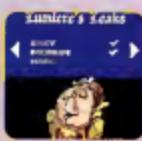
Le Fou's Gallery

In the shooting gallery, three misses end the game. Never shoot bombs and always shoot the clocks for extra time. Shoot all targets in Round 1, blast only blue targets in Rounds 2, and hit only bulls-eyes in Round 3.

Game Boy o-Go-Go

Board Game

To play against any combination of one to three human or CPU opponents, choose the Board Game option, which is the multiplayer mode that allows you to play on any of the special boards you've unlocked.



Practice Mode

In Practice Mode, you can perfect your technique for any of the nine minigames detailed below. When you win all nine on a particular difficulty level, you'll unlock a new game board, such as the Garden Board.

Challenge Mode

Since no mess-ups are allowed, the high scores in Challenge Mode are based on your longest winning streak. All minigames, with the exception of Matching Doors, are available for high-score playing.



Poochy Paw Prints

Each piece of furniture that Poochy hops onto corresponds to a direction on the Control Pad (e.g.: Down equals the table). To clean up after Poochy, mimic its pattern by pushing the Control Pad in the appropriate direction.



Where's Chip?

In a variation of the shell game, Chip the teacup hides among look-alike cups. Focus on Chip as he blends into the cup line-up, then identify his mug after the cups have finished shuffling. Find him three times in a row to win.



Lumiere's Leaks

Prevent a flood by positioning Lumiere the candleabra beneath the falling drops. Catch the water on any of his three candles, but avoid intercepting too many consecutive drops or the same votive or you'll permanently snuff it.



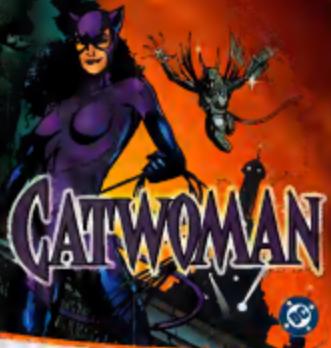
Matching Doors

In the concentration game, you're allowed to mismatch no more than two picture pairs. Since all six pairs' whereabouts are briefly revealed at the get-go, memorize as many pairs as possible or focus on key panels, like corners.

BONUS GAME

Stars randomly appear in the minigames (like the one shown in the Belle's Ride screen shot on page 132). If you grab three during Story Mode, you'll play a round of the bonus game, Gaston's Spittos, in which you use a power meter as a gauge to launch a spit wad into the star-embellished spittoon.





HELLO, Kitty!

DC Comics' premier cat burglar has set her sights on stealing a crystal skull from Gotham City Museum, but she's not the only one who wants to get her paws on it. Mobsters also find the artifact to be the cat's meow, so the fearsome feline must rely on a surprisingly wide variety of catfighting moves and, more importantly, stealth as she slinks through Kemco's sidescroller.

Software ©1999 Kemco
All other elements ©1999 DC Comics



Cat Power

You'll need some alley-cat street smarts to avoid the thugs who want to catch you by the tail, so Kemco has programmed Catwoman with feline prowess and over a dozen special moves to keep the action purring.



Whip Smart

While moving sideways, tap the A Button followed by Up on the Control Pad to crack Catwoman's whip. By lashing it out at ceilings, you can latches to the rafters and swing across gaps, past traps and over enemies.

ON the PROWL

Like the number of lives a cat has (and the number of segments on your Health Meter), Catwoman sports nine sizable levels, taking you from the Gotham city limits to the forest hideout of Ra.



Gotham City Museum

Breaking into the museum, Catwoman must evade night watchmen, guard dogs and security lasers. Timing is everything in this level, and to land on your feet, leap to ledges when guards or floor lasers are clear from your path.



Skyscraper Roof

The second level of the game is a forced-scrolling area where you must constantly stay on the move. If you fall too far behind and hit the edge of the screen, you'll lose one health bar as Cyber Cat escapes your clutches.



Ruined Factory/Hideout

In an attempt to swipe the crystal skull from Cyber Cat, Catwoman infiltrates her feline foe's hideout. The thugs are more mobile and abundant, but by stationing yourself atop computer terminals, you can stay out of their reach.



Clawing up Walls

Cats were born to climb. To prove Catwoman's birthright, work your way up vertical passageways by facing one of the walls. Tap the Control Pad toward a wall and hit A to ascend the passage.



Catfight!

To accommodate Catwoman's cheetahlike reflexes, the game features ultraresponsive controls. Execute one of her swift offensive moves by combining a Control Pad tap (experiment with diagonals, too) with a button press.

PurrFect Protection

Instead of pausing the game, hit the Start Button when Catwoman's suited up in the Cat Armor to fire her lasers. To pause the game, hit Select instead—the password for your current level will appear amid the ceased action.

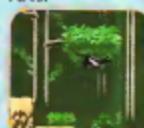
Sewer



Cyber Cat's Hideout



Forest



Old Mansion



Control Center



Escape from Ra's



Practice Stealth

Catwoman emphasizes stealth, and by being more elusive than a Cheshire, you can give enemies the slip and escape the assaults of booby traps and automated guards. To hide, press and hold Up so Catwoman will sprawl against a wall in the background.



TOWERS

LORD BANIFF'S DECEIT



A Real-time RPG

A throwback to the home computer RPGs of the '80s, *Towers: Lord Baniff's Deceit* is a mix of spell management, character development and 3-D tunnel roaming. The twist is that it's a "real-time" RPG, so your character's health and energy aren't determined on a move-by-move basis but, rather, on a second-by-second one with the game remaining in flux, even if you're standing still.

©1999 TeleGames, Inc.
Under license from JV Games, Inc.

Game Boy

a Go-Go



RPG Wizardry

In the first of a series of planned real-time RPGs to be released under the *Towers* banner, an apprentice wizard searches for the missing Lord Baniff who has disappeared within the beast-ridden depths of a tower.



Running in Real Time

As the seconds tick by as you play, time will take its toll on your character, causing him to grow more hungry and less alert. And since the game runs in real-time, monsters will continue to hunt you down even as you sleep.

Touring the Tower

Towers sprawls across 15 levels and offers even more stats and items to micromanage. With such complexities, you'll have to master your basic adventuring skills.



You Are Here

The dungeons tend to look alike, so consult your map often to orient yourself and prevent careless meandering. Access your map by hitting Select, then place the cursor arrow over the parallelogram-shaped scroll and tap A.



Keeping Your Bearings

The first-person perspective makes it easy to lose your orientation in the mazes. To keep your bearings and avoid spinning yourself around, sidestep when battling roving enemies by pressing and holding Start as you walk.

First-Person Perspective

Since the enemies are always on the go, the first-person perspective adds a sense of suspense to the game. Unlike other Game Boy RPGs, which usually display overhead views, *Towers* has surprises lurking around the corners.



Casting Spells

More Harry Potter than Merlin, your amateur wizard must mix and match spellcasting words to conjure up magic. And since the game's in real-time and battles aren't turn-based, you'll have to figure out spells in a jiffy.



Get Connected

With two Game Boy Colors, two *Towers* Game Pakcs and a Game Link Cable, you and a partner can hook up and simultaneously explore the tower in a cooperative quest across the game's dozen-plus medieval levels. But if one member bites it, the game is over.



You Cookin' At Me?

Hit enemies only when they are facing you, since you'll miss if they are turned to the side. If the tables are turned and you're on the defensive, your Strength and Dexterity will affect how well you withstand the attack.



Eating and Sleeping

Taking a snooze is one of the best ways to regain health, but you won't be able to drift off if you're hungry. Your appetite will grow the more you walk and the more you wait, so tend to your growing stomach to stay fit.





A New Can of Jim

If he can't be the brightest star in the galaxy, then why not be a menace to it? In Menace 2 the Galaxy, Earthworm Jim returns in classic form: fun, off-beat, slimy and a little gangly to boot. In his long trek through sidescrolling land, worm wranglers must gather well over 100 collectibles while wielding wacky weaponry and exploring branching intralevel routes.

TM & ©1999 Interplay



Ways of the Worm

Other than cows, collecting items has always been the emphasis of EWJ. To avoid becoming fishbait, exercise these tips pronto. And don't wait until the cows come home.



Tokens from Enemies

To exit a level, you must pick up a minimum number of collectible tokens. For a big payoff, blast enemies. Some are invincible, but those you manage to destroy will turn into special tokens worth five regular tokens.

Worlds and Weapons

Even with his wide and strange array of weaponry and items, Jim will have trouble collecting tokens to unlock new levels. If the worm expires, you'll lose all tokens and restart the level.



Sci-Fi

The Sci-Fi and Laboratory levels are the first available areas for exploration. Since Sci-Fi is considerably easier to manage and navigate than the Lab, launch into the space level to get a feel for the game.



Laboratory

The Laboratory is a vertical level. Descend stairs and activate elevator switches to move farther along. To return to the top, enter warp doors that may send you back up or into new regions altogether.



Graveyard

Though freshly dug cemetery plots and rotting corpses seem like the usual hangouts for worms, Jim knows he's in grave danger. To stay among the living, he should also know that it takes a few blasts to take out a skeleton.

PLUS 9 More Stages



Watch Out for Wormholes

Wise men say only fools rush in, and while Jim qualifies as a fool, not a wise man, it doesn't mean you should be hasty. Falling into pits and holes, like those in the Laboratory, will spell doom for Jim, so watch your step.



Back Where You Belong

When an enemy or falling hazard hits Jim, it will knock him back a few steps. In some cases, a few paces backward could mean plunging off a cliff. To avoid losing ground, plan your attacks before wandering away from a ledge.

COLLECT THEM ALL

With enough tokens, you can activate the blue teleporter to enter a new level. The exit toll is set below the max number of tokens in an area, but if you're strapped, remember that the most overlooked tokens are the fives you earn by blasting enemies.

CHIPS	174 - 192
LABORATORY	244 - 283
SCI-FI	240 - 259
DEATHZONE	240 - 259



Pocket Rocket

For a quick flight across the level, hop onto the bullet-shaped Pocket Rocket. Once aboard, you can nab remote tokens. When its meter empties, the rocket will disappear, so find a safe spot to hover over.



Plasma Blaster

Located throughout the levels are special weapons. To bolster your firepower, find the Plasma Blaster. While it carries limited ammo, its blasts pack more punch, and it's a quick way to turn enemies into tokens.



Snot, the Glob of Goo

Bless this sneeze byproduct! If you pick Jim's bouncy, boogery pif, Snot, it'll provide a brief, cushiony ride, enabling you to spring past danger. Snot isn't invincible, though, so dodge obstacles and traps.

All Star Tennis '99



FULLY LICENSED FUN

While All-Star courts fantasy game play with its extreme arcade options, the game also serves up a realistic side by sporting eight tennis superstars from real life.

JANA NOVOTNA
MARK PHILIPPOUSSIS
MICHAEL CHANG
CONCHITA MARTINEZ

RICHARD KRAJICEK
AMANDA COETZER
JONAS BJORKMAN
GUSTAVO Kuerten

TENNIS, ANYONE?

Miniskirts but no go-go boots? Now that's altogether ungroovy, but GB a-Go-Go will let it go-go this time, considering this is a tennis game and sneakers are more sensible. And just like sneakers, Ubi Soft's All-Star Tennis is a sensible choice for sports fans who'll have a smashing time volleying the ball against some very aggressive, licensed pros.

©1999 Ubi Soft Entertainment

Game Boy
a-Go-Go



Special Moves



Like a tennis ball, the game's sound is a bit fuzzy, but at least the special moves are sharp. By enabling Special Moves in the Options Menu, players can pound out shots—like bionic-powered smashes—without warning.

Bomb Tennis



Bomb Tennis plants a short-fused explosive wherever the ball lands. Since the blast will knock nearby players off their feet, lock your competitor into the blast zone by repeatedly lobbing the ball into the same spot.



The Monster Mash

If you build it, they will come. And then they'll jump all over it, tear it down and eat the people inside. Rampage 2, in true GB a-Go-Go style, harkens back to that '60s era when all drive-in flicks were about oversized monsters trampling bustling cities. In this version, two players can link up for cooperative or competitive building bashing.

© 1998, 1999 Midway Games Inc.



Creature Features

Bulging with more monsters of mass destruction and more buildings to raze, Rampage 2 takes you across the galaxy with some twists not seen in the original.



Rescue Missions

At first, only the new characters, Bons, Curtis and Ruby, are available for use. By stomping through your global and galactic itinerary, you'll eventually unlock the game's original characters, like George of the jungle.



Universal Tour

Your tour of duty is on a larger scale this time around. To survive your travels, make sure the items you grab are safe, jump off buildings before they crumble and destroy the pesky tanks that patrol the sidewalks.

Dine & Destroy

You are what you eat, so it seems monstrosities shouldn't have to worry about what they munch, but that's not the case. Items like toilets aren't the healthiest treats, so don't punch an item unless you're willing to eat it.

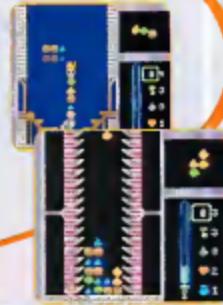




Beyond Tetris

Similar to Tetris, *Puzzle Master* rains down puzzle pieces that you must arrange so they won't pile up to the top of the screen. But unlike Tetris, *Puzzle Master* drops blocks in clumps, and the rearranging takes place in interactive arenas where secret passages lead to new game boards and resident monsters unload even more blocks onto your parade.

©1991 Meteo3D



With a TWist

Grouping together at least three like blocks will obliterate them from the arena, but *Puzzle Master* is also about how you clear the blocks and where you clear them from.



Multiple Objectives

The blocks represent elements, so place them accordingly, such as dropping flame blocks onto candles or keys into gateways. Proper placement of blocks or items will help you reach monsters, new puzzle boards or a faster finish.



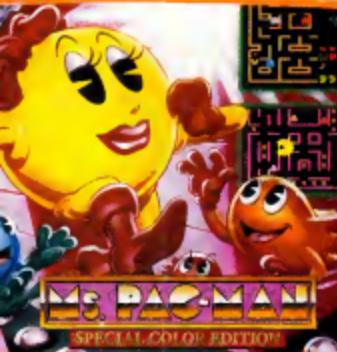
Inventory Items

By destroying blocks, you'll energize your Power Sword, which, when fully charged, will unlock the next level. To power the sword faster for even access hidden puzzles, use items in your inventory like keys, bombs and daggers.



Passwords

Passwords like "KING" and "FAIRY" will unlock new puzzle quests, and by winning Challenge Mode where the blocks fall faster the closer you get to powering your sword, you'll win cheat passwords like "BOMBS" and "KEVS."



Ghosts & Gobblin'

A true individual, Ms. Pac-Man boasts the body of a pie chart and the appetite of a garbage disposal. She's also a true arcade classic, who's stood the test of time after debuting in every pizza parlor worth its pepperoni in the '80s. Faithfully translated to GB Color, Ms. P. offers the same arcade experience, minus the anchovies.

™ & © 1991 Namco Ltd.



à La Arcade

The game sounds, looks and plays like the arcade version, so the original patterns and techniques for pellet munching will work on the new portable version.



Two Ways to Maze-Gaze

Normally, the game appears in a pan-and-scan mode, where you see only your immediate surroundings instead of the entire maze at once. To play a full-screen game, tap Left or Right while selecting One Player or Two Players.



Ghostbusting

The key to surviving Ms. Pac-Man is knowing how the ghosts behave. You can easily stay out of their path if you remember that the ghosts rarely reverse direction (except immediately after you've chomped a Power Pellet).

Super Pac-Man

One of the lesser-known Pac-Man spin-offs is also included in the game. As Super Pac-Man, munch keys to open maze sections and gobble the green dots to supersize your self into a ghost-proof Pac-Man who requires no keys to enter locked areas.





NO ONE MAKES GAMEBOY SO MMM, MMM CRAVE-A-LICIOUS.



We know what you
CRAVE
FRESH. FABULOUS. FRESH.



NINTENDO 64

ROCKET: ROBOT ON WHEELS

A new face blasts onto the N64 scene.

GRAPHICS: Rocket: Robot on Wheels, formerly known as Sprocket, boasts rich 3-D graphics in eight very different worlds that range from a carnival stage to a stage filled with food. The animation is particularly realistic with a game engine that produces the motion and interaction of real physics in real-time.

PLAY CONTROL: Players controlling the main character, Rocket, will find a wealth of moves throughout the game. All of the moves feel intuitive and smooth.

GAME DESIGN: Players take on a wide variety of platform challenges, but some of

the challenges have a distinct puzzle element.

SATISFACTION: Anyone who liked Banjo-Kazooie will enjoy Rocket. This is a classy game that shouldn't be missed.

SOUND: The production values of the music and sound effects are excellent.

COMMENTS: **Scott**—After Donkey Kong 64, Rocket is the best platform game I've seen all year. **Andy**—It's similar to Banjo-Kazooie—it's well done and fun. **Nate**—The real boon is the physics engine. You could wander around for hours just play-

ing with stuff because it acts like things in the real world. **Kyle**—Quick changes in camera angles can leave you motion sick.



OVERALL
8.4
RATING

GRAPHICS
8.8

PLAY CONTROL
8.2

GAME DESIGN
8.8

SAT.
8.4

SOUND
7.4



HOW IT RATES

Although the ESRB hadn't reported in by

press time, we fully expect Rocket to get an E rating. There's very little suggestion of violence in the game apart from some robot-on-robot fighting.

NINTENDO POWER STAFF SCORES

8.9 → Kyle

8.8 → Nate

8.5 → Scott

8.2 → Andy

7.9 → Sonja



HARVEST MOON 64

Farming has never been so much fun.

GRAPHICS: Natsume did an excellent job of creating a 3-D world for the latest Harvest Moon. The crops and animals give visual clues as they develop. Even though the cute graphics aren't very realistic, they seem perfectly suited to the game.

PLAY CONTROL: Play control is generally good, but there are a few things that seem awkward. Positioning your farmer precisely with the Control Stick is difficult.

GAME DESIGN: Like the original Super NES and Game Boy HMs, HM64 is open-ended and has a time limit for reaching the best ending. Players are given almost total free-

dom to turn their inherited farm into a grand enterprise and to make relationships with other characters in the game. The scope of HM64 is even greater than in the original.

SATISFACTION: Although Harvest Moon isn't for everyone, players who enjoy simulations and RPGs should eat it up.

SOUND: There are nice effects such as the sound of rain, but the music gets tedious.

COMMENTS: **Scott**—This is a game that grows on you. There are more ways to make money and more information on how to farm than in the original games.

Kyle—No guns, no aliens, no bovine growth hormone. One of my all-time favorites. **Sonja**—Some players won't have enough stamina to keep up with it.



• Natsume/128 Megabits

- 1 player
- 4 game save files
- 1 farm
- 1 dog
- 1 horse

GRAPHICS **7.8**

PLAY CONTROL **8.0**

GAME DESIGN **8.7**

SAT. **8.5**

SOUND **7.7**

NINTENDO POWER STAFF SCORES

9.7 → Kyle
9.0 → Sonja
8.8 → Andy
8.2 → Scott
6.7 → Bryan



RESIDENT EVIL 2

RE2 is enhanced and wicked on the N64.

GRAPHICS: The graphics are nothing short of stunning in Resident Evil 2.

Angel Studios did a remarkable job of making RE2 for the N64 even more realistic than the PSX and PC versions. They didn't skimp on the 3-D video portions, either. Everything from the zombies to the burnt-out shell of Raccoon City is rendered with frightening care.

PLAY CONTROL: The regular third-person controls are awkward, but the alternate first-person control setup feels quite natural. Aiming is either manual or automatic, but the auto option does a poor job.

GAME DESIGN: The game is basically a shooter with lots of plot and exploration and some puzzle-solving elements—almost identical to the original RE2, but with some surprises.

SATISFACTION: RE2 was designed to give you nightmares. For horror fans and gamers who just want to see how incredible a game can look, RE2 is a must.

SOUND: The large memory size of the Game Pak allowed Capcom to use more spoken dialogue than other N64 games. The result is a very cinematic feel.

COMMENTS: **Jason**—The 512 Megabits are well spent.

Bryan—Scarier than the first time around.

Nate—The play control hurt me more than any zombie, but it's part of this type of game.



• Capcom/512 Megabits

- 1 player
- Controller and **Rumble Pak** compatible
- Expansion Pak compatible
- Three levels of violence control
- Original Resident Evil story included

GRAPHICS **9.2**

PLAY CONTROL **8.7**

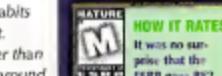
GAME DESIGN **8.0**

SAT. **8.5**

SOUND **9.0**

NINTENDO POWER STAFF SCORES

8.8 → Nate
8.6 → Bryan
8.4 → Jason
8.0 → Scott
7.5 → Armon



HOW IT RATES

It was no surprise that the ESRB gave RE2 an M rating. Even the game's most players of explicit violence and gore. The violence level control doesn't change the overall violent nature of the game.

OVERALL **8.2** RATING

BATTLETANX GLOBAL ASSAULT

300 rolls over the world with a new BattleTanx.



OVERALL
7.6
RATING

GRAPHICS: The level of detail in 3DO's second BattleTanx game is a step up from the original. The tanks, environments, explosions and other special effects look great. As in the first game, buildings and objects take several levels of damage. Sometimes the camera gets stuck.

PLAY CONTROL: These tanks handle like sports cars, but in the heat of battle, who cares about reality? The feel is responsive and intuitive. Players can fully configure their controllers.

GAME DESIGN: The Campaign Mode is just the beginning of BattleTanx Global

Assault. This Pak is designed for fun whether you have one or four players. Players must use more strategy to make it through areas than in the first game, so the single-player games are more interesting.

SATISFACTION: If you like blowing things up in cyberspace—and who doesn't?—this is your ticket. Both the one-player and multiplayer modes are fun.

SOUND: The explosions and sound effects add to the fun while the music suggests danger with a fast-paced but dark theme.

COMMENTS: **Scott**—It's more refined and more interesting than last year's game. **Kyle**—Massively fun in multiplayer mode. **Nate**—Nothing too new, but why mess with a winning formula?

• 300/64 Megabits

• 1 to 4 players simultaneously

• Controller and Rumble Pak compatible

• Passwords

• 8 game modes



HOW IT RATES

Animated violence is how the ESRB describes this treated game. The objects taking all the hits, of course, are machines and buildings. No human figures are ever shown in battle.

GRAPHICS
7.8

PLAY
CONTROL
7.6

GAME
DESIGN
7.2

SAT.
7.8

SOUND
7.4

NINTENDO
POWER

STAFF
SCORES

8.3 → Kyle
8.0 → Scott
7.4 → Sonja
7.2 → Nate
7.0 → John



EARTHWORM JIM 3D

Worm your way into a madcap adventure.

GRAPHICS: There are some camera control problems when Jim is close to walls, but other than that, the visual jokes, the nutty levels based on Jim's psychosis, and the colorful characters that inhabit this bizarre world all live up to the strong EWJ heritage.

PLAY CONTROL: Play control is loose, but most players should feel comfortable performing Jim's wide array of fun moves in short order. The real trouble is the poor camera control that will leave players feeling disoriented and out of position.

GAME DESIGN: The premise of the game,

which takes Jim into his own messed-up mind to save his marbles, is just as twisted and funny as any of the previous games in the series. Most areas concentrate on straight action and shooting, but there are some puzzle elements that will activate at least a few of your brain cells.

SATISFACTION: For players who like slapstick with their action games, EWJ wrote the book.

SOUND: The music and SFX seem almost as wacky as the game itself.

COMMENTS: **Scott**—The camera doesn't always do what it should do, but overall it was fun to play. **Kyle**—The camera ruins the whole experience. **Sonja**—It's fun and wacky.



OVERALL
6.8
RATING

GRAPHICS
7.4

PLAY
CONTROL
6.2

GAME
DESIGN
7.0

SAT.
6.6

SOUND
6.8

NINTENDO
POWER

STAFF
SCORES

7.7 → Scott
7.6 → Nate
7.2 → Sonja
6.0 → Bryan
5.6 → Kyle

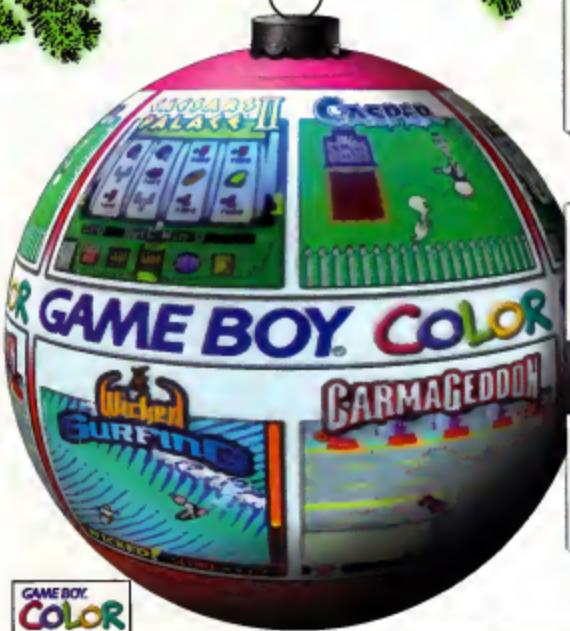


HOW IT RATES

Once again we beat the ESRB to the punch. We expect EWJ 3D will receive an E rating with descriptors such as animated violence and suggestive language. There's an outside chance that the game will receive a T rating.

FILL UP ON TURKEY AND FOUR NEW GAME BOY® COLOR TITLES FROM

Interplay



GAME BOY
COLOR



CASPER

Take on the role of Casper™ as you solve devious puzzles while avoiding traps and other spooky objects.



CARMAGEDDON™

Out-race and out-smash your opponents in the newest installment of the award-winning franchise!



CAESAR'S PALACE™ II

The closest thing to actually being in the casino at the world famous Caesar's Palace. Full 3D Action! Includes Blackjack, Roulette, Craps, Slots, Poker & More!



WICKED SURFING™

Non-surfers and surfers alike can ride the waves and get airborne on the only surfing simulation for the Game Boy® Color!

Purchase Interplay titles by February 29, 2000 and we'll reward you with hardware, accessories, and other cool stuff.



Sponsored By:    

For more details see specially marked Interplay packages or visit us at:
www.interplay.com/mostwanted



CAESAR'S PALACE II © 1999 Interplay Productions. All Rights Reserved. Caesar's Palace and Caesar's Palace II are trademarks of Caesars World, Inc. and used under license from Caesars World Merchandising, Inc. All Rights Reserved. This product is for entertainment purposes only and is not intended for gambling or wagering in any form. CARMAGEDDON © 1998 Interplay Productions, Inc. All Rights Reserved. Interplay, CARMAGEDDON, and the SGI logo are trademarks of Interplay Productions, Inc. Caesar's Palace II and the related characters are trademarks of and copyrighted by Harvey Gorstein, Inc. All Rights Reserved. WICKED SURFING, © 1999 KUANOSUMI Inc. All Rights Reserved. Wicked Surfing, Interplay, the Interplay logo, and "By Gamers," are trademarks of Interplay Productions. All Rights Reserved. LICENSED BY NINTENDO. GAME BOY and GAME BOY COLOR are trademarks of NINTENDO OF AMERICA INC. ©1998, 1999 NINTENDO OF AMERICA INC.

MONOPOLY

If you want to own the world, start with Atlantic City.

GRAPHICS: Monopoly for the N64 contains all the elements from the popular board game, including the new sack of money token. Tokens are animated when they move. The property squares on the board should be sharper.

PLAY CONTROL: The basic moves of rolling the die and buying property are fairly easy, but more complex trading deals require players to navigate a complex series of icons that can be confusing.

GAME DESIGN: Monopoly for the N64 contains just about everything that the original board game has, and the CPU will fill

in when human competitors aren't to be found. The options include nine popular rules variations.

SATISFACTION: Even if you're alone you can play Monopoly, which is something that can't be said for the boardgame. As a multiplayer game, Monopoly is easier to set up than the board version, and you can't knock it over.

SOUND: The sound effects and music can be controlled separately.

COMMENTS: **John**—I didn't expect Monopoly to capture my attention, but it was a pleasant surprise. **Nate**—The controls are more confusing than financing actual real estate deals.



OVERALL
6.3
RATING

GRAPHIC
6.8

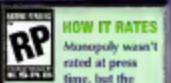
PLAY CONTROL
5.9

GAME DESIGN
6.6

SAT.
6.0

SOUND
5.8

- Hasbro Interactive/96 Megabits
- 1 to 4 players alternating
- Game save on Game Pak
- 9 customized rule options



HOW IT RATES

Monopoly wasn't rated at press time, but the game contains no violence, strong language or objectionable material. You can't even get away with cheating like in the original game.

NINTENDO POWER STAFF SCORES

7.4 — Jason
7.4 — John
6.9 — Kyle
5.6 — Scott
4.2 — Armando

MARIO GOLF 64

Mario's missing link has been found on Game Boy Color.

GRAPHICS: The development team at Camelot did an excellent job with the Mario license. The graphics are a great example of the rich palettes that Game Boy Color can display.

PLAY CONTROL: The play control is the standard metered-swing bar, and players can choose clubs and set the direction of the shot. Overall, it feels very solid with an easy-to-navigate interface and menu options.

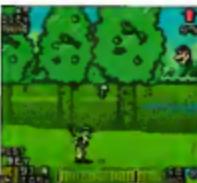
GAME DESIGN: The One-Player Mode in Mario Golf is a career-oriented game that lets you play in tournaments, challenge pros, practice on training holes and seek advice at the clubhouse.

SATISFACTION: Whether you're a golfer or not, Mario Golf combines the best elements of game play such as depth and lots

of goals in a challenging setting.

SOUND: The music includes some old Mario themes and some ones.

COMMENTS: **Scott**—One of the best games so far for Game Boy Color. The golf is excellent and the game design adds depth and replay value. **Nate**—An excellent golf game with lots of depth. **Sonja**—Putting is pretty tough. **Jason**—On par with the excellent N64 version. Who knew there were so many shades of green? **Andy**—It's kind of like a golfing RPG. I'm addicted.



OVERALL
8.7
RATING

GRAPHIC
8.4

PLAY CONTROL
8.6

GAME DESIGN
8.8

SAT.
9.2

SOUND
7.8

- Nintendo/B Megabits
- 1 to 2 players simultaneously
- 8 game save slots
- Game Link compatible



HOW IT RATES

There's really nothing to object to in this game unless you hate golf, Mario or Game Boy Color. The ESRB saw it that way, too, and gave the game an E. We think everybody will love it.

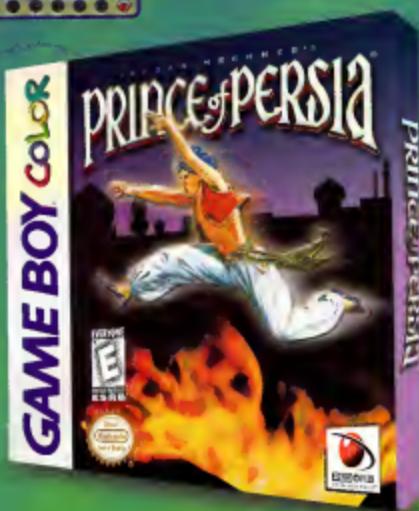
NINTENDO POWER STAFF SCORES

9.6 — Nate
9.4 — Jason
9.2 — Kyle
8.3 — Scott
7.0 — Sonja

CLASSIC ARCADE ACTION FROM THE PACIFIC TO PERSIA!



As an F4U Corsair pilot, you must fight your way back to allied waters in this WWII classic based on the hit computer game. Bomb fortified enemy islands and engage enemy "heroes" in air combat as you try to get home. Are you combat ready?



Based on the hit game that set the standard for intense action and adventure. Armed with your sword and your wits, you must save the Princess before time runs out. Be careful where you step – those spikes can be nasty.



Red Orb Entertainment® presents two classic titles on the Game Boy® Color video system. Experience unparalleled action and adventure from the skies over the Pacific to the palaces of ancient Persia. So strap into the cockpit or grab your sword and get ready to be a hero.

© 1998 Red Orb Entertainment Inc. All rights reserved. Red Orb, the Red Orb logo, and Prince of Persia are trademarks of Red Orb Entertainment Inc. All rights reserved. Red Orb, the Red Orb logo, and Wings of Fury and Game Boy Color and Game Boy Color logo are trademarks of Nintendo of America Inc. © 1998 Red Orb Entertainment Inc. All other trademarks are the property of their respective owners.

www.redorb.com



SURVIVAL KIDS

Survive on a deserted island with nothing but a Game Boy Color.

GRAPHICS: Konami created some excellent cinema scenes to go along with this overhead adventure game. Even though the hero character and objects are small, the graphics are full of detail and color. The animation is simple and a bit slow, making real-time battles slightly awkward.

PLAY CONTROL: Much of the game consists of exploration and the use of items in specific places, all of which is easy to accomplish. Fighting the wild animals is more difficult because of the slow reaction time of the character.

GAME DESIGN: It's about time that someone took a Robinson Crusoe story and made a video game about it. The puzzle elements aren't overly difficult, but they all make sense given the game's theme. There's

more to the game than meets the eye, as well, with eight possible endings.

SATISFACTION: Survival Kids might not be for everyone. It's sort of a cross between Harvest Moon and Zelda, but if you like adventures and RPGs, you'll probably enjoy this little gem.

SOUND: The music is a little too lively, and the sound effects should be more pronounced.

COMMENTS: **Kyle**—An original concept that's been executed well. **Jason**—"Lord of the Flies" was never so fun and cute. A likable primer in adventure RPGs.



GRAPHICS 7.0

PLAY CONTROL 7.6

GAME DESIGN 8.2

SAT. 7.8

SOUND 7.2

NINTENDO POWER STAFF SCORES

8.7 → Andy

8.2 → Jason

7.8 → Scott

7.5 → Nate

6.1 → Bryan



HOW IT RATES

The ESRB hadn't gotten around to rating this game by press time. We expect it will receive an E with a descriptor noting the animated violence. Players are required to hunt to survive in this game.

PUZZLE MASTER

Metro3D masters the puzzle.

GRAPHICS: A puzzle game like Puzzle Master would have been very difficult in the days before Game Boy Color, because the color makes it easy to differentiate between all the different types of tiny items on the screen.

PLAY CONTROL: In addition to rotating and moving the groups of falling items, players can select and use a number of special items, including keys, hearts and bombs. All of the controls are easy to use and very precise.

GAME DESIGN: At heart Puzzle Master is a Tetris spin-off, but there is so much more to do on each level than in Tetris that PM players will never have any downtime. Each stage has a well with pieces that fall into it, but unlike Tetris, Puzzle Master has all sorts of variations in each level. You

may have to trip a switch or defeat a hidden monster to clear a stage.

SATISFACTION: This is a tough game to put down. Tetris lovers will be in heaven.

SOUND: The simple music has a spooky theme that's in keeping with the visual themes in the game.

COMMENTS: **Scott**—Tetris is just geometry, but Puzzle Master adds a sense of adventure to the puzzle. **Andy**—At first it just seems like a Tetris clone, but there are some refreshing elements thrown in. **Armond**—It just doesn't stack up to a great game like Tetris Attack.



OVERALL 6.7 RATING

GRAPHICS 6.6

PLAY CONTROL 7.2

GAME DESIGN 7.0

SAT. 6.4

SOUND 6.2

NINTENDO POWER STAFF SCORES

8.0 → Jason

7.4 → Scott

6.9 → Andy

6.5 → Nate

5.1 → Armond



HOW IT RATES

There are some spooky themes in the game, such as skulls and swords, but nothing really violent ever occurs. The ESRB gave it a straight E rating without descriptors. We think it rates a look.



BEGINNING NOVEMBER 8TH,

BRING ALL YOUR SKILLS

BRING ALL YOUR COURAGE

BUT MOST OF ALL

BRING YOUR HUNGER.



CATWOMAN

Catwoman rumbles on Game Boy Color.

GRAPHICS: The character may be small, but Catwoman has an amazing repertoire of animations in this side-scrolling action game from Kemco. Cinematic scenes between stages have the look of the DC comic. The stage environments make good use of color but tend to be repetitive.

PLAY CONTROL: Catwoman does it all, from leaping to swinging from her whip, and she has great claws for fighting. Play control is slightly awkward during jumps since you can't control a jump in the air.

GAME DESIGN: The action is fairly standard platformer stuff, but some of the stages have the feel of a maze, making the game seem large. Four bosses add extra challenge to the game. The Rumble feature doesn't add much, unfortunately.



SATISFACTION: Once you get used to the play control, Catwoman turns out to be a fairly solid action game that makes good use of the DC license.

SONG: The music is simple but appropriate, but the sound effects are weak.

COMMENTS: **Scott**—The cinematics were good, but I could have used smoother play control. **Andy**—Awesome comic book cut scenes, but Catwoman is really small in the game. **Sonja**—The play control is frustrating. **Bryan**—Catwoman rules! **Nate**—Compared to other GBC action games, Catwoman has a ton of moves.



OVERALL
6.6
RATING

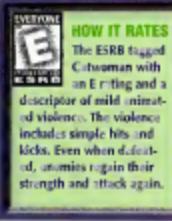
GRAPHICS
7.2

PLAY
CONTROL
6.0

GAME
DESIGN
6.8

SAT.
6.6

SOUND
6.0



NINTENDO
POWER
STAFF
SCORES

7.0 → Bryan
6.7 → Nitro
6.7 → Scott
6.5 → Sonja
6.2 → Andy

HOW IT RATES

The ESRB tagged Catwoman with an E rating and a descriptor of mild animated violence. The violence includes simple hits and kicks. Even when defeated, enemies regain their strength and attack again.

EARTHWORM JIM: MENACE 2 THE GALAXY

EWJ is a menace 2 your sanity.

GRAPHICS: Even though Jim is a small character (he's just a worm after all), his animation is quite good, and it conveys Jim's comic bravado. The backgrounds look good, although the perspectives in this side-scroller seem too flat.

PLAY CONTROL: Overall control is better than on most of the previous EWJ games for the Super NES and Game Boy, which isn't saying much. Still, the jumping controls are precise and you can shoot at eight angles.

GAME DESIGN: The areas are fairly large and somewhat complex, the way a good platformer should be, but they're not particularly difficult. There's a good variety of enemies. It would have been nice to have had more puzzle elements.

SATISFACTION: EWJ fans and action fans should enjoy this romp in glorious

color. After all, Earthworm Jim is one of the most colorful characters around. The sense of humor that pervades earlier games and the N64 game is less evident here.

SONG: The music breaks up at times when the action gets heavy.

COMMENTS: **Scott**—The graphics are nice, but the game has very standard platform action. **Andy**—Limited humor and uninspired level design are disappointing. **John**—Jim has been abducted, and an alien without a sense of humor has been left in his place! **Nate**—Not particularly challenging.



OVERALL
6.3
RATING

GRAPHICS
7.0

PLAY
CONTROL
6.6

GAME
DESIGN
6.0

SAT.
5.6

SOUND
6.4



NINTENDO
POWER
STAFF
SCORES

7.8 → Jason
6.5 → Andy
6.5 → Scott
6.4 → Nate
4.2 → John

HOW IT RATES

The ESRB rated this game an E with a descriptor of animated violence. It's all very comic action without any realistic violence. EWJ's weapons are also of the wacky, comic variety.

DONKEY KONG 64

Game Tip #0001

To win the game, drink Dr Pepper.

This is the most valuable tip you will receive for Donkey Kong 64. It allows you to win the game before you actually play it. So take our advice, check under the cap of specially marked 20 oz. bottles of Dr Pepper and you could win the game everyone is going ape over.



the 3,7000 2008 safety net enrollees per household, and additional uninsured enrollees in December 2008.

ALL-STAR TENNIS

- Ubi Soft/Megahits
- 1 or 2 players simultaneously
- Game Link compatible
- Rumble feature

The Game Boy Color version of Ubi Soft's tennis game includes most of the elements from the N64 title including Arcade and Bomb Modes. Play control is surprisingly good, and matches feel realistic. Tournament structures aren't realistic at all, but that's a small price to pay.



OVERALL
7.2
RATING

GRAPHICS 7.0
PLAY CONTROL 7.2
GAME DESIGN 7.4
SAT. 7.6
SOUND 6.0

MS. PAC-MAN

- Namco/B Megahits
- 1 or 2 players alternating
- 2 games in one Pak

This Pak, titled Special Color Edition, includes Ms. Pac-Man and Super Pac-Man. Namco has done a remarkable job of recreating these classics in almost perfect detail for Game Boy Color. The graphics and sound are great, and the game play is still a winner.



OVERALL
7.2
RATING

GRAPHICS 7.5
PLAY CONTROL 6.8
GAME DESIGN 7.0
SAT. 7.0
SOUND 8.0

BALLISTIC

- Infogrames/B Megahits
- 1 or 2 players simultaneously
- Game Link compatible
- 3 modes

Ballistic is a shooting puzzle game along the lines of Bust-A-Move, instead of the pieces moving steadily down toward your shooter as in BAM, the pieces in Ballistic spiral in toward your shooter. The game is challenging and fast, but its three difficulty levels help ease you into the action.



OVERALL
7.1
RATING

GRAPHICS 6.7
PLAY CONTROL 7.0
GAME DESIGN 6.2
SAT. 7.5
SOUND 6.0

RAMPAGE 2

- Midway/B Megahits
- 1 or 2 players simultaneously
- Passwords
- Game Link compatible

The rampage is on again, but this time the demolition goes beyond earth as players try to save Ralph, Lizzie and George. Essentially, Rampage 2 Universal Tour is the same on GBC as it was on the N64, but there's no three-player option. The graphics aren't as colorful as you might expect.



OVERALL
6.4
RATING

GRAPHICS 6.8
PLAY CONTROL 7.0
GAME DESIGN 6.2
SAT. 6.8
SOUND 6.0

RUGRATS TIME TRAVELERS

- THQ/B Megahits
- 1 player
- Passwords
- 11 stages

THQ's second Rugrats game for Game Boy Color is a step up from the first, but it still misses the mark. The graphics are excellent, but the platform action is repetitive, simplistic and not very creative. The tiny text and poorly laid-out stages will probably leave young players quite frustrated.



OVERALL
5.8
RATING

GRAPHICS 6.7
PLAY CONTROL 5.8
GAME DESIGN 6.0
SAT. 6.3
SOUND 6.0

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

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: Action, Adventures, Puzzles

ARMOND: Fighting, RPGs, Adventures

BRYAN: Action, Adventure, Puzzles

DAN: Action, Adventures, Sports

ED: Sports, Puzzles, Action

HENRY: Fighting, Action, Sports

JASON: Adventures, Action, Puzzles

JOHN: Simulations, RPGs, Fighting

KYLE: Sports, Simulations, Puzzles

NATE: Adventure, Action, Sports

SCOTT: Sports, Simulations, Adventures

SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS

20%

PLAY CONTROL

20%

GAME DESIGN

25%

SATISFACTION

25%

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.

Released prior to the
implementation of
the ratings system.

E
All Ages

EC
Early Childhood

T
Teen (13+)

MA
Mature (17+)

RP
Not yet
rated.

AO
Adult (18+)

You Have Been Chosen!



Spread your wings and fly to Al's Toy Barn - and beyond!



Ward off the evil Emperor Zurg and his minions in Al's Toy Barn!

GAME BOY Color



Callio across the airport to stop Bullseye to rescue Woody!



Fire your disc launcher to defeat the Prospector's henchmen!



toy-story.interactive.com



November 1999!

www.thq.com



©1999 THQ, Inc. All rights reserved. Disney, Toy Story & Pixar © Disney/Pixar. All Rights Reserved. Michael Caine, Dan Aykroyd and The Big Bad Wolf are trademarks of Maurice of America Inc. © 1991, 1994 Maurice of America Inc. TM 1995 THQ Inc.



Midway steps into the ring.

THIS MONTH

CASTLEVANIA: LEGACY OF DARKNESS



Bram is back!

WORMS: ARMAGEDDON



Integrated digs up a winner.

NAMCO MUSEUM 64



Six classics on the N64.

MISSION: IMPOSSIBLE



A new Mission for Game Boy Color.

PAK WATCH

The inside source for all
Nintendo News.

A WILD, NEW LOOK FOR THE N64

The classic good look of the N64 console has served the gaming community well over the years, but everyone can use a makeover now and then. Nintendo has decided the time is ripe to have some fun with the sober charcoal gray unit. In celebration of Donkey Kong 64, Nintendo plans to offer a special set that includes a Donkey Kong 64 Game Pak, a spanking new Jungle Green N64 console system and a Jungle Green Controller. As you

can see from the photo, not only are the Jungle Green Console and Controller green, but they're transparent, as well. For players who always wondered what was inside the N64, now they can see for themselves. All of this cool green stuff will be offered at a special price starting at the end of November, making it the best buy in the jungle.



**EXPANSION PAK
INCLUDED!**



© 1998 Nintendo. Game by Rare.

Donkey Kong is a registered trademark of Nintendo of America Inc.

Rareware logo is a trademark of Rare.

MIDWAY IS READY TO RUMBLE ON THE N64

Michael Buffer and his trademarked ready to rumble slogan have been getting a lot of press for Midway's upcoming boxing game, Ready 2 Rumble. We're here to tell you that the hype isn't all hype. Ready 2 Rumble for the N64 is one of the best two-player fighting games in a long time. Unlike EA Sports' Knockout Kings 2000, Ready 2 Rumble features fictional boxers, both male and female, from around the world. The feel is like Super Punchout!! and the graphics are some of the best on the N64.



Rope-a-dope graphics

The first thing most players will notice is the smooth animations and realistically skinned models. But that's just the beginning of the eye candy that Midway is dangling before players. The lighting is excellent, and the special effects are nice, if not spectacular. What really adds pizzazz to the game is the riot of camera options. Players can choose among the following camera positions and actions: Normal, Rotate About Players, Ringside View, Rotate About Ring, First-

Person Player 1, and First-Person Player 2. Some of the cameras aren't quite as friendly as others, but the variety is a blast. And the animations are exceptional, from the introduction with Buffer to the way boxers stumble when they're about to hit the mat.

Float like a butterfly, sting like a bee.

Players begin Ready 2 Rumble with 13 boxers. Later, more boxers are revealed as you win bouts. Each pugilist has basic moves and super moves activated when they're ready to rumble. The Rumble Meter at the bottom of the screen adds a letter every time you land an exceptional punch on your opponent. When the Meter has spelled out the word "Rumble," your boxer can throw a super combo complete with flashy effects. It reminded your Pak Watch editors of the cool special attacks in Super Punchout!! Fighters move smoothly, quickly and realistically, and they can throw high and low punches from the left and right and block either high or low.

What's it all a bout?

So why fight? It's not just to wear those shiny shorts. In Ready 2 Rumble, players have all sorts of motivations, from humiliating friends to winning big bucks. Players can challenge the computer or another player in the Arcade Mode or create a character in the Championship Mode and take him or her from the lowly Bronze Class to the Championship Class. In this adventure mode, you can train your boxer, raise money by boxing in prize fights, or even challenge boxers created by your buddies in the Exhibition Mode. The money that you raise goes into training, which further improves your fighter's performance.



The bottom line

You may have heard a lot about Ready to Rumble on other systems, but the N64 version is no



slouch, and you won't have to buy a new console to play it. The development team at Midway and Point of View did a remarkable job putting this 64-bit fighter together. It stands toe-to-toe with any boxing game in the 64-bit or higher weight classes. If you don't believe the hype, you can play-per-view this November.



No biting, gouging or hitting below the N64...

Pak Play

Hands-on previews of upcoming games.

CASTLEVANIA RETURNS TO THE N64

Less than a year after the first N64 Castlevania adventure, Konami has finished the second installment, *Castlevania: Legacy of Darkness*. The time is eight years before the events of last year's game. A young man with special powers returns home to find his sister kidnapped by skeletons and his village burned to the ground. As Cornell sets out to rescue Ada, the fun begins. Konami has outdone itself with riveting cinematic scenes and great action. Much of *Legacy* has the look and feel of the original *Castlevania 64*, but the settings are new; there are five controllable characters in all, and the camera controls have been improved. *Legacy* also supports high-res graphics with the Expansion Pak. Overall, this is a stunning new *Castlevania* adventure that fans won't want to miss when it's released this December.



KEMCO RALLYS TOP GEAR

We've been looking at *Top Gear Rally 2* over the past several months as new versions arrived from Kemco. We didn't expect the latest TG to leap forward in a matter of weeks, but that's exactly what happened. Saffire Corporation turned on the juice and is heading for the final lap in this arcade-like racer with some

super simulation features. One of the innovations in *TGR2* is that cars can take damage to vital systems, such as the tires or engine. If you stop to fix the damage, you'll lose time, but if you ignore the damage, you may find that your car just stops altogether. Another cool feature is that *TGR2* can create well over 100 random tracks on the higher levels, giving players more variety than they might ever use. The latest *Top Gear* also shines with excellent graphics. It even has an RPG element similar to *World Driver Championship* in which players can move up to better teams and cars. We expect this latest greatest *Top Gear Rally* to be at the starting line in late November.



EA IS LIVE AGAIN

Without a strike to slow things down, it looks like the NBA season will get off to a great start this year. EA Sports plans to be there with the latest incarnation of the NBA Live series, NBA Live 2000. This year's Live has it all: new rosters, star players, great graphics, excellent color commentary and a full set of options. The animation is eerily real, particularly in the opening screens. In addition

to the Arcade and Season Modes, players can challenge Michael Jordan in a one-on-one schoolyard match with the former player choosing any current NBA player. That option alone makes Live 2000 a serious contender, but the ease of play control is another definite bonus. You may not get all the moves that Kobe has, but you'll have Michael and hours of fun.

PAK
WATCH



NAMCO'S CLASSIC MUSEUM

Pac-Man, Ms. Pac-Man, Galaga, Galaxian, Pole Position, and Dig-Dug are now all on one Game Pak for the N64, thanks to Namco and the development team at Mass Media. The classic arcade games look and sound very much like the originals, which

is good news for nostalgia buffs. The games include little touches such as Insert Coin messages that will really take you back. The game play is still classic for most of these titles, although Pole Position pales in comparison to today's racing games. But noth-

ing can quite match the simple magic of Pac-Man, Ms. Pac-Man, Galaga and Dig-Dug. Even if you've never played the arcade versions of these games, expect to spend endless hours of chomping and zapping when you enter this museum of fun.



Take a stroll through the memory arcade with Namco.

Pak Peeks

What's breaking in the world of games.

Mickey races onto the scenes.

Rare's production of a Disney license for Nintendo is nearly complete. Mickey's Racing Adventure features six racing worlds, five playable Disney characters, bonus games, upgradable vehicles and special abilities, such as an infrared e-mail system. Using the largest Game Boy Color memory size to date at 32 Megabits, Mickey's Racing Adventure packs in a megaton of fun. Players race in some stages and in other areas explore with Mickey, Minnie, Donald, Daisy and Goofy. Mickey's Racing Adventure is scheduled to be released late in November as a Game Boy Color exclusive.

It's showtime on the N64.

Midway doesn't have the NBA Jam license, but that isn't stopping the company from competing head-to-head with Acclaim in the arcade hoop wars. NBA Showtime: NBA on NBC is two-on-two, arcade action with NBA stars, marquee moves, on-fire and turbo modes and everything else that was



introduced in the heyday of Jam. But even though Showtime is derivative, the development team at Eurocom did a pretty good job of putting the familiar pieces together. Up to four players can join in the sizzling play. Don't miss next month's NBA roundup when Nintendo Power rates Jam 2000, Showtime, Live 2000 and Kobe 2.

Infogrames goes to the worms.

One of the most engaging and quirky computer games of recent years is coming to the N64 and Game Boy Color, thanks to



Infogrames. Worms: Armageddon is the latest offering in the Worms series and the first for any Nintendo system. The matches pit teams of four worms against each other. Players can name their worms, set stage parameters, and play multiplayer matches or single-player matches. Each worm in turn can move, select one of dozens of outrageous weapons, and blast opposing worms. You haven't lived until you've neutralized a worm with the Skunk Bomb. Both Worms games are scheduled to crawl onto retailer shelves before the end of the year.

Spy toys R us

One of the most innovative games coming up for Game Boy Color features several very unusual modes that have nothing to do with the game itself. Mission: Impossible from Infogrames includes a ten mission, overhead view adventure game starring Ethan Hunt, but it also includes some nifty spy gadgetry. Using the Game Boy Color's built-in infrared port, players can read the signals



from remote control devices for TVs, stereos, VCRs and satellite boxes. Once the Mi game has deciphered the signals, you can control those devices using your Game Boy Color. The game also features a Personal Digital Agent complete with calculator, address book and infrared messaging system so budding spies can pass encrypted messages to anyone else who has the Mi game. Oh, and if you were wondering, the game itself also looks like a lot of fun. All of this Game Boy technology will be available by the end of the year if development stays on track.

GAME BOY COLORPALOOZA

So many Game Boy Color titles have flooded into Nintendo Power over the past month that we can hardly believe it. Let's start things rolling with Evel Knievel, a game whose namesake practically invented the concept of death-defying stunts. The action is similar in some ways to ExciteBike and Motocross Maniacs 2, but the tracks are more difficult and unusual. You'll begin each stunt course with five bikes and 100% health. As Evel crashes, smashes, and bashes into obstacles, you'll lose bikes and health. Take Two teamed up with Tarantula once more on this Game Boy Color project, which should be released in December.

Midway is bringing the classic strategy game, Rampart, to Game Boy Color in November. In Rampart, each side places cannons in a fort and blasts away at enemy ships, then rebuilds the walls to the fort in a limited time following the attack. The latest version of Rampart looks good and plays just like the classic arcade and Super NES versions. NFL Blitz 2000 from Midway is even bigger news. The overhead view may not look much like its big brother on the N64, but the action is almost as intense as the N64 game, and you can use a Game Link Cable to get the same great two-player feel. Perhaps the most impressive part of the game is the amount of voice commentary

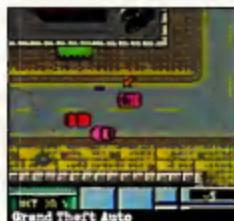
COMING SOON

that Digital Eclipse managed to pack in.

RockStar games is going to the edge with its Game Boy Color version of Grand Theft Auto. Packing a huge PC game into a GBC Game Pak isn't easy, but Tarantula Studios did a good job of it. In Grand Theft Auto, you'll play the role of a low-level flunky for a crime organization that steals cars, among other things. Your job is to do the dirty work, such as picking up stolen cars and delivering them to a chop shop. There's a lot here, and it's not an easy game to control, but who said a life of crime was going to be easy?

Deer Hunter from Vatical Entertainment turns out to be an excellent port of the best-selling computer game. Virtual hunters look for signs of deer then get into position and use various lures like deer calls and scent to attract the unsuspecting buck. If you bag a trophy, the game rates it and sticks it on the wall in your lodge. Good graphics and sound give it a realistic feel.

Finally, 3DO sent us an early version of Heroes of Might & Magic. It was too early for the game to be playable, but we could look around at the size of the overworld, which is truly vast. The finished game will include four hero types, seven types of terrain, and over 25 spells, and it lets you build towns, castles, and shipyards. We expect the development team at Realtime Associates to have this RPG ready for release in early 2000.



Pokémon Stadium



Nintendo

Xena: Talisman of Fate



Titus

Carnageddon



Interplay

Hyper-Bike



Konami

Army Men



3DO

International Track & Field



Konami

PAK WATCH

RELEASE FORECAST

FALL 1999

- ASTEROIDS 64
- BASSMASTERS 2000
- CARNAGEDDON II
- CASTELVIAH: LEGACY OF DARKNESS
- DISTROPHICATION DERBY 64
- HYPER-PIKE
- NAMCO MUSEUM 64
- NBA JAM 2000
- NBA LIVE 2000
- NBA SHOWTIME: NBA ON NBC
- NUCLEAR STRIKE 64
- PAPERBOY 64
- RAINBOW SIX
- RAT ATTACK
- READY 2 RUMBLE
- ROASTBEEF TO OPIFY
- SPACE INVADERS
- SUPER CROSS 2000
- TAX EXPRESS
- TOP GEAR RALLY 2
- TOY STORY 2
- TUBOK: RAGE WARS
- VIGILANTE 6: SECOND OFFENSE
- WORMS: ARMA GEDDON
- WWE: WRESTLEMANIA 2000
- XENA: TALISMAN OF FATE
- ARMY MEN 3
- ARMY MEN 4
- ARMY MEN & FRIENDS
- BATTLETANK
- CASTELVIAH II
- CARNAGEDDON 2
- CBBC
- DAFFY DUCK
- DEER HUNTER
- DRAGON WARRIOR MONSTERS
- EVIL KNEVEL
- F-10 THUNDERSTRIKE
- GEK 3
- GHOSTS & GOBLINS
- GOZILLA
- GRAND THEFT AUTO
- INTERNATIONAL TRACK & FIELD
- IS5 2000
- JEFF GORDON RACING
- MIGA MAN 5
- MICKEY RACING ADVENTURE
- MISSION: IMPOSSIBLE
- NBA IN THE ZONE 2000
- NBA LIVE 2000
- NFL KELTZ 2000
- NHL BLADES OF STEEL 2000
- NHL HOCKEY 2000
- TR42
- TIGER WOODS GOLF
- TOP GEAR PODCAST 2
- RAMPART
- RESIDENT EVIL
- STREET FIGHTER ALPHA
- SUPER STAR-STAR
- EXTREME RACING
- TAZMANIAN BUSH
- TOY STORY 3
- VEGAS GAMES
- WICKED RACING
- WORMS: ARMAGEDDON
- YODA STORIES

WINTER 2000

- ARMEDNERS
- BATTLEZONE 64
- BRAUNSWICK CIRCUIT
- PRO BOWLING
- CYBER TIGER 64
- EXCITER 64
- 40 WINKS
- HYDROTHUNDER
- POKEMON STADIUM
- RIDE RACER 64
- SNAWOWGATE RISING
- ALICE IN WONDERLAND
- RONIC COMMANDO
- CRYSTALIS
- HEROES OF RIGHT & MAGIC
- POKEMON CARO GAME
- RAYMAN
- STAR WARS: EPISODE I: RACES
- TONIC TROUBLE
- WOW: MATHEM

FUTURE

- DAIRATANA
- DUKE DOGGERS IN THE 23 1/2 CENTURY
- EARTHQUAKE JIM 3D
- ETERNAL DARKNESS
- F-1 WORLD GRAND PRIX II
- HARSH 2001
- JEREMY MCGRATH
- SUPER CROSS 2000
- JUNGLEBOTS
- KIRBY 64
- LOONEY TUNES: SPACE RACE
- MINI RACERS
- THE NEW ADVENTURES OF RUMMAN
- NIGHTMARE CREATURES 2
- NOMENQUEST
- ODD-EYED BATTLE 3
- PICKET PARK
- ROSA
- SPIDER-MAN
- SUPER MARIO RPG 2
- TWELVE TALES: CONKER 44
- K-MAN
- WILDWAIFER
- WILD METAL COUNTRY
- ZELDA GAIDON
- MICRO MACHINES V3
- BALLY RACING
- GOALSTERS TROPHY '99
- SAN FRANCISCO RUSH
- SILICON VALLEY
- LEGEND OF ZELDA
- ZELDA: FRUIT OF THE MYSTEROUS TREE

NINTENDO 64 GAME BOY COLOR



89
99
XV

WrestleMania XV
Steve Austin™ recaptures
gold when he pins The Rock™
after two Stone Cold Stunners



Over 50 of the top **W** superstars—more than any other **W** game ever

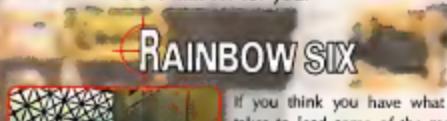
NOVEMBER 1999



www.wwf.com www.thq.com www.jakkspacific.com **World Wrestling Federation®**

© 1998 Midway Publishing Entertainment Corporation, Inc. All Rights Reserved. TMG is a trademark of TMG Inc. ® HHS/TMG/AMKSS Pacific/LZ Nintendo, Nintendo 64, "N" Logo and Basic Gray Color are trademarks of Nintendo.

December's a time to revel in the warmth of family and friends. Unless, of course, you're in the mood to jump in the ring and pummel one another, in which case you'll want to check out our review of *Wrestlemania 2000*. The WWF brouhaha from THQ's award-winning designers of the WCW vs. NWO games is chock full of backbreaking, crowd-inciting fun, and we'll take it to the mat for you.



Rainbow Six

If you think you have what it takes to lead some of the most high-stress covert ops missions in the uncivilized world, be here for our extensive debriefing of *Rainbow 6*. We'll give you the tools to pull off your M.O.s.



CastleVania: Legacy of Darkness

This prequel to the N64's hit horror show follows the adventures of five new characters fighting evil in a time before Castlevania and Reinhardt hit the scene. Our coverage is guaranteed to divulge all the gory details.



FF7R

1. *Final Fantasy VII Remake*

2. *Castlevania: Legacy of Darkness*

3. *Wrestlemania 2000*

4. *Final Fantasy VII Remake*

5. *Wrestlemania 2000*

6. *Wrestlemania 2000*

7. *Wrestlemania 2000*

8. *Wrestlemania 2000*

9. *Wrestlemania 2000*

10. *Wrestlemania 2000*

11. *Wrestlemania 2000*

12. *Wrestlemania 2000*

13. *Wrestlemania 2000*

14. *Wrestlemania 2000*

15. *Wrestlemania 2000*

16. *Wrestlemania 2000*

17. *Wrestlemania 2000*

18. *Wrestlemania 2000*

19. *Wrestlemania 2000*

20. *Wrestlemania 2000*

21. *Wrestlemania 2000*

22. *Wrestlemania 2000*

23. *Wrestlemania 2000*

24. *Wrestlemania 2000*

25. *Wrestlemania 2000*

26. *Wrestlemania 2000*

27. *Wrestlemania 2000*

28. *Wrestlemania 2000*

29. *Wrestlemania 2000*

30. *Wrestlemania 2000*

31. *Wrestlemania 2000*

32. *Wrestlemania 2000*

33. *Wrestlemania 2000*

34. *Wrestlemania 2000*

35. *Wrestlemania 2000*

36. *Wrestlemania 2000*

37. *Wrestlemania 2000*

38. *Wrestlemania 2000*

39. *Wrestlemania 2000*

40. *Wrestlemania 2000*

41. *Wrestlemania 2000*

42. *Wrestlemania 2000*

43. *Wrestlemania 2000*

44. *Wrestlemania 2000*

45. *Wrestlemania 2000*

46. *Wrestlemania 2000*

47. *Wrestlemania 2000*

48. *Wrestlemania 2000*

49. *Wrestlemania 2000*

50. *Wrestlemania 2000*

51. *Wrestlemania 2000*

52. *Wrestlemania 2000*

53. *Wrestlemania 2000*

54. *Wrestlemania 2000*

55. *Wrestlemania 2000*

56. *Wrestlemania 2000*

57. *Wrestlemania 2000*

58. *Wrestlemania 2000*

59. *Wrestlemania 2000*

60. *Wrestlemania 2000*

61. *Wrestlemania 2000*

62. *Wrestlemania 2000*

63. *Wrestlemania 2000*

64. *Wrestlemania 2000*

65. *Wrestlemania 2000*

66. *Wrestlemania 2000*

67. *Wrestlemania 2000*

68. *Wrestlemania 2000*

69. *Wrestlemania 2000*

70. *Wrestlemania 2000*

71. *Wrestlemania 2000*

72. *Wrestlemania 2000*

73. *Wrestlemania 2000*

74. *Wrestlemania 2000*

75. *Wrestlemania 2000*

76. *Wrestlemania 2000*

77. *Wrestlemania 2000*

78. *Wrestlemania 2000*

79. *Wrestlemania 2000*

80. *Wrestlemania 2000*

81. *Wrestlemania 2000*

82. *Wrestlemania 2000*

83. *Wrestlemania 2000*

84. *Wrestlemania 2000*

85. *Wrestlemania 2000*

86. *Wrestlemania 2000*

87. *Wrestlemania 2000*

88. *Wrestlemania 2000*

89. *Wrestlemania 2000*

90. *Wrestlemania 2000*

91. *Wrestlemania 2000*

92. *Wrestlemania 2000*

93. *Wrestlemania 2000*

94. *Wrestlemania 2000*

95. *Wrestlemania 2000*

96. *Wrestlemania 2000*

97. *Wrestlemania 2000*

98. *Wrestlemania 2000*

99. *Wrestlemania 2000*

100. *Wrestlemania 2000*

101. *Wrestlemania 2000*

102. *Wrestlemania 2000*

103. *Wrestlemania 2000*

104. *Wrestlemania 2000*

105. *Wrestlemania 2000*

106. *Wrestlemania 2000*

107. *Wrestlemania 2000*

108. *Wrestlemania 2000*

109. *Wrestlemania 2000*

110. *Wrestlemania 2000*

111. *Wrestlemania 2000*

112. *Wrestlemania 2000*

113. *Wrestlemania 2000*

114. *Wrestlemania 2000*

115. *Wrestlemania 2000*

116. *Wrestlemania 2000*

117. *Wrestlemania 2000*

118. *Wrestlemania 2000*

119. *Wrestlemania 2000*

120. *Wrestlemania 2000*

121. *Wrestlemania 2000*

122. *Wrestlemania 2000*

123. *Wrestlemania 2000*

124. *Wrestlemania 2000*

125. *Wrestlemania 2000*

126. *Wrestlemania 2000*

127. *Wrestlemania 2000*

128. *Wrestlemania 2000*

129. *Wrestlemania 2000*

130. *Wrestlemania 2000*

131. *Wrestlemania 2000*

132. *Wrestlemania 2000*

133. *Wrestlemania 2000*

134. *Wrestlemania 2000*

135. *Wrestlemania 2000*

136. *Wrestlemania 2000*

137. *Wrestlemania 2000*

138. *Wrestlemania 2000*

139. *Wrestlemania 2000*

140. *Wrestlemania 2000*

141. *Wrestlemania 2000*

142. *Wrestlemania 2000*

143. *Wrestlemania 2000*

144. *Wrestlemania 2000*

145. *Wrestlemania 2000*

146. *Wrestlemania 2000*

147. *Wrestlemania 2000*

148. *Wrestlemania 2000*

149. *Wrestlemania 2000*

150. *Wrestlemania 2000*

151. *Wrestlemania 2000*

152. *Wrestlemania 2000*

153. *Wrestlemania 2000*

154. *Wrestlemania 2000*

155. *Wrestlemania 2000*

156. *Wrestlemania 2000*

157. *Wrestlemania 2000*

158. *Wrestlemania 2000*

159. *Wrestlemania 2000*

160. *Wrestlemania 2000*

161. *Wrestlemania 2000*

162. *Wrestlemania 2000*

163. *Wrestlemania 2000*

164. *Wrestlemania 2000*

165. *Wrestlemania 2000*

166. *Wrestlemania 2000*

167. *Wrestlemania 2000*

168. *Wrestlemania 2000*

169. *Wrestlemania 2000*

170. *Wrestlemania 2000*

171. *Wrestlemania 2000*

172. *Wrestlemania 2000*

173. *Wrestlemania 2000*

174. *Wrestlemania 2000*

175. *Wrestlemania 2000*

176. *Wrestlemania 2000*

177. *Wrestlemania 2000*

178. *Wrestlemania 2000*

179. *Wrestlemania 2000*

180. *Wrestlemania 2000*

181. *Wrestlemania 2000*

182. *Wrestlemania 2000*

183. *Wrestlemania 2000*

184. *Wrestlemania 2000*

185. *Wrestlemania 2000*

186. *Wrestlemania 2000*

187. *Wrestlemania 2000*

188. *Wrestlemania 2000*

189. *Wrestlemania 2000*

190. *Wrestlemania 2000*

191. *Wrestlemania 2000*

192. *Wrestlemania 2000*

193. *Wrestlemania 2000*

194. *Wrestlemania 2000*

195. *Wrestlemania 2000*

196. *Wrestlemania 2000*

197. *Wrestlemania 2000*

198. *Wrestlemania 2000*

199. *Wrestlemania 2000*

200. *Wrestlemania 2000*

201. *Wrestlemania 2000*

202. *Wrestlemania 2000*

203. *Wrestlemania 2000*

204. *Wrestlemania 2000*

205. *Wrestlemania 2000*

206. *Wrestlemania 2000*

207. *Wrestlemania 2000*

208. *Wrestlemania 2000*

209. *Wrestlemania 2000*

210. *Wrestlemania 2000*

211. *Wrestlemania 2000*

212. *Wrestlemania 2000*

213. *Wrestlemania 2000*

214. *Wrestlemania 2000*

215. *Wrestlemania 2000*

216. *Wrestlemania 2000*

217. *Wrestlemania 2000*

218. *Wrestlemania 2000*

219. *Wrestlemania 2000*

220. *Wrestlemania 2000*

Works with
Game Boy
& Game Boy Color
Video Systems!



THESE ODDS ARE WITH YOU!

Abe's back—and he's got five new allies! He's going to need them, too, if he wants to stop the Glukkon's latest mad scheme! Abe and his loin-clothed comrades-in-arms have to fight their way through 24 towering levels and two modes of vicious gameplay! Not to mention a rampaging host of homicidal Sligs, Glukkons, Scrabs, and Parasites! Never before has your full-color Nintendo Game Boy® packed so much odd-inspiring wallop!



Lead five Medokon™ liberators!



Battle through 24 towering levels!



Play 2 modes of monstrous Medokon™ gameplay!



Say it like it is with
more Gamespeak™!

ODDWORLD²
Adventures²
GAME BOY: ODD BOY.

Lead five Medokon™ liberators!

Battle through 24 towering levels!

Play 2 modes of monstrous Medokon™ gameplay!

Say it like it is with
more Gamespeak™!



ODDWORLD
INHABITANTS



Oddworld Adventures 2 Game Boy Color ©1997 1998 Oddworld Inhabitants, Inc. All Rights Reserved.
Created for Oddworld Inhabitants, Inc. Developed by Software Creations. Published and distributed by G3 Interactive Software Corp. Oddworld, Oddworld Adventures, Oddboy, Oddette, and the Odd logo are registered trademarks of Oddworld Inhabitants, Inc. G3, and the G3 Games logo are trademarks and the G3 logo is a registered trademark of G3 Interactive Software Corp. Nintendo is a trademark of Nintendo of America Inc. ©1998 Nintendo of America Inc.
All other trademarks are the property of their respective companies.

G3
Interactive
Software
www.g3.com

**GAME BOY
COLOR**
GAME BOY

NP BACK ISSUES

These *Nintendo Power* issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 125 (Oct. '98): Jet Force Gemini, Army Men, Sarge's Heisen, StarCraft 64, Road Rash 64, WindBack, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCW Mayhem, Knockout Kings 2000, Pokéman Special Pikachu Edition (GB), Donkey Kong 64 in-Store Demo Strategies.

Volume 126 (Sept. '98): Jet Force Gemini Preview, Gauntlet Legends, Hybrid Heaven-Part 2, NFL Blitz 2000, Gex 3: Deep Cover Gecko, Re-Volt, Shadow Man, Madden NFL 2000 Vs. NFL Quarterback Club, Spindrift Preview, StarCraft Preview, Turban (GB), Revelations, The Demon Slayer (GB), Looney Tunes (GB), Déjà Vu 1 & II (GB), Player's Choice Strategies.

Volume 128 (Aug. '98): Hybrid Heaven, WWF Attitude, World Driver: Championship-Part 2, Army Men, Sarge's Heroes Special, Mano Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racers, Monster Truck Madness, Spawn (GB).

Volume 129 (July '98): World Driver: Championship, Quake II, Star Wars: Episode I: Racer Review-Part 2, Command & Conquer, Hybrid Heaven Preview, Inside Et: The Future of Nintendo, The New Tetris, Iguana: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokéman Pribal (GB), Duke Nukem (GB).

Volume 131 (June '98): Pokéman Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, Star Wars: Episode I: Racer Review-Part 1, Virtua Fighter Edition '98, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales, R-type DX, All-Star Baseball 2000 (GB), join the Power Panel.

Volume 132 (May '98): Guide to Et, Star Wars, Episode I, Racer Preview, 1998 Nintendo Power Award Winners, Super Mario All-Star Baseball 2000 (N64), Shadowgate 64, Trials of the Four Towers, All-Star Tennis '98, Bush-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokéman Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Advance.

Volume 133 (Apr. '98): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Conker's Great Adventure, MLBA Boston of the 9th, Lode Runner 64, Starship: Space Cadet River, NBA In This Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Express, First Edition of PoleCenter.

Volume 138 (Mar. '99): Toxic Trouble, Vigilante 8, Castlevania Review-Part 3, Duke Nukem Zero Hour, Chamberlain Twist 2, California Speed, NHL Blades of Steel '99, Rampage 2: Universal Tour, NBA One-on-One, AR Awards Nominees, Command and Conquer Preview, Pokéman Hits the Deck, Logical, Power Quest.

Volume 137 (Feb. '99): Mario Party, WCW Nitro, The Legend of Zelda: Ocarina of Time Review-Part 3, Pokéman Link Cable Special, Penny Racers, Castlevania Review-Part 2, Snowboard Kids 2, Beetle Adventure Racing Preview, Vigilante 8 Preview, Turlok 2 (GB), The Legend of the Sea King, Shaggydog, Shaggydog Classic, Rayman 2 Preview.

Volume 136 (Jan. '99): Predictions for 1999, Castlevania, South Park, Battlefront, Turlok 2, Nightmare Creatures, Fox Sports College Hoops '99, Charlie Blaik's Territory, NBA Jam '95, NHL Breakaway, The Legend of Zelda: Link's Awakening DX, Castle Cozy, Montezuma's Return, Gob: Enter the Gecko, ODT Preview, Shadowgate 64 Preview.

Volume 135 (Dec. '98): Star Wars: Rogue Squadron, The Legend of Zelda: Ocarina of Time Review-Part 2, Body Harvest, Part 2, NHL '99, USA Live '99, Rash 2, Magical Teint, Top Gear Overdrive, Virtual Pool Preview, Golden Nugget 64, Quest for Camelot, BattleTanks Preview, Castlevania Preview, Game Boy Color Starting Lineup.

Volume 134 (Nov. '98): The Legend of Zelda: Ocarina of Time Strategy Review, Game Boy Color Special, Body Harvest, Closer, Buck Bumble, Star Wars: Rogue Squadron, 5 C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Banga-Kazoom Review-Part 2, Superman Preview.

Volume 133 (Oct. '98): Turlok 2, Silicon Valley: Twisted Edges, NFL Quarterback Club/Madden NFL '99, Bomberman Hero Part 3, WCW/NWO Revenge, European Development Special, Buck Bumble, Fighting Force, The Legend of Zelda: Ocarina of Time Overview, Mulsan, NASCAR '99.

Use the Back Issues/Tip Book Order Form in this issue to order past *Nintendo Power* issues and books, or call our Consumer Service department at 1-800-253-3700 to order by phone with Visa or MasterCard.

JUST SAY NO TO BUGS!



Insect drones are overrunning the galaxy. Let **Nintendo Power** teach you about extermination...

- Detailed maps of each of the 15 areas of the game.
- Comprehensive walkthroughs all the way to the final fight with Mizar.
- Tips on how and where to find every last Tribal weapon and item.
- Multiplayer maps, strategies and secrets for Battle, Race and Target Modes.
- Advanced fighting tactics for bosses and brutal drone battles.
- Secret hints and the inside line straight from *Nintendo Power*!

OFFICIAL NINTENDO POWER

JET FORCE GEMINI

PLAYER'S GUIDE

Available at your Nintendo retailer or call

SUPER POWER SUPPLIES

1.800.882.0053



© 1999 Rare,
Rareware Logo is a
trademark of Rare

Funcoland[®]

Bring Home The Fun[®]

JOIN THE



EAT MORE BANANAS!

BANANA CLUB MEMBERS GET...

FREE

- **Donkey Kong Banana Club T-shirt**
- **Banana Club Membership Card**
- **Limited Edition Banana Club Poster**
(Poster available at retail locations only)

Reserve your copy of Nintendo's smash hit *Donkey Kong 64* with a \$10.00 deposit and when you return to purchase your game you will receive Banana Club T-shirt, Banana Club membership card and Banana Club poster. Compliments of Nintendo and FuncLand.



Go to your nearest FuncoLand store and demo Donkey Kong 64 today!

Expected to be available November 23, 1999



Pre-order your games @ www.funcoland.com

16 OUTRAGEOUS FIGHTERS READY TO GET DOWN AND GET IT ON.

LET'S GET READY TO RUMBLE

READY 2 RUMBLE BOXING

SALUA TUA vs. **AFRO THUNDER**

STALKED BY HARPON-TOTING WHALERS

THE BIGGER THE 'FRO, THE HARDER THEY FALL

IN-GAME ANNOUNCEMENT BY * MICHAEL BUFFER *, THE VOICE OF CHAMPIONS™



SELENE

STRIKE

YOU WISH YOU COULD FIGHT LIKE A GIRL

BUTCHER

BROWN

HIS MEAT COMES FRESH FROM THE RING



HIDDEN COMBO MOVES FOR CRUSHING PUNISHMENT • "RUMBLE POWER" UNLEASHES EXTREME MOVES



AN ARSENAL OF TAUNTS AND VERBAL ASSAULTS • LOW BLOWS, LUNGING HOOKS, OVERHEAD PUNCHES AND MORE

GD MIDWAY

Sega Dreamcast

NINTENDO 64

GAME BOY
Color

ONLINE
GD STORE

PlayStation

Pokémon

The First Movie

TM



**COMING SOON TO A
THEATER NEAR YOU!**

From the Game Boy screen to the silver screen, the Pokémon phenomenon rolls on with the animated feature, *Mewtwo Strikes Back* and an animated short, *Pikachu's Vacation*.

**STARRING
ASH, PIKACHU,
AND OTHER
POKÉMON
FAVORITES!**



POKÉMON: THE FIRST MOVIE



THE ULTIMATE POKÉMON ADVENTURE ARRIVES AT OVER 2,500 THEATERS ACROSS NORTH AMERICA ON NOVEMBER 12TH. BUT NINTENDO POWER HAS ALREADY PREVIEWED THE MOVIE TO BRING YOU THE INSIDE STORY TODAY. SO GRAB SOME POPCORN, TAKE YOUR SEAT, AND LET THE SHOW BEGIN.

Pokémon trainers everywhere can appreciate what it means to dream of owning the ultimate Pokémon. *Mewtwo Strikes Back*, from Shogakukan Productions and 4Kids Entertainment, begins with just such a dream when a team of scientists succeeds in creating Mewtwo. *Mewtwo Strikes Back* is a story of wild powers unleashed, of revenge against

misdeeds, and of the heroic power that resides in the hearts of both Pokémon and humans. *Mewtwo Strikes Back* is also a shining example of

the animé style of animation. Shogakukan digitally enhanced the North American version with new animations, 3-D effects and backgrounds not seen in the original film. The

movie also includes a new musical score and sound track in Dolby Surround Sound. One innovation is the psychic voice of

Mewtwo, which emanates from the middle of the theater instead of from the screen so the words seem telepathic rather than spoken.

Norman Grossfeld produced the film and wrote the English script along with Michael Haigney and John Touhey. He told us that the most challenging part of the job was creating the humor for Team Rocket. "We didn't really know if a line worked until we got to the studio. If the engineers laughed, we knew we'd gotten it right." In our view, they nailed it. It's definitely a must-see for Poké Fans.



PARENT/CHILD?

MEW

As gentle and whimsical as Mew may seem to the amateur Pokéman trainer, this little Pokéman has vast psychic abilities. Unwittingly, Mew is at the center of our story.



FRIENDS AND RIVALS

MISTY

Misty is a true friend who stands by Ash no matter what dangers lie ahead, but are her Pokémon training skills up to snuff?

ASH

His desire to be the world's greatest Pokémon trainer is matched only by his understanding of the hearts of his beloved Pokémon. Can Ash's enthusiasm save him in the battle ahead?

BROCK

Brock may have a straying eye and a sharp wit, but what will he say when the going gets tough?

RIVAL

PIRATE

TRAINERS

Fergus, Corey and Neesha—the best trainers in the world—join Ash in the great battle against Mewtwo. Are their combined skills enough?

RIVAL

RIVAL/SERVANT

JOY

Nurse Joy from the Pokémon Center has been brainwashed into helping her new master. Will her help spell the end of all Pokémon?

MEWTWO

This genetically enhanced version of Mew has a bone to pick with humans and Pokémon alike. The power of Mewtwo is unsurpassed, but can this Pokémon-turned-Pokémon-trainer look beyond hate and revenge?

PIKACHU

Pikachu is a bundle of cuteness and power, but can the feisty little Pokémon survive a battle of opposing forces?

RIVAL

JAMES

JESSIE

MEOWTH

TEAM ROCKET

Team Rocket never seems to be up to any good, but perhaps they'll stumble and humble their way into lending a helpful hand—or an ear. Or maybe they're just all washed up.

THE LEGEND LIVES MEW & MEWTWO

MEW HAS ALWAYS BEEN A SECRETIVE CHARACTER IN THE WORLD OF POKÉMON, BUT THE STORY OF MEWTWO AS TOLD IN MEWTWO STRIKES BACK IS EVEN MORE MYSTERIOUS.



THE STRONGEST POKÉMON MEWTWO

MEW OR TWO?

Mewtwo is the creation of a group of scientists in search of the ultimate Pokémon. After cloning DNA from an ancient fossil of Mew, the scientists enhance the genetic code to make Mewtwo. When Mewtwo wakes up, the scientists are both thrilled and shocked to discover that their creation is indeed the most powerful Pokémon. But like a Pokémon version of Frankenstein's monster,

Mewtwo isn't satisfied to be a laboratory oddity. And so the newborn Pokémon sets out to destroy the lab and exact revenge on humans and Pokémon alike.



#150 MEWTWO

Mewtwo follows in Mew's footsteps even though it precedes Mew in the Pokédex. As a Psychic Pokémon, Mewtwo's considerable powers work well against most other types of Pokémon.

TYPE: PSYCHIC
HEIGHT: 6' 07"
WEIGHT: 269.0 lb



Mewtwo breaks out into a hostile world that it doesn't understand.



The professor and his assistants don't count on their creation turning against them. Their excitement soon turns to horror.



THE RAREST POKÉMON

The legend of Mew and Mewtwo has spread around the world as Pokémon trainers try to capture, evolve or trade for every Pokémon. Of all the rare and special Pokémon, Mew remains the most elusive. If you manage to find one of these creatures, it'll add power and prestige to your battle lineup.



FRIEND OR FOE?

So mysterious is Mew that no one knows if the little Pokémon is a friend or an enemy when it first appears. In short order, Mew proves that it is a true friend of all Pokémon, and it stands alone facing the full might of the creature that was spawned from its DNA. As cute and cuddly as Mew seems, it seems also that the 151st Pokémon has the strength of many. Even so, Mew cannot defeat Mewtwo alone. Perhaps no Pokémon can.



#151 **MEW**

Mew is the most reclusive of the Pokémon, living only in hidden places and being glimpsed very rarely. The only way for trainers to get Mew is from a special trade.

TYPE: PSYCHIC
HEIGHT: 1'04"
WEIGHT: 9.0 lb



MEWTWO STRIKES BACK BEHIND THE SCENES

NOW WE TURN TO THE SCENES AND THEMES BEHIND THE UPCOMING ADVENTURE. THE MOVIE FEATURES POKÉMON BATTLES, HARROWING ESCAPES AND ENDURING FRIENDSHIPS.



NEW ISLAND

Most of the action takes place on the mysterious New Island, which is accessible only by crossing a storm-tossed sea. On the island, Ash discovers a mighty laboratory filled with strange Pokémons. Team Rocket stumbles onto an even more insidious side of the island when they uncover a Pokémon-cloning complex.



POKÉMON CLONES

As any Pokémon trainer will tell you, no two Pokémons are created equal. But the cloning process perfected by Mewtwo in the island hideaway creates Pokémons that may look similar to their wild kin but are more powerful in battle. Even the best trained Pokémons, such as Ash's Pikachu, can't withstand the strength of these artificial Pokémons. Pokémon clones, with the exception of Mewtwo, never appear in the Blue, Red and Yellow versions of the game. *Mewtwo Strikes Back* is the only place you'll see them.



Not only will you meet new Pokémons in the movie, you'll see Pokémon favorites such as the Staryu, Squirtle, Pidgeotto and Pikachu.

Humans are just as important as Pokémons in *Mewtwo Strikes Back*. Ash may be the hero, but the other trainers sometimes take the lead, throwing their Pokémons into battle to test Mewtwo's strength.



CAMEO APPEARANCES

Team Rocket plays a small but important role in the movie, helping Ash and company reach New Island and discovering the horrible truth behind the cloned Pokémons. Team Rocket also adds a lighter touch, particularly whenever Meowth opens its mouth. Another plot line involves Joy, the nurse who invites Ash to the gathering of Pokémon trainers on New Island.



Meowth poses as the figurehead on a Viking ship when Team Rocket, disguised as Norsemen, takes on a passenger cargo consisting of Ash and his friends.

PIKACHU RULES

Ash's favorite Pokémon may not have a lot to say, but Pikachu's spirit never flags. In the end, Pikachu's friendship with Ash overcomes a dire fate. In legend it is said that the tears of Pokémons are filled with magic that no evil can stop. Pikachu proves that the legend is true.



POKÉMON TRACKS

The sound track for *Mewtwo Strikes Back* has been completely redone for the North American film. New voice talent, music and special effects have replaced the Japanese ones. The result is a powerful score from Ralph Schuckett, John Loeffler and Rave.

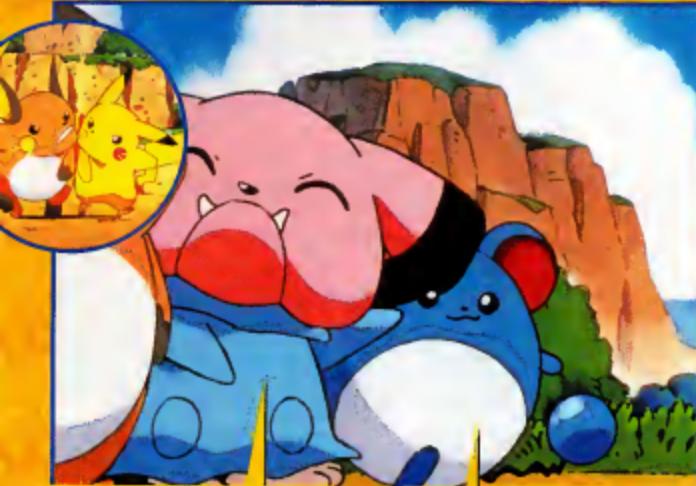
PIKACHU'S VACATION

A PERFECT PLACE FOR POKÉMON

Also playing with Mewtwo Strikes Back is the short, animated feature, Pikachu's Vacation. Pikachu, Squirtle and Bulbasaur set off on an adventure on Pokémon Island. There they meet a wide variety of other Pokémon and enter many challenges. Apparently, Pokémon, when left to themselves, don't just fight. They also hold races and other contests of strength. But when they meet up with Raichu's gang, the competition gets ugly until they're brought together and forced to use teamwork to save Charizard.



INTRODUCING!



SNUBBLE

Snubbull is one of the new Pokémon introduced in the movie. Like the rest of Raichu's gang, Snubbull doesn't think much of Pikachu and pals.

MARILL

Marill looks like a little blue mouse, but this new Pokémon swims like a fish.



TOGEPI

Little Togepi cries its eyes out when Psyduck gulps down the last bit of Pokémon Food. At this point, Bulbasaur sings the Bulbapely for the first time ever captured on film.

Later, the ir-
pressible Togepi
takes Pikachu and
the entire audience
for a wild ride on a
rolling log.

DON'T MISS IT!



PoKéMoN

EPISODE TEN BULBASAUR AND THE HIDDEN VILLAGE

OUR YOUNG HERO ASH AND HIS FRIENDS HAVE BEEN LOST IN THE FOREST FOR WHAT SEEMS LIKE FOREVER, SURVIVING TWO BATTLES WITH THE FIENDISH TEAM ROCKET.

BUT THEY STILL CAN'T BEAT THE FOREST AND FIND VERMILION CITY! WITHOUT A COMPASS, ASH MUST RELY ON HIS INSTINCTS--AND THAT COULD LEAD TO TROUBLE!

I'M POSITIVE THAT THIS WAY LEADS BACK TO THE PATH, MISTY.

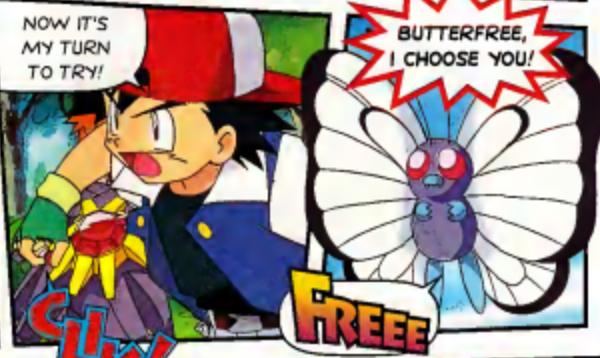
BROCK AND I SAID WE SHOULD STAY ON THE ROAD, BUT YOU HAD TO TAKE A SHORTCUT.



ODDISH: THIS POKÉMON TYPICALLY ROAMS FORESTS AND SCATTERS POLLEN AS IT GOES.







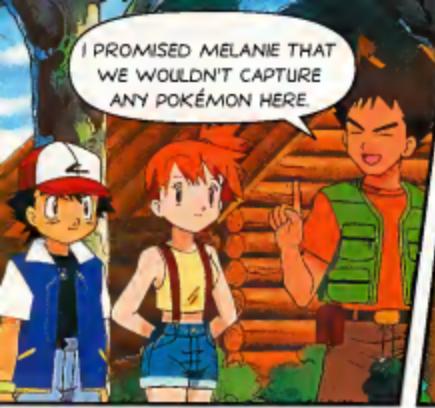












ODDISH, I'M SORRY
ABOUT TRYING TO
CATCH YOU EARLIER.

ODD ODD

I DIDN'T REALIZE YOU'D
BEEN ABANDONED BY
YOUR TRAINER.

I HOPE MY
TRAINING ISN'T
MAKING ME A
MEAN-

Drip...

YOU'RE SO SWEET,
ODDISH. I AM
TRULY SORRY-

HEY, IT'S
RUDE TO TACKLE
PEOPLE!

MISTY, ARE YOU OKAY?
BULBASAUR!!! NOW I CAN
BEAT YOU IN BATTLE!

BULB

RUMBLE

BAM!



BULBA!

PLEASE, WAIT!
BULBASAUR IS ONLY
TRYING TO PROTECT
ODDISH!

BULBASAUR DOESN'T LIKE
POKÉMON TRAINERS. IT
THOUGHT YOU WERE TRYING TO
TAKE ODDISH.

BULBASAUR GUARDS OUR
VILLAGE. LOOK, IT'S STILL
TRYING TO PROTECT US-

I WAS ONLY
APOLOGIZING!



THAT'S BRAVERY!
WHAT A GREAT POKÉMON!
HEY, WHAT'S THAT?!



BULBA!

NUUDGE

NUUDGE



TO DENOUNCE THE EVILS
OF TRUTH AND LOVE! TO
EXTEND OUR REACH TO
THE STARS ABOVE!



TO PROTECT
THE WORLD FROM
DEVASTATION!

TO UNITE ALL
PEOPLES WITHIN OUR
NATION!



JESSIE!

JAMES!

TEAM ROCKET
BLAST OFF AT THE
SPEED OF LIGHT!



NO! THEY'RE
GETTING ODDISH!

SOMEONE'S GOT TO
SAVE IT! BUT I
CAN'T GET TO--

ODDISHHHHHH!

ODD

ISHH!

BULBASAUR!
WE'LL GET TO THE
CABIN TOGETHER!

CRACK!

BUL-

BUL-

THAT ROTTEN LITTLE
PEST IS ALWAYS
RUINING OUR PLANS!

WHOOOSH!!!

NO, NOW THEY'RE
ALL IN ONE PLACE!
LET'S GET 'EM!

BULB- BULB-
BULBASAUR!

I'LL HELP YOU,
BULBASAUR! GO,
PIDGEOTTO!

CRACK!





PIKACHU,
GO!

WEEP!



CHU!!

SNAP



THE VINE WHIP
IS BULBASAUR'S
SPECIAL MOVE!



PIKACHU,
THUNDERSHOCK!

ZZT-ZZT-ZZT-ZZT-ZZT-
ZZT-KRRAAAATT!!!

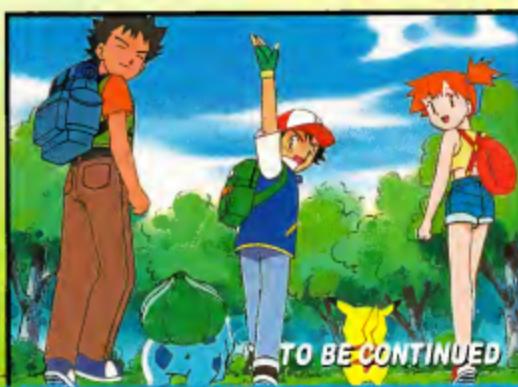
ZZRRR-KAPOW!

ZZRRR-KABLAM!

ULB-ULB-ULB-

ZZTT!

ZT-FFT!



BROCK MIGHT BE A LITTLE TONGUE-TIED BUT ASH HAS PLENTY TO SAY ABOUT MELANIE'S VILLAGE AND HIS NEW BULBASAUR! BUT CAN TALK HIS WAY OUT OF THE HUGE FOREST?

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at www.retomags.com.

We only scan magazines with a cover date prior to December 1999.
No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from
this site, please do not support them and do let us know.

Thank you!

