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Create a monster

Create à



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.



WIN

a VIP trip
for two!

WESTERN
2000



WANTED



RAYMAN® 2: THE GREAT ESCAPE

- Last seen saving an amazing 3D world
- Active in rollercoasters, vinezaps, lava flows, undersea caves, and more
- Swims, slides, swings, rides rockets, throws fireballs, flies with bats, loses friends
- Seeking 1001 items and the four faces of Polochon
- Fast, magical, strong abilities of pirates



NINTENDO® 64



REJECT



UBISOFT.COM

MARIO PARTY 2™

Page 2016



Here's your invitation to the hottest party around! Mario's first bash was so much fun that he had to throw another, so strap on your party hat and check out our big review.



40 Winks



Have you ever had trouble catching a few Winks? Well, your problems pale beside those of Ruff and Tumble, two kids who must delve deep into their own dreamworlds to fight the evil forces invading Hood Winks. GI Interactive's performer is as fantastic as the world beyond your eyelids, and we have the keys to dreamland.

2026

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Volume 128 • January 2000

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Worms



The cartoon earthworms are not typically aggressive. Then again, if you could camouflage with it with bazookas, flame throwers, power rocks and explosive lawnmowers, its powerful tools of living might change in a hurry. We'll give you a worm's-eye view of war as we review the classic instant multiple per classic.

2034

Armorines



In the frightening tradition of the Tank series, Acclaim has spawned Armorines, another series that's a rather sleeker packed with crazy weapons. Unless you want to let a huge, disgusting race of alien insects take over the universe, we highly suggest you take a look at our in-depth coverage of the otherworldly events.

2088

Special Feature

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Bonus!

Subscribers Only!

- Top Tips of the Millennium
- Game Forecast 2000
- Pokémon Trading Card Game Playmat

If you're one of our ultra-cool subscribers, then you'll notice a lot of extra stuff this month. That's because we've picked the issue with tons of bonus extras as a special treat for our subscribers. Enjoy!

player's pulse

Pardon us if Player's Pulse is sloppy—we're still trying to decide what to call this year. Sure, '99 just rolls off the tongue, but '00? What the heck do you call that? Double-O? All zeroes? Nada? Aught? To be honest, as long as we can stop calling it Y2K, we'll be happy.

Some Wicked Ideas

I think there should be a game for the N64 where you can create your own monster. Not cute ones—they'd be realistic like *Dracula*. And then you could send them out to terrorize villages and towns and neat stuff like that.

Spurly
Via the Internet



David J. Barnett • Werewolf, *Dracula*

In regards to your question about what monsters would be next in an N64 game, I think it would be cool to see a game with ancient Roman Mythology monsters.

Chasity Moore
Kirkwood, IL

I have an idea for a sweet scary game...*Scooby-Doo*. I love the *Scooby* game for the Super NES and it's sweet.

Matt Frittle
Via the Internet

I would make a game where the final boss is a werewolf. The game play would be similar to *The Legend of Zelda: Ocarina of Time* in that you'd have opportunities to buy potions, spells and weapons. The other enemies would be such things as vampire, ghosts, manes, dragons, zombies, hounds and goblins. For weapons, you'd have knives, bows and arrows, crossbows, silver bullets, dynamite, revolvers, shotguns, torches and machine guns. I don't like blood covering the screen, so I'd prefer to see the

filler enemies disappear like in *GoldenEye*. Obviously you'll need the Runable Pak.

Gerritt
Dallas, TX

I think a game about a giant squid would be cool to play cooperatively.

Drew Clifton
Woodland, WA

I was wondering if you'd make a wrestling game for monsters. You know—*Dracula*, *Werewolf*, *Frankenstein*, *Grim Reaper* and *Hoggeymon*? Imagine all some of the good moves would be the *Frankenstein* *Frankenbrawl*, the *Reaper* *Saw*, *Bloodbrawl*, the *Hack 'n' Slash* and the *Boogy Buster*! I suggest that you release it in October of 2000.

Paul McNeer
Via the Internet

I'd like to see *Frankenstein* on the N64 soon—I think it would make a great game. It could be called "The Legend of *Frankenstein* The Mad Scientist of Time."

Eric Shockness
Washington, IL

Stop it, you're scaring all! It seems like most of the responses we got were split down the middle on monster nastiness. About half of you wanted more games that made it your mission to destroy evil, world-ravaging spawn. The others wanted to get behind the wheel



Thomas Lamb • Yoshi, *Monsters*

of your own monster and go around terrorizing people. At first we thought such a disturbing idea was just plain crazy, but as we gazed at the full moon and pondered it, it became more and more appealing until we just wanted to run out of the office into the night air, leaving a terrible howl to the dark sky, and...*Sorry*, what were we talking about? Oh yeah. If you want to check out some current spooky games, try *Resident Evil 2*, *Hybrid Horror*, *Shadow Man* and *Castlevania: Legacy of Darkness* for the N64. Of course, don't forget about all the time NES classic *Ghosts 'n' Goblins* on Game Boy Color.

A Truly Freaky Letter

I would like to see a big, scary monster like Yoshi. Or a mean underground worker. Or a car monster.

Jane Ellen
Via the Internet

A scary monster like Yoshi? OK, it's a stretch, but Yoshi can be a little spooky sometimes. A mean underground worker? A car monster? We aren't sure what those are, but we've scored ourselves.



Sam Ringer • *Monsters*, New York

Never, Never Do This
On Road Rash 64, one of the cops always yells, "Put your hands up!" Don't you think that's a strange thing to shout to someone on a motorcycle going 180 miles per hour?

Ashley Scroggie
Via the Internet

If you'd just consult your *Atariworld* Hoofbeats Handbook, you'd realize that such an outcry from the policemen is merely designed to distract you while he steers your ride off the side of the road so he can arrest you. The proper retort, according to section five, paragraph three of the aforementioned text, is to lift one hand in the air then use it to insert a crowbar into the officer's front wheel spokes. Don't expect a thank-you.

A Rare Vision

While playing Rare's lovely game, Jet Force Gemini, I came across a picture of a stick figure man in his underwear holding a diplocher and wearing a derby in the Castle section of Twotrek. Most people wouldn't know who he was, but I and others know that the stick figure is none other than Mr. Pants from Rare's website (www.rareware.com). Mr. Pants



Mr. Pants © Rare Ltd. Rare Ltd.

Don't Party Too Hearty

Apparently, some of you Mario Party masters have been wearing down your palms trying to rotate the Control Stick too quickly during the minigames, and we'd like to remind you to be careful. The slant on the poles of your hands is very sensitive, and the Control Stick isn't designed to be plugged in there and rapidly swiveled—chances are, if you do it enough, you're going to get a blister. Instead, use your thumb to rotate the stick during minigames like the tug-of-war, where you need speedy spinning. Or, if that method doesn't work for you, grab the Control Stick between your thumb and forefinger and try it that way. You'll be winning in no time! As always, if you have any questions or concerns, please don't hesitate to call our toll-free Customer Service line at 1-800-955-9900 (1-800-423-4281 TDD).

is the survey man for the site.

Amosia Schneider

Via the Internet

Not only that, but if you collect 5000 abuse levels with a single character, you'll be able to turn on the *Area of Pain* cheat, which turns all *Soldier Drones* into that same lovable character. Of course, he's less lovable when he's blasting away at you, but that's a given. For those of you who want to look at another bit of Rare's unique visual humor, check out the walls in the Facility level of *GoldenEye 007*. There are tons of "No Smoking" signs, but there's one in a dry partition between two hallways that has a silhouette of Bond with the red circle/line around it. *No Bonds Allowed*.

More Pakémonology

In addition to C. Mills' observation that Aronzo, Zapdos and Maken's last syllables are the first three Spanish numerals, I realized something else. Hitmonlee's last syllable comes from Jackie Chan's last

name and Hitmonlee's last syllable comes from Bruce Lee's last name. They're both martial artists—I just wanted to let you know in case you didn't.

Jeremy Bottom

Via the Internet

Good eye, Jeremy. It makes perfect sense, considering the amount of punching and kicking that Hitmonlee and Hitmonlee do. We hear those Pokémon do all their own stunts, too.

Colour Commentary

I was just wondering if you realized that, to Canadians, there is one BIG spelling mistake on every GBC. You see, in Canada, we spell "color" with a "u," so it's "colour." So my question is, did you realize the mistake and just not care or did you not realize there was a mistake? If you can put different languages on the GBC and the game boxes, then why not an alternate spelling? I know you probably don't think it's a big deal, but it's annoying to



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power charts

See, we knew that whole Y2K thing wouldn't be as bad as everyone said—order has returned to the Power Charts universe. To celebrate the new year, Ocarina of Time and GoldenEye triumphantly reclaim their old N64 thrones, cutting the reign of Pokémon Snap short at a single month.

NINTENDO 64 TOP 20

1

THE LEGEND OF ZELDA: OCARINA OF TIME



The back and forth battle for the N64 top spots continues, but the real excitement is in the trenches. Jet Force Gemini, WWF Attitude, Bili 2000 and Army Men: Sarge's Heroes all greet the new year by making stunning debuts in the top ten.

2

GOLDENEYE



3

SUPER SMASH BROS.




RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	2	13
2	GOLDENEYE	NINTENDO	4	37
3	SUPER SMASH BROS.	NINTENDO	3	7
4	POKEMON SNAP	NINTENDO	7	5
5	JET FORCE GEMINI	RARE	—	1
6	WWF ATTITUDE	ACCLAIM	—	1
7	BILI 2000	NINJAWAY	—	1
8	STAR WARS: ROGUE SQUADRON	LUCASARTS	6	17
9	ARMY MEN: SARGE'S HEROES	TNO	—	1
10	STAR WARS: EPISODE I: RACER	LUCASARTS	5	5
11	RAJIO-KAZDOKE	NINTENDO	8	18
12	RAJIO GOLF	NINTENDO	9	2
13	SUPER MARIO 64	NINTENDO	11	40
14	MARIO PARTY	NINTENDO	7	10
15	WCH/WWO RIVINGS	TNO	—	10
16	100% SNOWBOARDING	NINTENDO	20	20
17	RAJIO KART 64	NINTENDO	10	37
18	SOUTH PARK	ACCLAIM	17	12
19	TOKYO 2	ACCLAIM	16	14
20	ROAD RASH	TNO	—	1

GAME BOY TOP 10

1


POKEMON



Dragonair used SURF.


2

THE LEGEND OF ZELDA: LINK'S AWAKENING 64



3

POKEMON PINBALL



RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	POKEMON	NINTENDO	1	14
2	THE LEGEND OF ZELDA: LINK'S AWAKENING, 64	NINTENDO	3	81
3	POKEMON PINBALL	NINTENDO	2	4
4	JAMES BOND 007	NINTENDO	5	29
5	SUPER MARIO LAND 2: A DOODLE COME	NINTENDO	6	85
6	FINAL FANTASY LEGEND 3	SQUARE	9	76
7	WWF ATTITUDE	ACCLAIM	—	3
8	CONVEY KING LAND 3	NINTENDO	—	26
9	TETRIS ATTACK	NINTENDO	—	10
10	ML RITZ	NINJAWAY	—	4

1. POKEMON STADIUM (N64)

2. POKEMON TELLER (GAME BOY)

3. DOLPHIN

4. DOWNEY KING 64 (N64)

5. JET FORCE GEMINI (N64)

6. PERFECT DARK (N64)

7. SUPER CROSS 2000 (N64)

8. ARMY MEN: SARGE'S HEROES (N64)

9. WRESTLEMANIA 2000 (N64)

10. RAINBOW SIX (N64)



MOST WANTED



M I K E C O L F



TIGER WOODS



Take CyberTiger from
boyhood to the ball busting
player that he is today.



Destroy
moving targets
with accuracy and power
in the Shooting Gallery.



Find the hidden
Superballs to help you
'school' your buddies.



Steer clear of
the hazardous wildlife
or learn how to play
one-handed.



Explore 5 amazing courses. You
never know what's lying around
off the beaten path.



ELECTRONIC ARTS

MARIO PARTY 2



© 1999, 2000
Nintendo, HUDSON SOFT

Nintendo and HUDSON SOFT have sent out invitations for another get-together, and your name is on the guest list! It may be a party, but you've got plenty of work ahead of you in the minigames.

It appeared that an argument over a new name for Mario Land would never be settled. Yoshi, Donkey Kong, Princess Peach, Wario and the two Mario brothers all had a claim to the place, and no one would back down. Then Bowser came storming into the picture, offering the rivals a solution:

Whoever tosses out the intruder can claim Superstar status. But before that can happen, the rivals will have to compete in party games for the right to take on Bowser. With plenty of new features and challenges, this multiplayer mega-game may even make you forget the last shindig.



Save Your Controller

Remember the games from The First Mario Party that required you to quickly rotate the Control Stick? They're a memory of the ages pretty, so you can give your Controller and your hands a rest. The new games are plenty difficult, though.



Practice Mode

If you or your opponent are unsure how to play a particular minigame, all you need to do is try it out in Practice Mode. No thing that happens will be counted in the board game, and you can leave this mode whenever you like.



Stars Count for Coins

Come up the primary currency in Mario Land this time around, so you can convert any stars you collect in the course of the game into 50 coins apiece. You also get to keep all the coins collected by computer-controlled players at game's end.



Save Your Game in Progress

If you're in the middle of a great game but you have no choice but to stop for a while, you can save your progress. The next time you play, the saved game will appear on the opening menu screen as a piece of paper pinned next to Minigame Park.

BOARD SPACES

There is only one continuity in MP2: Something will happen every time you take a turn. You may get some coins, or you may be warped back to where you started. You may even have to go to battle with your rivals before the turn ends.

NEW SPACES



Item Space

You may not need to spend money at the shop of the all. Land on this space will put you in single-player game that could yield a valuable item or perhaps nothing.



Battle Space

Battle is optional. Landing on the space will throw the rivals into a free-for-all for a pot of money. Every player must put his or her own coins into the kitty.

NEW BOARD SPOTS



Items Shop

Since you can't count on the game to provide you with the items you want, you may find it necessary to plunk down some cash at the shop for something special. This is true regardless if you've amassed a lot of wealth. Money that you've spent counts as money collected for the end-of-game bonus.



Baby Bowser

Baby Bowser always up on which board space he decides to attack. He is a lot less pleasant to run into, so knowing if he is coming to run you. The only thing to reconsider items he doesn't come at you, unless he sure into the full-grown Bowser, who'll hurt you down, then take ALL of your coins.



Koopa Bank

You can't blame the Koopa for trying to make an honest living, but you can't blame him for constantly opening up. If their establishment works from the momentary lottery than a bank. You must put in money when you pass by, but you'll get a big payoff if you land on the space.



Hidden Block

Landing on a blue space is a good thing—you can sometimes get a coin—but it's a great thing when it comes to a hidden block. You'll be rewarded with a coin, or possibly even a star, when you jump up to hit the block. There's no way of knowing where the Hidden Blocks will appear.

COLLECTING ITEMS

Items can be a nice surprise or an essential part of a victory, depending on what you get and when you get it. They can even be a liability—a Bowser Bomb at the wrong time can be a tickle—but it usually goes to have one handy.



Boo Bell

If you want to infect a place to visit with an evil and steal some coins or stars in the process, then the Boo Bell is your best friend.



Bowser Bomb

Turn Baby Bowser into a full-grown, greedy adult. Most players might want to avoid the bomb, unless they're sure they're out of Bowser's range.



Bowser Suit

Put on this getup to begin a lucrative, if fleeting, life of crime. Once outfitted, you can turn down your opponents to steal the items.



Dueling Glove

Is there a particular player who needs a little nudge? Take that Bow Bell ring and enter the woodland for a Dueling Challenge.



Magic Lamp

It may be magic, but the reward it provides is no illusion. This little beauty takes you directly to the item that makes it take you directly to a star.



Mushroom

The garden variety fungus provides a cheap, ineffective way to up ahead of your opponents. Two dice blocks instead of one. Let's hope you don't roll a one.



Golden Mushroom

If a Mushroom is good, then a Golden Mushroom must be better, right? This yellow toadstool will give you three turns, moving you a total of 30 spaces.



Plunder Chest

The Plunder Chest is kind of promissory note for another day—one held by one of your opponents. If someone has something good, taken away.



Skeleton Key

There's no reason to walk away from a locked door when you have a Skeleton Key. Knock up the lock to move into more rewarding areas of the board.



Warp Box

If you're in a tough spot, you may not need to move through dangerous territory if you have a Warp Box, you can let one of your rivals take your place.





BOARD GAMES

Each of the five boards has a distinctly different style, from the plains of the Old West to the icy expanse of deep space. Each also has its own unique trouble spots.



Set sail for a treasure island of galleons and doublecross. Whoever succeeds in plundering the most Stars will face Captain Bowser as the Superstar.

DIFFICULTY: ★



The Hopping Spaces on the bridge will draw heavy cannon fire if any of the players lands on one, sending everyone in the water landing back to the very beginning of the board. Bypass this bridge if you can.



The Thieves that block your path at various places on the board are more than happy to get out of your way for a fee. It's good to pay and be on your way before your opponents' coins will go up for them.



When you land at the dock, the shark will take five coins then take you across the water to another dock at a different place on the board. Unlike other modes of transportation, the shark **MAKES** you go.



Once you get a Skeleton Key you can open up this shortcut. Getting through here will give you a big advantage, because you won't have to go across the bridge, which, as often as not, sends you right in.



Drift through the high plains, collecting rewards along the way. There may be a ghost here, but this isn't a ghost town—you've got three other evils to beat before your showdown with Bowser.

DIFFICULTY: ★



If there's a train waiting for you at the station, you can pay your two coins and go for goods. It will also push around the players ahead of you, who may or may not appreciate the speedy trip.



The Hopping Spaces on Western Land automatically start the train moving, regardless of where it is on the board. It will keep moving until it reaches the next station, pushing along whoever is in the way.



A short-circuit is a good way to prevent an opponent who is out in front from getting to a Star before you do. It's pretty expensive—80 coins—but it drags them yucky back to where you're standing for the event.





In space, no one can hear you scream with delight when you get a star. You'll have to explore this space station on foot, however. It's not a zero-gravity environment, as Bowser's thunderous stomping attests.

DIFFICULTY: ★★



The Hopping Spikes on this board will activate the spacesuits that travel along the paths with starry lights. They can travel a long time, putting the players in front of their good fortune across the board.



If you don't want to get pulled halfway to Mars by the speeding spacecraft, you can pay off the local taxi to give chase. The next time you land on a Hopping Spike, the UFO will get pulled over.



Each time a player crosses the center of the board, a copier takes down. When it gets all the way to zero, Bowser will fire a weapon from the top right corner that vaporizes all the coins in its way.



As for the first Mario Party, Boo will steal an opponent's Stars for a price. This time around, he'll also steal coins, but the number he gets depends on how much of a struggle his victim puts up.



The truth is out there on the board, and one of the four exploring rivals will find it. You'll see alien technology and ancient ruins on your way to a confrontation with the mystery beast himself.

DIFFICULTY: ★★



If you land inside one of the mystery suit circles, the Goomba will give you a ride on their motorship for a small fee of 10 coins, then wing you to—if you're lucky—a treasure spot on the board.



It wouldn't surprise anybody that the Hopping Spikes in Mystery Land will inexplicably warp you to another location on the board. The large white arrows point the direction that you'll be traveling.



A spooky stranger will be happy to put a curse on a rival for only five coins. The curse will put the victim in a slow motion, preventing him or her from moving more than three spaces in the next turn.



Unless you're counting on a warp to another part of the board, you may want to invest in a Shrink Ray. Unlocking it later is the only non-swearing way to move over to a different part of the board.





The rivals must venture into the Haunted Forest as warriors to face the spine-chilling challenges of Horror Land. The highest-ranking graduates from this sorcery school will match spells with the Wizard Bowser.

DIFFICULTY: ★★☆☆



Eyesella are supposed to move in your lead, not roll down the street. This eyeball apparently doesn't understand the rules. It will wisp you across the board on a diagonal path for just 10 coins.



The sun drops from the sky and derbies descend—or night turns to day—when any of the rivals lands on this Happening Space. Depending on the time of day, different things can happen on the board.



Is the sun haring your eyes? Don't bother putting on shades. When you get to Mystery Mansion you can turn off the lights. For 10 coins, you can tune on a music lamp that brings on the night.



If you want to get past these big Thwomps, you'll have to wait with two coins—and that's only during daylight hours. The black wits sleep like a ton of bricks at night, so you can't even pay to pass.



MINIGAME LAND

After battling your way through the board games, you can go to the one-lit red pink to purchase the home versions of the minigames you've already played.

1 WOODY

Before you can play the minigames in the park, you'll have to go to this tree to buy the ones you want. All he'll give you at first are the One-vs.-Three, Two-vs.-Two and our Player Games, but after you play the Minigame Coaster a few times he'll offer you other games.

2 MINIGAME PARK

After you've given the tree all your coins for the minigames, you'll find them in the park, where you can play them to your heart's content. You'll select players and start just as you would in the boardgame, but you'll find that you can access new stages that weren't available before.

3 MINIGAME STADIUM

You can play the Battle, Dual and Dual Minigames in this tournament-like setting. The Dual Minigame board allows you to play a certain number of minigames, then a winner is determined by the highest number of coins in Battle and Dual Minigames, you can play a set of odd numbers matches.

4 MINIGAME COASTER

After you've bought all the One-vs.-Three, Two-vs.-Two and our Player Games, Woody will make the Minigame Coaster appear. You'll add another player or must clear all the minigames in nine weeks to earn. The difficulty setting gets more challenging as you progress to different worlds.



5 RECORDS BOTTLE

Once you've beaten all the minigames, you can challenge yourself or other players to beat your record records. Once you've set the records, they will automatically be stored in the Records Bottle.

6 COIN BOX

After you win coins in various plays in Mario Party 2, all your loot will be stored in the Coin Box. Make a visit if you want to see how many games you can afford or just to tell how low your riches.



NEW MINIGAMES

There's a wide variety of exciting new games—including the Item and Dueling Minigames—in every category to keep you and your opponents busy while you're exploring the five boards. You'll also find updates of some old favorites from the original party.



ITEM MINIGAMES

Just because you land on an Item Space, it doesn't mean you're going to get anything. You'll need to step up to one of six challenges before you'll be rewarded with a prize. If you're good enough, you can even get the specific item you want.



Roll Out the Barrels

The ten barrels around the room you want to roll are annoying in the part that you don't want. Take a good look when the barrels lift up to reveal their contents, then follow the progress of the item you seek. When they start moving, take your pick.



Give Me a Brake!

This Western Land Minigame is a not-so-simple matter of stopping a train. You'll get whatever is in front of the engine when the time finally stops. Keep practicing to see how far the train goes before its braking is complete.



Hammer Slammer

Ring the bell to win a prize. Or, we should say, ring the gong to win a prize. Bowser is waiting at the bottom of the pole to deny you your prize, so don't hit the lever too hard or too soft. Raise your hammer just high enough to hit the good stuff!



Mallet-Go-Round

Valuable items are spinning on a platform. You must smash the two blocks beneath them. Baby Bowser floats on the platform, but he has only one block to hit. Time your swings to get within before the rules cut.



Coffin Congestion

It's a macabre version of the old shell game. Five of the coffins are being used as slot machines for items, and the other one holds Baby Bowser. He's very much alive, despite his hiding place. Pay attention as they move and choose wisely.



Bowser Slots

You're probably used to Bowser's thieving, but this time he's come back as a one-armed bandit. The key to this game is to stop the first wheel on the item you want then match up that item on the next two wheels. Buzzer and then close.

BATTLE MINIGAMES

When someone lands on a Battle Space, everybody must get ready for action. For your money in the pot then take a stab at winning the whole thing.



Bumper Balloon Cars

The business end of your bumper car has an array of sharpened steel spikes. That's bad. You're a little balloon. Your opponent is a similarly equipped. Try to keep moving forward by pressing up on the Control Stick, then hit targets at opportunity.



Day at the Races

As intrepid horse racing, this game requires you to put your money on a contestant then watch helplessly as it wins or loses. Don't let its appearance fool you—a ghost doesn't necessarily win out over an animal-looking wall of a clock with no legs.



Rakin' 'em In!

This is just your standard, everyday game of mushroom raking. Each rival operates a vacuum cleaner to suck up its or her mushrooms. You'll want to avoid the Purple Mushrooms, which count against you. Good Mushrooms are the best!



Bowser's Big Blast

Four players. Five switches. One dictator. The players each take a turn hitting the switches. If someone hits the dictator, the board goes off and that player is out. As each player leaves, the number of switches decreases by one.

RETURNING BATTLE MINIGAMES:

Grab Bag
Face Lift
Crazy Cutters

Hot Bob-omb!

DUELING MINIGAMES

Throw down a challenge to one of your rivals and engage in a duel. These two-person battles all tend to be quick and decisive, so if you have a score to settle with someone, go to the glove.



Saber Swipes

In Peace Land, sabers are the dueling weapon of choice. Swordsman Ship isn't judged on ferocity or strength, however. The keys to winning this contest of clanging steel are mastery and speed. The first player to complete the 10-hit pattern wins.



Quick Draw

In the Wild West, people settle their differences with popguns in two pages. Both players wait at least three seconds before they turn and draw. The first draw wins. You get one more chance if you draw early, but you lose if you don't brace.



Time Bomb

You may break out in a cold sweat as you join the bomb squad for unique and explosive challenges. The duels have a set amount of time to defuse the bomb, but the trick is to count down on your own. One, one thousand, two, one thousand.



Mushroom Brew

Making soup is as simple as following a recipe in this minigame. OK, maybe it isn't so simple after all. Match the commands as they flash in front of you. Whoever comes the closest to the magic recipe will pocket some change.



Psychic Safari

The safari of the mind is actually a race for the fingers. The duelist get five seconds to hit the A or B buttons correctly, changing up their giant mushrooms for battle. The hupers with the greatest infusion of psychic energy wins the match.



Rock, Paper, Mario

Yes, this game is a version of Rock, Paper, Scissors. The twist: pick one of three characters: Mario, Peach or Bowser. Mario beats Bowser, Peach beats Mario, Bowser beats Peach. Make your selection and see who wins this battle in Bowser Land.

4-PLAYER MINIGAMES

It's every rival for him or herself. Many of these games involve winning through a process of elimination, while others require a race to the finish. Stay focused on the goal and watch your back.



Lava Tile Isle

These moving tiles are the only safe places to stand in the pool of molten lava—and they only aren't all that solid. The tiles shake and move. The rule is to be the smallest number of those who are looking to kick you into the volcanic goo.



Shell Shocked

The tank shells are flying fast and furious in a four-way battle for supremacy. Use the cannon barrels on the floor for cover—and hope that your opponents knock each other out before they turn on you. You can take only one hit before you're out.



Toad in a Box

Hit the spinning box as you avoid a dice block. If you manage to hit it when the picture of Koopa faces you, you'll inch ahead in the standings. However, every time you miss, the box spins faster. You'll need some luck to get the winning hit.



Mecha Marathon

Whip up your Sky Days then let them fly. You'll need to expend all your effort before the race begins, turning the key to power your entry. Alas, merely tap the A and B buttons as fast as you can, then cross your fingers as the race unfolds.



Roll Call

There's a slew of Bob-ombs milling about in the forest, so it's time to take a head or two count. Quickly calculate the original number of Bob-ombs at the beginning of the minigame, then subtract from your total as they blow up.



Abandon Ship

Race to the top of the ship's mast before your rivals do. It's likely that some of the contestants won't make it to the end of the race. The water is rising fast, and pesky critters keep jumping up to slow you down. Focus on climbing, not on it.



Totem Pole Pound

This game is kind of like Twister. A box is raised. The contestants need to pound the top of the totempole, driving it into the ground. Speed isn't the main issue here—the higher you jump, the farther you pound the pole down on each drop.





Honeycomb Havoc

A bounty of treats and candy tumbles down the tree branches into the oval of holes. Each player can hoover only one or two of the items per turn. Count carefully to make sure that you don't end up eating by bees hidden among the treasure.



Sneak 'n' Snore

The ChooChoo at the end of the corridor is snoozing, and a good time for a steal is on. The lights are for protection, not transportation. When the sleeper awakes, catch inside your tent. Don't go too fast, or you won't sleep a wink.



Dizzy Dancing

All the rivals want the musical note in the center of the record album. Unfortunately, they were all standing on the record while it was spinning, so they can't walk straight. Take a moment to figure out your controls, then head for the center.



Tile Driver

The scrambled panels will create a winning picture, once you've flipped them into the right position. Keep checking the original picture to make sure you're working on the correct tile. Once you're done, pound as fast as you can.



Deep Sea Salvage

Coin and money bags are being thrown overboard—a bonanza for greedy sea-monster captives. The fish are close to the surface, but not too close. Every once in a while, a mine gets tossed in the water instead. The shark will turn poorly paralyzed you.

RETURNING 4-PLAYER MINIGAMES:

Hot Rope Jump
Platform Peril

Bumper Balls
Bombs Away

Tipsy Tournay
Hexagon Heat

Skateboard Scamper
Sit Car Derby

Shy Guy Says

2-vs.-2 MINIGAMES

Despite your better judgment, you'll have to make a brace with a rival for these two-on-two contests. If you team up successfully, you'll share the wealth.



Sky Pilots

When you finish this minigame, your arms will be tired. One person steers, the other person flies the wings. Flaps should be long enough to get the lift you need. The pilot should avoid the cannons and areas that slow you down.



Speed Hockey

Two teams face off on the ice, each trying to get the puck into the opponent's goal. The more times you hit the stick, the faster it moves. The team with the best combination of attack should be able to score three goals for the win.



Cake Factory

Food preparation can be hard work, especially if the food is flying by on a conveyor belt. If you're grabbing the cakes, time your reach a bit before it reaches you, or you're putting down strawberries, keep tabs on where your partner smashes a cake.



Looney Lumberjacks

Two teams of lumberjacks compete to cut logs in half with chainsaw saws. One team member must hit the A Button, else the other can hit the B Button. The team that gets into a steady rhythm of alternating cuts will score its way to victory.



Torpedo Targets

As with Sky Pilots, this minigame requires good timing when you communicate. The sub diver should strive to get as close to the targets as possible, giving the torpedo launcher a clean shot. If you can't get close, try to keep the target in sight.



Destruction Duet

Violence is not a good thing, unless you're throwing down a statue of the tyrannical Bowser. Players on each team should concentrate on different types of attacks for maximum destruction. Use ground pounds, kicks and punches indiscriminately.



Magnet Carta

Each team needs magnet-equipped cars to collect the pile of money available in this game. The cars steering is similar to the bumper cars, so maintaining control of your car is the key to collecting coins. Try to clear a path to the treasure chest.

RETURNING 2-vs.-2 MINIGAMES:

Toad Bandstand
Bobsled Run

Bandcar Havoc
Balloon Burst

1-vs.-3 MINIGAMES

A lone player must face off against the rest of the rivals in these contests, but that isn't necessarily a disadvantage. The single player is vulnerable to multiple attacks in only one of the games.



Move to the Music

One player gets to make up some dance moves, then the other three must quickly learn the combination. If you're picking a confusing combination, it's the lone player's job. Each dancer should try to mimic ALL the moves, so no one misses during a turn.



Bob-omb Barrage

First around the goal on a wiggly path while your rivals pelt you with cannon balls. Try to keep moving around the goal or get to an arrow on either side that's difficult to target. The gunners should concentrate on getting the proper firing distance.



Look Away!

This game works like an intense version of Simon Says. Three players attempt to look a direction the lone opponent isn't looking, trying to take out the player before the music stops. The single player gets a several choices, so keep those focus moving.



Archer-Rival

Three players are adorable archery targets while the fourth tries to skewer them with arrows. The targets should spread out so thinly so they can't avoid pinning each other against the side. The archer should attempt to get a one-target at a time.



Shock, Drop or Roll

The barrel roll of Hammerlock Lane was never so treacherous. Three players need to stay on their feet, and a fourth cylinder, while one player controls the direction. Quick shifts should lead over your tumbling into the bolts of electricity.



Lights Out

Something isn't right, wandering around in the darkness. One player must try to hit the other rivals with a hammer before time expires. The logical players should stay away from the center. The hammer-wielding player has easy access to them there.



Fleet Relay

Relay means you don't carry such a foul stench. One rival scampers across the ice to the finish line while the remaining three split the duties over the same distance. You must run fast to win, but slow down on the icy slopes or you'll fall down.



Quicksand Cache

You know the old saying: It's good to be the guy who controls the quicksand. Keep your rivals off balance so those tumbling come roll your way. If you are one of the three players in the sand, try to match the direction of the swelling and be best you can.

RETURNING 1-vs.-3 MINIGAMES:

Bowl Over

Crane Game



UNLOCK NEW GAMES

Like any good party, Mario Party 4 has plenty of hidden surprises. After you finish all the board games and make purchases in the Minigame Shop, you'll come across some fun challenges. Keep playing to discover the secrets.

BOWSER LAND



The only thing bigger than Bowser's appetite for chaos is his rage. It would be unlike him just to let the rivals tear through the fun-based games, hence here lies a straight challenge. You'll need to get through the toughest board of all to claim victory.

HIDDEN MINIGAMES:

Rainbow Run
Dungeon Dash

Driver's Ed

You won't be cleaning up the cups and plates for quite a while in this jam-packed Game Pak. Keep pushing for new records and more decisive victories over your friends, foes and family members. MP4 extends an open invitation to continued competition.

works also
Game Boy
Game Boy Color
video

THESE ODDS ARE WITH YOU!

Ally's back—and he's got five new alien N's going to meet them, too, if he wants to stop the Riddler's latest mad scheme! Ally and his Kio-clashed captives-in-train here to fight their way through 24 towering levels and two modes of vicious gameplay! Not to mention a rampaging host of homicidal Slips, Riddings, Scries, and Parameds! Never before has your full-color Riddler's Game Boy® pushed so much odd-stopping so long!



ODDWORLD
Adventures 2
GAME BOY: ODD BOY.

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Fig. 3. Median of means.

1000



ODD WORLD INHABITANTS



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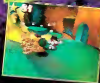
GAMEBOY
Color

GAME BOY

40 WINKS

Drift off into the colorful world of children's dreams—and nightmares—with GT Interactive's 40 Winks, a whimsical adventure you might just lose sleep over.

©2000 GT Interactive



One night, a mother tells her restless toddler, Ruff and Tumble, a bedtime story about the Winks, creatures of the good children's sweet dreams, and the HoodWinks, mean little creatures responsible for nightmares. That same night, Mitekup, a cranky old insomniac, his steady, Throddbear, and the HoodWinks kidnap the Winks in an effort to stop pleasant dreams forever. Now, only 40 Winks remain, and Ruff and Tumble must enter the dreamworld to save them.



Talk about a dream team! Ruff and Tumble can play together in the Cooperation Mode, where they share everything, including lives. Some switches and doors will yield to only one of them, so the twins have to work together.

HAUNTED HIJINKS

The first dream realm is a spooky place where wraiths roam free and ghosts lurk around every corner. Watch out for the spiders that slither across the floor—and try not to wake the monsters.

DREAM REALM:

WINKS

Rescuing the 40 Winks is your main objective. To get them, you'll need to pick up at least every one of the other Winks.

COGS

Pick up all the cogs you see first—they are literally the keys to many of the doors.



DREAMKEYS

Four Dreamkeys are hidden in every level. They are collected to unlock the next level.

JACK-IN-THE-BOXES

Jump in the boxes to transform into a Wizard, Ninja, Monster or Superhero, complete with special powers.



TICK TOCK MANOR: 2 WINKS

1 DREAMKEY



Enter the door to your left, follow the floating path across the planks to the elevator and take a ride. Wait for the raft to swing across the sea of supernatural green ooze. Then ride the raft until you are the blue key. Jump up and grab it.

3 DREAMKEY



Bump-bounce on the bottom to look like a fast three triathlete. Fall the blue key and jump in to become a Wizard. Bump-bounce on the other bottom to look the remaining tript. At the end of the room, collect the Dreamkey.

5 DREAMKEY



Run into the fireplace when the door subsides. Bounce on the bottom to open up a secret passage. In the room, follow it to an elevator. Get off and walk down to an open doorway where a Dreamkey is hidden. Jump onto the bookshelf and take the picture for a surprise.

2 DREAMKEY + WINK



Select the HeadWinks to open the door, then hit the switch. Go back to collect the cog in the basement on orange and the Wink in the upper one. Pick up a new step in the staircase—the next Dreamkey is right in front of the 30-Cog Door.



Enter the 30-Cog Door. Bump-bounce on the bottom to stop the thimble, then climb on the suspended furniture to pick up cogs. Be sure to pick up the cog on the balcony so you won't have enough to open the 40-Cog Door.

6 WINK



Go back to the first elevator. Use the first to ascend elevator. Go through the door on the left and bump-bounce on the bottom at the end of the hall. This will show the wraiths you have got to see. Go back out and down the hall, take a left and pick up a Wink.

WITCH WAY WOODS: 3 WINKS

1 DREAMKEY



Jump over the Jack-in-the-Box to become a Monster. Fall the cliff on the left then unlock the door by bouncing on the boxes. At the end of the cave, the Dreamkey is hidden. It goes to the box on the right side of the water as a Monster.



If you work quickly and reach this point in a Monster, you'll access a hidden area by using your Monster skills to push-bounce through the ground. This area is full of spiders, so make sure you pick up everything.

3 DREAMKEY x2



Enter the hole in the ground and go through the cave. When you emerge into the cave, turn left and find a Dreamkey. Jump into the water and follow the tunnel, where you'll find the last Dreamkey.

2 DREAMKEY



Swim down into the underwater tunnel, avoiding the Puffer Fish. The tunnel opens up to a small pool—explore it for the last Dreamkey. Pop out of the water and get the Wink in the box as quickly as possible.



Enter the open field and defeat the wraiths to unlock the first door as a Ninja. Break in a Wink. Enter the next door and jump into the Jack-in-the-Box to become a Ninja. Jump on the bottom and open the last door to find another Wink.



DREAM TIP:



Remember you have to defeat wraiths to open doors or traps, so it's a good idea to stash any new first appears. In the first two realms, enemies are defeated, so if you have to go back to an area, it will be money tree.

After you make it through the house by collecting cogs, defeating monsters and cutting through a fireplace, you will find the last Wink in a cage. To open the cage, you must defeat the Wink by hitting her where she's low enough while sending the Fireballs the Wraiths at you.

CREEPY CRAWLY CEMETERY: 2 WINKS

1 DREAMKEY



Pick up the Dreamkey behind the tree to the right of the entrance to the first cemetery. If you knock off every zombie that heads your way, dogs will appear on top of the torches. Collect 10 dogs and head through the 10-Cog Door.

3 DREAMKEY



The warp leads to a grave in the field. While directly across the field and just behind the tree for the third Dreamkey. Defeat the zombies and pick up the key. Then go to the church and let the Monks begin to open the door.

5 WINK



Go all the way back and to the altar. A Minotaur that reigns by the well with the same sword. Dart around on the round walk and uncover the path to plenty of dogs and the first Wink. Go through the gate and up the stairs.

7



Collect all the dogs in the underground tunnels and defeat all the enemies you can find. Take the left branch of the tunnel first then head to the right branch. At the end of the right tunnel, you will find a Wink. Use it.

2 DREAMKEY



Beyond the second cemetery you will find a Jack-in-the-Box that turns you into a Moose. Walk past it and look behind the tree for the second Dreamkey. Then follow the faint stone path to a very dead.

4 DREAMKEY



When you walk toward the fourth grave in the next cemetery, zombies will pop up. Defeat them for dogs. Then look behind the tree for the last Dreamkey. Go down the hallway and toward the ghost, then pick up every dog you can find.

6



Find the 10-Cog Door and the stairs below it. Take the elevator and move up to the next cemetery. To the left is a Moose Jack-in-the-Box. As a Moose, head down into the hole in the ground and ride the stairs to a new area.

8 WINK



Go back through the 10-Cog Door and take the elevator, then turn left and take the 10-Cog elevator up to a hole in the ground with a fence around it. Drop through the hole and pick up all the Winks. Then ride the red blocks to the center down to another elevator. Smash all of the HeadWinks to open the cage and rescue the last Wink.

DREAM TIP:



DREAM TIP:



The Jack-in-the-Box doesn't just give you a card challenge; they also give you special powers. So make sure you pay attention to the effects that a chosen has on your strength, speed, jumping ability and dog-catch abilities.

NIGHTMARE RACE

A Witch is wandering around Haunted Hijinks, just waiting for you to give her a good challenge. Once you have her attention, she will challenge you to a race around a spooky course.



The floating blue circle of you comes across in the course gives you a time change when you fly through them. The fastest of speed a brief has very helpful, especially on the third and final lap around the course.



If you win the race against the Witch, you will get to have very down you manage to pick up along the way. The tunnel to the right of the stone bridge makes a good shortcut, and it also has some extra goodies.

NIGHTMARE BOSS

Threadbare rides stop an altogether odder spider and chases you around a small spiderweb-strewn clearing. You'll have to stop the spider to move on.



The icky, sticky spiderwebs will slow you down and prevent you from jumping, so stay away from them when possible. The spiders are not slowed by the webs in the least, which makes the webs that much more dangerous to be stuck on.



The small spiders should be squashed easily. The big spider will not attack while the little spiders are scurrying about, so don't worry about watching it. When you flatten the last little spider, the big spider will start chasing you again.



If you hit the mainframe spider chase you long enough, it will tire and let you stop. Hit the spider while it's asleep. When it jumps at you, run away as quickly as possible, then squash the small spiders that appear.

SEABOARD HENAMICANS

40 WINKS

This aquatic stage will have you soaked to the bone. Whirling sharks and deep sea divers attack on land while swordfish strike in the sea.

SPLISH SPLASH CITY: 2 WINKS

1 DREAMKEY



Enter the 30-Cog Door. Take a left and jump into the Jack-to-the-Box to become a Superhero. Walk past the chest and use the Superhero's jet-pack blower (jump with A) to reach a ledge with the first Dreamkey.

3 WINK



Jump in the Wizard Box and transform, then let the water. Swim over bubbles to breathe as you may be the far right tunnel, and enter it. Swim up and into a room that houses the first Wink.

5 DREAMKEY



Go back to the 30-Cog Door then take the door to the left. Walk up the spiral staircase. Remember to pick up cogel then jump into the water. Swim through several doors until you get to a Dreamkey. Breathe up and jump out of the water.

2 DREAMKEY



Jump in the water and swim left to find the next Dreamkey. Swim around and collect 10000, then find the ring, which takes you to a tunnel with a Whirling Shark. Past the shark is an arrow for to right.

4 DREAMKEY



Ignore the elevator in the room with the Wink and jump back into the water. Enter the other underwater door. Swim around, collection items, and watch closely. The tunnel branches off to the right, and a Dreamkey is hidden there.

6 WINK



Walk down the hall and go through the green door. Go to the left, hit the switch, then hit through the treadlovers to the next level. Hit the switches on all the levels then use the elevator and swim to get back up to the newly open door—use the Wink Sublimed.

DREAM TIP:



Take an elevator. You can enter levels you have already visited to get more. It's possible to pick up every item except Wink and Dreamkeys more than once. Just pause the game and leave the level when you have what you need.

CRAZY CRAB CAVERNS: 2 WINKS

1 DREAMKEY



Swim around until you find a cave with three doors. Take the door with one cogel. Follow the path until you get to a room with pillars. Swim up to a ledge and jump up to find the first Dreamkey between two pillars.

3 DREAMKEY



Hit the switch to unlock the door next to it. Enter the door and follow the path to a Dreamkey. If you defeat the crab in the pool, you will unlock a secret room. Stand with no items in your hand. It's easier to defeat the crab as a Wizard.

2



Go back to the room with three doors and enter the 30-Cog Door. Swim through the water to another room with pillars. Jump up and across the pillars to the Jack-to-the-Box and use the Wizard to defeat the surprise enemy.

4 DREAMKEY



Go through the 30-Cog Door to a stony cave area. Jump around collecting items until you find the station, with a Wink. Find the ring. Across from the station is a door. Enter and watch the chest to reveal a Dreamkey.

5 WINK



Jump across a few patches of land until you reach the 30-Cog Door. In the room beyond the door is a Wink and a switch. Rush across the switch to activate a bridge to the 60-Cog Door. Collect the Wink and everything else in the room.

6 DREAMKEY + WINK



Go across the bridge to the 60-Cog Door. In the first level on the right is the last Dreamkey. If you have the Wizard costume on, avoid the switch. Go back out to the station that splits you to find a secret room open next to it. Then swim back to the beginning and enter the 60-Cog Door. Follow it to the last Wink.

DREAM TIP:



Pressing an elevator button is hidden throughout the levels. Often, you will need to have a special costume on to activate them, and some items will only be visible as a girl or a boy. Look around carefully—you could be surprised.

CRUSTY RUSTY WRECK: 3 WINKS



1 Avoid the cylindrical and water the daffodil door to the left of the propeller. Swimming to the surface and let the switch to stop the steam from burning you. Collect the eggs then go through the floor.



2 Use your water ring to attack to hit the floor. Sea Diver across the pool, then dive into the pool and collect the eggs in the tunnel. Resurface and cross to the elevator. Collect items on the next two floors of the house.



3 To go to the elevator up to the 3rd floor then jump out the prop door. Collect the eggs in the room then back track down to the Sea Diver and near the 2d floor. Jump into the water to enter the next area.



4 DREAMKEY • WINK

Go through the rooms, unlocking doors by defeating enemies. Take the elevator up and carefully jump back and forth across the ledges to collect items. The doors will open to reveal the first Dreamkey and the first Wink.



5 DREAMKEY

Go back through the level to the small pool in the room. Swim around the room, collecting items, including a Dreamkey in the next room. Swim out of the water and ascend the ship to the bridge and enter the ship.



6 DREAMKEY #2

Pop out of the water and go up the stairs. Explore the room. One of them has a Dreamkey over a hole in the floor. Take the way to the next pool, make down to the water and swim. Swim to the next room, trying not to become oyster food, and collect the Dreamkey in the room to the right.



7 Swim to the left and get the oil barrel and jump out of the water. Climb into a Map, then make back through the tunnel. Make a left at the end of the tunnel and jump out of the water. Hit the Time button and go through the open door.



8 WINK #2

For the switch to activate a warp to the outside world. Collect 10 eggs and get back inside through the 4d-Cog Door. Backtrack to the cage and save the Wink. Jump into the water and swim out of the room and hit the way down the hall. Pop out of the water and look right for a 3d-Cog Door with the last Wink behind it.

DREAM TIP:



The bubbles popping up out of the ground are there to give you a bit of air when you need it. Use the air only in the bubbles to fill up your air. Use water from the ground to make sure the bubbles.

UNDERWATER RACE

In the Underwater Race, Threedom's champion, the Walking Shark wearing a jetpack. The Shark will challenge you to a race if you hit it as often as possible.



This race takes place partially underwater whenever it starts. The Walking Shark has a jetpack, it's quick and has a powerful underwater, so use the water and make a jump to hit it.



Just before you head into the water for the second time in the course, look to the right for a shortcut. The Walking Shark won't take it, so don't let its path confuse you.

UNDERWATER BOSS

Threedom can't seem to fight you on his own. This time, he has enlisted the aid of a Mechanical Crab. The little crabs that wander around the boss area are the biggest danger to you.



Make the Mechanical Crab dirty by making around it in circles. When it stops, burn brains to the crab to weaken it. Keep moving around the boss, avoiding the scuttling crabs on the ground. You can crash the crabs, but they are pretty tough to crash.



ASTRAL ANTICS

Take many sci-fi movies; this dream realm covers complete with alien big and small robots, Moon Mice and even a Mosley Commoner.

COSMIC CHEESE CAVES: 2 WINKS

1



Take the tunnel to the left and continue up the stairs to the upper level. Carefully walk along the narrow, steep thin path across the two ledges in the floor and water. You don't need to collect eggs at all in this level, so don't bother.



As a Wizard, use the double arrow to reach the ledge, and follow it up to an opening. Go straight through to pass the Wizard button and automatically warp to a new area. Carefully take a left at the cliff and follow the path around.



On the Walkrock bridge, veer to the right then the left, and follow the path through four doors. A Dreamkey is floating over the narrow path, but water below makes bridge pieces overhead. Continue on the straight and narrow and go through the door on the left.

2 DREAMKEY



Find the Superhero Jack-in-the-box and make a quick change, then fall through the crater in the center of the room. Pick up the Dreamkey and immediately exit the entrance to repeat the loop. Use the Wizard door to change again.



Adjust the bottom, then continue to the ledge. Drop to the next ledge, be low and jump across to the ledge on the left. Enter the sliding doors to find a Dreamkey. Go back left and jump to the ledge on the left.

6 DREAMKEY + WINK x2



DREAM TIP:



You may notice you can sometimes forget the last level and especially in the last room are still not finished. You get an extra life when you collect all of them again. Try not to be tempted by the last to reach state, which may cost you a life.

The special button opens the first door, which hides a Superhero box and the last Dreamkey. Backtrack down over the narrow bridges to the Superhero button, which opens a door to a Wizard box. Change into a Wizard and go back up to the room with all the buttons. Use the Wizard button and reach the last two Winks.

LUNAR MICE METEORITE: 2 WINKS



Pick up the two eggs in the room you begin in, then walk down the hall taking note of the elevator on the right and make a left to a room with a Superhero box. Find the Superhero box and change. Go to the elevator, take it up, through the Superhero button to start the conveyor belt.



Follow the Rocketeer closely on the doors open for it to find and enter the elevator. Make your way around and enter the 20 Cog Door when you have enough eggs. Defeat the flying robots to open a door. Follow the path to the 30-Cog Door, picking up eggs along the way. Hit the switch behind the door and follow the new path to a warp.



Go through the newly opened door and turn around on the bottom to open the door back to the room. Enter that door and change into a Wizard. Hit the Wizard button in the hall and take the door to the moving platform. Collect the Dreamkey on the shelf, then walk through the door and hang a left for the last Dreamkey.

2 DREAMKEY



Pick up eggs in the room the conveyor belt to the top, where there is a Wizard box. Enter the door and drop into the hole on the floor, which leads to the first Dreamkey. Climb up the hole to the end, hit the switch and enter the room.



Run through the glowing hallway, picking up eggs as you go. The hallway with the Wizard button has a Dreamkey around a corner at the end. Take the elevator down to a room with two doors. Collect eggs, then turn around on the button to open the locked door back to the hallway.



Walk around to the elevator and take it up. Go through the door to the left. Walk around until you find the Wink. Then back-track and enter the wall across from the door, where the other Wink is waiting.

SNOOZY WOOLY SATELLITE: 3 WINKS



DREAM TIP:

In most areas, all the items are in plain sight, but some are hidden. In the 13-Cog room, there are several hidden items in the room. In the 13-Cog room, there are several hidden items in the room. In the 13-Cog room, there are several hidden items in the room.

SPACE RACE

After your contact with the alien flying around, you'll be in a race with the alien. You'll be in a race with the alien. You'll be in a race with the alien. You'll be in a race with the alien.



Aim your rocket toward the blue and green pillars for a monkey's rocket with bonus Ball and Kumble Coins. The alien does use this shortcut to the end, so make sure you cut corners lightly and use the blue rings for a turbo boost.

SPACE BOSS

That ruggedy Threaddoor attacks you from a flying saucer, but with the right moves, you'll be ready. Once you've defeated the bear, prepare for the dinosaurs, skeletons, and pirates that await you in the next three worlds as you continue your quest to save all 40 Winks. Sleep Tight. T

Run over to the Superhero Jack-in-the-Box and change into your alter-ego, then use Z to shoot your little rockets at the alien. As more to pick up everything, the alien drops. When the alien is Threaddoor's ship is down, use the Z attack to bring Threaddoor down to earth.



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THE WORMS GO MARCHING
TWO BY TWO. HURRAH.
HURRAH! TO BLOW APART
THE EARTH FOR YOU.
HURRAH. HURRAH! WITH
CLUSTER BOMBS AND
GUNS GALORE, THEY'LL
FRAG THEIR FELLOWS OVER-
BOARD AND THEY'LL ALL GO
SINKING DOWN, INTO THE SOUND.
ONLY TO RISE AND FIGHT AGAIN...

WORMS ARMAGEDDON



This game received an E rating by the ESRB due to mild language and alcohol use.

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WAR OF THE WORMS

Believe this! If the early bird tried for these worms, the only thing it would get is bombarded. Team 17's smash PC hit has arrived on the N64, and you won't find a turn-based multiplayer game more addictive. And unlike many multiplayer masterpieces, Worms is fun even all by your lonesome.

TRAINING

Unless you want to end up as fuel, you'll want to take a crash course in survival basic training. These survival exercises will open your eyes to the basic tools of the trade, from weapons like grenades and barbed wire to tools like flags, ropes and jokers.



QUICKSTART

After you've learned how to use explosives around, you'll want to try your skills out on some real worms. It's a Quickstart game—the option will put you in charge of a random team of worms on a random landscape with random loss. Destroy them, all, in random order.



DEATHWATCH

Now you'll have to get your hands dirty in a game of Deathmatch Mode, you'll have to create your own personalized team of worms and send them out into the fray. The game will keep track of your victories, losses, kills and casualties as you face greater and greater odds.



MISSIONS

The missions put you in specific scenarios with difficult goals and time constraints. You may have to retrieve a special weapon or assassinate a captain, depending on the level. They're difficult, but every two missions or so, there's a bonus mission that you win will earn you a bonus.



THEM'S FIGHTIN' WORMS

While the missions are all well and good, the true joy of Worms Armageddon lies in its Multiplayer Mode. Up to four players—human or CPU-controlled—can compete in an all-out worm-busting bonanza. Be careful of the computer, because its worms are almost perfect shots.

WORM VS. WORM

You'll first want to create your own team, then pick a landscape in which to wage your wormy war—you can go with one of the familiar ones or randomly generate a backdrop. Then head out to the battlefield and fight to see who'll be the last worm standing.



NEW RECRUITS

Putting together a crack team of worm assassins is not an easy task. You have to hand-pick them from the graduating classes at Armad Academy, train them in the art of miniature weaponry and work them out until every segment is a bulking mass of muscles. No, actually, it IS an easy task.

NAME THOSE WORMS

Be extra witty when naming, because you'll soon discover that the CPU has tons of hilarious names for its worms. These worms will take you through some tough times, so name accordingly. These guys, there's nothing that says a reaction has to be a swarmed Bauglies.



THE BIG BANG

A team gets one special weapon assigned to it, and each is super-powerful and can be used only once. Each has its own attributes—choose wisely between the holy hand Grenade, Flame Thrower, Mad Cat, Sticky Launcher, Homing Power, Super Shotgun and Missile Bomb.



BE REMEMBERED

You can toggle the opacity off, but we kind of like it. With lower one of your worms hidden but it's provided it doesn't fall off the edge into the sink, it will leave behind a moment to honor its passing. Take your pick among several funeral styles.



WORMS OR L'S VERS?

One of the best features of this game is the hilarious sound bites you'll hear as the various worms are shot attacks on one another, so make sure that your worms have a voice to call your personality. You can take your pick from several languages and dialects.



WORMS, UNITE!

Of course, you'll need a symbol to your brave band of miniature warriors, a symbol that denotes pride, a symbol that means courage, a symbol that stands for all the things these worms are fighting to protect. And that symbol will be significant or whatever.



TUNE-TUNING

If you get lost in the field and become disoriented with any part of your team's setup, you can always head back to the Edit Team Menu and switch things around to make some changes. Use only things you can't improve from this menu are your battle skills.



WORMS-EYE VIEWS

There are tons of ways to mix up your game play, too. In the Global Options Menu, you can alter all the little details of the game to fit your idea of the most satisfying battle scenarios. Just remember that these changes will not affect the missions, which have made conditions.

GAME OPTIONS

From fuse lengths to game types to control options to energy levels, it's all here for the tinkering. Make it so it doesn't hurt when you fall. Use any worms instead of flying through your team. Switch it so you can't move at all. It's your worms world.



TIME OPTIONS

It's not enough to control the worms—you get to control the very fabric of time as well. Not only, but you can pick the length of turns, how long you have to move after firing a weapon or using a tool, or even what time Sudden Death Mode will kick in.





WILD, WILD WEAPONS

And now for the good stuff. This game is stuffed full of some of the most bizarre weapons you'll ever see, and mastering all of them will take you a worm's life or two. Since the game runs on an impressive physics model that involves wind and gravity, you'll have to become a ballistics expert to excel. Has anyone ever launched a sheep before?

PROJECTILES AND HANDHELD EXPLOSIVES

These are the basic weapons of the worm elite. Learn to use the wind to send rockets off to a side and predict the skewed paths of cluster bombs. While inertia is the same every time, you'll have to use a delicate trigger finger to control the propulsion of the other weapons.



CLUSTER BOMB



ROCKET



MISSILE



GRENADE

GUNS

While they're generally used for up-close-and-personal attacks, these can occasionally be used for long-range assaults if you have a keen eye for a laser sight. The shotguns have a wide pattern and can fire twice, while machine guns, coils, and homing guns keep firing until the clips are empty.



SHOTGUN



MACHINE GUN



COIL



HOMING GUN

MARTIAL ARTS

You can use guns to blast worms over the side, but some enemies you'll need to vanquish the inescapably animal body it's easy to punch through walls with the Fire Punch or simply find some one off a cliff. If you're laser on head hit, send the worm with a Kamikaze or Suicide Bomber.



FIRE PUNCH



KAMIKAZE
SUICIDE BOMBER



FIRE PUNCH



KAMIKAZE
SUICIDE BOMBER

OTHER THINGS THAT GO BANG

You can wrap your segments around plenty of other explosive. Please don't mess around with these weapons, or simply pick their pockets with a stick of dynamite. Bombs bounce erratically before blowing sky high, while mole bombs tunnel deep and explode.



DYNAMITE



BOMB



MOLE BOMB



BOMB

TOOLS OF THE TRADE

It's not all about massive offensives, you know. You'll need to tunnel through rocks with blowtorches and use sonic drills, make the heights with Ropes, and build to trap transport bridges with poles. You can even teleport occasionally when your position becomes compromised.



BLOWTORCH



SONIC DRILL



ROPE



POLE

AIR ATTACKS

If you're lightning as fast as a hawk, you might get an up-grip. You can pick your target area and ride your superior, who will send a plane by with a payload of missiles, explosive mail, mines or molars. Hearing missiles, Pigeons and Super Sheep also provide of services.



HAWK



HAWK



HAWK



HAWK

DO THE LOCOMOTION

First things first—backflip up onto the grassy ledge and use a Pin Hatch to cart through the tree and knock the power off the perch. Chances are, a doc will bring his health down to zero.



Tunnel through the railroad car using your blowtorch, then grab the jet-pack inside the fuel crate. Now you have it, it's a short ride to the water's edge, where the experimental carpet bombs are waiting for you.



SAND IN YOUR EYE

The Weapons drop will occur on the very top of the pyramid, so your first order of business is to clear it of all enemy soldiers. Using grenades, plaster bombs or mortars, relentlessly bomb the two soldiers and they wane and leave the drop zone secure.



Be careful when you approach the crate, because if you leave a worm stranded near it, an enemy soldier might blow up you and the precious cargo. Make sure that you can reach the crate before your time runs out; otherwise, wait until next time to make the run.



NOT A MUSHROOM OUT THERE...

The crate you're looking for is on the far side of the huge muddy zone, and their bases are splattered with deadly mines. The grider packs are going to be your best friends here—use them to clear out your spot and to traverse the explosive hilly surface.



You can use the griders toward another end as well. If you place them strategically over the enemy soldiers' heads, the foolish worms will give up their turns without attacking. It seems they won't move from their positions, so you can slip by with ease.



HIGH SHOT

You'll need to do a lot of precision shooting to eliminate the enemy in this mission, but your main order of business is to secure higher ground. Head for the leaves on the upper left—there are several weapons crates up there to augment your arsenal.



This mission will go into Sudden Death after a short time, so it's imperative that you reach the high ground. Once the land mine starts shoring, it will be a swift game and the projectile weapons of the enemy won't be able to touch you as they slowly sink.



WATER SURPRISE

You're finally staged down to begin operations in this mission. Grab the NinjaRope in the weapons crate on the side of the tower, then set up a grider to give you a slight advantage. From your high vantage, use the grider to blast enemies off the tower.



Once the path is clear to the tower's peak, tie the NinjaRope to the peak and climb up. The weapon of mass destruction inside the previously perched weapon crate will sink the cowardly general below sea level in no time, so set it off immediately.



JURASSIC WORM

This one is tedious. The captions will entrench, and there's no time to shoot your way through to them. Use either a NinjaRope or a jetpack to reach the pack of mole bombs atop the dinosaur.



Send some mole bombs down the dino's back. They're extremely unpredictable, so you may need to get off a lucky shot, but let's hope one lands into the Captain's hiding place so you can toss down some grenades.



CHEMICAL WARFARE

Chemical Warfare is the first mission locale where you'll be faced with a completely inhospitable environment. No crates of blasting will get you into the normal stronghold, so first you'll have to put some of the enemy to sleep by using their heads down toasting.



Once the soldiers are weak, you'll have to maneuver close enough to deliver attacks that will reach through walls. Use the shotgun and the Fire Punch to kill worms above you, and the Gas Bomb and Incendiary for any of them you can see up next to.

**NO SUBSTITUTE**

There's no grace period on this level—Golden Death is in effect from the word go, and the water level is steadily rising. You need to get your boys to higher ground, so try to grab the grinders from the top of the submarine before enemy fire destroys them.



The top of the tree is the place to be, but chances are your soldier in position up there will get blasted off before you can find him. Use the grinders to bring reinforcements up from the base of the tree and claim the peak before the water claims you.

**WHO LEFT THE FLOOD GATES OPEN?**

This is another mission where time is at a premium. The water's rising, and two pear worms are trapped in the lava vents. You probably can't save both—pick one soldier and blast him an escape route.



Use grinders and Hinge Paws to get the lava worms to high ground, then dig down for escape. Block the attack trajectory with a grinder. Eliminate the shotgun to blast a hole in the wall and make yourself a comfortable

**HOT STUFF**

The enemy soldiers are extremely strong in this mission—each of the three bad guys has 300 health—so you'll have to do some serious work to do them in. Try to use your weapons with expert precision to knock them into the arena as a first wave of assault.



If you can blow up some of the oil cans near the enemy, that's great. If not, try to bunch the evil worms together and use your Holy Hand Grenade to toast them. There's also a helpful Double Damage in the tool crate hidden in a tank guarded by seven mines.

**TROUBLE ON MOUNT WORMORE**

You need to traverse the entire ridge of Mount Wormore to reach the general, and you'll have to start by grabbing the jaw of Hinge Paws off the rock face. After that, fire your Hinge Paws from the rightmost one—you'll get a flash better angle on the slope.



The general doesn't exactly get along with the rest of his spider group of minions. While they're weak shots in the trenches, pick off important threats as you make your way down to the boss under the sign. Then take out the general with his deadly

**CHATEAU ASSASSIN**

You have a team of three worms to carry out this delicate water-attack plan, but the real work will fall on only one of their acts of shoulder. (No worms have shoulders!) The other two are winged, though—attack them up in a worm ladder to boost the first on his way.



Once you have a worm on the rooftop, use the grinders you'll find along the way to carefully circumvent the mine-laden stone arches. If you can make it safely to the other side, use the handgun to kill the major—but take out the general on his way down.



RESCUE AGENT DENNIS

First of all, don't get confused and start looking for Agent Dennis—your weapon, whatever it is, needs to be as close as the stranded agent. Luckily, you've stocked up with cool weapons. Use your bad-dust explosives to take care of the worms in safe positions.



The reason you don't want to waste your time fighting the worms up high is that a safety earthquake will strike after a certain amount of time, sending all those worms into the drink. Make sure that you're in a protected spot when the rambles start.



HORNBY NUKES

Don't ask us about the cause of this mission—we just work here. In any case, you have to be lightning quick if you hope to survive this nuclear fiasco. Grab the Nuke Rope and start swinging.



Pick up as many weapons as you can as you cruise to the left side. None is more important than the Indian Nuclear Test in the lower left. Grab it, then climb as high as you can and trigger it once you're comfortable.



RUMBLE IN THE FARMYARD

This mission is a surprisingly basic breath of fresh air after the complicated fights you've just come through. Be sure to stay safe and under cover as the capren periodically launches air strikes and the ground trembles with unpredictable tectonic activity.



Since there's no time limit, you can take your time until trading the Captain's safety zone, but bear in mind that once you quit a way in, he'll attack you with all his might. Eliminate all the threats before going in after him so you won't be distracted.



WOODEN AMBUSH

The enemy soldiers aren't going anywhere—you've ambushed them in two separate camps in the woods, and they'll take time of time trying to blast holes in the trees. Take this time to go back and pick up weapons in the treeline, watching out for the mines.



Once you're armed and dangerous, start breaking your way through the trees to open up a line of fire. They'll snipe you on sight, so once you have a clear way in, try dropping a weapon like the Mad Cave into their hideout to touch them without endangering yourself.



ONWARD, WORM SOLDIERS

There are plenty of missions ahead, but you're going to have to go on your own from here, soldier! Even crazier weapons should give you all the help you need to defeat the rising tide of segmented interdimensionalists, and the more you win,

the more fun features you'll unlock in the other sections of the game. Long after you finish all of the training and single-player missions, you'll be battling your buddies in this instant multiplayer classic. ☼

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P O W E R P R E



LAST YEAR'S 365 DAYS OF UPS AND DOWNS HAVE SHAPED THE NEW YEAR'S INS AND OUTS. IS IT THE BEGINNING OF A TREND OR IS IT THE END FOR SOME OF 1999'S BIGGEST EVENTS AND RELEASES? GET HIP TO WHAT'S HOT AND WHAT'S NOT BY SCORING OUT OUR PROJECTIONS FOR THE YEAR 2000.



THE YEAR 2000 GOES UP WITH METACRASH GAMES AND SKATEBOARDING GAMES. Like Tony Hawk's Pro Skater from Activision and a Madden magazine title from Block Star Games.



HEROES WITHOUT EGGS Emblematic "in" as poverty flicker and Hayman, stars of two of 1999's sleeper hits. A computer-generated Hayman cartoon is even in the air.

POKÉMON: THE FIRST MOVIE



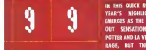
BEST-SELLING AUTHORS WITH VIDEO GAMES With WWF Smackdown! and the new author, Tom Clancy's Rainbow Six isn't the only pen-pusher with a hit video game under his belt.



SCARY THINGS Horror and frights are, especially after the success of The Blair Witch Project, The Dark Areas and the thriller film Shadow of the Moon, Nightmare on Elm Street, Resident Evil 2 and two Castle of the Living released in '99.



DYNAMIC LIGHTING A glowing example of lighting that should set the standard for realistic lighting in video games. Released in February, the game is a real-life example of dynamic lighting.



WHO WANTS TO BE A MILLIONAIRE?



IN THIS QUICK RUNDOWN OF LAST YEAR'S HIGHLIGHTS, POKÉMON EMERGES AS THE PERSONAL STAND-OUT SENSATION. SURE, HARRY POTTER AND LA VIDA LOCA WERE THE BAGE, BUT THE POKÉMONIZATION PICKED UP SO MUCH STEAM IN '99 THAT EVEN SOUTH PARK, MAD MAGAZINE AND SATURDAY NIGHT LIVE COULDN'T RESIST POKING FUN AT IT.



GAMES SUITED FOR ESPN Another year, another baseball, basketball and football game. Expect this year's difference to be that the updated versions have improved graphics and a 2001 tucked on to their titles.



HEROES WITH ARMS Hyperbolic about "in" ups are taking a backseat to video board games, which have become the more civilized way of setting things. As week, 2000 starts with a bang rather than a bang when Mario Party 2 shows up in January.

THAT BAD TASTE NINTENDO'S FIRST MOVIE, SUPER MARIO ARMS, LEFT IN OUR MOUTHS

MEDIOCRE ACTORS WITH VIDEO GAMES Dark and Shadow Man are scary, but Aschard's great "some" yep games to date is its Mary-Kate and Ashley Olsen role for Game Boy.



REALLY SCARY THINGS See above

LENS FLARES Most the sun reflect off everything in a game—especially when it's in first person perspective, where survival you're viewing things through the character's eyes and not a camera lens? So is that supposed to be the reflection off our retina we're seeing?

WHO WANTS TO WASTE THEIR LIFELINE? All we know is the answer to the million-dollar question is yes, Pokémon is undeniably hot. And that's our final answer, folks.

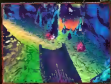
JANUARY	FEBRUARY	MARCH	APRIL
PARTY ON In February, Mario became chairman of the "house" as Mario Party 2 led the trend of video board games.	CRYING-TYPE POKÉMON While other Pokémon could fly, try or maybe, the new just seemed to cry. A lot. In March, the 10th Pokémon made its tearful debut.	KIRBY, I CHOOSE YOU Super Smash Bros. renewed the age-old question, "Who would win in a fight—a pink puff-ball or an ape wearing a mask?" In April, Kirby. OK, Pit. Kirby, Mario and a host of other Nintendo icons were dodging against one another in an all-star fighting free-for-all.	

DONKEY KONG[®] 64



PART 3:

Are you getting the idea that this game is humongous yet? Here's a clue—we're on the third installment of the Kong world tour, and we haven't even hit the halfway point of the game yet. This month we'll plumb the murky depths of Gloomy Galleon for buried fruit treasure and go mushroom climbing amid the vibrant fauna of Fungi Forest.



PROS AND KONGS

If you've gotten this far, your Kongs *must* be pros. By now you've rescued Diddy, Tiny, Lanky and Chunky from their Kremling captives, and you've fairly learned to use each character's strengths to solve the plentiful puzzles. The coming trials will be no easier—you'll need everything you know and a bunch of new tricks to make the grade as you move closer to K. Rool's stronghold.



GLOOMY GALLEON

After getting down and dirty in the greasy machinery of Frenetic Factory, the Kong clan could use a refreshing dip. Unfortunately, instead of lazily paddling around an idyllic inlet with coconut smoothies in their hairy hands, the Kongs will instead have to become amateur salvage divers in an eerie underwater graveyard of sunken pirate ships.

THROUGH THE BACK DOOR

When you open the raised back of K. Lanky's cage, an underwater vent opened up on the back of K. Ban's ship. Now that you've finished with Frenetic Factory, take a short swim through the ocean tunnel until you find the portal to the Gummy Galleon.



MAP KEY

- ENTRANCE
- TROFF 'N' SCOFF
- JUNCTION POINT
- BANANA PORTER
- TAG BARREL
- BATTLE ARENA

CHECKLISTS

To make things easier, we've put together checklists for each Koopa so you can take care of all the tasks efficiently. Remember—every ape has five Golden Bananas to find in Gloomy Galleon.


■ Gray boxes represent important tasks, not Golden Bananas.



- ☐ Open the Pteropus Switch door
- ☐ Search the ship and steal the lightbulbs
- ☐ Find and return Snide's Blueprint
- ☐ Enter the fish's mouth
- ☐ Explore the sunken ship
- ☐ Spring up the coin stacks



- ☐ Open the Pteropus Switch door
- ☐ Visit Cranky and win the Pottery Can
- ☐ Light the lighthouse
- ☐ Find the seal
- ☐ Rescue the ape
- ☐ Explore the sunken ship
- ☐ Find and return Snide's Blueprint



- ☐ Find and return Snide's Blueprint
- ☐ Visit the museum
- ☐ Pound the switch and enter the wreck
- ☐ Shrink and enter the wreck
- ☐ Explore the sunken ship
- ☐ Find and return the mermaid's pearls



- ☐ Open the Pteropus Switch door
- ☐ Blast the targets
- ☐ Smash open the chests
- ☐ Enter the shipwreck
- ☐ Find and return Snide's Blueprint
- ☐ Explore the sunken ship

OPEN UP!

First things first—let's get this ship opened up and out of here! Take Dixie, Dixie and Cranky to the doors decorated with their respective heads of choice and open fire. Afterward, all the Koops will have all-access passkey to the big areas.



BEHIND DOOR #1

Cranky's Pteropus Launcher opens the way into a small cavern with a few Koopas. After you raise the water level, Cranky will be able to climb over head and pick up the cannonball. Load up the cannon and blast three targets for gold.



PUNCH IN

If you wonder about the locked-up wreck, you'll find your way into an alcove with those treasure chests. Don't bother looking for a key—simply grab one on a Pteropus Launch to find a Golden Bananas and a Golden Banana.



HEAD TO THE ARCADE

If your Koops have been diligent in their treasure hunting, you probably have 15 Banana Medals by now. If you do, go see Cranky, who will let you play the classic game, Jolly. At 2,000 points you'll win the Pottery Can. You'll need it.



UPS AND DOWNS

In the water beneath the lighthouse you'll find five switches that raise and lower the water level. You'll need to use them several times as you try to recover all of the missing gold. So, get used to them.



LET A LITTLE LIGHT SHINE DOWN

The fish water head will give K access to the lighthouse island. Once the water is out inside the seal's mouth, the platform will reach the top. Once you get the light back on top, a Golden Banana will appear at dawn at the entry door.



Not only will the newly revolving beam of light allow the lightness to illuminate the entrance of the spooky cave, but it'll also make an abandoned ship into the contents of the harbor. The ship is the key to Golden Bananas for Chunky and Diddy.



SAVE THE SEAL

You'll also find a DK Pad on the land where the lighthouse is, so climb on and blast DK into the sky. If you can eat the DK Star at the end of your barrel adventure, the seal's cage will open.



DIDDY ON DECK

If it takes either a man-of-war or a brief Rocketbarrel ride to reach the deck of the ship, but it's worth it. Steer the Diddy Switch to launch a Golden Banana from the cannon to the top of the lighthouse and rocket up there for your prize.



THE BANANA DOWN BELOW

Chunky can steer through another treacherous on the ship's deck, and if he can reach the cannon inside he'll find a revolving barrel tower. Press the Punch icon when the barrel appears there, and you'll get a wacky trip back once you catch the fruit.



LIVE BY THE SWORD(FISH)

Diddy Lucky can transform into a swordfish, so switch to the swordfish icon and enter the swordfish's box to get a little fishy perspective. Swim around the swordfish's box with your sharpened proboscis—one caution chest holds a Golden Banana.



GET IN ME BELLY!

While Diddy's on top of the lighthouse, join on the Gutter Pad to make a giant open in the other large cave, releasing a mechanical fish. Swim inside the fish's belly, then break all three ribs with your Peashoot Porgies to win another Golden Banana.



THE SEAL'S CHALLENGE

When you find the seal in the shipwreck cave after releasing him from the cage, he'll look DK up with a Golden Banana. He'll also offer a shell game—bet him a one-up pot of banana coins collecting 10 coins to win another banana.



CLEAN OUT THE VENT

Now it's Tiny Tim's turn to make it out over the seal's nose, so find the mechanical electricity in the cave floor. Strike, Tiny down to get to enter in a small vent, inside you'll play a fly-swatting game for a piece of golden fruit.



THE SUNKEN SHIP'S SECRETS

In the right-hand half of the shipwreck cave is a chest with four Music Pods on it. Depending on the water level, you can take every Song but Chunky here and open a tiny portal to the main cannon ship in the cave by playing their instruments.



Different challenges await in the flooded caves. For some Songs, getting the Golden Broom will be a simple matter of swimming up and grabbing it. Others will have to play navigators to steer the pre-clear path.

CHUNKY'S WAY IN

Chunky has to go off first to a field to open his way into the ship. In the light-house area, find his Triangle Pod in a sea urchin rock and play a pleasant tune. When the hatch opens on the top of the ship, you'll have limited time to reach it.



TREASURE TROVE

Flourishing above the water is the ship's wreck crew in a DK Star. To reach it, transform Lanky into Eganardo and then leap high out of the water if you touch the star. Since Eganardo, you'll move the way into the treasure room.



CLIMB THE COINS

There's a pair of extremely tall stacks in the treasure room—one for Diddy and one for Lanky. Lanky can use the Lanky Pods to Baboon-Bounce his way to the Diamond Barrel, while Diddy will have to Barrel-Swing. Stealing Diddy's moustache will cause Banzai-Boomer 4 to appear.



RETURN THOSE PEARLS, YE SCURVY...UH, OYSTERS!

After you talk to the mermaid and listen to her pined pearls, swim to the oyster room with Tiny and attempt to enter the keyhole of the submerged treasure chest. Once inside, carefully remove all the pearls from the system that take them back to the mermaid.



THE OTHER SHIP

In one breach of the main hallway you'll find Tiny and Lanky. Switches. If you stamp them with each character, doors will open on the other large ship in the shipwreck cove. The victory passages after you navigate for Tiny and a hidden Golden Broom that Eganardo must recover.



THE BLUEPRINTS

Recovering most of Soda's Blueprints is relatively easy. The Kapelet with Lanky's piece is right behind the Piranha Soda near the entrance, while Tiny's is even closer and outside near the end of the main passage. Next is the Diddy's Blueprint piece by Chunky's Triangle Pod in the light-house cone, and Chunky's is atop the reef with the other Koolhaing's Music Pods. One Blueprint is the toughest to get—first you must beat Diddy's moustache, stop the coin blocks, then take UK through Banzai-Boomer 4 to find the yellow-haired Kapelet.



PUFTOSS

When Lucky squares off against the overinflated puffer fish known as Pufftoss, drive the coconut crate through the 100 Stars as you avoid fireballs and check-squares. Every time you go through five stars, the fish will get an electrical jolt, so keep moving and jump to a hot resort.



FUNGI FOREST

OK, so Gloomy Galleon didn't turn out to be a pleasure cruise, but what did you expect? Fungi Forest isn't going to be filled with fun guys, either. The thickets of enormous mushrooms are home for all sorts of nasty creatures, and they're much scarier at night.

INCOMING APE!

You're familiar with K. Lumpy's antics by now, so you won't be surprised to see his long dance when you deliver another Star Key. The Kowaling Shellfish blows up a rock, exposing a cavern that launches you up to the Fungi Forest entrance.



MAP KEY

ENTRANCE

TROFF 'N' SCOFF

JUNCTION POINT

BANANAPORTER

TAG BARREL

BATTLE ARENA



CHECKLISTS

Here's another handy set of checklists for your reading pleasure. Keep in mind as you're using them that it's smarter to switch characters often rather than trying to finish one checklist at a time.

■ Again, grey boxes are vital tasks and white boxes are Go-Mon's bonuses.



- ☐ Fly to the top of the mushroom tower
- ☐ Find and return Sacko's Blueprint
- ☐ Spring to the top of the house
- ☐ Turn on the switch above the mill
- ☐ Play the Gator to shatter the cage
- ☐ Race the owl



- ☐ Get the Super Simian Slam from Cranky
- ☐ Visit Funky and get the Homing Ammo
- ☐ Climb the mushroom tower
- ☐ Beat all the DK Pals
- ☐ Find and return Sacko's Blueprint
- ☐ Find the Bonus item in the shop
- ☐ Pull the three levers in the mill



- ☐ Spring the switch in the mushroom tower
- ☐ Find and return Sacko's Blueprint
- ☐ Shrink and enter the tree stump
- ☐ Plant the Magic Bean
- ☐ Hitch a ride to the top of the Burnt Milk
- ☐ Fight the giant ape!



- ☐ Enter the well and ride the tree cart
- ☐ Smash the tomatoes
- ☐ Relocate the apple
- ☐ Find and return Sacko's Blueprint
- ☐ Solve the picture puzzle
- ☐ Break the corner left



CRANKY'S SUPER SIMIAN SLAM

Cranky has a surprise waiting for you in his Fungo Forest lot. For the price of a few Banana Bunches, he'll upgrade the Kongs with the Super Simian Slam, which allows them to slam him switches. The best part is that only one Kong has to buy it.



HOME IN ON SOME NEW AMMO

Cranky's not the only one feeling greenish. Funky has an upgrade for the Kongs at well, and like Cranky, he'll hook all the Kongs up with the goods once one of them coughs up some cash. The Homing Ammo house is on the secret enemy wheel level.



WHERE DOES THE TIME GO?

We're not sure where it goes, but we know where it goes: the clock tower in the main area of the Forest contains what's called a clock, so when you want to bring the day to a premature end, blast up to the clock and shoot the Moon Switch.



Many tasks can be done only at night, just as many doors are open only during the day. If you aren't powered in an area, try snapping the sun and the moon and see what happens.

WISHING WELL

If Cranky's wishin' to take a score some more, then he'll get it. Slam through the well's gate and get ready for the ride of Cranky's life. Along with the new area, and remember to hit any green berries you see—they control the tree gates.



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DIFFERENT SPINS

The racing is essentially the same in the different modes of Roadsters, except for in Time Trial, in which you race against the clock.

ROADSTER TROPHY



Start at the bottom then race your way to the top. The more you win, the more money you'll make. You'll need it to buy cars and pay entry fees as the competition gets more intense.

QUICK RACE



If it's simply the Zen of racing that you seek, you'll find it here—not the money or the cars—then pick a track and a car for a single race.

TIME TRIAL



The Time Trial mode can be very helpful when you want to test out a new track or car. You won't have to worry about other cars on the track.

SHOW YOUR CLASS

Regardless of your tastes, Roadsters has a car for you—from the \$15,000 Alfa Romeo Spider to the \$186,000 Velocine Rapier.

Of course, you can't just get the upscale model right from the start. You'll have to fence your wallet first.

CLASS: C	COST
• Ferrari Spider	24,900
• Shark SK Roadster	29,900
• Alfa Romeo Spider	29,900
• Fiat Barchetta	15,000
• Mini Star 2000R	26,000
• Equinox EX200	22,900
• Lotus Elise	28,000
• Lotus Zerts MK3	20,000
• Lotus Senna	25,000
• Jaguar J24	28,900
• Ginetta G33 C	15,000
• Alfa Romeo Guilia	28,000
• Porsche Millennium	25,000
• Toyota MR Spyder	25,000

CLASS: B	COST
• IVR Chassis 500	52,000
• Williams Roadster MP3	59,000
• Verano Station	58,000
• Exotic Hybrid	43,000
• Equinox EX300	50,000
• Ulfia Concept 001	48,000
• Murci Raper	42,000
• Mitsubishi SST Spyder	39,000
• Victory Fantasy	43,000
• Verano Class X	58,000

CLASS: A	COST
• Velocine V180	184,000
• Flame F1	68,800
• Mad Star 600	98,000
• Arrowhead Falcon	90,000
• Victory Desire	87,000
• Arctic Nova	93,000
• Equinox Apogee 2	75,900
• Velocine Rapier	98,500
• Velocine V182	175,000
• Ford Indigo	93,000



TRICKED-OUT TWO-SEATERS

Just because you have to buy a less expensive, Class C car for your early races, you don't have to live with a standard parts forever. Take a look at your car's deficiencies, then head to the garage for an upgrade. If you have the funds available, you can easily turn your standard model into a custom, modified ride.

NEW CAR OR NEW PARTS?

After you add up the total for a new engine, suspension, and whatever else you think you need, you may find that you're better off buying a new vehicle. You can always sell your current car and buy a more expensive model. Just remember that you won't get all your money back when you sell a car.



HUGGING THE ROAD

The right tires can make the difference between winning a race and coming in eighth.



You can take your standard tires that come with your car or you can purchase some higher-grade tires for specific weather conditions. The investment can pay off when you hit the curves.

ENGINES

If your speedometer is tapping out at 100 mph, you won't be able to hold the lead regardless of your skills. Put some new metal under the hood.

TURBO

If your engine type allows it, you can install a turbofan to boost your power. You may need the added airflow when you're up against Class A cars.

EXHAUST

A new racing exhaust system won't give you the extra horsepower you need, but it also doesn't cost as much money.

GEAR BOX

Depending on the track, you'll want to swap out your current gear box for one that's better suited to the track.

SUSPENSION

Different racing surfaces demand different types of suspension. You can choose to adjust your shocks to soft, normal or hard.

DANGEROUS CURVES AHEAD

You'll find yourself racing on a wide range of courses—and under very different weather conditions—this season. Listen

to the driving strategies for each of them, or you'll find yourself foundering in the middle of the pack every time.

AREA 51

We can't confirm the presence of alien bodies at this Nevada military base, but obviously something strange is going on. Try to concentrate on the race, not the low-flying helicopters.

CAR SETUP TIPS

Suspension: Hard
Gear Ratios: Long
Target Lap: 00:50:30



SANDY EDGE



There are plenty of reasons to steer clear of the sandy shoulder of the track. Maybe it will slow you down, or maybe you'll spin out of control.

TRACE THE "S"



This curve saw the center of the course is deceptively difficult to negotiate at high speeds. Lay off the gas and watch the inside fence.

INSIDE TRACK



You may be tempted to try this tight turn from the outside, but you should stay inside and slow down. The outside path throws you into the wall.

ALL WET ON DRY



Those wet tires that come up so well on dirt-paved roads may be your undoing inside the tunnels. Be careful not to take the curve too fast.

CHATEAU

Don't stare too hard at the nice European scenery, or you'll miss a turn on this twisting, tree-lined course. The good news is the road is in good condition. The bad news is you have to stay on it.

CAR SETUP TIPS

Suspension: Hard
Gear Ratios: Long
Target Lap: 00:55:00



TIGHT SQUEEZE



If you're going to move to the front of the pack, you'll have to pass people on some sharp turns. When they slow down, spin out to advance.

BLIND CORNER



This is a dangerous 90-degree turn just beyond a gentle slope in the middle of the course. Anticipate it; make a finishing burst; then straighten up.

TWO FOR ONE



You don't need to take one car out at a time when you're passing. If you are in opportunity to get it past two or three cars, clear it.

HIT THE PIT



In a perfect world you would find it in the pit, but sometimes the weather demands it. If conditions change, your car had better change, too.

OILFIELDS

This gritty patch of real estate is dominated by towering oil wells and the infrastructure supporting them. The course doesn't have many bad turns, but there are plenty of solid walls to bump into.



CAR SETUP TIPS

Suspension: Hard
Gear Ratios: Short
Target Lap: 00:00:41

EARLY TURN



A race spoiler awaits you right off the bat. As you rev your engine for the start, be prepared to make a sharp right-hand turn into a left turn.

BRIDGE WORK



The bridge shouldn't give you much trouble when it's leaning, but it makes a good passing opportunity. When it's wet, you'll slide.

TUNNEL TROUBLE



If you don't watch out for the tighter turn in the tunnel, you can end up losing the wall. Try pushing some of the other cars into the wall.

TUNNEL VISION



You won't get a good look at what's coming up in the tunnel near the finish, so convert its turns to memory. Otherwise you'll waste your lead.

ROCKET BASE

The subtropical environment is home to a high-tech space center, but there's nothing high-tech about the course. The sand dunes and dirt roads there can throw even the most sophisticated car.

CAR SETUP TIPS

Suspension: Soft
Gear Ratios: Long
Target Lap: 00:55:54



CUTTING IN



This right-hand turn on the track is also one of the best places to pass. Stay on top of the inside, putting the competitor between you and the wall.

DIRTY MOVE



They haven't gotten around to paving the far side of the course, so use the loose dirt and your brakes to power-slide through the turn.

FAST AND FEARLESS



Just because your fellow racers are slowing down, that doesn't mean you should, too. Take advantage of their caution—speed past them.

FEAR IS 0000



The hairpin turn just before the finish will catch you if you don't use the brakes going into it. Going full speed will put you in a ditch.

SKI RESORT

There's no need to get a lift ticket. If you want to slide down the mountain at high speeds, just hop in your car, turn on the ignition and race the twirling alpine usnik on the Trophy Circuit.

CAR SETUP TIPS

Suspension: Soft
Gear Ratios: Long
Target Lap: 0:57.71

BRIEND THE ICE



As with the dirt track at the Rockin' Horse, the slippery trail of the Ski Resort can help you through sharp turns—I just used it to turn correctly.

DRIFT DRIFTING



If you get too far over to one side of the track, you'll run into piles of snow deposited at the side of the road. They will quickly slow you down.



COVERED ICE RINK



The tunnel doesn't give you a break from the slippery surface on the track. In fact, the snowy path turns to a sheet of ice when you get in the cave.

BRAKE EARLY, OFTEN



You'll find yourself relying on your brakes a lot on this course, but the 90-degree left turn on the far side requires particular caution.

TEMPLE

When Trophy organizers asked to stage a race among the ruins of an ancient civilization, the locals greeted them with open arms. Unfortunately, much of the course is unpaved and rough.

CAR SETUP TIPS

Suspension: Hard
Gear Ratios: Short
Target Lap: 0:42.31

STEALTH PASSING



If you need to work your way back to the front, the winding "S" curves in the first half of the course should give you ample opportunity.

GET IN FRONT



It's important on this course to take the lead as early as possible, because making up distance can be tough as the race progresses.



SLIDE AROUND



When much of the course is a mixture of sand and dirt, you shouldn't be surprised to find power sliding around corners a useful technique.

KEEP ON TRACK



Try to stay near the middle of the track as you approach the sharp turn on the far side of the course. There's a fence near the outside edge.



TUDOR VILLAGE

The placid English countryside erupts with the sound of revving engines when the Trophy circuit comes to town. The stone walls are nice to look at, but not when they're coming at you at 150 mph.



CAR SETUP TIPS

Suspension: Hard
Gear Ratios: Long
Target Lap: 03:50.46

S-SENTIAL MANEUVER



As on other courses, the S curve is a perfect place to bolt ahead of your competitors. They'll slow down to turn, but you don't have to.

SPEED ON BY



You should have gotten one of the faster cars or upgraded your engine by now. You'll need the extra speed to pass the competition.

EASE OFF



It's simple advice, and it works. Slow down. If you try to take these looping turns too fast, you'll crash into the fence or a building.

LOOP-THE-LOOP



The cross-crossing loop is the middle of the course will make or break your performance in this race. Go slowly, but not too slowly.

DOCKLANDS

After you've unlocked the Docklands course, you can settle in for some tough seaside competition. With all the sharp turns and walls, you should try some proactive bumping. Your opponents will do the same.

CAR SETUP TIPS

Suspension: Hard
Gear Ratios: Short
Target Lap: 05:01.53

WATCH THE WALLS



As you head into the various tunnels of the Docklands, try to stay on the inside wall as much as possible. The outside position is vulnerable.

BASHING HEADS



The well-lined track gives racers ample opportunity for dirty tricks. Your opponents will send you into the wall if you give them the chance.

AIRBORNE TURN



You can catch major air before one of the sharpest turns on this course. Turn sharply as you let drag push to send your car spinning.

TIRE TIP



This can be a tough course in the rain, especially if you're racing with your standard wet-weather tires. It's worth it to buy waterproof tires.



LUMBER MILL

You're back in the winter weather, but this terrain was carved out for commerce rather than recreation. The narrow paths that loggers carved out for hauling timber are dangerous for racing.

CAR SETUP TIPS

Suspension: Soft
Gear Ratio: Long
Brake Lock: OFF

END RUN PASS



It may be necessary to flirt with the edge of the track if you want to take the lead. Don't stay out there too long, or you'll slow down too much.

WHITE ANGLE



Right-angle turns are tough on any racing surface, but the snow presents an additional challenge. Sometimes the best plan is just to slow down.



SNOW SLIDE



By now you should be familiar with the sliding method for getting through slippery things. The narrower track here makes it even more important.

SKI JUMP



Try to get up as much speed as you can, sorting off the turn on the far corner of the course. You can get major air when you hit a bump of snow.

MULTIPLAYER

The forgiving play control in Roadsters makes multiplayer possible for a wide range of people with different skill levels. With a huge inventory of cars and courses to choose from—plus variable weather conditions—you can tailor a race to any taste.

TWO-PLAYER MODE



The split-screen Two Player Mode requires a striped-down display, but a shared track map is there to give players the necessary guidance.

THREE-PLAYER MODE



Three-Player Mode gives each player a fairly clean view of the track, and the lower-right panel allows everyone to consult the course map.

HIDDEN TRACK

Just because you've won a season and unlocked some new tracks, there's no reason to stop racing. The hottest cars are available only after you've won the second season, so if you want to jump behind the wheel of a Ford Indigo, you'll have stick with the game. If that isn't enough to entice you, there's a whole new track waiting to be unlocked.



HARVEST MOON 4



Get life to the country for a new challenge in Harvest Moon 4. Hard work is awarded a great reward as you bring your little wish to a wonderful farm. Work the land, pick up a job, and start to know the neighbors, the cash, by town festivals, harvest and the race, and numerous holiday festival to keep your spirit soaring. Maximize your harvest, charm of the magical Super Minion, and create your many adventures.

• Tons of vegetables and livestock featured

• One of the town's five ultimate women may prove to be the love of your life

• New items and skills, and tools that increase in power as you master them

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YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



TUX FOR THE SECRETS. YOU'RE WELCOME.

 Just so you can tell that the sequel to BattleTux is even more explosive, unforgiving and brutal than the original, JDO has chosen a teddy bear that's seen the wrong end of a cannon as Global Assault's mascot. But just because the unfortunate stuffed toy looks like it desperately needs a good fire extinguisher doesn't mean that your Beanie Babies and Pooh Corner toys are going to need to learn to stop, drop and roll. BattleTux: Global Assault crashes onto the scene packing an arsenal of top secret codes, and by entering them in at the Input Code screen, you'll be on your way to making the war-torn streets of the post-apocalypse a little safer for plush toys everywhere.

CODE	EFFECT
BOYS	LEVEL SELECT ON
HPYHPY	INVULNERABILITY ON
TRODYBRKS	UNLOCKS MULTIPLAYER CUSTOM 1 GANG
WRHRS	UNLOCKS SECRET LEVEL


 **ALL WEAPONS**
Punch in RCKTSRNGR as your code word to enable all weapons. For even more firepower, press A and B at the same time to launch apocalyptic upgrades of your current weapon.



BRANDON'S GANG
BattleTux: Global Assault's husband-and-wife heroes Griffin and Madison each command a tank gang. To get their son Brandon on the map, use TANKWCKS as your code. The telekinetic tux's tanks will then be available for any non-Campaign campaign.



HIDDEN CHARACTERS AND TRIAL MODE

 Kael's techno-thriller, WinBack, is all about subterfuge, and you can uncover some of the game's most covert operations by rattling off a few button sequences. The bonus features listed below will open when you complete Story Mode, but you can unlock them instantly and successfully store them to your Controller Pak by tapping in the secret Controller sequences while viewing the Start Game screen. You must finish entering the code before the game demo begins, so enter the sequence quickly. If you've entered the code correctly, you'll hear a ding (if you're not using a Controller Pak, the ding will sound immediately after you've answered "Start game without Controller Pak anyway?").

CHEAT	CONTROLLER SEQUENCE
 ALL VERSUS MODE CHARACTERS	★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ▲ + START
 TRIAL MODE	★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ▼ + START



Use the Control Pad to activate the cheats. The last step in either sequence is to press and hold a C-Button while pressing the Start Button. If you're successful, you can unlock all 28 multiplayer characters.

With Trial Mode unlocked, you'll be able to play any level's WinBack Covert Operations in the hopes of completing the rest of your choice in record time and with record points.



SECRETS BIGGER THAN DON KING'S HAIR

Talk about flooring like a heavyweight and stringing like a bee. With EA Sports' new Knockout Kings 2000 codes, your boxer can sport inflated heads and bee-stung gloves. To balloon your palooka's head, pause a match then tap left C, right C, left C, right C, left C and right C. To puff up your pugilist's gloves, pause the game and hit top C, bottom C, top C, bottom C, top C then bottom C. The bell will ding a few times if you've entered the codes correctly. If you want to reverse the swelling effects, pause the game and reenter the codes.



In this corner the Big Head Code. Pause the game and hit the left C button followed by the right C button. Repeat the sequence two more times.



And in this corner the Big Glove Code. To weigh in with some mondo mitts, pause the game and top C, bottom C, top C, bottom C, top C then bottom C.

RE-VOLT

CALLING ALL CARS AND TRACKS

You'll have to earn a galaxy of stars and first-place wins and best what seems like an eternity of trial times to unlock all of Re-Volt's cars and tracks. But like any good racing game, *Re-Volt* rewards remote-control competition concerns a major shortcut. On any menu screen (with the exception of the first menu that features Sport Race, Trial Times, Progress Table, etc.), top B, A, X, Z, B, L, A then top C (right C or bottom C will also work) for the speedy way to unlock all cars and tracks.



Once you've enabled the code, you can access the mirrored (M) and the reversed (R) versions of the courses by highlighting a track and pressing Up or Down on the Stick or Pad.



BLOCK ROCKIN' CHEATS

What's in a name? Some special features if you do! your customized driver with the right moniker. Select Build then plug in one of the code names listed below on the Make License screen. You can use the cheats for any race except for the Circuit Race (Hover Cars and Turbo Mode also won't work in Time Races), and you can use more than one code at the same time. To enable multiple cheats, select Edit Racer then rename your driver with any additional code words.

HOVER CARS

To make the Asterisk Skywalker in a Floating mode, name your driver FLYING HIGH. Select a Single or Versus Race, then blast off as your Lego Racer hovers far, far away.



NO CHASSIS

The antithesis of LEGO building blocks exists, the No Chassis cheat will deconstruct all cars by removing the pieces from the vehicle. To hit the ground in an open-air vehicle, name your driver NOSSSS.



NO WHEELS

LEGO has always emphasized imagination and building, so LEGO Racers gives you the freedom to construct cars that suit your every whim. And if your whim suggests to be driving a car without wheels, first enter your first by using NWHEELS as your driver's name.




TURBO MODE

It's a good thing that the Lego characters have outlocking parts that allow them to snap securely onto their car parts, because Turbo Mode speeds up the action with superfast velocities. To pick up the pace of the race, name your Lego driver FSTHWHLR.





SHOW ME THE MOMENTUM, STAMINA AND BACKROOMS

 Unpredictable sports need unpredictable cheats, and WCW Mayhem takes the concept to the next. This month, we've pinned down a few more of the game's many secrets, and you can activate them by entering the codes at the Pay-Per-View Password screen.

PASSWORD	EFFECT
CBCKRMS	SPECIAL AREA SELECT ENABLED
PRNTMMNTM	SHOW MOMENTUM METER
PRNTSTMMN	SHOW STAMINA METER



Once you've enabled WCW Mayhem's Special Area Select feature, begin a Main Event bout. Select MatchRules from the Main Event menu, then choose the Secret Area you'd like to enable in.



To enter the Secret Area you've enabled, leave the ring and head down the runway. When your meal follows, head for the doorway to "take it outside" and battle in backrooms like the bathroom.

Bass Hunter 64

QUIET-YOU'LL SCARE THE FISH!


 "Mudcap" and "axe" aren't the first words you'd choose to describe a fishing sim, but they don't have to be the last words you'd choose either. By entering SHELYSOUND as a cheat code, you'll replace all of the serene sounds of the outdoors with the boinks and springs from Saturday morning cartoons.



 Sure, it's hard to convey through pictures, but believe us—this shot of a guy spring around at about a pretty snappy rate: the new sound effects.



KLAX TO THE MAX

 If you need to relax from Klax, head to the Password screen and enter any of the codes detailed below. By activating the codes for Midway's Game Boy Color puzzle game, you can play bonus challenges that are completely different from—but just as absorbing as—Klax itself.

 **FURD HERDER**
Enter in the green blackhead, blue square and green blackhead as your password to unlock a Minesweeper game. The one problem with Klax's version is that the game doesn't tell you where you've seen, so stop herding those Furds (F) as soon as only 36 spaces are left.



 **SNAKE**
Punch in the diamond, gray diamond, blue square and green blackhead as your password to unlock the Snake minigame. As you slither across the playing field, gobble the apples while a snake crashing into the edges of the screen and eating into your own tail.



KLAX STORY
To read about the history and early beginnings of Klax, use the yellow alien, blue pill, blue pill and green blackhead for a password. The text that you'll unlock will shed some light on the development and inspiration behind the classic Atari game.



 **KLAX MYTH**
Did you know that during World War II, POWs in the Klax POW camp, neither did Klax itself. But according to Klax's bogus background story, it actually happened. To read more on the new secret history of Klax, select the blue alien, blue pill, gray diamond and green blackhead.



KLAX CREDITS
After musing around with all of the above secrets, you surely will want to know who's responsible for them. To see the credits where credit is due, roll the name master count any of the blue pill, yellow alien, gray diamond and gray diamond.



PAPERBOY

SECRET CODE SHRINKS PAPERBOY! READ ALL ABOUT IT!

Wow! Extra! We've got the breaking news on a special delivery of codes for Midway's N64 update of *Paperboy*, and we're posting all that's fit to print. Before they become yesterday's headline, pedal over to the Options Menu, select Secret Codes, then pick New Code to begin inputting the following 15 codes on the game's Type-o-Matic. Once you've entered a code, you can switch it on and off by highlighting it and then pressing the A Button.

PASSWORD

ALLJUMP
BACKWARD
GOFAST
INVINC
LITTLE
RUSH
SIDES
WAKING

EFFECT

UNLIMITED SPRING POWER
THROW PAPERS TO THE REAR
UNLIMITED ROCKET POWER
UNLIMITED HEALTH
TINY CHARACTER
FASTER CLOCK AND ACTION
THROW PAPERS TO THE SIDE
SLOW MOTION MODE

BIG NEWSPAPERS

The enormous newspaper delivered by the *SLINGSHOT* code probe byron's the closest thing to thumb through, but at least the paper with the most reduce your risk for precision aiming. And that's big news.



FRAME BY FRAME

To play the game one frame at a time, type in UNLIMITED then tap the right C Button as you play. If you pause and hold right C, you'll pause the game. By using the Control Pad while things are in hold, you can rotate the camera and zoom in on the action.



FULL FRONTAL DELIVERY

Like the BACKWARD and SIDES codes, FRONT'S determines where you toss your newspapers. You can rotate only one of the three codes at a time, and FRONT'S is probably the most challenging trajectory since it forces you to ride a straight toward your targets.



MAGOO MODE

By activating the mystic MAGOO code, you'll be able to see like Mr. Magoo sees as objects come into focus only when they're close. The character mode displays only nearby scenery while upcoming street walls go up only after you've pedaled up close to it.



SCREAM MODE

Type in SCREAM to hear everything in the game's voice. And what is so sweet? It's every thing that you'll hear when the game's music is on. As if garden games weren't noisy enough, now they'll let out dozing shrieks that will put the Blue Watchdogs to shame!



UNLIMITED NEWSPAPERS

It looks like someone forgot to stop the presses, because now you can have an infinite supply of newspapers. Once you've entered UNLIMITED, rapidly tap the C Button to spew out a constant stream of papers.



HEADLINES

How's the paperstall doing? Who won the Ugly contest? What made the police stop this time around? For the answers, you can read all about them by using the HEADLINE code that displays all of the game's headlines as soon as you begin a game.



ZERO GRAVITY

For more bang time when you perform jumps on your bike, type in MAGPIE to reduce the gravity. With the code activated, a tap of the bottom C Button will send your two-wheeler floating above the rooftops at a slow enough rate that you can squeeze in plenty of stunts.



SEND YOUR TIPS TO:

NINTENDO POWER
CLASSIFIED
P.O. BOX 97053
REDMOND, WA
98073-9753



I've got more points than a porcupine sandwich.
My game is like a pair of parachute pants.
It makes

I've seen more than two and four.



you look
bad.

I cover
more
court
than
Doug

Lemuel.
My game has
more levels than
a downtown parking
garage.

NEW YORK
23

I'm
like a
holly
wood
agent
represent
a lot of
talent.

IN THE ZONE
2000





...Rider • Button • Emig • ...



Welcome to Supercross, one of the few sports where **Nothing means something** and being in a rut isn't necessarily a bad thing. EA Sports, the official sponsor of the Supercross 2000 series, has found a way to turn you into a high-flying motorcycle freak without making you eat dirt.

air it out

Here's a news flash: It hurts when you pull a Bonini off the triple-jump, catch your toe on the front brake, nose-dive into a tire rut and slide into a berm. EA Sports has made sure that you don't need to actually feel that pain

while experiencing the thrills of Supercross. Armed with multiplayer racing, picture-in-picture highlights and an Expansion-Pak-enhanced high-res mode, the first N64 Supercross game is bound to impress.

SEMI-REPLAY VALUE



Whether it's an epic race or a three-minute freestyle exhibition, you can't look back, so your brains and watch your glasses fly back from any angle with an advanced replay mode that gives you full reign over the camera.



PROGRESSIVE TRACK RUTTING



As you race over and over the same stretch of dirt, the path develops a rut just like in real Supercross.

STADIUMS GALORE



You can start on live exhibition tracks, but there are also 16 pro tracks straight from the Supercross 2000 tour.

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come ride with me

It's easy just to pick up this game, max out your throttle and start spraying dirt every which way but loose. Of course, that's a far cry from pulling a Cordoba as you fly across the finish line in first place, so try out all the modes before racing.

SEASON'S GREETINGS



Pick your rider and sign on for a Season of great cheering. You'll head to one of 16 professional courses every weekend from January to April, culminating the first race in Las Vegas in May.

FREEFORM



Freeform Mode lets you express your motorcycle skills a little more creatively. You'll have a set amount of time on one of three trial tracks to pull as many impressive stunts as possible.

QUICK 'N' DIRTY



If you have only a little spare time, you can do just a Quick Ride or a Quick Freeform, which pops you onto a random track for some uncomplicated fun. There's also a Practice Mode for novices.

supercross superstars

Your favorite stars from the circuit are here in rendered glory, and since EA Sports did such a fine job of independently modeling

the rider and the bike, you can imagine it's really them doing a Super Fender Grab into a sponsor sign.

MIKE METCHER



OSCAR HENRY



MIKE LAROCCO



MICHAEL PIERON



JOHN EDWARDS



LARRY WARD



OSCAR ALBERTO



JIMMY HUTTON



JEFF ERIC



MIKE BROWN



SEVEN WINNING



ROBBIE REYNARD



DAVID HUGHES



MIKE SMITH



TIM PERRY



JEAN-SEBASTIEN ROY



STEVE LAMSON



KEITH VOSS



GARETH NUTMAN



LANCE SHAW



PAUL LAWRENCE



SEBASTIAN SOTTELL



FRANK DESJARDIS



PEDRO DOMINIEL



own the competition

Huge fans delight the crowd, but the truth of Supercross is that many races are won in the trenches. Managing the race, rocket-

ing off berms and giving other racers not-so-friendly nudges are but a few of the skills you'll need if you want to win.

Houston, TX

The Astrodome in Houston is a rootin', tootin' place for a race, and its compact design makes for cramped quarters. Modify your bike so you have strong traction, loose shocks and good acceleration to aid you in the savage turns and short straights.



BIKE SETUP



THE BERN SLINGSHOT



Get your engine as you clear the berm and yank the handlebars as far over as you can. If you ride the berm correctly, you'll slingshot out at high speed.

RIDE THEM JUMPS—YEE HAW!



When you hit the air, and are covered by lots of midsize jumps of earth, pull back on the handlebars and raise your heels. Without the front wheel digging into the bumps, you'll maintain a higher speed.

GET OUT OF THAT RUT!



Depending on where they are, ruts can be good or bad. Sometimes they'll keep you going in the right direction, but they can also make the tops of jumps upside down.

IT'S YOUR TURN



WHEN YOU'RE GOOD, YOU'RE GOOD



If you have a huge lead or are about to jump across the finish line, give your adversary a little nudge. Go ahead, beat out that massive Superhero and revel in the roar of the crowd.

Supercross is all about switchbacks and other tight turns, and you have to attack them to win. Get off the gas, yank on the handlebars and go full throttle as you clear the corner.

Daytona Beach, FL

You'll get a look at a different style of track when the tour stops at Florida Stadium in Daytona Beach. Long straightaways make high top speed and slick traction a must, while the tons of bumps require stronger shocks.

BIKE SETUP



TURN AND BURN



The isn't recommended for real riders who have to deal with horrible laws of physics, but the it's nothing stopping you from turning in the air and landing the bike sideways to take an imminent turn.

DON'T COME UP SHORT



If you don't give it enough gas on the entry ramp, you may be looking at a lot of pain when you spear your self on the top of another jump. Sprint or pay the price.

STAY IN THE ZONE



You can play with invisible walls that keep you within the course parameters, but if you choose to burn them off, make sure that you can afford it or you'll have to backtick.

THE ART OF TOUCHING DOWN



While you're airborne, be sure to angle your bike correctly so that you make a nice landing. Ideally you'll land on the backside of the mogul in a suitable position.



DIRTY TRICKS



You won't make many friends on the tour by appearing other riders in the air or sliding into them at top speed as they're turning, but hey, this is a business if you want to be the champ, you may have to learn to live with savvy tactics.



freaky style!

The freestyle competition is a whole different story. No other races, no winning courses—just you and your bike against a time limit and gravity. You'll have to rip up a stunt course with all your best aims to rope in enough points to win.

Tampa, FL

There are three different stunt courses to ride, but they're similar in that all three are compact with big jumps on the center and berms around the perimeter for quick turns.



TRICKS

- Superman
- Pac-Man
- No Footer
- No Header
- Wheel Clicker
- Side Head Click
- Front Fender Grab
- Rear Fender Grab
- Barrel Wrap
- Cliff Hanger
- Pancake Whip
- Can Can
- Vert. Fender Grab
- Cardive
- Fender Grab Super
- Nothing

FENDER GRAB SUPER



To do this trick, press and hold the bottom C button as you go airborne, then tilt the Control Stick Up and rotate it 90 degrees counterclockwise.

bring your friends

Racing for points is all well and good, but eventually you may get sick of bragging to the CPU. At this point, it's time to grab a friend and take 'em to school with your crazy stunts.

PICK A WINNER



Pick your favorite riders and get out on the track! Two riders going big off the same freestyle ramps make for some awesome spectacles, so be sure to watch the replay.

PULL THE TRIGGER



There won't be a lot of stunts competing with you and your buddy, but that's OK. There will be enough room for the two of you. Remember, money will get you nowhere.

SUPERMAN



You can perform it by holding bottom C as you lift off and pressing directionals. To do Superman, tilt the Control Stick Left and rotate it counterclockwise in a half-turn.

VERT. FENDER GRAB



You know the drill—hold down that bottom C button as you hit the jump! Then, while airborne, tilt the Control Stick Down then Up as fast as you can to grab the front fender.

PAC-MAN



One of the staples of big air can maneuvers, the Pac-Man is a fairly simple trick to pull off. Press and hold bottom C and then simply tilt the Control Stick to the Left.

PANCAKE WHIP



The Pancake Whip is simple as well—press and hold bottom C and tilt the Control Stick to the Right—so try taking it with another trick while in the air for mad points.

dirt don't hurt



Superman 2008 is the first of its kind to hit the MMA, and it looks like it has the ability to stick up against the likes of Exoticism 04 and Jeremy McDuck Superstar. Only time will tell.



EARTH WORM JIM 3D



FIGHTING TO SAVE THE WORLD, THE UNIVERSE, HIS OWN MIND!



BASSMASTERS 2000

With the Bass Anglers Sportsman Society's license in tow, TNG's Bassmasters 2000 takes the fish out of the water and puts them into the n64.

ANGLERS AWAY!

Ah, the elusive bass. Catching a mess of these critters takes the right equipment, a bunch of specialized knowledge and plenty of free time—or a Bassmasters 2000 game for the N64. Never before has it been so convenient to reel 'em in like the pros. You can even challenge the pros in tournament play. We're reminded of that old saying—give a man a fish, and he will eat for one day. Teach a man to fish, and he will eat for a lifetime. Give a man Bassmasters 2000 and teach him how to play, and he will have pizza delivered until he wins the BASS Masters Classic.



Two players can go head to head in most of the modes, except for Tournament, which is one player only. Players must play on equally-difficult levels, lake conditions and boats are exactly the same for each player.



FISHING FOR COMPLIMENTS

Bassmasters 2000 has plenty of modes to lure you in. Try the Exhibition Mode if you want to dive right into a quick day of fishing. Tournament Mode is a long haul to the big leagues of fishing. Speed Fishing puts an emphasis on

hooking fish quickly, and the Casting Game is an easy way to improve your casting accuracy. You can play every mode except the Casting Game as a Beginner, an Amateur, a Rookie or a Professional.

EXHIBITION

This quick-start mode gives you plenty of options for outfitting your boat and your rod. You can also choose the season, the lake and the water condition.



CUSTOMIZE



Nearly everything is completely customizable in Exhibition Mode. Choose the lake you want, the season, the weather. Every day can be perfect for fishing, if you wish.

EQUIPMENT



This is your chance to pick the best equipment for your fishing trip. Upgrade your boat and its motor, the trolling motor and the fish finder, then set the hang of hook.

TOURNAMENT

Six three-day tournaments stand between you and the BASS Masters Classic. The first two are practice-free, but you have to place well in the last four to make the Classic.



RANKING



The Stats screen shows your progress through the tournaments, your victories and your average. Your biggest fish and average catch are also shown.

AWARDS



New lures, better motor and a trip of the lake boat are yours when you win or do well in a tournament. The improved equipment will help at the next tourney.

SPEED FISHING

You have three minutes to catch any fish, and your time is extended one second for every ounce of fish you catch. You win by fishing longer than anyone else.



ORANGE LURES



Use a superpower lure if the fish are slow, and use a weaker if the fish are faster. Don't take too much time deciding. Once you choose the lure is working.

REEL FAST



Reel in the fish as fast as possible when reeling fishing using the B.B. Reel. Use the best lure and professional mode, too. You're not on your side.

CASTING GAME

Improve your casting accuracy with this game. Aim for the center of each hoop or make it disappear. Try to catch as many as possible within the time limit.



EARLY RELEASE



If you make it your way to a level off immediately let go of the Control Stick to stop the casting process. The longer the cast, the longer it takes to return to you.

TIME EXTENDED



If you make it of the hoop to appear in the first round, you will earn 1,000 points in your time. Time is extended also of 10,000 and 15,000 points.

HOOK, LINE AND SINKER

It's possible to go bass fishing with a stick, some string and a can of worms, but who would want to do that? The gear is half of the fun—big old bass boats, fancy rods and reels and a whole ruddy box full of spinnerbaits, jugs and spoons. Each

price of equipment has its own specialized function, and nothing is more specialized than the lives. Some flow, others swim. Many are meant to look like real fish food, while others are unnaturally bright and noisy.

LURES

TOPIC 1

This type of lure floats and can be popped along the surface of the lake at, creating an eye-catching splash. Topwater lures are best used when fish are close to the surface, which is likely on an overcast day in the rain, or a few hours before dawn.



PEASANT

The most variable type of lure, plastic, is often shaped like the bass's actual prey—worms, lizards and crawfish. Naturally colored, smaller plastics work best in clear water, while brighter, larger plastics work in stained, muddy or deeper water.



CHAPTER 10

Crinkbelts stay close to the surface of the water after it is cast but dig when retrieved. Some crinkbelts will go deep, but most stay in relatively shallow water. They can be tricky lures and are most effective at medium depths and in cold water.



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When facing a heavy vegetation, matted up grass and/or other conditions, a spoon is used to get, and remove, all of its parts will get tangled up in the plants. Flip spoon right into the vegetation then pull it through without fear of entanglement.



SPINNEWEBLATT

Fest, noisy and able to cover a lot of water quickly, Spinnerbait is a good choice when testing the waters. Small, dark spinnerbaits work best in clear, sunny conditions, while the bigger, glaucous spinnerbaits work well in the mud.



Inc

This fair-weather bait is perfect for sunny days and clear water. Jugs are neither flashy nor fast, and they don't make any noise, which make them the best of choice when subtlety is paramount in those hard-to-fish, bright, sunny days.



RODS & REELS

When you select a rod, a reel comes with it, and they vary in length and accuracy of casting. Line choice is based on weight—lighter line lets lures dive deeper but also breaks more easily than heavier line. Heavier line won't snap as often but can spook the fish. Experiment with different combinations until you find one that works for you.



Quantum SpinCast
Medium
Berkling 12th

BOATS

Choose your boat and its equipment wisely. There aren't many choices at first, so go with an R Series boat for the best handling, the most powerful boat motor, the best thrust-producing trolling motor, and the most advanced fish finder. The Tournament and Exhale line Models are both tried, so every advantage counts.



Images Sport AG
Mercury 786
MotorGuide Powerplus

RETRIEVING

STEADY

Many of the tips dictate a steady removal. In clear water and on sunny days, a calm, even withdrawal is a guideline. For a quick survey of the water, a steady removal also works well.



Executive Summary

Jerking the leg from side to side will create movement in your midline. An ankle rest (see p. 10) with a leg support or a leg roller for lumbar work will be useful in various conditions.



H071586

Pull back sharply on the line to hop retrograde line along the surface as 12 psi is lost (2 or 30 along the bottom of a lake. The piston may arrest back that normally wouldn't make



LAKE SUPERIORITY

The three available fishin' holes are quite different from each other and require some varied strategies. You should consider the weather and water conditions, season and time of day when determining your strategy for the day's fishing.

OLD HICKORY LAKE

EARLY MORNING

In the morning at Old Hickory stick to the north shore and the shallow water. The game thoughtfully alerts you off very close to a big fishin' hot spot—if you slowly pull up just a bit, plenty of fish should be waiting for you!

MIDMORNING

The north shore and cove are good places to stick around all morning. Stay in the shallows in the cove, and remember that water over hard or rocky ground is an Old Hickory bass favorite. Any of the trophy's night yield some good fishin', so check them out.

AFTERNOON

Docks, poles, clusters of rocks, sharp drops in depth and similar are as well as a lake are referred to as structure. Bass tend to gravitate toward these areas, as they provide cover and often hold plenty of fish food. Especially in the afternoon.



LAKE OKEECHOBEE

EARLY MORNING

The shallows warm up first in the morning, drawing fish to these waters. Most of the fish migrate shallow, and it is also around the first islands in shallow as well. The south shore is a good place to start out in the morning.

MIDMORNING

The three small islands provide the bass with everything they like in the midmorning structure, cover, vegetation and shallow water. Over on the north side of the lake, density opposite those islands, you may also find a good place to drop your bait.

AFTERNOON

Fishing Lake Okeechobee in the afternoon can be a bit of a challenge. Bass are more active in the day, so you'll need to be on the move. Even if the fish flock indicates only one fish, chances are that once you find the first fish, you will get several more in the same general area.

LAKE SHASTA

EARLY MORNING

Shasta's wide shallow shoreline, but most of the lake gets deep. Most of the northern coastline are good places to start in the morning, although they are a long drive from the dock. The northern side of the lake, with its muddy shallows, is a good bet.

MIDMORNING

Stick out the shallow zone with olive as a structure as you fish Lake Shasta in the morning—some of the best structure is located north. It is well exposed just beyond the shallows, where a slight drop-off creates the deep water from the shallows.

AFTERNOON

Shasta is a tough lake to fish, and you might have to cruise around with the fish flock on. Searching for bass, keep as close as you can to the first group. Spot a sign of a fish. Put an effort to the depth readings and choose your lure wisely.

LEARNING THE BASS-ICS

No matter which lake you are fishing, these essential strategies will help you land the big one. Or at the very least, a creel full of small ones. Practice all of the basics as a Beginner until

you have them down cold. As your skill improves, try the higher levels, which have pickier, stronger bass that take more time—and talent—to reel in.

USE THE MAP



Use the Z Button to bring up the Select Screen and choose Map to navigate the lake more easily. Set the red marker in the right place, then press the A Button. The map will tell you how long it takes to get there and will ask for confirmation before moving your boat.

TROLL ON IN



Bass have a very delicate constitution and spook easily. When you're moving into an area that has a school of bass, use the trolling meter to get closer to the fish. Don't barrel in using your boat's main motor—the noise might scare the fish away.

CUT THE LINE



It will take a while to recognize the different types of bass lurking within the lakes. You will want to cut the line with the L Button when many bass follow your boat and you accidentally set it. Reeling in the wrong fish won't reward and resolve too much fishing time.

SET THE HOOK



When a bass strikes at your line, be sure to push Down on the Control Stick to set the hook. Otherwise, the fish just might be the one that got away. Conversely, when a trout or sunfish strikes on your line, don't set the hook. It should go away.

TENSION IS A DRAG



When scaling a fish, pay attention to the tension meter—too much tension will snap the line. Reduce the drag on your line with the R Button and use the Right Z Button together to increase the drag. More drag will fire out a fish faster but might also snap the line.

USE THE UNDERWATER CAMERA



The Fish Cam is an underwater view of your line and lure. Which the lure is a stick through the water, then move to reveal your line using the left and right Z Buttons to find out where your lure is attracting any fish, and, if not, where the fish are located.

FIN

Bass fishing isn't only a good hobby; it's also a great way to spend time with family and friends. And it's a great way to spend time with your dog. When you're done, take the boat home. It's a great way to spend time with your dog. When you're done, take the boat home. It's a great way to spend time with your dog.



TOY
BIZ

POKÉMON

Gotta catch 'em all!

THE COOLEST NEW WAY TO
COLLECT POKÉMON.

POKÉMON COLLECTOR MARBLE POUCHES



Launch into the newest way to collect Pokémon with the new
Pokéball Collector Marble Shooter and Collector Marble Pouches.

Collect and trade over 300 Pokémon Marbles
with your friends - including 150 must-have Power Marbles.
So roll into the next wave of the Pokémon craze with
POKÉMON COLLECTOR MARBLES.

2
Power
Marbles
in every
pack!

POKÉBALL COLLECTOR MARBLE
SHOOTER



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TOY
BIZ



The Digital Deck of Cards

Sure, sure, we're all very excited that Pokémon Stadium is coming out for the N64 in March. But let's not neglect Game Boy in all the excitement—after all, that is where the Pokémon phenomenon got its start. Hot on the heels of Pokémon Stadium is the Pokémon Trading Card Game, which brings the fun of collecting and playing the trading cards into the electronic age. Read on for a sneak peek!

The Pokémon Trading Card Game takes the hugely popular trading card game and squeezes it down to a convenient, Game Boy-sized package. Finally, it's possible to play the Pokémon Trading Card Game outside on a windy day without fear of a sudden gust of wind!

Much like they did in the original Game Boy Pokémon games, players of the Pokémon Trading Card Game pack one starter deck based on either Bulbasaur, Charmander or Squirtle at the beginning of their training. Then the learning begins, and each new card duel brings players one step closer to unleashing the Legendary Pokémon Cards—mythic, one-of-a-kind Trading Cards—from the greatest Pokémon Trading Card Game Masters.

The trading and collecting aspects of the Pokémon Trading Card Game haven't been left out in the game's translation to video game form. Winning duels earns players booster packs, and can check their progress to see how many cards they've collected. They can also construct new decks from the cards they've earned. Many characters within the game

want to trade cards with players, and sometimes they will offer rare or promotional cards, speaking of special cards, some of the cards found in the Pokémon Trading Card Game appear only on the Game Boy Poké—and nowhere else!

Millions of people play the Pokémon Trading Card Game, and Legions are popping up all over the place. Some people collect the Trading Card Game Cards and don't play the game at all—they just like collecting and trading the

cards. After playing the Trading Card Game on Game Boy, all of those pure collectors are bound to become players as they realize how fun it is to play the game. Because the Pokémon Trading Card Game has everything the Trading Card game has and even a few things it doesn't, it's sure to be popular with Poké-people of all types.

Mysterious Mewtwo looks like one of the Pokémon Card Players you will meet on your journey to defeat the Legendary Pokémon Cards Challenge him whenever you see his shape dancing in a club. The rewards for defeating him are great.



TRADING CARD GAME



The Pokémon Trading Card Game, due out in stores this spring, shrinks the popular game onto a Game Boy.



Pokéchat



So, how are things going in Pokémon land? Are you curious to see what the new year has in store for Pokémon collectors? So are we—and you can be sure that we'll always fill you in on breaking news!

Q: Will my Game Boy Pokémon gain experience points and raise their levels as they battle it out in Pokémon Stadium?

A: Will I be able to transfer MissingNo onto Pokémon Stadium using the Transfer Pak?

A: No, they won't. No one can use your Pokémon's levels and use TMs and HM's only on your Game Boy cartridge. Luckily, Pokémon Stadium comes with an excellent feature called GB Transfer. If you enter the room while you have your Red, Blue or Yellow cartridge plugged into a Transfer Pak, you can play the Game Boy game on your television screen. It's almost like turning your N64 into a Super Game Boy! This is a great feature, because it lets you modify the Pokémon in your lineup without having to quit your current Stadium game.

Q: I found an invisible PC in Celadon City! Does this computer have some special powers?

A: Uh...it can store Pokémon and items! That's pretty special! No, seriously, it works just like an ordinary PC. For those of you who haven't seen this strange phenomenon, find the building that looks almost exactly like a Pokémon in the southwest corner of Celadon City. If you talk to the clerk you'll discover that it's a hotel for people, not Pokémon. Still, walk over to the right to where the clerk would ordinarily be instead and press A. You'll discover a fully functional PC.

A: No, no, no! We beg of you, stop trying to catch MissingNo! This potentially dangerous glitch will definitely not transfer onto Pokémon Stadium, and that's not the only reason to avoid it. If the data are even slightly corrupted, the Transfer Pak will refuse to read ANY of the data on your cartridge. What about Game Shark or Game Genie, you ask? Well, any Pokémon that have been enhanced beyond their normal limits by the Game Shark won't make the grade either. So, any of you working around with a level-138 Snorlax thinking you'll be able to whip the CPU with ease had better think again. Our best advice is to raise your Pokémon on high as you can using conventional methods. Remember that ancient adage: Pokémon cheats never prosper.

Q: In Pokémon: The First Movie, Mewtwo's clone can't speak English like the original Mewtwo from the cartoon. Why is that?

A: Because it's...and? No, just kidding. We're not completely sure on this one, but our opinion is that the clones are not exact duplicates. Mewtwo was able to do words, physical imitations of the Pokémon, but it could never accurately clone their inner spirits.



Misty
Austin Miller
Seattle, WA



#25 Pikachu
Daniel Brunner
Newark, NJ



#34 Gengar
Diana Kline
Springfield, OH



Ash & Friends
Jay Mangano
Tulsa, OK

Do-it-Yourself Pokémon

We're sure you saw a lot of Pokémon products out there during the holiday season, and now's your chance to make some of your own. The folks at The Learning Company have produced a CD-ROM Project Studio to help you turn your home computer into a Pokémon manufacturing plant. With this software, you can make Pokémon signs, banners, key chains, cards, stickers, necklaces, armbands and some other cool things. True to the Pokémon tradition, the Project Studio comes in two colors, Red and Blue, and you won't be able to use all of the 151 Pokémon on your projects unless you use both versions. Boost them up, point, click and—voilà! You'll be a Pokémon producer!



Ask the Professor



Howdy, folks! How are things out there in Pokémon World this month? I assume all of your Poké Balls survived the Y2K bug all right—I told you there was no reason to panic. Anyway, let's take some questions, shall we?

Is it possible to slow the ZERO-ONE down?

There is one trick you can try, but it's not easy and it may be more trouble than it's worth. Whenever you pass the left or right C Bunker, the vehicle slows down ever so slightly. So, if you keep swiveling the view from left, to center, to right, to center, to left, etc., then you'll be able to maintain a fairly slow pace of speed. You'll have to experiment a little bit until you get it right, and even then, the swiveling view is bound to give even the most hardy ZERO-ONE commander a healthy dose of Pokémon motion sickness.



Try it at the outset of the beach. Spin around and look behind you, then start swiveling the camera back and forth as fast as you can.



If you do it right, you'll see the Polynesian grass. Charge the ZERO-ONE and let out a wild search. Try it other places, too!

Where can I find a Farfetch'd in Pokémon Yellow?

Depending on how you look at it, finding a Farfetch'd in the Yellow version is either much easier or much harder than in Red or Blue games. In Red or Blue, all you have to do is catch a wild Spearow and take it to a guy in Vermilion City who'll trade you for a mint-condition Farfetch'd named Duo. In the Yellow game, however, you can't make that trade. Instead, head for the path between Lavender Town and Fuchsia City—if you're lucky, you'll run into wild Farfetch'd in the tall grass of Routes 12 and 13.



It's easy as pie in Red or Blue. In the Yellow, it's the left at the Pokémon Fan Club! Well, you can make an easy swap.



If we trust you can't find one, just keep looking. The Farfetch'd are quite rare, so don't get discouraged.

Where is the Scyther hiding in Soap?

Right under your nose! There's actually a pair of Scyther making their homes on the Beach area of Pokémon Island, but they won't show their faces unless you manage to disturb them. Try to picture it: There you are, a comfortable Scyther roosting around in the tall grass, no worries at all and then BAM! Out of the blue a Pester Ball plummets onto your head and fills the grassy knoll with a cloud of noxious fumes! Of course you're going to fly out to get a little fresh air! As you pass the grass patch right before the two stumps, start whipping Pester Balls in there as fast as you can. Aim for the grass clippings being thrown in the air—you should startle a Scyther.



Look at that grass fly! That's the Scyther here. To see a nice pair, plus a pair of exquisite Pester Balls.



There's a second Scyther in the patch of grass across from the Kogoshiki. Catch it, looking for extra points.

I can see the Card Key on the fifth floor of Silph Co., but these guys won't get out of the way!

Once you've managed to infiltrate the huge building dominating the center of Saffron City, you have to contend with a veritable army of misadjusted Team Rocket trainers whose only wish is to see your Pokémon hurt. You can fight them all for experience or you can just climb to the fifth floor and wait looking for the Card Key that'll open every door in the building, including that of Giovanni's office. The Card Key is at the bottom of the floor in a narrow hallway. Walk to the lower left corner and step on the warp, then immediately step on it again. Walk down, beat the trainer and follow the path to the Card Key.



Drive you weep out of the room and then back in, you can simply step off the warp tile and grab the Card Key.



With the key, you can bust down any blocked door at the place. There are items everywhere, so search well!

Colosseum

Although we've seen tons of "unbeatables" in the last months, we want to remind you of one simple fact: The proper team can beat anybody.

Last month we saw a great example of diversifying the attacks of the individual Pokémon within a team to keep the opponent off guard. While this is a good strategy, it does neglect the natural strengths of many Pokémon. Stephen Davis of Ontario, Canada, has done the opposite. His team is a classic, no-nonsense group. He has all different types of Pokémon, each of which is fine-tuned to exploit their natural advantages.

Victreebel

Stephen leads with his Victreebel and instantly starts sprinkling Sleep Powder around. Good idea, although bear in mind that several team-mates in Pokémon Stadium will have rules prohibiting putting too many Pokémon to sleep. It also has a good general attack in Cut and two vicious grass attacks in Solar Beam and Razor Leaf, both of which will nail Water-, Ground- and Rock-types.



- ♦ Cut
- ♦ Sleep Powder
- ♦ Razor Leaf
- ♦ Solar Beam

Lapras

You can always use it. Water- and Ice-type, and, Lapras fits the bill nicely. Its four attacks are perfectly matched to its types and combine to make it super-effective against every type of Pokémon. Surf and Hydro Pump wash away Fire-, Ground- and Rock-types, while Ice Beam and Blizzard provide a chilly no option for Grass-, Ground-, and flying types. Seriously, so physically strong, it's tough to match up evenly.



- ♦ Surf
- ♦ Ice Beam
- ♦ Hydro Pump
- ♦ Blizzard

Magmar

What about the hot stuff, you ask? Stephen's resident firestarter is loaded down with some of the hottest attacks you can find. Fire Punch, Flame Thrower and Fire Blast will all make short work of Grass-, Ice- and Bug-type Pokémon. In case he gets a bit out of hand, he gets a bit of a Water- or Dragon-type. Stephen makes back up his Magmar with Strength to give it a proper old dealing some damage.



- ♦ Strength
- ♦ Fire Punch
- ♦ Flame Thrower
- ♦ Fire Blast

Golem

Of course, Golem is not going to get the jump on any Pokémon because of its poor speed, but once it's standing strong, the pay off is worth it. When it connects Dig and Earthquake are lethal weapons in the hands of this Rock- and Ground-type, while Rock Slide is an excellent defense against flying-types. Mega Punch also serves pretty well—getting hit with a rock just can't feel very good.



- ♦ Dig
- ♦ Mega Punch
- ♦ Earthquake
- ♦ Rock Slide

Zapdos

Stephen was sure to note that his Zapdos has the same attacks on the can. You find in our first Colosseum, but he ensures us that he's not his first, Oh, really? In any case, we applaud his choices. Zapdos is so fast, and its electric attacks are brilliant on Water-type and other flying types. If you add Fly and Tail Peak for dealing with Bug-, Grass- and flying types, you'll have yourself a weapon.



- ♦ Fly
- ♦ Drill Peak
- ♦ Thunderbolt
- ♦ Thunder

Mr. Mime

Of course, a team without a strong Psychic-type Pokémon is vulnerable, mainly because attacks like Psychic and Psychic are of fact too against so many types of Pokémon. So let's try to make a team that can take on a variety of types. Mr. Mime, and you don't really argue with any move that comes out of your Pokémon to fight for you. If Mr. Mime meets another Psychic-type, Stephen lets it fly with Swift and hopes for the best.



- ♦ Playbeam
- ♦ Swift
- ♦ Substitute
- ♦ Psychic

More Great Pokémon Galleries

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James K. Kucharski
Chlorophyll, FL

101 Bulbasaur
James K. Kucharski
Chlorophyll, FL

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Mika W. W. W.
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110 Digdig
Mika W. W. W.
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Send questions, comments and art for
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Tomball, TX 77065

VOLUME 12 • 1991

Hot off the Press



Extra! Extra! Read all about it! As always, we at the Pokécenter like to keep our readers filled in on all the breaking news in the world of Pokémon, and this month, our scope is extending beyond the shores of the United States. This winter was a wild time in Japan, as two long-awaited games made their debut.

Pokémon Strikes Gold (and Silver) in Japan

In late November of 1999, the wait finally ended for millions of Japanese Pokémon Masters. The much-anticipated Gold and Silver editions were released to the delight of everyone who was anxiously awaiting this game, and now those of us who are stuck on the other side of the Pacific must wait our turn.



What is this silhouette of? It looks kind of like the bird that flew away in the first episode of the cartoon...

But we can't wait! There have been very few official details released about the games, but the few we've seen have been tantalizing. There are tons of Pokémon, both old and new, and the exact number to be found seems to vary from report to report. Suffice to say it's a lot, and while many will be entirely new, others will be new evolutions of classic Pokémon. The time of day seems to be a factor—maybe

certain types of Pokémon will appear in a particular place only at night! Rumors of radio, telephone contacts and Pokémon breeding abound, but we just don't know for sure how much is truth and how much fiction. There have also been whispers of a fall 2000 release in the U.S., but we can't be sure. We promise to monitor the progression of Gold and Silver closely as they head east, so keep checking back!



3-1/2+ references to Porygon about



and Laid down

Gold and Silver feature new trainers and scores of friendly and unfriendly folk to interact with



Professor Oak is there, of course, and it seems that the hero's mother plays an important role as well



Our new hero must choose one of the three new Pokémon above at the beginning of his quest. None of them have English names yet, but we're betting that one of them is a Fire type, one a Grass type and the third a Water type. What would Charmander, Bulbasaur and Squirtle think? Chances are, you might find out if they meet up in battle during the game.



And look at this gadget! The new character straps it onto his wrist and frequently checks it as if it were a watch! Does it keep time? Communicate with other trainers? We'll see...

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

COUNSELORS' CORNER

Your Questions—Our Experts!



Shadowgate 64

WHERE DO I FIND THE STONE OF THIRST?

You can find the Stone of Thirst inside Disciples' Tower, but you'll also have to get the Incantation for the Stone of Thirst to use it. In the Cathedral Courtyard, remove the boards that block a pathway, then continue to a grave. Use Dragon Tears on the grave and equip the Ring of the Dead to raise him from his final resting place. (A ghost there will reward you with the Incantation for your trouble.) Head back to Disciples' Tower, then follow the red carpet inside to a door with an arrow on it. Go through the door then down the stairs. One of the doors in the hallway opens to a room with a bed,

where you will be able to put your incantation to good use. Talk to Dorn, who has a valuable item: The Stone and

Incantation. It will allow you to drain the water from the reservoir, so you can access the Control Room.



The ghost that you conjure from the grave will provide you with the critical Incantation that you'll need to use to power the Stone of Thirst.



Use the Ring of the Dead to talk to Dorn, who will give you the Stone of Thirst, which you'll use with the Incantation to drain water.

HOW DO I FIND THE PIXIE FLUTE?

You'll have to find the Fairy and Elf Statues to access the area where you'll find the Pixie Flute. The Fairy Statue is on a shelf near the entrance to Disciples' Tower. The Elf Statue is on a bay a little

further inside the building. When you take the statues up the stairway in the Tower, Lakmir will stop you and talk to you. When he's finished, continue up the stairs, where you will find Liquid Sunset

and an Ancient Coin. You also will find a statue puzzle on a shelf—a perfect place to put your Fairy and Elf Statues. If you place them correctly, a staircase leading to the Pixie Flute will open.



The Fairy Statue sits on a shelf in the left-hand corner of a room. The room is near the woodpile where you find the rope.



The Elf Statue can be found on top of a shelf in a room upstairs from the area where you found the Fairy Statue.



The secret storeroom will take you to a shelf holding the Pixie Flute. The Pixie ladder allows you to exit a window.

Jet Force Gemini

WHERE DO I FIND FLOYD?

You'll find Floyd in less than satisfactory condition in the Bridge area on the planet Tinfret. He'll give you a sob story about why he was disassembled. You can help him out by collecting three of his component parts. One is in the immediate area, and the other two are underground. If you take all the pieces back to where you first found Floyd, he will reassemble them into a full-fledged flying robot. Another player can operate Floyd to help you through trouble spots.



Floyd doesn't look so hot when you first run into him on Tinfret. His former employer has taken him apart.



After finding his parts in nearby areas, put him back together so he can help you complete your mission.

WHERE'S THE TRI-ROCKET LAUNCHER?

Picking up the powerful Tri-Rocket Launcher should be one of Vela's first tasks on Cerulea. Drones will confront her in the first passageway she reaches. After defeating them, go through the door on the right then eliminate one bad drone. Go back to the room with the drones to find the other door unlocked. Inside, Fishface will sell you the launcher for three gold bars that you picked on the surface of the planet. You'll need the weapon underground.



Be sure to defeat all the enemies in front of the doors and the lone enemy behind the right-hand door.



Fishface has the weapon you want, but he draws a hard bargain. Find the three gold bars on the planet's surface.

HOW DO I FREE VELA ON THE SS ANUBIS?

You'll have to fight your way across the spaceship to rescue Vela, who is cooling her heels in a prisonlike hold. There are plenty of Tribals to rescue along the way, so be careful to keep them out of the

crossfire. Avoid hitting oil cans, or bystanders may get caught in the blast. Keep your eyes open as you move through the different holds. On the walls you'll find Cell Door Panels that you must

destroy before you can free Vela. After you've hit all the panels, go to the door in the hold with the conveyor belt. Vela and several tribals are waiting on the other side for you to free them.



The Cell Door Panels tend to blend in with the rest of the ship's machinery if you don't keep your eyes peeled.



You'll need to hop onto the floating platform to get across a dangerous chasm inside the ship's hold.



Vela is waiting for you to release her from Mizar's clutches. While you're at it, manhandle the seven tribals.

Castlevania

HOW DO I GET NITRO TO THE BULL'S ROOM?

Magical Nitro is a powerful tool, but it's also volatile enough to blow up in your hands if you aren't careful. You can't jump or take a hit because the shock will set it off. You'll need to take an alternate route in Castle Center to get from the room with the Nitro to the cracked wall in the Bull's room. Find the back way to the Nitro through the room with the broken stairs, across the red carpet and across the narrow platforms. Then go back to the cracked wall to detonate the magic liquid.



Backtrack from the rear with the Nitro through the moving gears. Time your movement carefully to avoid an explosion.



After moving through the gears, go up a jump then down some stairs to get to the Bull's Room. Use the Nitro on the wall.

WHERE DO I FIND THE FIRST TWO CLOCK TOWER KEYS?

You'll need to do some leaping until you get to a ledge in the corner of the Clock Tower. From there, you'll be able to jump across some slowly-moving gears to a rotating beam. Move cautiously across the beam to an elevator platform, then jump from platform to platform until you reach a torch. Smash the torch to get the first key. You'll need to continue through the moving gears to a second platform, then go on to the key's matching door. The second key is just beyond the door.



After negotiating the moving gears and moving surfaces in the Clock Tower, you'll have to destroy a torch for the first key.



Open the locked door with the first key, then defeat the enemy for the second key. A third key and Ursula's sword you.

HOW DO I DEFEAT THE MALE AND FEMALE VAMPIRES?

One vampire is a pain in the neck. Two of them can be downright annoying. As you move through the Villa area, you'll probably think you have only one to deal with—a male vampire who's been stalling

ing you like a bloodhound. Deal with him you will, using whatever weapons you have available. Once he's beaten you'll have to contend with his female partner. She'll release waves of vicious bats at you.

Destroy the bats with any available weapons, then turn them on the lady vamp. Be sure to have plenty of chicken and/or beef on hand to maintain your strength.



The Vampire who's been following you will attack in the Garden Maze. Watch out for his shadow when he pounces.



Keep attacking the male Vampire with the weapon of your choosing. If he gets to you, you'll get more than a bloody nose.



The female vampire is on the concept of blood—she keeps placing bats at you. Destroy them, then her.

Catwoman

HOW DO I EXIT CYBER CAT'S HIDEOUT?

Catwoman is sporting powerful black armor on this level, which proves to be an effective tool against the biomechanical Cyber Cat. Unfortunately, it doesn't seem to give you the boost you need to reach the exit. In fact, you can reach that tall exit door by mastering one of the tougher maneuvers in the game: The Wall Jump. It's a tricky combination of tapping the Control Pad toward the wall and holding down the A Button. With a little practice you'll make Catwoman leap like a lynx.



After fighting through Cyber Cat's lair, it seems like Catwoman is powerless to reach the exit door.



By mastering the difficult Wall Jump move, you can reach the exit—and Catwoman can move on through her adventures.

WHAT'S THE BEST WAY TO DEFEAT UBU?

There are plenty of red-armored guards to fight once you get to the Control Center of Ra's Hideout. The reward for all your trouble is a difficult battle with the big boss: the sickkick/handsome at the end of the level. Ubu is a giant man in brown clothing, and he's just as strong as he appears to be. His speed belies his girth, however. He jumps around quite a bit, making it difficult for you to score any hits to his body. Meanwhile, he continuously employs various kicks and punches that can quickly eliminate all nine of Catwoman's lives. The best thing to do is use

your feline agility to stay clear of his attacks, then strike when you have the

opportunity. Keep running and jumping, or he'll manage to de-skew you.



Ubu is quick, but Catwoman is faster and more agile. Use her flips to evade his powerful punches and kicks.



A frontal assault on Ra's handman can be difficult because he's constantly attacking. Try to get behind him.

Q&A FAST FACTS

Stack? Pick up the phone and give our correspondents a call. Or write to: **ConsoleQuest**, Corner PG, Box 57033, Redwood, WA 98073-0333

WINBACK

- Q:** How do I quit a game in progress?
- A:** You can't. You have to let your character be defeated, then move at the last checkpoint.
- Q:** Is there a way to hold more than four reloads of ammo?
- A:** No. The maximum number of reloads is four.
- Q:** Can I run and lean at the same time?
- A:** No. You have to stop and exit your weapon.

BATTLETANX 2

- Q:** Why can't I pick up any weapons on my Battle?
- A:** You probably haven't picked up your Battle power-up yet.
- Q:** How do I make the Soleth tank off its rails?
- A:** When you are defeating a boss, press the top C Button (the bottom C Button to go outside).
- Q:** Why can't I destroy certain bunkers?
- A:** Some bunkers are fortified, but they all split out eventually.

RAINBOW SIX

- Q:** How do I avoid the Black Rings?
- A:** Black Rings temporarily blind you, but you can avoid the effect by pressing Left on the Control Pad.
- Q:** Is there a way to prevent friendly fire?
- A:** Nope. Bunkers can hurt your team members, so they would in the real world.

In the USA Call:
1-800-288-0707

©1999 GameStop. Call for details on product availability.

In Canada Call:
1-800-451-4400

©1999 GameStop. Call for details on product availability.

Another Reclaim comic book creation, *Armoredines*, is following *Turok*'s rather large and successful footsteps onto the N64.



TIME TO GO BUGGIE

Where have we seen this before? An overpopulating race of alien insects from another galaxy has landed on earth—the perfect place to colonize. The invading oversized bugs are ruthless, instantly destroying all humans, putting the fate of the world in jeopardy. Thankfully, the military has secret, untested battle suits that may be able to withstand the deadly insect attacks. OK, so it's not exactly an original storyline, but amazing graphics and the powerful *Turok* engine make *Armoredines* wildly addicting.

TEEN



MP: NOW IT RATES

This game has been rated **TEEN (T)** by the ESRB for violent content, weapons use and lots of bug smacking. This title is suitable for ages 13 and up.

Armoredines is a first-person shooter or similar to *Turok*, but the multi-player option puts this game in a different league. Enjoy your fight in a four-player match or enjoy a portion in the two-player cooperative mode.

MEET THE BUG BROTHERS

Lewis is brash and unpredictable; Lane is calculating and responsible. But personality differences won't matter much when they find themselves battling with the huge aliens.



NAME: TERRY LEWIS
RANK: PRIVATE
AGE: 38
HEIGHT: 6'0"

WEAPONS OF CHOICE:
DEFENSIVE: ARMOR SHIELD
PROJECTILE: SHOTGUN STYLE
EXPLOSIVE: ROCKET LAUNCHER



NAME: KYRA LANE
RANK: PRIVATE
AGE: 27
HEIGHT: 5'4"

WEAPONS OF CHOICE:
DEFENSIVE: TAZEE
PROJECTILE: SUB-MACHINE GUN
EXPLOSIVE: GRENADE LAUNCHER

MORE PLAYERS, MORE FUN

Armormen takes a leap above *Turok* by offering popular multiplayer modes. Two players can even cooperate in a mission, teaming up to battle the insects. Other modes

include the familiar *Deathmatch* and *Capture the Flag*. For a change of pace, you can become one of the bugs and arm yourself for battle in *Bug Wars*. Or, see who's King of the Hill.

DEATHMATCH

MULTIPLAYER

ARE YOU A BATTLE
FREAK? TRY TO GO
DOWN YOUR OPPONENT
AND TAKE HIS
ARMOR.

Up to four players can compete against each other to determine the best Armormen. You will have to worry about not only your opponents, but heavily computer-controlled bugs as well.

GOING IN CIRCLES



Mobs your opponent into a tiny by rendering circles around them. Pressing the right or left C button while crouching with the Control Stick will do the trick, making you a head turner at last.

BUG WARS



Fight with gusto! Now there's a scary thought. Find out which species is dominant in *Bug Wars*. Players can choose to be large bugs, small bugs or those tiny two-legged creatures.

BIG AND SCARY



Keep in mind that while larger bugs start with more power and are difficult to take down, they are also slower than the smaller opponents. And a good tip always is a valuable characteristic.

CAPTURE THE FLAG



It's just like the game you used to play at summer camp, except this time you're armed with a deadly weapon. The first team to steal the flag and put the opponent's flag wins the match.

MORE IS BETTER



Stealing what's already in front of the vehicle flag is an important job, but it's also a boring one. Take turns guarding the flag so that everyone has a chance to venture into the field.

KING OF THE HILL



If you like battles like to fire or struggle with distance attacks, this contest is for you. All players are fighting to reach the same location, resulting in deadly close-range fire.



When fighting to become King of the Hill, you'll find yourself in a crowded arena. Heavy explosives won't do much good; they'll do as much harm to you as they will to your opponents.

ENEMIES

Take only well-organized species, the bug families have a distinct hierarchy, with the strong at the most powerful position by hierarchy.

SOLDIER



Soldiers are the first line of defense. They are most effective when they attack in groups. Soldiers rush in for close-range attacks.

GUARD



Guards can attack from a distance with projectile weapons. They are intelligent and are typically used to protect the leaders and queens.

BRAIN



It's no surprise that the brains are the most intelligent bugs. They organize the guards and soldiers and are also powerful fighters.

QUEEN



The queen will not move from her lair unless it is absolutely necessary. If someone gets past her servants, she will viciously attack.

BETTER THAN BUG SWATTERS

A rolled-up newspaper won't lay to waste these horrendous insects. It's a good thing *Antennae* are equipped with the latest technology. You must collect new weapons and ammo.

PLASMA SHOTGUN



Private Lawte substantially starts the game with this simple weapon. The Plasma Gun isn't very powerful and isn't equipped with a secondary fire option.

SUB-MACHINE GUN



This basic weapon emits single shots, although you can perform rapid fire by holding the Z button. Private Lawte is issued with this at the start of the game.

SECONDARY FIRE



When you need to destroy a swarm of bugs accurately, aim yourself with a weapon that has a secondary, more powerful attack. When you hold and release the Z button, your weapon will produce a devastating blast.

TURRET



Kyra Lane's Turret may look funny, but it's not a very intelligent weapon. The Turret can be used in close combat, or in low-weak-energy battles.

ROCKET LAUNCHER



The Rocket Launcher shoots straight and doesn't offer second-rate fire, but each blast can take out an array of bugs. Use your rockets wisely and sparingly.

ARMORED LAUNCHER



This handy tool outpaces grenades with a better bang, making the explosion's bouncing toward the enemy good for hitting they're hard-to-reach places.

MISS



Misses are fun to play with but difficult to use effectively. Try getting close to a bug, attaching a mine and making quickly for cover!

THUNDER



By strategically waving a Thunder, you can attract insects away from their hiding places and lead them out. Once they're in the open, attack fast!

LEVER FIFTE



The Lever Fifte projects a long, powerful stream that can be used to knock out enemies or obstacles. But this gun is not good for a rapid-fire attack.

CHEMICAL GUN



Green gobs of goo are ejected from this unique weapon and can burn through big bugs or barrier-like walls. Once again, it's not a good weapon for rapid fire.

SERVO CUTTER



This is another unique instrument, which fires a spiraling spray that can cut through anything. The Servo Cutter will help you defeat the tough queen bugs.

GRIND LAUNCHER



The Grind Launcher is a strange, futuristic-like contraption that can collect the hatching eggs and then launch them at the enemies.

SHOTS OF PHANOM



This long used with three prongs can pack a powerful punch, especially with the massive secondary fire feature. It also fires much more rapid shots.



UNIDENTIFIABLE SPECIES DETECTED IN SIBERIA

In the snowy fields of Siberia, an unknown race of enormous insects has taken over the missile silos in an attempt to steal human technology. The Armorines have been flown in to destroy the invaders and save the scientists. But most importantly, the military must get to the missiles before the bugs do. Protect any humans you find, because they will help you complete the mission. And get ready for an intense bug-bashing monorail ride through dark mines.



SHUT THE GOGGLES



After raising all the choppers, look behind the first room and blast the crate. You'll desperately need the goggles to find your way around in the dark.

MISSION 1 AND 2 OBJECTIVES

- Collect the goggles as soon as you arrive.
- Climb the watch tower and deactivate the energy fence.
- Find and escort Dr. Delaney back to the power station.
- Ride the monorail and blast the bugs.
- Restore power to the monorail.
- Deactivate the second energy fence and enter the silo.

FIND THE LASER RIFLE



After finding a few bugs, head to the right and go up the ramp. Ascend the chopper you'll find a ramp. Flip the switch in the room to open the wireframe door, but watch out for attackers. Then make your way to the wireframe and collect the laser rifle and some ammunition.

DEACTIVATE THE ENERGY FENCE



After raising around the area, you'll discover that no energy field is blocking the only open path. Climb to the top of the watch tower to deactivate the energy fence. Bugs will appear from under the ground. Quickly head toward the monorail tracks and follow the path.

DR. DELANEY HAS THE CODE



Now it's much a tiny path on the left side before the tunnel entrance. While up the path and into the room to find Dr. Delaney. You must safely transport Delaney back to the power station so that he can activate the monorail. If the doctor dies, your mission is over.

TAKE A REST



Once the power is restored, find the monorail. You can climb into the car through the opening on the right side. The ride will automatically start, putting you in control of the rotating gun. Keep firing and blast the swarms of bugs before they can hop onto the monorail.

NAVIGATING THE MINE



As the wild ride continues, you'll be blasting insects left and right. Occasionally, the power will cease to an abrupt stop and you'll need to jump off and find a switch. On the first stop, you must restore the monorail's power. Find a ladder that's hidden in the dark.

GET SO FAST



After finding the switch to deactivate the alerting device, you'll be able to enter the missile silo. But before you can finish the mission, an enormous insect will blast you with lasers. Run for cover to the right side of the dirt mound, then try for a direct shot to the head.

SOMEWHAT'S EYESHOWNES IN FAND

- Free scientists so they can open biggest doors.
- Launch the three missiles that bugs have not obtained.
- Gain access to the main control room.

- Free Dr. Easterbrook and talk with him.
- Get back to the surface.
- Destroy the gigantic bug blocking the path.
- Collect two chest-plate flags.
- Get back to the landing pad and save an.

SAVE THE SCIENTISTS



As you make your way through the maze of the minute edges, you'll find several scientists trapped by bugs. Some are being provided in rooms while others are locked in bathroom stalls! Save as many as you can, especially Dr. Easterbrook, who will help you finish this mission.

LAUNCH THE MISSILES



The bugs are hoping to use the missiles against the humans. Three missiles have already been launched, but you can still save the remaining three. Press the button on the far wall of the launch area to shoot the missiles into the sky and make them eventually self-destruct.

COLLECT FIRE, BLOW BOMB GATE



You should be able to destroy one missile, but the other two are inaccessible. Find a pile of mines behind a desk in the room with the large gate. After gathering the mines, use one to knock down the gate. Then you'll be able to find and destroy the remaining two missiles.

UNLOCK THE OCTAGONAL DOOR



Dr. Easterbrook has locked himself in the main control room to keep away from the deadly insects. To get him free, you must first use a mine to blow open the octagonal door. Then you can access a switch that unlocks the main control room and releases the doctor.

AVOID ENEMY



The only way to get past the pile of snow is to plant a mine and create an avalanche. Once it is over, move ahead.

THE HIDDEN DOORWAY



Once you reach the main control room, it will seem like there is no way out. Look for a doorway under the stairs and flip on your goggles. You'll have to jump over some boxes and push a button to open a door that will lead you out of the building and back into the snow.

ONE BUG-BUY



Save your missiles for the innermost forest blocking the railroad path. Avoid his deadly rays when coasting through.

GRAB THE CHEAT FLAG



After all this hard work, it's about time for a reward. In the room where you found Dr. Delaney, collect the Secret Cheat flag. There's another cheat flag in the one-story building next to the two large cannons. Now it's time to grab the flag in the game.



LOST IN THE JUNGLE

As it turns out, the insects have taken over an old temple near the jungles of South America and are using it as a breeding ground to hatch eggs and expand their army. The *Armorines* must infiltrate the surroundings, destroy all eggs and uncover an experimental weapon. These missions involve more puzzles and mines, as well as boulder bugs, including the deadly Jungle Queen. Collect as many extra weapons as you can and strap on those goggles!



JUNGLE MISSION 1

- Escape the tunnel by blasting the rocks.
- Enter the courtyard and clear out the attacking bugs.
- Activate the Stairway to the Sun.
- Infiltrate the Aztec Temple.
- Seek out the experimental weapon.
- Destroy all 36 bug eggs.



You start in a tunnel that leads to a broken bridge and a long drop to your death. Look for the bridge on the left-hand side and blast your way out.

ROUND 'EM UP, SHOOT 'EM DOWN



Once you enter the open court, attacking walls start appearing from all sides. Before long, you'll be overwhelmed. Collect as many rockets as you can, then use damage mines to attract the bugs and shoot them all over in one blast. The damper will explode after a few seconds.

A PAUSE IN MEXICO



Large walls block off portions of the courtyard. You must climb on the short stones that are protruding from the ground to open passages. Make your way around the area, collecting mines and rockets, and be prepared to take a long swim if you brought your swimmer.

STAIRWAY TO THE SUN



Notice the large crates to the right of the main entrance. First, you'll have to dig us out how to lower the front ones. Then you'll have to jump on top of them and step on the stairs, triggering the pyroclastic stairs. Climb up the stairs and open the path to the Aztec temple.

ENTERING THE TEMPLE



You're in for plenty more swimming, so you'll want to save your strength and find a better way over the moat to front of the temple. Stepping on the stone should do the trick. Once inside, look for the middle switch at the back of the room, then shoot it to lower a large column.

TIME FOR A SWIM



To collect the chemical gun, you'll need to dive into one of the drowned passages. Get your head above water and shoot the light back over the moat. That will open an underwater walk, which is located in the left beside, you'll be able to collect some grenades.

SCRAMBLE SOME EGGS



Your third objective is to destroy all the bug eggs before they can hatch. You'll find eggs in three different locations. Most can be destroyed in two spots: hatchery rooms, and the others are hidden in the ceiling. After blasting the hatchery, watch out for angry parents!

JUNGLE MISSIONS > FIND >

- Kill all the bugs on your way to the hatchery.
- Click the old ruins and locate the hatchery.
- Incinerate the large egg.
- Wander through the caves and destroy all eggs.
- Blast through the tunnels and explore.
- Locate the entrance to the queen's lair.
- Battle the queen's protectors.
- Finish off the jungle queen.



LOCK ON



As you wander through the foggy jungle, use the target lock on the shielded weapons to spot and kill hard-to-see insects.

BIG, BAD BIRD EYE



This gigantic creature has more than just intelligence. The bug you'll encounter in the jungle is fast, powerful and deadly. You'll have to run for cover and try to hit the beast from a distance. Moving forward will only put you closer to the lethal tracheation grasp.

BIG, BAD BIRD EYE



The flying bugs are more of an annoyance than a true threat. Get them in sight and take them down before they fly back.

SHOOT ATTACK



Guardians will be shooting at you from atop an old pyramid. Find a safe place and take them out from a distance. Then run up the ruins and spot the hatchery on the other side. From high above, you can destroy the eggs in the hatchery. Be sure to hit the big egg in the middle.

GETTING AROUND IN THE JUNGLE



As you begin the second mission and advance through the jungle, attackers will swarm you from all directions. This is another good place to use a thumper mine. You'll quickly feel like you're going in circles—look for a matched cave entrance on the side of a hill and blast it.

HEAVY ROCKETS TO GLASS



Fallen rocks block these separate tunnels. You should be able to advance through an opening by discharging two rockets to create a hole. Move carefully through the tunnel on the left. Although it may seem impossible to slip through the rockfields, you will fit.

LEAP OF FAITH



When you reach the sudden drop, stand on all four and take the plunge. You'll go splunking into water without a scratch.

ONE-ON-ONE WITH THE JUNGLE QUEEN



Actually, it's even less one-on-one. The queen doesn't battle until absolutely necessary, and she has plenty of protectors to keep her safe. But once you get close enough, she will finally stir and release a terrifying attack. Aim for her back, then her elbow, and finally her head. After a while, the B-Dawg will attempt to replenish her strength in the meantime, feed her many minions.

CONQUERING THE VOLCANO

The bugs have targeted a volcano lab in Hawaii, where they've trapped more scientists and started several hatcheries. Your job is to destroy the breeding bugs, save the scientists and finish off the Volcano Queen. These missions are frustrating, because much the area's visibility is very low. Goggles are a necessity. Walk slowly and look carefully for hidden openings—most are in unlikely places. Stay alert and try not to shoot fellow human!



VOLCANO MISSIONS: PART 1

- Destroy eight bug breeding holes.
- Find the crashed bug pod.
- Gain access to the research base.
- Find the security key.
- Gain access to the lower research labs.



After salvaging what's left of the crashed ship, go through the tunnel and open the bay door behind the heated tank. Drop a mine and blow it to pieces.

AVOID THE LAVA



Before reaching the pool of lava, search for a nearby invisibility mine on the right side. Don't attempt to jump the lava pit, as your game will come to an end. After traveling through the tunnels and crossing the narrow bridge, look for a dumpster and a Sewer Cutter under water.

LOCKED GUY



After finding your way through a few more dark tunnels and blocking your way past a few more heavy assets, you'll come to a couple of blocked passages. The switch behind the statue will open the first side door, and the switch inside will allow you to open the closed gate.

PERSEGE THE CRASHED BUG POD



Not only is the water-filled rebreaching to lock it, it's a passage to the bug pod. Enter the hidden tunnel behind the waterfall and follow the line to the left. A seemingly dead end will lead to a clearing. To advance, place a mine on the pod and clear the path.

PICK BRICKS



To get to the research facility, you will have to travel through a series of large pipes. Twisting the first valve will give you access to the pipes. After moving through the first passage, climb up into the next one. Continue to twist all the valves to gain access.

RACE THE GUY



Once you reach the fallen bridge, turn left and search for the exposed pipe. As always, your goggles will help your vision in this dark area. By jumping down and landing on the protruding pipe, Altecortically, you can make your way around to the right and shoot more bugs.

PICK UP AND HAIL OUT



You're very close to completing the second mission successfully! The shiny silver object sitting on the ledge is an access key to the main generator room. Once inside the room, you must activate power to the left and ride the elevator down to the research lab.

VOLCANO MISSIONS 2 AND 4

- Blast openings and crawl through lava tunnels.
- Locate the missing scientist and collect bomb beacons.
- Shoot rock formations to continue descent.
- Blast loose rocks on ceiling to create lava.

- Run free floating lava and climb to safety.
- Find and destroy the three queen eggs.
- Drop giant bomb beacons in three egg hatcheries.
- Escape the sealing area before detonation.
- Defeat the Volcano Queen.

GET ON YOUR KNEES



After shaking your eyes trying to reach the volcano lab, it's a relief to be able to see again. But that won't last long. Blast obstacles to uncover secret passages to other rooms. Tap Down on the Control Pad to get on your knees and crawl through the small ducts.

TRAIL BLAZING



After finding the missing scientist and collecting the bomb beacons, you'll spend some time wandering around the lava. Slipping your gear plus on and off. When you reach what appears to be a dead end, shoot at the loose rock formations to create a new path for yourself.

DEFUSE THE LAVA



Seems easy, right? Believe it or not, lava can move pretty quickly. After jumping down into the hot liquid, start racing in the opposite direction, with guns blazing to clear out the attackers. As you reach the far end of the tunnel, climb your way up to the large opening.

LIEB AND COUNTING



As if there weren't enough bees on the loose, more eggs are about to hatch. Luckily, you're ready to blow this area to pieces. Clear out the attackers and plant the bombs. Be sure to know the correct route to escape, because you'll have only 15B before mass destruction.



FINISH OFF THE QUEEN



The Volcano Queen is very similar to the Jungle Queen. Once again, try to hit her body, then her claws, then her head. Like the Jungle Queen, the Volcano Queen will try to restore some of her energy and seal her glands after you. The surrounding area has several places to duck and hide, shielding you from the deadly rays. Also, rockets and missiles are on the ground in abundance. Collect as many as possible!

NOT QUER UNTIL THE LAST BUG IS SQUASHED

The last of the three war heads has landed in Egypt, where the Armoreds will have to destroy the remaining bugs on earth. But to ensure that the aliens never return, you'll also be sent into space to find the mother ship and finish the race for good. ☹



player's poll contest



ONE GRAND PRIZE WINNER IS

**GONNA
CATCH 'EM
ALL!**

More than
**2000
CARDS!**

A HUGE COLLECTION OF GAME CARDS

FROM THE POKÉMON TRADING CARD GAME (TCG)

AND

A POKÉMON TRADING CARD GAME
FOR GAME BOY!

POKÉMON

TRADING CARD GAME



The Future of Auto Combat



Look for the Vigilante 8: 1st and 2nd Offense
High Octane Sports Book from 1988



is Here!



Standard Burn Price Bus



Fully Upgraded Bus with Hovering Power-Up

Now upgrade any **Vigilante 8: 2nd Offense** vehicle with extra speed, armor, target avoidance and more!



Get back on the bus for even more blistering, off-road auto combat intensity in 8 fully destructible arenas.



Cruise, cruise and pick-up hidden weapons, plus special power-ups that let you float, hover and blast on snow.



Control 16 all-new, fully loaded '70s and futuristic vehicles with special attacks and on-the-fly morphing upgrades.



Search and destroy in one-player rampages or take on friends in two- or four-player auto combat action.

"Vigilante 8: 2nd Offense will be the most spectacular car-combat game yet!" - Next Generation

VIGILANTE 8 ^{BE} 2ND OFFENSE



ACTIVISION

IF IT DRIVES BY, BLOW IT UP!

ARENA are you game?

the CHALLENGES



Donkey Kong 64 Back to Old School

After you've photographed six fairies and cleared level 4 of the Donkey Kong arcade game in Frantic Factory, you'll unlock the arcade classic for free play on the DK Bonus section of your Mystery Menu. Play for a high score then send us a photo to qualify for our hall of fame.



Mario Golf Palm Putts

Head out to the Palm Club in Mario Golf for Game Boy Color. If you're keen on the green, send us a picture of your Status Screen showing your best Palm Club Tournament score and Scores for all of the Palm Club lessons and contests.



Knockout Kings 2000 You Could Be a Contender

Rock and sock your way through Career Mode then send us a photograph of the high score you've pounded out. If you end up being one of the top 25 commanders in the EA Sports slugfest, you'll get your gloves on some Power Straps redeemable in our Power Supplies Catalog.

In Star Wars Rogue Squadron, can you ME a lock-on Imperial hunting mode with a nonlocking proton torpedo?

TWISTED CHALLENGES

In Mortal Kombat 4, how many 3-D shots can you take before your opponent hits you?

Challenge Scoreboard

POSITION

Michael Sargent, Shawnee, KS
Chris Schuch, Lake Stevens, WA
Erwin Schuchert, Overland Park, KS
Andrew Shargach, Alameda, CA
Greg Skel, Edwardsville, IL
Daniel Slocum, Florence, KY
Jason Slocum, Westtown, PA
Jason Slocum, Melford, MI
Theodore Sponck III, Millersburg, PA
Joshua Steven, Silverdale, KS
Jae Sutfin, Cincinnati, OH
John Sykes, Longport, NJ
Walter Tyler, Cobleskill, GA
John Tyler, Boulder City, NV
John Terry, Lenoir, CT
Travis Tice, Cecilville, SC
Michael Wahl & Mary Wahl, Pittsburgh, PA
Chris Walsh, Alhambra, NJ
Brett Weiden, Los Altos, CA

THE LEGEND OF ZELDA: Ocarina of Time

Justin Seaborn, Ames, OH 35 lbs.
Jason Spencer 35 lbs.
Ken Zhi, Phoenix, AZ 35 lbs.
James Watson, Chambersburg, PA 34 lbs.
Joshua Wright 24 lbs.

CEINTIPEDE

Frederic Duncan, Flateland, PD 1,257,873

FROGGER

Kath Minkins, Brooklyn, NY 77,518
Shawn Zabacki, Rosperth, NY 47,340
Tina Rahn, Chicago, IL 23,968

STAR WARS: ROGUE SQUADRON

Robert Acosta, Macleahurst, ME
Chris Adams, Bethesda, CA
Torrey Albrecht, Washington Beach, CA
Warren Albosta, Walnut, CA
Peter Alonzo, Frederick, SC
Zach Alonzo, Midway, TX
Marky Allen, Tulsa, TX
Randy Arvon, Colfax, CA
Jon Baranick, Toledo, OH
Brian Barrett, Oak Park, IL
Michael Birch, Cambridge, OH
El Dorado, St. Augustine, FL
Lee Campbell, Muscatine, MN
Sean Chaschely, Decatur, MA
Sean Chaschely, Cleveland, CA
Marcelo Cosak, Falls Church, VA
Kevin Dale, Alhambra, CA

MM'S THE WORD

To celebrate the new year, we've given *Arena* a new look. We're also ringing in 2000 with two grand quizzes related to the year two-thousand. The letters MM are related to the new year since they equal 2000 in Roman numerals. But MM could stand for many game-related names, too. In this initial quiz of the new year, use the clues to figure out what MM is an abbreviation for in the gaming world.

- 1 A Psycho-type Pokémon

M _____ M _____

- 2 The Banjo-Kazooie world where Banjo becomes a termite

M _____ M _____

- 3 Beetle Adventure Racing's Vegas-inspired course

M _____ M _____

- 4 Dr. Wily's enemy

M _____ M _____

- 5 The star of Rare's Racing Adventure for Game Boy Color

M _____ M _____

- 6 The copypast attack used by Flying-type Pokémon

M _____ M _____

- 7 The NES alien invasion classic that features Dr. Fred and Nurse Edna

M _____ M _____

- 8 The N64 sidescroller that stars Marina Lipyears

M _____ M _____

- 9 Donald Duck's Super NES alter ego

M _____ M _____

- 10 Pokémon Pinball's Blue Field area where you can find Zubat and Paras

M _____ M _____

- 11 Tiny Kong's shrinking ability

M _____ M _____

- 12 A Super Mario RPG item that replenishes all HP

M _____ M _____

- 13 The tiny toy cars in the N64's top-down racing game

M _____ M _____

- 14 The N64 Mario Golf pro you unlock by winning all 108 Birdie Badges

M _____ M _____

TRY THIS!

THINGS THAT EQUAL 2000

MM equals 2000, but what else figures into the new year? Only one of the equations in each pair equals 2000. Tally up the game totals or make your best estimate to determine which item equals the year that, for 366 days, we'll have to get used to writing instead "1999."

Example:

The number of Woks in GT Interactive's MMA adventure X-36

2000
WOKS

The cost of Mario Party's Magna Board # 2

11 The number of digits in the title of an M-1 snowboarding game
+ The number of degrees that's the title of an NES snowboarding game
+ The number of digits Fido Haywood would spin when you press A plus Left on the Control Stick

2000
DEGREES

Pokemon Number of items
+ The year in which Sukei Nakano's Zero Hour's Wild West world takes place
+ Pokemon Number of Bulbasaur

12 The cost of all of Wario's pet drinks in Star Wars Episode I: Padme

2000
PET DRINKS

The cost of one Conquest and Conquer Mammoth Tank
+ The cost of one Conquest and Conquer Engineer

13 The cost of the Horn Drill in Pokemon

2000
POKEMON

The total number of times the characters in the Pokemon cartoon series have fallen into a hole or off a bridge

WHERE AM I?

Donkey Kong 64 is a jungle of areas that gives explorers plenty to see. Take a gander of this first-person (first-ape?) view of the game to see if you can identify the area where DK is taking in the view.



Get your Advent calendar? Challenge your adventures for any of this month's three Arena Challenges when mail your responses to: Challenge to Power Player's Arena, PO Box 97711, Redwood, WA 98077-9711. Award digital photos and challenge ideas to: arena@powerade.com. Please include the following only on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), ZIP code, number and challenge number. The deadline for this month's challenge is February 20, 2000. If we see your suggestions or you're not our top qualifiers, you'll receive Power Player good reward merchandise in our Super Power Supplies Catalog for subscribers. Start at www.powerade.com to see a complete list of qualifiers.

WANTED TO YOU! 127

Where Am I?
Jungle Joke

State That Game Level!

- 1 The Legend of Zelda: Gales of Time-to-Come
- 2 Star Wars Episode I: Racer-Hunter Game
- 3 Goldeneye 007-Surfer
- 4 Star Wars Episode I: Racer-Holiday
- 5 Goldeneye 007-Surfer
- 6 Star Wars Episode I: Racer-Holiday
- 7 Goldeneye 007-Surfer
- 8 Star Wars Episode I: Racer-Holiday

Source: A Briefing in Gaming

- 1 Star Wars Episode I: Racer-Holiday
- 2 Goldeneye 007-Surfer
- 3 Goldeneye 007-Surfer
- 4 Star Wars Episode I: Racer-Holiday
- 5 Goldeneye 007-Surfer
- 6 Star Wars Episode I: Racer-Holiday
- 7 Goldeneye 007-Surfer
- 8 Star Wars Episode I: Racer-Holiday

If you thought Pokémon was the only game in town for catching, training, battling and trading monsters, then you should think again. Dragon Warrior Monsters from Enix and Eidos brings a new twist to the arena of monster madness.

DRAGON WARRIOR MONSTERS



© 1995 Enix Project/
Bird Studio Inc.



WHERE THE WILD THINGS BRAWL

When a monster kidnaps Terry's sister and flees to the Kingdom of GreatTree, the young hero of Dragon Warrior Monsters is drawn into a grand adventure. Terry must recruit, train, battle and breed an army of monsters to win the Starry Night Tournament and free his sister.



HITCHHIKERS' GUIDE TO THE TREE

A RUDE AWAKENING

After Terry follows a creature named Whattabow to GeatTree, he meets the King and tells him about his kidnapped sister. The King agrees to help, but only if Terry becomes a Monster Master and wins the annual Story Night Tournament.

AN EVIL PETTING ZOO?

There's nothing evil about the monsters in DWM. Many turn out to be valued companions once they join your stable. But Terry can travel with just three monsters at a time, so the rest of the monster crew has to wait at the Monster Farm.

Dragon Droppings

Look for a dragon in the sky above the Monster Farm. If you stand directly beneath it, the dragon will deposit something for you to catch. The first drop is a valuable egg. Avoid the second drop.



MONSTER MART

Traveling in the Mystic Worlds where the monsters dwell can deplete Terry's resources. Before venturing too far you would be wise to visit the Bazaar where you can purchase valuable items that will make the journey safer.

Words of Wisdom

The library in GeatTree is devoted to monster lore. You'll learn about monster families from the library and books. After collecting 100 monsters, a special collection will be opened up for you.



SLIMEBOGG IN LOVE

When you want to create new monsters from Slimebogs, Borks or any of the 200 monster species in DWM, head to the lowest part of GeatTree after defeating the dragon. There you can breed new monsters from your party of monsters.

The Magic and Mystery

In the Shrine of the Story Night is the Master Monster Tamer—the breeder of monsters. When rare monster mutations have been collected and the Mew is written in the Journal, breeding is going back.



What's in the Egg?

Visit the woman in the cave above the Shrine of the Story Night Shrine and you'll discover the identity of the baby monster in the egg. She can change its gender, as well.



The King's Favorite

To get started, you'll need a monster to help you run out other monsters. Only more jorts ever before in DWM! The king will turn one of his own monsters—a lumbered and cuter one—into a jort.



Monster Daycare

Poly will take care of Terry's excess monsters. When you recruit a new monster in the Mystic World, send it back to the farm and ask it up for something later.



The Pot of Gold

Treasure awaits at the western end of the Monster Farm. Look for the boy and his large pet. The boy puts items that he catches in the pot, and you can take them for your own use.



A Bazaar Place

The GeatTree Bazaar has people to talk to and items for purchase. The most important item early on is the Great Tail, which sells for 400 Gold. It points to the warpholes in the Mystic Worlds.



U-Store Inc.

If Terry loses a battle in DWM, he'll also lose all of his items and half his gold. To avoid this sort of disaster, you can store money and items in the Vault near the Bazaar.



THE MONSTER NURSERY

How do you make a better monster? Begin by selecting a monster from one of the nine families. The baby will belong to that family and share its attributes. Babies show the skills of both parents. Breed monsters evolve faster and reach higher levels than raised monsters.



THE TRAVELS OF MONSTER POLO

THE MYSTIC WORLDS

Unfortunately, monsters aren't found in the world of Great Tree. Terry must pass through the Traveler Gate to reach the Mystic Worlds where the monsters live. Once there, he'll battle, capture and train monsters.

The Bite Club

In addition to wild monsters, Terry will meet other Monster Masters while exploring the Mystic Worlds. These fellows are anxious to test their monsters and are likely to engage Terry in battle.



Magical Maps

Every time Terry enters a Traveler Gate, the map of the Mystic World beyond will be different than on previous trips. The world is divided on several levels, each accessible through warp holes.



Sanctuaries in the Wild

Although Terry can't save his progress in the Journal while in the wild areas, he can save when he enters a shop or treasure chamber. He can also stock up on supplies in some of these rooms.



SURVIVAL SKILLS

Surviving the many battles in the Mystic Worlds is no picnic. The single most important strategy is to build up the levels of the monsters in your party by fighting. The following tips should keep your party strong.

Venus and Mars

Include both male and female monsters in Terry's party to build up the levels of both. For successful breeding, monster pairs should be at level 10 or higher.



Extra Help

Monsters aren't the only resource found in the Mystic Worlds. Terry can pick up all sorts of items such as Herbs for healing, Warp Wings for escaping, and Raes for taming wild monsters.



Party Animals

The right mix of monsters is essential. Try to take at least one strong monster with one or two weak ones. In this mix, the strong can protect the weak while helping to build up their levels.



Monster Gossip

Talk to people in Great Tree to find out what types of monsters are found beyond which Traveler Gate. If you don't want to write it down, check out the location chart below.



Lighten Up

With some goodies to pick up in the Mystic Worlds, it makes sense to keep room in Terry's inventory for the goodies. If you sell the heavier items such as Herbs and Beef Jerky.



MONSTER TOURS

These charts list the many species of monsters and the Traveler Gate where you'll find them. Use these charts, along with the Monster Family charts later in the guide, to learn all that you can about the monsters. The first number in the parentheses is HP and the second is MP.

Before going into battle with the boss at the initial each world, boost your party's power with items. Save your MP for the fight.



Not all monster bosses work alone. Sometimes you'll find henchmen or other characters in the boss's lair.



Villager

Antelope
Picky
Subsuek
Bopper
Gardie
Pisow Rat
Dragon (100/60)



Memories

Goop
Pisow Rat
Dragon Kid
Daggle
Picky
Fancy Rat
Spot Shme
Mad Cat (200/30)

Peace

Spot Shme
Lail Bird
Cricket
Dragon Kid
Bene Shme
Axeak
Bull Bird
Wark
Fang Shme (400/40)

Talisman

Antelope
Mini Drake
Spooky
Goop
Picky
Galra (100/20)

Bewilder

Mini Drake
Big Robot
Dragon Kid
Spot Shme
Fud Seed
Demonic
Wark
Face Tree (400/100)

Bravery

Demonic
One-Eye Clown
Reve Man
Hornless
Sobersuit
Sent Worm
Bull Bird
Big Eye (600/40)



BATTLE READINESS

STARRY-EYED

There's more to preparing for the Starry Night Tournament than just fighting wild monsters in the Mystic Worlds. In Genetree, you'll find help and other queries and tasks that help you become a true Monster Master.

Rock-Paper-Scissors

The Goope monster in the chamber behind the Arena likes to play this classic game. Goope always plays in the same order, so you just have to memorize the order (below).



THE ARENA

The Arena is where Terry can test his skills as a Monster Master against the other masters of the kingdom. He'll have to move up in rank through seven classes before he'll be able to open all the Traveler Gates and reach the Starry Night Tournament.

D-Class

- Sucker
- Flourpy
- Mud Puck
- Medusa Eye
- Mad Goope
- Medusa Eye
- Mad Cat
- Rogue Nite
- Mad Cat

G-Class

- Dracky
- Anteater
- Dracky
- Slime
- Stab-Bed
- Slime
- Speaky
- Hork
- Speaky

C-Class

- Spiky Boy
- Stub-Bed
- Spiky Boy
- Spider
- Rogue Nite
- Horker
- Box Slime
- Rock Slime
- Box Slime

F-Class

- Spot Slime
- Spot Slime
- Spot Slime
- Mud Doll
- Alarm
- Mud Doll
- Skull Raven
- Petripup
- Skullino

B-Class

- Homemaster
- Homemaster
- Homemaster
- Ag Doll
- Wind/Merge
- Tree Boy
- Army Crab
- Mad Dragon
- Army Crab

E-Class

- Crustap
- Tree Slime
- Possogon
- Dark Slime
- Dragon
- Filly Drak
- Spiky
- Armorpode
- Snaily

A-Class

- Fog Weed
- Fall Beast
- Wyvern
- Groovy
- Lairak
- Groovy
- Totobatal
- Ligay
- Totobatal

Monster Talk

Don't forget to talk to the monsters themselves when you meet them in the Arena and Farm areas. Many of those topics contain some sage advice for young Monster Masters.



The Queen of Clubs

Once you defeat Gooptar Rock-Paper-Scissors, he'll open up a doorway to the Queen's Chamber. She'll send you on a quest and reward you if you bring her a prize.



Strength

- Mud Doll
- Tree Slime
- Skull Rider
- Fairy Drak
- Wind Man
- Dark Slime

Stone Man (800/38)

Joy

- Shelly
- Gooptar
- Sucker
- Mad Pucker
- Dark Eye
- Snailie
- Mummy

Turkey Bird (1000/84)

Happiness

- Gaemon
- Demons
- Poxy
- Gooptar
- Dark Mini
- Stub-Bed
- Spiky Boy

Junius (1000/175)

Labyrinth

- Chameleon
- Cactiball
- Red Loner
- Rock Slime
- Slump
- Dark Kite
- Ag Doll
- Wind/Merge

Dark Horn (2000/100)

Reflection

- Evil Wind
- Evil Beast
- Shadow
- Shredding
- Lizard Man
- Groovy
- Wyvern
- Fire Weed
- Mad Hermit
- Locosa
- Red Raven
- Jewel Ring

Demon (3000/330)

Anger

- Giant Worm
- Giant Skag
- Possogon
- Catfly
- Eviler
- Petripup
- Dark Slime

Battle Box (1000/50)

Wisdom

- Facer
- Tenguile
- Flourpy
- Phantom
- Armorpode

Sky Dragon (1000/100)

Temptation

- Spiky Boy
- Mummy
- King Cobra
- Slime Mine
- Slag Bug
- Mummy Wing
- Dark Eye

Servant (1000/250)

Judgment

- Wood Bug
- Tree Boy
- Homemaster
- Mad Goope
- King Slime
- Drail
- Lizardfly
- Giant Mole

Wulker (2000/400)



MONSTER MAGNETISM

THE MONSTER CLASH

At the heart of Dragon Warrior Monsters are the battles between Terry's party and other monsters. There are a few differences between fighting wild and managed monsters, but the first rule is to have the strongest party in the battle.

The Plan

In the Mystic Lands, begin your battle with a plan. You'll have four options for each monster: Charge, Moxie, Calyxes and Calmness. If you choose Charge, Moxie, Attack, Defend, or use a special skill or magic.



Mass Attack

During a difficult battle, you can gain big advantage by using a skill that strikes all of your opponents at once. If you have a monster with such abilities, use the skill only when facing groups.



To Heal, or Not to Heal

If it's clear that you're going to lose a battle, switch off the game, return to your last saved position and start over. The alternative is to lose most of your items and gold. Remember to save your game often.



CATCH OF THE DAY

Another fine art in Dragon Warrior Monsters is the skill of catching wild monsters in the Mystic Worlds. The following tips will help you tempt and tame the wild monsters of your choice into joining your party.

Smaller Is Better

Your most powerful monsters may knock out a wild monster before an attack, and that won't give you a chance to catch the monster into your fold. Command your biggest monsters to defend while trying to make a catch.



Monster Munchies

The way to a monster's heart is through its stomach. Use certain snacks such as Meat Jerky, Pork and Fish to get the monsters to like family of you. The better the snack, the more likely the monster will be to join you.



Selective Attacks

The last standing monster in a party will be the one that may join you. Without it, the ones you don't want to be attacking them first. Use the Plan button to target your attacks.



FAMILY TIES

Each monster species belongs to a larger family of species with shared traits and abilities. It's good to know what these traits are when facing monsters in battle, and it's even more important to know the traits for breeding.



Demons

Devil Family

These devilish little monsters are strong fighters with high HP, attack and defense strength. They are equipped with strong attack magic and other special skills. Giga, Demons and Poles belong to this family.



Bugs

Bug Family

Ammy, Bots, Boppers and Grolls all belong to the Bug Clan, an insect-like family that is strong against poisonous attacks. The bugs have a great capacity for increasing their attack and defense strength.



Spot Slime

Slime Family

Slimes may seem weak, slimy, but they're very supportive of all the monsters during battles. They're also quick and grow rapidly. Spot Slime, Swally, Healer and Movable all belong to this family.



Dragon Kid

Dragon Family

As you might expect, the Dragon Family is strong when facing fire attacks, but these monsters are also equal blazes at magic. Every category except for Dragons, but they grow slowly.



Katapult

Beast Family

Many of the Beast Family monsters resemble recognizable animals, but they have the power to resist special skills that lower monster parameters. They also have strong attack and high HP. Antelope, Tuba and Grolla are all beasts.



Skull Raven

Bird Family

The Birds are speedy and grow quickly. They are strongest against thunder magic spells and special skills. Wyvern, Pickawind and Phoenix are all members of the Birdworld.



Evil Seed

Plant Family

You might not expect plants to be smart, but these monster plants have high intelligence and HP. They can grow to very high levels, as well, but they have low agility. The plant clan includes Evil Seed, Fireweeds and Peace Trees.



Petrupap

Zombie Family

This creepy clan has strong HP, but most of their other attributes are mediocre to low and they're weak against such spells as paralysis, Marks, Spookies and Numbness even all from the Zombie Zone.



Goopi

Materials Family

The family consists of items that are made of non-living materials such as mud and stone. As a result, they can resist cold and fire and have very high defense strength. See Moss, Mud Dells and Golems belong to this group.

BIRD FAMILY MONSTERS

	HP Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Ball Bird							Barren egg 12, Silence 15, Change Up 15
Big Hawk							Concentration 10, Incubated 12, Darts 15
Shin Bird							Mag Storm 11, Lava Corps 10, Twin Arts 15
Wynnia							Wind 2, Tropic Air 4, Storm 5
Mad Goose							Darkness 12, Flame Aff 13, Lava Emiss 15
Zap Bird							Lightning 2, Mag Storm 10, Red Blast 15
Dark Kite							Storm 5, Petal Art 10, Storm 15
Skull Hawk							Believer 2, Great Storm 12, High Jump 15
Mad Pecker							Warrior 2, Rain 5, Woodchuck 12
Quacky							Storm 5, Armada 6, Red Mage 15
Blue Parrot							Flaming Ring, Range 20, Magic Moon 10
Flourish							Speed 12, Meteor 10, 15, Landing 15
Phoenix							Fire Art 4, Silence 15, Spirit Art 12
Picky							Map 5, Summoning 10, New 15
Funky Bird							Paradise 14, Double 15, Life 15, 20
Mad Cougar							Velocity 4, Fire 10, 20, Blackout 20
Alzazero							Tropic Air 4, Ice Storm 10, Rain 15
Windy Wing							Summon 10, Storm Light 15, Storm 15
Loyal Bird							Intelligence 5, Believer 10, Red Storm 15
White Dove							Storm 10, Ice Art 20, Twin Fire 20

BUG FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Great Stag							Wind's Lull, Lull's B, Sleep II
Great Unicorn							Wind's Lull, Lull's B, Sleep II, Wind Cut II
Catoblep							Sleep I, Poison Gas II, Wind's Lull
Cockatrice							Earth Magic II, Sleep II, Wind's Lull
Army Ant							Wind's Lull, Lull's B, Sleep II
Army Crab							Wind's Lull, Lull's B, Sleep II
Armored Bat							Wind's Lull, Lull's B, Sleep II
Butterfly							Wind's Lull, Lull's B, Sleep II
Gauchebeak							Wind's Lull, Lull's B, Sleep II
Gazelle							Wind's Lull, Lull's B, Sleep II
Wolf Kater							Wind's Lull, Lull's B, Sleep II
Grass Mole							Wind's Lull, Lull's B, Sleep II
Wood Bug							Wind's Lull, Lull's B, Sleep II
Drill							Wind's Lull, Lull's B, Sleep II
Snake Bug							Wind's Lull, Lull's B, Sleep II
Wood Hornet							Wind's Lull, Lull's B, Sleep II
Scorpion							Wind's Lull, Lull's B, Sleep II
Flycatcher							Wind's Lull, Lull's B, Sleep II
Spider							Wind's Lull, Lull's B, Sleep II
Armadillo							Wind's Lull, Lull's B, Sleep II
Lizard							Wind's Lull, Lull's B, Sleep II

PLANT FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Evil Seed							Paralyze 10 Casts/Sec 10 Recover 10 Poison 1000 Sec 1000 10 Change 10 Influence 10 Strength 1000 Attack 10
Snake							Blaze 2000000 1000000 1000000
Gargoyle							2000000 2000000 2000000
Fireweed							2000000 2000000 2000000
Stylus							2000000 2000000 2000000
Archer							2000000 2000000 2000000
Caster							2000000 2000000 2000000
Face							2000000 2000000 2000000
Once							2000000 2000000 2000000
Flower							2000000 2000000 2000000


DRAGON FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Andros							Immune to Poison for 10 Rounds/11
Wingazulite							Fire for 10, Squall for 10, High Jump 21
Chauveligon							Fire for 10, Fire for 10, Fire for 10
Fortragon							Lightning for 10, Fire for 10, Magic for 10
King Colibri							Fire for 10, Fire for 10, Fire for 10
Great Drake							Fire for 10, Fire for 10, Fire for 10
Castor							Fire for 10, Fire for 10, Fire for 10
Mandrak							Fire for 10, Fire for 10, Fire for 10
Dremogon							Fire for 10, Fire for 10, Fire for 10
Sey Dragon							Fire for 10, Fire for 10, Fire for 10
Swordragon							Fire for 10, Fire for 10, Fire for 10
Sylphogon							Fire for 10, Fire for 10, Fire for 10
Grasspeet							Fire for 10, Fire for 10, Fire for 10
Dragon							Fire for 10, Fire for 10, Fire for 10
Dragon Kid							Fire for 10, Fire for 10, Fire for 10
Mini Dragon							Fire for 10, Fire for 10, Fire for 10
Battle Rex							Fire for 10, Fire for 10, Fire for 10
Gargos							Fire for 10, Fire for 10, Fire for 10
Fairy Drake							Fire for 10, Fire for 10, Fire for 10
Plumaged							Fire for 10, Fire for 10, Fire for 10
Paragon							Fire for 10, Fire for 10, Fire for 10
Beach							Fire for 10, Fire for 10, Fire for 10
Rayfish							Fire for 10, Fire for 10, Fire for 10
Lizard Fly							Fire for 10, Fire for 10, Fire for 10
Lizard Man							Fire for 10, Fire for 10, Fire for 10

MATERIAL FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Med Mirror							Fire for 10, Fire for 10, Fire for 10
Evil Pot							Fire for 10, Fire for 10, Fire for 10
Stone Man							Fire for 10, Fire for 10, Fire for 10
Evil Ward							Fire for 10, Fire for 10, Fire for 10
Wizard Boy							Fire for 10, Fire for 10, Fire for 10
Mad Golem							Fire for 10, Fire for 10, Fire for 10
Golem							Fire for 10, Fire for 10, Fire for 10
Robot							Fire for 10, Fire for 10, Fire for 10
Gold Golem							Fire for 10, Fire for 10, Fire for 10
Golem							Fire for 10, Fire for 10, Fire for 10
Kingdom							Fire for 10, Fire for 10, Fire for 10
Finger							Fire for 10, Fire for 10, Fire for 10
Spiky Boy							Fire for 10, Fire for 10, Fire for 10
Mud Doll							Fire for 10, Fire for 10, Fire for 10
Coal Bird							Fire for 10, Fire for 10, Fire for 10
Carte Lamp							Fire for 10, Fire for 10, Fire for 10
Bank Egg							Fire for 10, Fire for 10, Fire for 10
Balloon							Fire for 10, Fire for 10, Fire for 10
Sakuraman							Fire for 10, Fire for 10, Fire for 10
Ice Man							Fire for 10, Fire for 10, Fire for 10
Gargoyle							Fire for 10, Fire for 10, Fire for 10
Woodell							Fire for 10, Fire for 10, Fire for 10
Mammoth							Fire for 10, Fire for 10, Fire for 10
Metal Drake							Fire for 10, Fire for 10, Fire for 10
Lizard Man							Fire for 10, Fire for 10, Fire for 10

A GAME OF MONSTROUS PROPORTIONS

The tips and charts in this review should help you on your way, and don't forget that DWM uses the Game Link for fighting and breeding monsters with other Monster Masters! It's a bit more serious than Pokémon, but RPG fans will love the experience. 

FOR GAME BOY
COLOR



Join Porky Pig,
Tweety Bird, Daffy
Duck, Tasmanian
Devil, Speedy
Gonzales and, of
course, Bugs Bunny
as they romp
through adventure
after adventure!



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SUNSOFT

MISSION: IMPOSSIBLE

In the world of spies and covert operations, the exploits of Ethan Hunt have become the stuff of legends. Now, Infogrames gives you a chance to become a legend, too.



YOUR MISSION

Ethan Hunt, a master of disguise and an expert at extricating himself from impossible predicaments, has ten tricky missions ahead of him in this action-packed Game Boy Color adventure from Infogrames. This *Mission: Impossible* departs from the movie with all-new missions. Ethan has many skills in his bag of tricks, including several that appear automatically on your B button menu at the bottom of the screen when it's time to perform skilled operations such as using equipment, disarming bombs or unlocking doors. You may not know some of your mission objectives at the outset of the mission, but your contacts will fill you in on the details as you go. Large characters and detailed environments add to the sense of realism, and the game even manages to squeak out a reasonably good rendition of the cool MI theme music. MI isn't overly deep, but you'll probably keep it handy anyway, because the Game Pak also includes some cool personal data games and other surprises.



© 1998 Infogrames North America

MISSION 1

General Krenik is planning terrorist actions against the civilized world, kidnapping UN inspectors and building nuclear missiles. Ethan's first mission is to infiltrate the General's HQ and steal his database. The mission is fairly easy, a good training level that teaches the basics of covert ops.



- ☐ Find the statue
- ☐ Go to the safehouse
- ☐ Cross South Bridge
- ☐ Find the Ministry of Information
- ☐ Copy the database from the computer



Undercover



Enemy agents are always on guard, looking for wage-out characters. When you see agents, quickly move out of sight. Learn their patrol patterns.

Nowhere to Run



Sometimes you can't hide from the security patrols, or you might accidentally step into the view of an agent. If your cover is blown, you have two options—you can fight or you can run. Running usually is the better option, because the alarm will turn off after a short time. If you fight, you run the risk of alerting still more guards.



1 Make Contact



Cross the north bridge, head east and down one block to the statue. You'll receive another message from your contact when you arrive.

2 The Safehouse



Your secret contact tells you to go back across the bridge to the safehouse. Look for a dark gray building and step up to the door to get your briefing.

3 South Bridge



Take South Bridge this time, crossing over to the left bank once again. Head to the lowest street and look for another gray building. Keep your guard up.

4 The Ministry



When you reach the Ministry, you'll hear a beeping noise that indicates that the key has been activated. Push the B button to use the key and enter the building.

5 The Data



Keep out of the guards' line of sight, staying to the left side of the room, and don't panic if you hear an alarm. Look for a cubicle with no chair and download the data.

MISSION 2

After Ethan recovers the data disk in the first mission, you'll discover that the information is encrypted. The only way to read the disk is to get the code book from the General's desert camp and photograph the key page. The gamestates in this mission include using a hook to climb onto a roof and dropping down into the office through a skylight. Don't get famous.

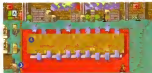


- ☐ Find the General's Quarters
- ☐ Climb to the roof and enter through skylight
- ☐ Find and open the safe
- ☐ Photograph the book
- ☐ Get out undetected

1 General Info



The General's Quarters are on the far side of the campground from your drop site. Take the southern route, sneaking along the buildings and keeping out of sight.



Armed Guards



At the right end of the long room is a guard with a nifty trigger finger. Stay away from him for now.

3 A Safe Place



Crawl under the lower beam and move around until your site thioscope can light up. Use the site thioscope to open the safe.

2 Hiding on the Roof



When you reach the door of the General's Quarters, use the hook to reach the roof. Go to the skylight and stand in the middle. If nothing happens, move around slightly.

4 Candid Camera



Go back to the right. Your camera can will flash when you reach the head of the table. Snap a photo of the code book.

5 Escape



The exit for the mission is far to the right. Dodge the guard, then get out of the building. Return along the same route that you used to the camp.

MISSION 3

Now that you know what the General is up to with his planned missile launch, it's up to you to stop him. The only way to do that is to sabotage the test missile. You'll need a disguise and a special tool that's stored on the missile base. As always, if captured, the secretary will disavow any knowledge of your actions.



- ☐ Wait for the call
- ☐ Pick up the disguise, tools and supplies
- ☐ Sabotage points on the missile
- ☐ Return to pickup site

1 Call Waiting



Move around to the south side of the oasis and take the phone call from your master director.

2 The Mechanic



At the bottom of the map, go to the first building and pick up the mechanic's overalls that will serve as your disguise.

3 Tools & Supplies



You'll find a special tool for disabling the missile's parads in the missile at the second building and more tools to complete your disguise in the Supply Shed.

4 The Warehouse



The missile is stored in the warehouse to the north. Enter the building by the east door. Although the west door seems open, it isn't. Watch out for guards.



5 Sneak up the Missile



Walk slowly along the catwalk close to the missile. When the tool van flashes, stop and sabotage the missile. Repeat this action five times, then get out.

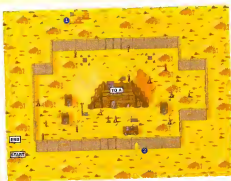
6 To the Oasis



After sabotaging the missile, you'll have to escape back to the northwest side of the oasis near the pickup site. You can head almost directly west from the warehouse.

MISSION 4

The terrorists have more equipment in another desert base nearby. As an afterthought, your director instructs you to destroy the stockpile using explosives. You'll have to find the explosives and place them in a guarded building.



- ☐ Find the explosives
- ☐ Find a way into Camp
- ☐ Enter the building through the roof
- ☐ Place the explosives in the room
- ☐ Return to the drop site

Find the Mines



The sands around the base have been planted with mines, so proceed slowly and listen for the warning buzzer of your mine detector. When you hear it, back up and skirt around the mine.



1 An Explosive Wind



The explosive wind is a small circle located north of your starting position. Go there first and pick up the explosives for your demolition work.

2 The Hole



The approach to the hole in the southern fence is along the fence itself. All other paths are blocked by land mines. Move very cautiously in this area.

Do the Crawl



Many guards patrol inside the base. The only way to stay out of sight is to stay underfoot. Crawl to the building, passing behind cover when guards visit nearby. You'll enter the building through the roof vents.

3 Blow the Equipment Room



Crawl and jump to avoid the alarm beams, and stay out of sight of the guards. You'll have to circle around through some hall ways to reach the equipment room where you'll place the TNT.

MISSION 5

Even though you've managed to disrupt General Rensik's plans, the Mission Impossible team needs more information on the terrorists' activities. In this mission, you must infiltrate an embassy and plant a listening device inside.

- ☐ Find the Embassy
- ☐ Climb the nearby building and jump to the Embassy from the roof
- ☐ Locate the Elevator Control Room
- ☐ Descend the east elevator shaft and place the bug in a hallway
- ☐ Return to the drop site on the roof



High Security



The streets around the embassy are crisscrossed with enemy agents, and the best way to evade them is to do some crawling of your own. If you crawl next to walls, they won't see you.



1 A Top Secret



Use the grappling hook to climb up to the hotel roof, then move to the east and north to reach the jumping point to the embassy roof.

2 The Big Jump



Although you can't jump by pushing the A button, you can make the jump to the embassy if you get a running start at location #2 on the map. You'll automatically jump to the embassy.



3 The Right Shaft



You'll find two shafts to make the elevator control room on the top of the embassy. Choose the east shaft and start climbing downward.

4 Bug the Hallway



Using the suction cups, climb to the bottom of the shaft. Your listening device can roll onto a hook, not caring that you're in the right place to leave the bug.

5 Down and Out



Use the other elevator shaft to reach the street. On your return trip to the exit point, use the same crawling technique as before to stay safely out of sight.

SHOULD YOU CHOOSE TO FINISH

If you choose to accept the following missions, you'll have to guide Ethan through increasingly difficult stages such as a return to the missile base where you must destroy a nuclear warhead. The maps get larger, and there are more enemies the further you progress. Just keep in mind that nothing is impossible.

The Compound



In Mission Six, Ethan has to find a weak spot in the wall and dig into a military compound. Follow the streets to the southern part of town then search for the wooden fence shown above.

Blow up the Generator



Your final task in Mission Seven is to blow up the generator. Place your TNT near this building, then highlight it to the south-west corner of the base to escape.



USING THE AGENT ORGANIZER

When you've had enough of the cloak and dagger of the missions, *Mission: Impossible* offers another option—the Agent Organizer. The programs of the AO are like the gadgets that a spy might carry. You can keep secret notes, calculate mathematical problems, send remote messages and even control other electronic devices. You can do all this in one of the three included languages—English, French and Spanish—which is true of the game, as well. The Game Pak also saves your Agent Organizer data and one game file. Whether you're playing the N64 missions or using the Agent Organizer, there's a lot of fun packed into this small Pak, but it's so sophisticated that it works only on Game Boy Color.

Secret Files



The Secret Files are organized by Addresses, Messages and Progress. You'll need the manual to figure out how it works, so bring that!

Remote Control



This is the coolest part of the Organizer. You can use the infrared Port to program your Game Boy Color to operate your TV, VCR, satellite or stereo like a remote control.

Calculator



The handy calculator in the Agent Organizer lets you do basic math such as addition, subtraction, multiplication and division.

Transmission



The final feature requires two players to have copies of *Mission: Impossible* as they call each other through the airwaves. The transmission device is linked to a low test in most cases.

TOP SECRET

Worms Armageddon Hits N64... Like A Cow Packing Dynamite



A Cranky Old Woman

A heavily
armed &
skanky
skunk



A woolly
flying
sheep



A Slippery
Banana Bomb



The mad cow

It's Still War,
just Not Your Usual Weapons



W

THIS IS NO FIGHTING GAME. THE ULTIMATE

TEST OF STRATEGY PITS WORM VS. WORM ON 4-4

BATTLEFIELDS FOR 1-6 PLAYERS, WHITE 48 SPECIAL WEAPONS, LIKE HIGHLY

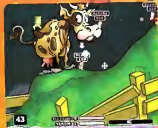
FLAMMABLE OLD LADIES AND BOUNCY BANANA BOMBS. AS YOU GO YOUR WAY

GO VICTORY. IN MULTIPLAYER MODE, CREATE

SELECTED ADDITIONAL LEVELS FOR

404-STOP PLAY, WORKING WITH

WEAPONS...TAKE THE BAIT



8 x 10 x 200
 100 g LAMINATE
 100 g LAMINATE



GAME BOY *Color*



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TEL: 617/552-1000 FAX: 617/552-1001 WWW.AFNAM.COM

GEX³

DEEP COVER GECKO POCKET

HE'S A MEAN, GREEN, GENRE-BUSTING MACHINE. GEX THE SECRET AGENT GECKO HAS PARTED ONTO THE GAME BOY COLOR WITH A NEW MEDIA-DRIVEN ADVENTURE. NINTENDO POWER'S MISSION BRIEFING MAY JUST KEEP YOUR GLIMY HIDE OUT OF HARM'S WAY.

XTRA XCITEMENT

Eidos has taken Gex out of deep cover and shrunk him down to pocket size for the Game Boy Color. The back story remains the same: The gecko's arch-enemy, Rex, has kidnapped the beautiful Agent Xtra, spiriting her away from Gex's underground lair. Now she's trapped in the Realm of Rex, a cheesy netherworld of bad movies and badder villains. Her plight does not sit well with Gex, whose cold blood has heated to a rolling boil for revenge. Dipping into his bag of disguises, the lined of 1,000 faces sets out to infiltrate each world, finding remote controls that will lead him to his girlfriend. You'll find plenty of tail-bouncing adventure in this platformer, which brings loads of color to the small screen. Beam into the action, because no couch potato is going to beat this game.



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SPY SUPPLIES

Unlike most spies, Gex doesn't carry any gadgets. All he usually has to work with is a clever disguise and his whiplike tail. It can be tough for an undercover agent to stay healthy under

dangerous conditions in the field, so he'll need to snap up some supplies along the way. Luckily, these power-ups appear in the places where Gex needs them most.

GREEN FLIES



Whack the green TV to release one of these flies, but be sure to eat it with Select before you're attacked. One hit and it's gone.

PURPLE FLIES



Purple Flies will give you an extra life, so check your password after you grab one. You'll have the life the next time you play.

BLUE FLIES



Your tail will become a formidable weapon after you grab Blue Flies. Certain enemies can be defeated only by using Blue Fly power.

GEX PAWS



Make an addition to your arsenal with Gex Paws. If you've taken a hit, you'll get your paw back. If not, you'll get an extra paw.

FLY COINS



You'll find Fly Coins all over the place, but some of them are hidden away. Find 100 on each level to get extra remotes.

TO THE GEX CAVE!

You can access the different channel missions from a secret underground control room. As you collect more and more remotes, you'll be able to access different missions. These dif-

ferent control rooms house the Mission Pods, which will be active when the spinning remote drops down. You'll automatically teleport into the channel when you stand on the pod.

MAIN CONTROL ROOM



CONTROL ROOM 1



The door on the lower level of the main control room will take you to your first two missions. Whack the first remote above the door with your tail then head to the Missing TV remote pod for some frosty fun.

CONTROL ROOM 2



You will find four channel missions and a Remote Pod in the central control room. As you accumulate Remote Coins, you'll be able to take home prizes for extra remotes.

CONTROL ROOM 3



You'll find the pod to your final contraption with Ray through the third control room door. You'll also find other adventures to pursue and a mysterious space coin.

CONTROL ROOM 1

The two missions you'll uncover in Control Room 1 will both give you chills—but in different ways. Each will provide a

good test for your newfound gecko skills and prepare you for the tough challenges ahead. But up your overcoat and get to it.

HOLIDAY TV: TOTALLY SCROOGED

- CREATE FIVE ICE SCULPTURES
- WHACK THE TWO ICEBATING ELVES
- DEFEAT THE EVIL SANTA

Something is rotten in Santaland, and it isn't that ancient *frutkinak* *grendels* sent you. Bundle up your chimney green slits, then start walking in a wonderful winter wilderness. The

tiered landscape will give you plenty of spills and thrills as you bounce among the icy slopes, clouds and tree boughs. Don't worry about falling down, but avoid the holes on the bottom.



1 SNAVING POINTS



Five gecko-sized mounds of ice are scattered about the winter landscape. Use your tail to carve them into a Geck-shaped statue.

HOUSE HUNTING



2 DIRTY BIRDS



You'll have to be quick in a direct attack against the penguins, but it's easy to root them out of the air when they jump.

3 ICE TROPHY



Your reward for carving the ice sculptures is a minute near a tree, just up the clouds in the upper-right corner.

4 TAIL CHECK



The two skating elves can do some damage, but you should be able to knock them off their feet with a few tail attacks.

SANTA BARBAROS



Check the doors to the houses you can scrob. You'll find a secret inside one house and My Geck in ones of the others if you've whisked the two alien.



Santa's evil twin is hiding out in a cave at the top of the level. Don't try to attack him, instead, wait for him to throw a snowball then send it back at him with a swing of your tail.

MYSTERY TV: CLUELESS IN SEATTLE

● SURVIVE THE HEDGE MAZE

● BREAK THREE BLOOD COOLERS

● STEAL THE MAGIC SWORD

There are dangerous things afoot, afloat and afloat in this haunted mansion. Don't worry—Sherlock Gek is on the case. Disguised in cap and cloak, you'll search through the doors

and secret passageways for clues that may lead you to Agnes Xtra. The truth is in there, but the way isn't always obvious. Don't get lost—Follow our trail of digital breadcrumbs.



WAY TO THE MAZE



The lower right-hand door in the house will take you to a maze. Navigate the hedge-row to the lower right-hand side to get to the room with a treasure.

BLINDERBUGGED



Watch out for the hatters prowling the maze. It's hard to say what type of prey they're originally more hunting, but they'll settle for a snack.



EAT A BUG



As you travel through the maze of life, don't forget to stop and eat the Purple Flies. In the case of this maze, don't forget to hit the Purple TV for an extra life.

DON'T DRINK IT



No, that isn't red punch in those water coolers. The refreshing water has been replaced with fresh blood. Now it's time to smash all three coolers with your tail.

SECRET ROOM



Be sure to explore the room on the first floor before you move on. The hidden room above it holds the last Clue Card and a reward for smashing all three.



GHOSTLY KNIGHT



You'll need to make a big, bounding jump across the stone wall to get to the checkered chamber of the ghostly knight. Avoid his awesome energy blasts as he floats around the room. Then try to smack him with your tail. Once he's been exorcised, stroll into the next room to steal his magic sword. You won't need to go far to find the treasure.

CONTROL ROOM 2

You'll take two trips to the desert in the second control room, but the arid climate is the only thing Tut TV and Western Station have in common. The rest show you flip to, Anime Channel, has even less in common with them—aside from challenging play.

TUT TV: HOLY MOSES!

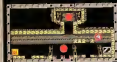
● RECOVER THE THREE STATUES OF RA

● RELEASE THE SPIRITS FROM THE THREE LOST ARCS

● RIDE THE RAFT TO THE ANCIENT TEMPLE

The swiling Egyptian sands are filled with many pitfalls for our intrepid Gecos. If you want to make it to the top of the

pyramid and beyond, you'll have to jump with care—or you might get impaled on spikes or swept away by a raging river.



1 SNAKE STOMPING



Spiking snakes after the land-escape, but they're easy to defeat once you learn the best method. Avoid their spit wads then stomp them.

2 SPIRIT AWAY



Just jump on the Lost Arks to release the spirit wads. The tiny Ark is on a ledge at the beginning of the level; the others are in the pyramid.

3 HELPING HAND



The enemy head on top of the pyramid can be a friend or foe, depending on how you handle it. Make it's pending coast.

4 GIMME A RA



Open a sarcophagus to find rooms holding the three Statues of Ra. Be sure to smack them with your tail when you reach them.

5 ROUGH RAFT RIDE



Make your way down to the bottom right corner of the pyramid to reach the raft launch. Don't jump too much your first time through—just basken down and get to the other side. On one of your trips, remember to cloud-hop to a Bonus Coin.

6 REMOTE REWARD



After fighting your way across the water—dodging and unleashing haws—you would think you'd get a break on the other side, and you'd be right. Check the temple stages to find the remote.

WESTERN STATION: THE ORGAN TRAIL

- VISIT THE WORLD'S LARGEST TOOT MOUND
- COLLECT FIVE OF A KIND
- SURVIVE THE OLD MINE

Geck is secret in this level as the Gecko with No Name. You'll have to take him through a tough mining town to retrieve the

prized remotes. There are plenty of critters that can hurt you, but the major danger is falling down a hole.



GO VERTICAL



You'll notice a sideways landing straight up from the mine shaft. Climb up to the top to get back where you started and get at a higher altitude.

THORNY PROBLEM



Whatever happened to plain old stationary plants? The cacti in this town like to sneak up on you, and you should be there. Working past them can be painful.

CABIN FEVER



Check all the doors. There's gold in them that cacti. Okay, there isn't any gold, but there are plenty of Fly Cows to collect by looting around the rooms.

HIGH ROAD



You can take the high road to get to the playing card before the cliff, but you'll have to hop across the drink to get back. It may take a few tries.

BAR BRAWL



Moon-spiked enemies have overrun the old saloon. You'll have to fight your way across the room to get to the mine entrance and the card on the bar.

SURVIVAL



After getting past the sea of cacti, all you need to do to keep a couple of chances for the remote. Of course, if you fall in, you'll have to start over.

TO THE POOP



You'll happily recall the stepping stones outside once you get to their entrance. Keep working on your Sling. You'll get there.

ANIME CHANNEL: WHEN SUSHI GOES BAD

- DESTROY THREE ALIEN CULTURE TUBES ● DEACTIVATE THE PLANET-O-BLAST WEAPON
- FIND AND DESTROY THE ROGUE MICROS

At first, the steel girders and ramps of the Anime Channel may remind you of the safety of the Gensuwa, but you'll soon discover the dangers of this alien spaceship. Creatures not of

this earth hover around every corner, ready to end the life of an intrepid Isard. Stay clear of the dripping green goo, too—it doesn't wash off with soap and water.



DOMO ARIGATO



You'll have to make several return trips to the Blue TV to power up your tail before taking on the Rogue Micros. Watch to swat the fly until just before you attack, then give the robots three tail whacks to knock off their heads.

DOWN THE TUBES



The aliens are pumping their foul green goo from three alien culture tubes on their ship. You'll have to run through a gauntlet of dripping beams to enter the area, but destroying the tubes is just a matter of swatting them with your tail.

SMASH BLASTER



After beating the Micros, you'll be able to access the Planet-O-Blast controls in the next room. Find the control box then jump up and down on it until the controls are deactivated. Otherwise, the next sticky planet could be your own.

BONUS

The bonus pad in Control Room 2 will take you back to the familiar frozen territory of Hokai TV. This time around you'll have to race the clock on your snowboard to win a remote.

ELF BELTING



Defy the laws of physics by steering your snowboard up the slopes, then go after the pretty snow remotes. Skids are each off falls down before you even get to the next one.

TAKE A DIVE



After you've dropped all the elves—and check for extra time power-ups in the houses—slide over to the top-right side to fall to the bottom. That's a remote down there.

CHANNEL SURFING

If you think you've seen everything there's on TV, you're wrong. Get will have to move through even tougher televised adventures before he can face Agent Xina. After throwing your weight around in the WWGEX wrestling ring, you can head over to Control Room 3 for your final set of missions. First up, you'll get a chance to perform heroic feats in a clay under dog.

Here show turns you into a costumed crime fighter, pitted against the forces of chaos. If you survive, you'll move on to your final confrontation with Ren. >





HERE'S 3 NEW WAYS TO SCREW AROUND AND ACCOMPLISH NOTHING!



GOOF-OFF
ANYTIME,
ANYWHERE!

"I've been canned from my
last 4 jobs! THANKS, 3DO!"

Cliffie Deane III
ATLANTA, GA



GAME BOY
COLOR

GAME BOY
COLOR

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FROM!

3DO



Game Boy

a-Go-Go

Plenty o' Paks

This month's selection of games is a microcosm of the Game Boy universe as a whole. There are those things you have to remember when thinking about Game Boy Games: variety, diversity, and multiplicity. Okay, these are all pretty much the same thing—but with all the different types of games out there, it's easy to get a little giddy. You say you wanna blast bugs? No problem. Card games? Got 'em. Virtual pets? Are you kidding? Little worms battling each other? *All day long!* You get the idea.

Swat the SWARM



UH, ALMOST MISSED THE PLATFORM. WHAT THE HELL IS GOING ON WITH THE TOUCH

The earth has been infested with a swarm of extraterrestrial bugs, and you, brave Armored, see its last hope. You have an objective for each level, but something nearly always complicates your mission—power plants die, engines fail, giant octopi block your path. Pick up all the boxes of supplies that you can and blast any creature that gets in your way.

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To the Corps

Your mission is tough, but there are boxes of supplies along the way that will help you fight the good fight. Some boxes concern health, while others hold strong weapons.



Master Ammo

This will keep your basic weapons, the blasters, fully loaded.



Health

Pick these boxes up to raise your life meter.



Laser

Bugs tell laser if you use the Laser.



Lighting

The Lighting will chase alien bugs away.



Shield

Temporary invulnerability is yours with the shield.



Many different types of alien bugs will plague you on your mission to save the planet—you will have to avoid their fire and try not to touch them.

RECONNAISSANCE

We've sent out scouts to check the levels for you. Each area has a goal, ranging from finding a key to blowing up a dermick. Of course, on every level there are plenty of bugs that will try to stop you.



Carate the Spaceship

Plenty of bugs try to stop you from reaching a spaceship on the landing platform. Move toward the bugs when attacking.



Turn on the Turbines

The turbines are off-line in this power plant. You need to find the control stations and bring the turbines back. Try going downstairs.



Close the Portal

This evil-looking portal is one of the doorways the aliens used to take over the earth. Blast any openings to close the portal.



Carate the Dynamite

You have to search the area and find some dynamite in order to blow up the dermick. Try heading north, then west.



Destroy the Dermick

Head southwest to find the Dermick. Place the dynamite there get out of there as fast as possible—or you will blow up, too.



Bring Down the Guardian

The guardian of the mother ship will attack with bugs and lasers. Aim for the center wheel's eyes.



Reestablish Communication

Your communication link with Dr. Zeta, your main source of information, is down. Find a panel in the complex and connect the doctor.



Fight with Fire

These alien pods make it is dark cavern. Your lasers can't destroy them, but maybe nitro fire could heat things up.



Exterminate the Bugs

You will need to destroy the bugs to earn the weapon that can defeat the alien guardians. Aim for openings.

PASSWORDS

When you're battling that many bugs, things are bound to go wrong. Make sure that you write down the passwords for every level, because you have only two lives to give for your country, and they won't get you very far.





WORMS OF WAR

Worms Armageddon is a turn-based strategy game in which combat has sunk to the lowest possible level, but don't call these worms spineless. The slappy soldiers wield their weird weapons like seasoned warriors.

© 1999 Team 17



WORMING UP

Getting started with Worms Armageddon is easy. You need to pick out a team of worms you can work with, then you need to pick out a team of worms you can work against. You can even create your own teams.



Fertile Worms

The Courts Game Mode lets you choose from three pre-made teams—Fertile Worms, Toxemic or Cowards. You can also create your own team from scratch or rename the other teams.



Bury Worms

You will get to choose the opposing team's name. You will choose from the same three pre-made teams, minus cow if you have chosen one for your team. Or you can build this team, too.

WEAPONS

The worms have a varied arsenal of weapons to use against each other. The bazooka is very powerful and long-reaching, and the shotgun is the only weapon that gives two shots per turn.

Shotgun



Bazooka



Fire Punch



Dynamite



Blowtorch



Battle Axe



PERSONALIZED VERMIN



In addition to naming your team and all the individual worm soldiers, you can also determine what sort of landscape the worms will battle on and what shape the battlefield will take.

TWO-PLAYER



Two players can play on one Game Boy Color. Everything stays the same, except you will have to handoff the GBC to your buddy when it's his or her turn.

VICTORIES



After each battle, the score is displayed, along with special recognition for the hardest and king worm and the most damage done with one shot.



ONE FOR ALL

Game Boy
a Go Go

The ever-popular, fun-for-the-whole-family, hours-of-fun card game Uno is a good game, but what if you don't have a crowd of people around to play with you? You pick up Uno for Game Boy, and you play a little Uno for one.

© & © 1998 Mattel, Inc.



A FULL DECK

Uno's appeal comes from the *zany* cards that keep the game from becoming too routine. You never know when your opponent will stick you with a Draw Four or Reverse, or when you might get to play your special cards.



Lack of the Draw

Uno is basically a stretch-the-colors-or-numbers card game. Special cards may require you to draw cards or skip a player.



Uno!

When you are down to one card, you have to say "Uno" or you will have to draw 2 cards. To do this, hit Select and choose "Say Uno" from the options.



What's the Score?

Points are tallied by adding up the cards remaining in everyone's hand and giving all of those points to the winner. Only one person scores per hand.



Draw Two

Play this card to ask the next player with two additional cards, which ends his turn. Of course, the same thing can happen to you.



Draw Four

The Draw Four really gives you the advantage. Not only can you add four cards to the next player's hand, you also change the card pile's color to whatever you want.



Wild Card

Like the Draw Four Card, the Wild Card allows you to change the pile's color to whatever color is best for you. Unlike the Draw Four, that's all this card does.

CARD BUSINESS

The select screen allows you to choose the number of players, the skill level of the computer players, how many points the game is played to, and which decks to use.



Shoob the Decks

Several Special Packs are loaded into the Game Boy version of Uno. The game play stays the same, but the style is very different. Wild West, Space and New Game Boy (or Go-Go) Decks are there for the dealer.



Top Dogz

The Petz Store is open and has lots of Dogs that would make great playmates for you. These virtual pets are friendly and cute, but taking care of the virtual man's best friend is no walk in the park. You will need to feed, groom and play with the Dogs to keep them happy.

©1997 The Learning Company



Puppy Power



When the game begins, there is only one virtual dog to play with or adopt. Choose this dog and make it happy, then raise it. A new dog will appear. Many dogs can be made selectable this way.



Pick a Pup

A whole kennel of guaranteed Dogs can be removed by adopting them raising happy Dogs. There are three types of Dogs to choose from—Mini, Giant and Chihuahua.



Reigning Dog

You can try out a puppy before you commit to it. Each breed acts a little differently and has different needs. When you've found a pet you like, you can go back and adopt it.

Puppy Love

You've adopted a pooch, and now you need to care for it. Puppies need food and water, of course, but you also have to play with your pet if you want it to be happy.



Play Time

You can play with your pet with the ball, the dog, and you can interact with the dog to pick your pet up and move it around.



Petz Supplies

The shelf contains all you will need to make your Dog happy—water, food, toys, or grooming supplies and more. Use the Start button to make the game, then look at Petz Status to see if your puppy is hungry, tired, sick, angry or unhappy.



Wash

Check your puppy's status at the top by pressing the game with the Start button. Wash it when the Hunger Bar starts getting high. Your pet might also tell you when it's hungry.

Share Your Petz



Hand over the Leash

If you're really proud of a particular pet, you can use the Game Boy Color's infrared ports to send the Dogs (or Cats, if you're playing Cats) over to your friend's Game Boy Color and Dogs Talk just line up the Game Boys and press the A button to connect.





Catz Pajamas

Cat people haven't been forgotten. Catz has practically the same setup as Dogs, and it's played the same way. Virtual Catz can't scratch the furniture or catch mice, but they do get hungry and tired.

©1999 The Learning Company

Game Boy
a Go Go



Catz Meow



Catz are also unlocked by adopting a few then rearing them while they're happy. Don't be put off by the word "rears," you can still select a pet and play with it even after it's been reared.



Pick of the Litter

As with Dogs, it's a good idea to adopt three or more cats to get a better selection. Catz come in Calico, Persian and Siamese.



Cat's Creche

Play with each type of Cat before you settle on one. A fluffy Persian is cute, but maybe the Calico's playfulness will make it a better bet. When you're ready, adopt the kitten and give it a good virtual home.

Kitten Caboodle

Catz are just as needy as Dogs and will require a lot of attention to stay in good shape. You'll probably spend more time grooming a Persian than you would a Calico. Other differences become clear after time.



Cat Care

All of the things you need to care for your cat are on this shelf. The pillow will make it more comfy when it's tired, and the spray bottle can be used to discipline the cat when it misbehaves. Try each of the items out to see what they're used for.



Brush Up

Take good care of your cat to keep it purring. Catz need a brush all the time to look and feel their best.



Feed Chow?

Your kitten will meow when it's really hungry or when it's bored. Or would like to be petted. Check your pet's status to find out what it needs.

PURR-MUTATIONS



Color Custom Catz

Once you select a breed of Catz, you can customize it and choose a nice color for it. When you adopt then raise a cat, more cats (with darker coloring choices and cool names) become available to select. Over 20 Cats are picked into the cartridge, and each is a little different. The same is true if you are playing Dogs.





Quick-y Mouse

The rapid rodent is back on the Game Boy. *Speedy Gonzales: A Most Wanted Cat* follows the fastest mouse in all of Mexico as he runs, jumps and collects cheese through six exotic locales. Speedy starts out in a tranquil little Mexican city, but things get more dangerous from there. He'll have to learn how to get around wind, fire and water worlds, and he just might tangle with a few other Warner Brothers stars before his adventure is over.

© 1998 Warner Bros.

Weapons

Bombing

The booming bomb's been to come back to you before you know it again.



Smile Bomb

One of these explosives will take you a long way instantly—if you can wait.



Cheese Balls

This is weapons-grade cheddar—two Cheese Balls will shoot off in opposite directions.



Rolling Fire

Give your enemy the old iron-tyre-axe hot foot with the Rolling Fire.



Cheese Attack

The Cheese Balls take out everything in their path as they bounce along the levels.



LOS MUNDOS de Speedy

The worlds might be different, but one thing stays the same. It's one mouse against many cats, birds and self-proclaimed shoes. Vega rapidsamente, Speedy!

Mexican City

This is a world where speed is of the utmost importance. Speedy even jumps in a speedboat!



Wind Country

Speedy has to hold on to his swimmer in this treacherous, tornado-infested world.



Water Country

Why know mice could swim? That's a good thing for Speedy, because this world's all wet.



Jaguar Country

The fierce Jaguar doesn't show up until the end of this jump-heavy world.



Fire Country

Speedy will be on fire in the land of the fiery world, jump carefully.



The Temple

Pick up the powerful hammer on this road to offer up tons of damage to the mummies.



ODD WORLD Adventures 2

Odd Abe Game Boy a Go-Go

Oddworld Adventures 2 traces the story of the Mudokon hero, Abe, and his journey to Necrum to stop the horrible Ghouls from desecrating the Mudokon graves. You control Abe, and, in turn, he can possess an enemy and control him. Abe also has a bit of a tolerance problem, which is actually very useful. Yeah, that's pretty odd.

© 1999 Oddworld Inhabitants Inc.



Locks

Use the A Button to punch open locks. Sure it stinks, Abe gets powers from the locks.



Portholes

Keep your eyes open—you never know where the next porthole to a different area will be.



Switches

Switches are often well hidden or hard to spot. They open many passages for Abe.



Big and Small

Abe's size changes, and there are things he can do when he's small that he can't when he's big. And vice versa.



Sneak

Tap the Select Button once to make Abe sneak; just one more and you don't have to fight.



Possession

Nothing stands between Abe and another character. Hold down Select to possess and control another.

EVEN the Odds

As you guide Abe along the paths of Necrum, you will come across many different items and areas. Sometimes you need to sneak around or actually possess another character to continue.

Abe Speak

Abe has to communicate with his fellow Mudokons to lead them to safety. He might also have to ask them to work with him on certain puzzles.

Use these button combinations to speak to the Mudokons you run into in the Oddworld Adventures. You can also speak through the characters you possess to open doors and

"Hello"	A + ↑
"Follow Me"	A + →
"Work"	A + ↓
"Wait"	A + ←





THE REEL DEAL

An eccentric indie RPG with a ton of fishing thrown in for fun, *Legend of the River King* is unlike any other game—well, except for the first version of this game, which wasn't optimized for GBC. You are sent on a journey to catch the Guardian, a legendary fish that is the key to curing your greedy ill sister. You will need to earn money, upgrade your equipment and fish like a champ to make that happen.

© 1998 Vector Interactive Software Inc. Nintendo Inc.



KING FISHING



Legend of the River King is an RPG at heart, but the fishing and fish raising elements add some interesting wrinkles to the game play.



The Quest

Your dad is sick, and your mother asks you to catch a special fish to make her better. There are many things you will need to learn, and endless adventure to get through before you will reach the fish that will cure your sister.



Angling

You start only with a float in the end of it at the beginning, but once you start to catch fish you can trade them in for money and better equipment. You'll need to learn a lot about fishing if you want to get your hands on the Guardian.



Navigating

Search the overworld looking for good places to fish, nice places to trade and fishing supply stores. As you advance through the game, more of the overworld will be revealed and the entire world at your finger tips.



Conversation

Talk to everyone you meet to learn more about fishing, making money and where the Guardian lives. You will get most of your information this way, so pay close attention to what the people you talk to tell you.

FISH RAISING

The Raise Mode shows you off with a tiny fish egg, which you must nurture into a healthy fish. Carefully select your fish's habitat and food, and watch the condition of its tank. You want a happy, healthy fish in a clean tank.



Maps

These maps provide a guide to part of the overworld, and highlight the new bridges that make traveling from place to place much simpler in this version of *Legend of the River King*.



New Bridges

The overworld sure looks pretty in color! *Legend of the River King* has many areas for you to explore. Now to the color-upgraded version, these bridges that make it easier to navigate around the overworld. And, of course, this gorgeous color.





40 WINKS

Wakes up to a magical sleeper from GT Interactive.

GRAPHICS: The 3-D cartoon nighttime environments of 40 Winks are dazzling, and the special effects such as the candles that the heroes carry seem to glow with real energy. The textures and colors throughout are sharp and rich.

PLAY CONTROL: Movement and jumping controls are quite good, which is critical because there's lots of areas where agility is required. Players must also learn to time their attacks properly, because there's a delay period between attacks.

GAME DESIGN: Although 40 Winks has an original story and look, it feels a lot like

Barjo-Kazooie. There's a compliment, even if it's not quite as big or bold as B-K. The two-player cooperative mode is a wonderful addition.

SATISFACTION: Players of all ages will enjoy this bedtime tale. There's variety, humor, great graphics, good control and clear goals.

SOUND: The musical pieces are outstanding in 40 Winks—playful, melodic, and suited to the environments where you hear them. There is some voice, as well, and lots of nice sound effects and cues.

COMMENTS:

Scots—Some of the platform elements are predictable, but overall it's a very nice game. **Scots—**It's gorgeous! Think adventure and action



- GT Interactive/256 Megabits
- 1 to 2 players simultaneously
- Controller and Nunchuk Pak compatible
- Extensive Pak enhancements
- Cooperative adventure mode

**OVERALL
8.0
RATING**

GRAPHICS

8.0

PLAY CONTROL

7.4

GAME DESIGN

8.0

SAT.

7.0

SOUND

8.0



HOW IT RATES

Ruff and Tumble, the hero and heroine of the game, are off-kilter post-apocalyptic characters. This odd approach won 40 Winks an E rating from the ESRB without additional comments.

ENTERTAINMENT WEEKLY STAFF SCORES

8.7 — Nate

8.4 — Andy

8.2 — Steve

7.9 — Sora

6.9 — Kyle



MARIO PARTY 2

Mario is the life of the party in 2000.

GRAPHICS: The animation, color and sharpness are all improved in this year's version of Mario Party. As you might expect, it's bright, flashy, and goofy, and there's a lot more animation on boards and in minigames than last year's Party.

PLAY CONTROL: Some of the minigames still require stunts on the Controller, but most of the control sequences are skill- or dexterity-based.

GAME DESIGN: Once again the name of this game says it all. It's a party, best played with multiple players. The one-

player game has been speeded up, so it's more fun than before.

There are plenty of options for just playing the minigames, as well.

SATISFACTION: With six new worlds, 44 all-new minigames and 20 updated minigames, Mario Party 2 should be the belle of the ball. The theatrical introduction starring the main characters is lots of fun.

SOUND: The music is bright and the sound effects range from comical bells and whistles to ambient jungle drums.

COMMENTS: Dan—The graphics are much improved from the first game, bigger characters, better animation, nicer boards.

Andy—Some of the minigames are great, some are disappointing, but overall it's the best party game ever.



OVERALL
8.0
RATING

- Nintendo/256 Megabits
- 1 to 4 players simultaneously
- Rumble Pak compatible
- 6 Boards
- Save Minigame Load, Overall Game, or Board Game

GRAPHICS
7.6

PLAY CONTROL
8.4

GAME DESIGN
8.4

SIZE
8.0

SOUND
7.6

HOW MUCH POWER?
STAFF SCORES

8.3 — Jason
8.0 — Dan
8.0 — Scott
7.8 — Andy
7.7 — Mike



ARMORINES: PROJECT SWARM

Don't get bugged—get even in Armormines.

GRAPHICS: Acclaim's latest may look like Turok on the surface, but once you get into the game it has its own gritty reality. Even more impressive than the big environments are the character and bug animations.

PLAY CONTROL: Armormines uses the familiar Turok control scheme. Movement is smooth and aiming is precise, particularly with the Auto Aim feature. Players also have the option to customize the speed of the Control Stick.

GAME DESIGN: Each area has several mission objectives that are more important

than blasting bugs. Players have to deal with characters, explore large areas, and figure out puzzle elements in addition to slaying alive. The split screen, cooperative mode lets two players gang up on the buggies.

SATISFACTION: If you like first-person action, you'll eat this one up, and the two-person mode adds a wonderful extra dimension.

SOUND: Acclaim's London studio excels at creating thematic music. In this case, it's tense and brooding like the game itself. Weapon and bug sounds are also excellent.

COMMENTS:

Scott—It's the best bug hunt on Perfect Dark. Nate—It's kind of scary, but there aren't any real innovations. I'm still waiting for Perfect Dark.



OVERALL
7.7
RATING

- Acclaim/128 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 3 worlds

GRAPHICS
7.8

PLAY CONTROL
7.7

GAME DESIGN
7.7

SIZE
7.5

SOUND
7.8

HOW MUCH POWER?
STAFF SCORES

8.1 — Jason
8.1 — Scott
8.0 — Scott
7.3 — Andy
7.1 — Mike



ROADSTERS

Welcome to raptop racing on the N64.

GRAPHICS: Each of the exotic courses is loaded with details and off-track animations, but it's the roadsters that star in this game. Some of these two-seaters are based on real models from Alpha Romeo, Renault, Fiat and Lotus, while others are pure fantasy cars. Players will feel the speed of the open road.

PLAY CONTROL: Steering these little roadsters is a lot easier than with many driving sims. Roadsters has a tight, snide feel.

GAME DESIGN: The Roadster Trophy Mode begins by throwing you into a six race season in the 3rd Division. The

money you earn can be spent on upgrades or new cars as you graduate to the higher divisions. Other modes include Multiplayer, Quick Race and Time Trial Modes.

SATISFACTION: Casual racing fans will have the most fun with Roadsters because of its forgiving play control. Expert drivers should at least give it a spin to road test the cool cars.

SOUND: The music isn't much, but the sound effects of the engine, road noise and crashes are fine. The driver comments are a waste of space.

COMMENTS:

Scott:—A real mix of tracks and cool cars.
Nate:—Not much difference between differing road conditions or different car models.



**OVERALL
7.5
RATING**

- 128/65 Megabits
- 1 to 4 players simultaneously
- Controller and Handle Pak compatible
- 16 tracks
- 34 cars

GRAPHICS
8.2
PLAY CONTROL
7.6
GAME DESIGN
7.2
VALUE
7.4
SOUND
7.0



HOW IT RATES: Roadsters truly is a straight-E title all the way. The ESRB agrees, even if they're a bit too nice—pardon the pun.

STAFF SCORES
A.1 — Kyle
7.8 — Steve
7.3 — Scott
7.2 — Andy
6.9 — Nate



SUPERCROSS 2000

It's the biggest deal on two wheels.

GRAPHICS: In your face mud, punting rides, big arenas, tight turns and rugged tracks all scream Supercross. EA Sports has the faces of all the riders and sponsor logos, including PACE Motorsports and the AMA. The frame rate is a bit slow, particularly when you're in a pack of bikes, but the rider animation is sharp—well worth running a replay.

PLAY CONTROL: Supercross racing is full of brutal crashes with barbed berms, waves of whoop-de-dos, and punishing double and triple jumps. Players have to

around the corners quickly. The freestyle controls, on the other hand, are simple and fun.

GAME DESIGN: Supercross 2000 picks in the real races and sites, plus Quick Race Mode, Practice and Two-Player Modes.

SATISFACTION: Everyone will love freestyle, but you'll have to put in some practice before threatening to win the regular circuit.

SOUND: The sound track rocks with the riffs from Mudra, Puley and The Living End, and the bike engines snarl.

COMMENTS: **Scott:**—Control could be tighter but the freestyle is fun.
Andy:—The action across sluggish.
Nate:—I wanted more stunt tracks.



**OVERALL
7.4
RATING**

- EA Sports 125 Megabits
- 1 to 2 players simultaneously
- Controller and Handle Pak compatible
- 24 riders
- 16 tracks
- 3 freestyle arenas

GRAPHICS
7.2
PLAY CONTROL
6.8
GAME DESIGN
7.6
VALUE
7.8
SOUND
8.2



HOW IT RATES: Even if you catch Super and fly off your bike, no one gets hurt in Supercross 2000—unlike the real sport—in the ESRB gave this one a big, giant E.

STAFF SCORES
8.5 — Steve
7.8 — Nate
8.5 — Scott
8.8 — Kyle



BASSMASTERS 2000

THQ angles for a holiday catch.

GRAPHICS: Whether you're watching the underwater lure cam or speeding around the lake in your bass boat, the graphics in *Bassmasters 2000* present a realistic picture of fishing bliss. There's quite a lot of fog in the distance, but the water, lures and fish all look good up close.

PLAY CONTROL: *Bassmaster 2000* gives video anglers lots of controls, including excellent drag adjustments and quick shifts from fishing to driving and other functions. The casting control requires patience and skill to achieve exact placement.

GAME DESIGN: With seven tournaments altogether and a Quick Fishing Mode and Casting Contest, *Bassmasters 2000* is loaded with goodness. The two-player option is great.

SATISFACTION: The challenge level of *Bassmasters 2000* ramps up as you progress in the game. Diehard anglers will love that, but even rank amateurs will have fun fishing in Exhibition Mode or the Casting Contest.

SOUND: The voice commentary gets old very fast, but the sound effects are excellent.

COMMENTS:

Andy—The create-an-angler feature was nice. Nice—it was easier to catch fish in this than in Bass Hunter but more entertaining.



OVERALL
RATING
7.1

GRAPHICS
5.8

PLAY CONTROL
7.4

GAME DESIGN
7.0

NET.
6.8

SOUND
7.8

- THQ/64 Megabits
- 1 or 2 players simultaneously
- Controller and Remble Pak compatible
- 4 game modes
- 7 tournaments

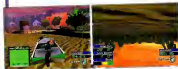


HOW IT RATES

The boat may not grow with the 64-bit's ring of G on the arc, but this angler has only a virtual fish.

NINTENDO POWER
STAFF
SCORES

3.1—Neo
7.5—Scott
7.2—Sepp
7.0—Andy
5.5—Kyle



SPACE INVADERS 64

Another classic returns in 3-D.

GRAPHICS: The new 3-D graphics of *Space Invaders* for the N64 may be eye candy, but the alien ships look evil enough to blast without remorse and the explosions add to the sense of imminent danger. The futuristic backgrounds don't add anything to the game play, but they help set the scene.

PLAY CONTROL: You can't get much simpler than *Space Invaders* controls. Players move the cannon horizontally, shoot missiles vertically, and pick up specials and trigger them at appropriate times.

GAME DESIGN: New elements for the N64

version of *Space Invaders* include big bosses and special power-up items. The two-player option puts opponents on the same screen trying to clean up more aliens than the other. Hidden within the game is the original arcade version of *Space Invaders*.

SATISFACTION: Nostalgia buffs should enjoy the return to simple shooting, but this game has more to it than the original and should prove to be just as appealing to a wide range of players.

SOUND: Fitting music and nice sound effects for the new game will keep your hand off the volume control.

COMMENTS:
Scott—A great way to kill some time.
Andy—The power up system adds a great new twist.



OVERALL
RATING
7.1

GRAPHICS
7.0

PLAY CONTROL
7.2

GAME DESIGN
7.0

SAT.
7.0

SOUND
7.4

- Activision/64 Megabits
- 1 or 2 players simultaneously
- Controller and Remble Pak compatible
- Expansion Pak enhancements
- 100 levels
- 10 bosses



HOW IT RATES

Space Invaders may anger volume, but the game seems tame in reality. The ESRB agreed that the alien fire isn't so scary and it's rated E with an E rating.

NINTENDO POWER
STAFF
SCORES

7.4—Scott
7.3—Andy
7.3—Joan
7.8—Arnos
6.5—Nate



PAPERBOY 64

Extra! Extra! Paperboy returns!

GRAPHICS: The development team created a simple but suitably cartoony look for the 3-D graphics in Paperboy 64. Every element is sharp edged with flat textures. Making the paper can be tricky because of the camera perspective.

PLAY CONTROL: You'll ride your bike, throw papers and pull stunts off jumps, as well. Most moves are fairly easy to do. Movement on each route is on a track so where you go is limited.

GAME DESIGN: Yet another classic arcade game has arrived for the N64 with new 3-D graphics. As a paperboy or papergirl,

your main task is to deliver the Daily Sun to the homes of subscribers. That job involves steering the bike, avoiding obstacles and badies, and throwing the paper on a porch or in a mailbox. There are secret coins and three levels of difficulty.

SATISFACTION: Fans of the original game will want to check out the latest reincarnation, but the 3-D routes give the game a much different feel. The stunts are fairly limited, as is the replay value.

SOUND: The music and sound effects seem as flat as the textures on the cartoon figures.

COMMENTS:

Don—The game is forgiving, making it suitable for younger players, but possibly too simple for older gamers. Jason—Yesterday's news.


**OVERALL
5.9
RATING**

- Memory 55 Megabits
- 1 player
- Controller 1st Nintendo Pak compatible
- Secret Code none
- 25 routes
- Paperboy and Papergirl characters

**HOW IT RATES**

You may fall off your bike or get chased by a ghost, but the only thing objectionable about Paperboy is that you might not get your delivery on time. The ESPB gives it a straight E rating.

**GRAPHICS
7.4**
**PLAY
CONTROL
6.2**
**GAME
DESIGN
6.2**
**ACT
5.4**
**SOUND
5.3**
**OVERALL
POWER
STAFF
SCORES**

6.7—Don
5.8—Andy
5.7—Jason
5.7—Mark
5.6—Scott

DRAGON WARRIOR MONSTERS

A monstrous game from Enix in Japan and Eidos in North America.

GRAPHICS: It's amazing to see how much detail made it into this game. The animation may be fairly simple, but the programmers even manage to convey emotion using broad movements. Battle scenes have very little animation, though.

PLAY CONTROL: The most complex control functions in DWM are needed through the Battle menus. A little practice, though, and even the many layers of menus become easy to navigate.

GAME DESIGN: The story is fun, the battles are vintage Dragon Warrior, and the game much as the VS, Mode and Breeding

Mode are as cool as anything in Pokémon Blue, Red or Yellow. The emphasis on building levels is typical of a Dragon Warrior game, but there seems to be a better mix of story elements, explo-

ration and level building in this game. **SATISFACTION:** RPG fans will have a huge new world to explore, and the random map generation keeps DWM fresh. Pokémon fans should also take a look. These monsters may not have the personalities of Pokémon, but the game offers some similar features and some extra depth.

SOUND: Expect an amazing amount of high-quality music for Game Boy.

COMMENTS: Scott—This is more than a Pokémon clone. It's very much a Dragon Warrior title, but with some fun new elements. Nate—More of an epic feel than Pokémon.



HP	DR	AT
42	30	20
Look out! Slime monster!		


**OVERALL
7.2
RATING**

- Memory 55 Megabits
- 1 or 2 players simultaneously
- Game Boy Color 2nd Game Pak compatible
- Battle Link compatible
- 1 game save slot
- VS, Mode
- Breeding Mode

**HOW IT RATES**

Dragon Warrior Monsters received an E rating from the ESRB. Monsters are never killed, just knocked out, so there's little suggested violence.

**GRAPHICS
7.2**
**PLAY
CONTROL
7.2**
**GAME
DESIGN
7.2**
**ACT
7.4**
**SOUND
7.3**
**OVERALL
POWER
STAFF
SCORES**

7.8—Scott
7.7—Nate
7.5—Andy
7.4—Kyle
7.3—Scott

GEX 3: DEEP POCKET GECKO

Gex is on the job with a license to lick.

GRAPHICS: Gex is a large and colorful, 3-D side-scrolling version of the N64 Gex game. The details and use of color in this handheld version are great, and the animation of Gex isn't bad, either.

PLAY CONTROL: With fewer buttons available on Game Boy Color, Gex doesn't have quite as much variety to his movements. The basics include tail hits and pogo jumps. Control is fairly responsive and seldom gets in the way, except for some jumps.

GAME DESIGN: The levels are pretty much the same as those in the N64 game, but the mission objectives are often waaaaay down. That isn't to say that Gex 3 for GBC is easy. The huge stages are like mazes—not a lot of enemies, but lots of wrong ways to go. Gex must collect remote con-

trols to move into new areas in his search for Agent X.

SATISFACTION: Gex fans will miss the humor of Dera Gould, which is one of the best parts of the N64 games, but the action should keep platform fans happy.

SOUND: The music is very good and the sound effects are bright and effective. Unfortunately, there was no way to include the great one-liners from the N64 game.

COMMENTS: *Score—There's a lot here if you like jumping and waxes, but the game lacks the fun enemies of the N64 title.*



OVERALL
7.2
RATING

GRAPHICS
7.0

PLAY CONTROL
7.0

GAME DESIGN
7.0

ENT.
7.0

SOUND
7.0

- Effortless MegaBite
- 1 player
- Passwords
- 12 worlds



HOW IT RATES

The wild wino of violence: One Swindler. One hero, based on a thing with his tail, over-leaving flies and hopping over fences. The ESRB gives it a rating of E.

INTERVIEW
POWER
STAFF
SCORES

7.0 — Jason

7.7 — Scott

7.1 — Mark

6.8 — Andy

6.4 — Steve

MISSION: IMPOSSIBLE

Intergames introduces its impossible mission.

GRAPHICS: The backgrounds are nicely detailed, and Ethan Hunt and the other characters in the game are fairly large. The lack of richness in the colors is a disappointment, but the somber palette does seem suited to the sleek and sly nature of the game. The Agent Organizer screens are pretty simple.

PLAY CONTROL: In the game, play controls include movements such as walking, jumping, running and crawling and some selection of items. The item selection system is automatic and a bit confusing.

GAME DESIGN: In addition to the 10-stage action game with mission elements similar to those in the TV series, there's a calculator, a notepad, a secret messaging system and a totally cool universal remote control function for electronic devices.

SATISFACTION: The game may become a bit just for the extras, but the missions are overly simple.

SOUND: The Mission: Impossible theme music is remarkably good.

COMMENTS: *Score—It's innovative and it turns your Game Boy Color into a neat gadget. Score—Some of the strange color combinations made certain areas more difficult than they should've been. Note—The infrared features add a lot to what would be an off game otherwise.*



OVERALL
6.9
RATING

GRAPHICS
7.0

PLAY CONTROL
7.0

GAME DESIGN
7.0

ENT.
7.0

SOUND
7.0

- Whiplashin' MegaBite
- 1 or 2 players simultaneously
- Battery-backed memory
- Infrared port available
- Agent Organizer Mode



HOW IT RATES

Mission: Impossible is a rating by not deadline, but it only receives a T rating because players shoot NPCs with handguns just like cops in the movies.

INTERVIEW
POWER
STAFF
SCORES

7.4 — Mark

7.3 — Scott

6.9 — Andy

6.9 — Steve

5.9 — Kyle

ALSO PLAYING THIS MONTH

ARMORINES

- Action/Adventure Megahits
- 1 player
- PlayStation
- 3D action
- Game Boy Color exclusive



Big or small, *Armorines* is a great buyout. On Game Boy Color, this action-adventure anime almost as big as the M4 version. The bugs are smart enough to give players hits, and the adventure element keeps things interesting. It's a good-looking game, too, and the music is surprisingly effective at creating a drama to mood.



**OVERALL
6.8
RATING**

ARMORINES
PLAYERS: 1
GENRES: Action/Adventure
ESRB: E

SPEEDY GONZALEZ

- Action/Adventure Megahits
- 1 player
- PlayStation
- 2D action
- Game Boy Advance/Boy Color



Speedy races through six worlds and multiple stages, collecting chests and avoiding enemies. The beautiful graphics and buoyant music will keep players glued to the screen of this classy little platformer. *Speedy* gets moving over the speedsters, you could almost mistake him for that blur of a hedgehog.



**OVERALL
6.8
RATING**

SPEEDY GONZALEZ
PLAYERS: 1
GENRES: Action/Adventure
ESRB: E

DOOMWORLD ADVENTURE 2

- Action/Adventure Megahits
- 1 player
- PlayStation
- 2D action
- Game Boy Advance/Boy Color



Abstract from the Muckian people by getting down to help him in his quest. His goals commands such as "Follow Me" and "Work" to get the Muckians to help out. The graphic style of the game fits the world, nice world, but the lack of team humor seems out of place. The action is a mix of puzzles and skill. It is truly odd.



**OVERALL
6.6
RATING**

DOOMWORLD ADVENTURE 2
PLAYERS: 1
GENRES: Action/Adventure
ESRB: E

CATZ

- Action/Adventure Megahits
- 1 player
- Strategy-based strategy
- Action/Adventure Megahits
- Game Boy Color exclusive



Midstage and Boffie team up to enter the Virtual Petz arena, which includes both Cats and Dogs. In Cats, you'll choose a pet from the Petz Store, play with it, feed it, and generally do what you would do with a real cat. The goal is to complete a function ratings and win the Petz Hall of Fame.



**OVERALL
6.4
RATING**

CATZ
PLAYERS: 1
GENRES: Action/Adventure
ESRB: E

DOGZ

- Action/Adventure Megahits
- 1 player
- Strategy-based strategy
- Action/Adventure Megahits
- Game Boy Color exclusive



Although pet owners may argue about it, *Dogz* is pretty much the same game as *Catz*, except that you own a *Mutt*, *Chihuahua* or *Scottie*. If you have a friend with *Dogz*, the two of you can trade *Petz* or *dogs*, *Unleash*. You'll get a type of pet, then *Petz* or *dogs* in a few hours of play time and never die.



**OVERALL
6.4
RATING**

DOGZ
PLAYERS: 1
GENRES: Action/Adventure
ESRB: E

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

ANDY:

JASON:

ARMOND:

JOHN:

BRYAN:

KYLE:

DAN:

NATE:

ED:

SCOTT:

HENRY:

SONJA:

RATINGS

GRAPHICS

PLAY CONTROL

GAME DESIGN

SATISFACTION

SOUND

AGE RATINGS



Early Childhood



Teen (13+)



Adult (18+)



All Ages



Mature (17+)



Rating Pending





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THIS MONTH

TOMB RAIDER



Lara is huge on GBC.

DISNEY'S TARZAN



Acrobatics gone up.

HYDROTHUNDER



Wetway rules the waves.

CYBERTIGER



He's in the game.

PAK WATCH

The inside source for all Nintendo News.

LARA CROFT RAIDS NINTENDO

Pak Watch readers, hold on to your whips. Pak Watch has uncovered an exclusive treasure from Eidos Interactive. Yes, the unbelievable is coming true, and we have the screen shots to prove it. Long the poster girl of the Playstation, Lara Croft will soon be in the hands and pockets of Game Boy Color players, so no matter where you go to search for treasure,

Lara can go along for the fun. Tomb Raider for Game Boy Color features a new story involving The Dream Stone—an ancient Aztec relic with mysterious powers. When Lara discovers the Stone in a ruined temple in South America, she is transported to another world. Eidos' plans for Tomb Raider are as ambitious as Lara's dreams of archaeological booty. The development team plans to include full-motion video cut scenes for relating story elements and 2000 frames of animation for Lara's movements. In fact, the plan is to include practically all of the moves from the 32-bit TR games. As amazing

as this seems, the design team at Core has a firm grasp of the technical capabilities of Game Boy Color, and they plan on pushing it to the limits. The entire game is set inside one vast temple with five levels including a Royal Tomb, some Treasure Pits and a Volcanic Temple. Lara will have to solve puzzles and manipulate things in the side-scrolling environment, and she'll

have to keep an eye out for enemies, as well. If all goes as planned, the smallest Tomb Raider may become one of the biggest action hits for Game Boy Color when it's released early this spring.



N64 THRASHED BY HAWK

Tony Hawk's Pro Skater from Acclaim may be the biggest extreme sport title to hit the planet since 1980's Snowboarding, and it's headed to the N64. Why is Tony Hawk so huge? You might think it's the great graphics, the awesome soundtrack, or the incredible skate parks. But you'd be wrong. Sure all of those things are great, but what makes Tony Hawk's Pro Skater the best are the moves and the challenges. This isn't just a skateboarding game with a big name license—it's a magnificent ride in its own right.

Stick it or bail

The thing about the tricks in Pro Skater is that they feel natural and intuitive. You have to be lined up straight to land a landing, and you need to build up speed to catch big air. The higher you go, the more screens you can pull. Each C Button sets you up for one type of trick: flips, spin tricks,

grabs, and slides, but your speed, position, and Control Stick motion determine which of the hundreds of moment-captured stunts you'll actually get and what score you'll earn.

The variety of moves alone is enough to keep players skating for hours. Better yet, you can even check out your moves using a Replay Mode.

Tapes and skates

Songs from Primal, Goldfinger, Dead Kennedys, The Erasmies, Even Ruie, Speedstar, U2, and The Vindals show up on Tony's Pak. The music sounds great and adds energy and tempo to the game, and that actually helps you get into the flow of doing stunts. It's one of the best soundtracks for any N64 game. But there are plenty of other extras that pile on the fun. Pro Skater isn't just about tricks and scores. You'll face multiple challenges in each of the nine parks. Spelling out words by grabbing the letters may earn you a tape, and if you get enough tapes you'll open up new parks. Or you might have to find a hidden item or reach a set point total. In the

two-player game, you can compete head-to-head in split-screen competitions or games such as HORSE.

Tony keeps truckin'

Most great games give players a lot of choice, and that's one of the things that makes Tony Hawk's Pro Skater so much fun. You can choose to use Tony or any one of nine other pros, such as Rob Bonquist, Karen Campbell or Rune Gifford. Each pro has different attribute ratings for Ollie, Speed, Air, and Balance. Beyond that, you can pick Tight, Medium or Loose trucks or even change the color of your wheels. As for the ways to play, the Career Mode puts you on a tour of top skating locations in the U.S.A. There are Free Skate and Single Session Modes, as well. It's enough to make you want to grind down to the score and be first in line when Tony arrives in March.



You can practically feel the concrete.

Pak Play

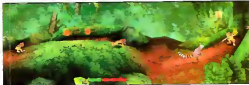
Hands-on previews of upcoming games.

APE-MAN SPOTTED ON N64

The most famous jungle hero of all time returned to the silver screen last year in Disney's *Tarzan*, and this year the Lord of the Jungle is headed to the N64 in a stunning action game from Activision. Early peaks at this platform masterpiece didn't do the game justice. The development team at Eurocom deserves a lot of credit for creating a rich, vibrantly animated jungle world that is as appealing as Disney's movie. Parrots fly through the canopy while

monkeys somersault among the branches and acrobats move through the underbrush. The game, like the film, begins with a young Tarzan and continues through later stages with a teenage and mature Tarzan, his skills growing along with his body and strength as the player progresses. Although the game is essentially a 2D platform game, there's plenty of variety to keep things interesting, and the play control is as smooth as silk. Tarzan should be out of the jungle and into

the stores by the middle of February. You won't want to miss it!



MIDWAY TURNS TO HYDRO POWER

The fastest action this spring won't be on the NASCAR or F1 circuits. You'll have to head to the beach to catch the speedsters in Midway's *HydroThunder* for the N64. Unlike *Wave Race 64*, *HydroThunder* is a straight racing game

on water without stunts. The running characteristics of the boats give the race a soft, forgiving feel, but the courses are full of hazards, boosts, jumps and shortcuts to stir things up. The boats themselves range from the sleek Midway craft to the futuristic Banshee. You'll race all over the world, from the deep Grand Canyon to the narrow canals of Venice. It's fast, wet and fun, and the boost system lets you stockpile nitro for when you need it most. *HydroThunder* is scheduled to cut loose in the early spring.



EA HAS A TIGER BY THE TAIL

**PAK
WATCH**

The biggest move in golf is headed to the N64 as February tees off in an arcade-style golf game from Electronic Arts. Tiger isn't your conventional golf champion, and CyberTiger isn't your conventional golf game. The look, the sound and the feel of the swing all break new ground for a golf game. Electronic Arts worked with Saffire Corp. to create a swing controller using the Control Stick to emulate an actual golf swing. As a result, Cyber-

Tiger is all about touch, and it's very intuitive, particularly for players who haven't been using the standard swing meters for years. The other innovative thing about CyberTiger is the array of super balls that you can use to get the ball into the hole. No one would confuse this game for a golfing sim, but who needs reality when the cyber-fairway is this much fun?



WARIO RETURNS

Wario is returning to Game Boy Color this time in an all new adventure that was designed for GBC from the beginning. Wario Land 3 features excellent graphics and the tried and true Wario-style of play. This month's Pak Watch gallery showcases some of the fun. Transforming Wario into new forms such as the Wario or the Wario is an essential part of solving the puzzles. The action takes place in a music box world with 15 stages, but it seems that even here our reluctant hero is obsessed with making money and charging into obstacles. Nintendo plans to release Wario later this spring.



Show us the coins....!

Pak Peek

Whats breaking in the world of games.

A rainbow on Game Boy Color?

Rainbow and Game Boy Color might seem perfectly suited for each other, but when that rainbow is Red Storm's elaborate counter-terrorist game, Rainbow Six, you might think that someone is getting carried away. As it turns out, Red Storm and Crawford Interactive have managed to reach the pet of gold with this cool Game Boy thriller.



Almost everything from the N64 version is included—basings, team and equipment selection, tactical mission planning and real-time mission execution. The missions are new, and you get to choose eight team members instead of four. The counter-terrorist squad members from Tom Clancy's novel may appear small on the overhead perspective maps, but the action is big. If you like covert action and team tactics, and you're on the go, Rainbow Six for GBC is the biggest game in town.

The amazing shrinking Rayman

Ubi Soft's Rayman will soon star in his own Game Boy Color exclusive game based on the original side-scrolling Rayman from 1995. In the preview version we received at Pak Watch, we weren't surprised to see the colorful, fun graphics that have always been the hallmark of Rayman games, but the development team at Ubi really pulled out all the stops. The eight worlds and 30 stages of Rayman include forests, mountains, jungles, caves and other areas based on music and darkness.



There's an extra bonus level that's exclusive to the GBC game, as well. In this game, Mr. Dark has stolen all the light-giving Toons and Rayman must hop and hop to save the world. The action never stops with Rayman's punching and shooting energy balls, flying using his helicopter hair, and crawling under low ledges. For players who want a good-looking platformer with lots of depth, Rayman may fit the bill perfectly.

Racing on Big Mountain

Big Mountain 2000 from South Peak Interactive is the same skiing/snowboarding game that Pak Watch showcased about two years ago. The game hails from Imagiteer in Japan, and



although its North American release has been long delayed, it does have several features not found anywhere else. For one thing, it's the only N64 game to feature both skiing and snowboarding in one Pak. The graphics may not knock you on your seat, but the action is truly challenging and there is a two-player mode for head-to-head matches.

More monsters in store

Konami is the latest publisher to bring an epic monster RPG to Game Boy Color. Amare Decima follows the exploits of a young hero who ventures into a tower of monsters to seek his lost father. He captures monsters by putting a magic collar on them or by hatching eggs. Once the monsters belong to the hero, he can command them to protect him, fight for him, or support his attacks with magic. There's also an exchange option for trading monsters with friends. Unlike in other RPGs, however,



most of the battles take place in real time and are less strategy-based than those in Pokémon or Dragon Warrior Monsters. RPGers should take a look when Amare Decima arrives later this winter.

A fast and slippery track

If you want to get on the track for more winter fun, Vertical Entertainment has a Game Boy Color snowmobiling game called Pokies SnoCross, which should be warming the shelves by February. This top-view mixer includes a tournament, a



COMING SOON

two-player Game Link option, and Passwords for saving your progress. Like other top-view racing games, such as Mickey's Racing Adventure and Star Wars: Episode II Racer, *Polaris Spacemaster* takes some getting used to. In addition to learning the steering, players will be challenged by a variety of hazards and jumps that make the icy tracks both chilling and thrilling.

W the news

The word from the Perfect Dark development team at Rare is that everything is coming together on the highly anticipated game. We've also received some new details about PD. GoldenEye fans will be happy to learn that there will be approximately 30 multiplayer arenas for up to four players. In the one-player game, there will be nine huge levels, and Joanna Dark's futuristic arsenal includes weapons with secondary functions. As for the story, Joanna's first mission begins with what seems like a simple kidnapping and unfolds into a vast intergalactic conflict between alien races. April 10th is the launch day. Mark it on your calendar.

April 10th is also the day that long-suffering, real-time strategy fans will get some relief. That's the new release date for *Starcraft 64*. And April is also the month in which the *Pokémon Trading Card Game* for Game Boy Color will be released.

Finally, a little-known software company here in Redmond, Washington, by the name of Microsoft has its first product ever for a Nintendo system. Microsoft Puzzle Collection for Game Boy Color includes six action puzzlers: Jewel Chase, Spring Wreckend, Lineup, Filmy Munch, Color Collision and Rat Poker. The games are clever and captivating, and they don't appear to include a web browser.



Pokémon Trading Card Game



Wintendo

Workplan



11520

Mini-Reviews

Wintendo

**Jeremy McGrath's
Supercross 2000**



Acclimation

Dead Kenton



Impco

Triples Have Warm



Acclaim

RELEASE FORECAST

2014年12月 19-25

[illegible]

PHILIP COMPTON
 CASTLEMAN &
 LAMMINGTON
 CHIC
 CRYSTAL
 DAVID DICK
 EVER KNOWN
 H-8 THUNDERBOLT
 THE NEW ADVENTURES OF
 MARY-KATE & ASHLEY
 MORGAN MUELLER
 NEWS IN THE TIME 2000
 NEWS LINE 2000
 NEW BIRTH 2000
 NEW EAGLES OF THE 20TH
 NEW HORIZON 2000
 NEWS VIDEO OF THE
 POLARIS PRODUCTION
 RAINBOW 2000
 THE RISE OF THE
 STREET FIGHTER ALPHA
 SUNDAY ALL-STAR
 SYMBIONE RACING
 TERRY & GARY WALKS
 WICKED MARIANNE
 WIND
 WINDY WINDS

SPRING 2005

ALL-STAR NASCAR 2000
JIMMY KENNY AIR COMBAT
ICW: HARD CORE REVOLUTION
INTEREST 04
I-1 RACING CHAMPIONSHIP
MIDNIGHT KICKS
HIGHWAY CRASHES 2
DARE BATTLE
PERFECT DASH
STARCRAFT 66

THE EXPRESS
TEST DRIVE RALLY
AIDS IN WOMENLAND
WHEELER MASTER
ON BLISSFUL ADVENTURE
NEEDS TO MIGHT & MUSIC
FOR HIGH TRADING CARD GOLF
DAYMAN
TOMMY LINDER
HOMER THORNTON

PLATE 1

RAMPO-DOCK
DUMMARA
DUCK DOGGED IN THE
TO 1/2 CONTENT
INTERNAL DAMAGED
LAST WAREHOUSE 04
BARRIED 2001
JELLY MICHAM
SUPERIOR DOCK
KART 04
MONEY SPENDING USA
MORNINGGLORY
TIGER
BORN 2000
SPICE-RAIN
17000 KARTS 2000
KART MARCH 2000
KART MARCH 2000

THE NEW ADVENTURES
OF BAYMAN
TUES. 3
TYNELL HALLS, CHAMBER 44
8-10PM
WILDFINDER
WILD HEATH COUNTRY
WEDNES. THE POOL
JILLIAN GARDNER
HICKED BACKWARDS VS
JAN TRANCHID BUSH
SILFON VALLEY
FRIDAY OF JILLIAN
WARRIOR LAND 3
8-10PM
JURY OF THE IMPERIAL TRADITION

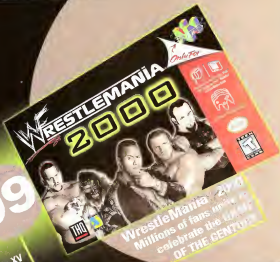
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