

AND WE'VE ALL THE UNUSUAL SUSPECTS.

To get the *unusual* kind of characters you're going to need an informant on their moves. And when it comes to this line of work, the best in the biz is Nintendo Power.



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

Now fresh from the oil shell, call us the **NINTENDO FAX** and we'll throw in a Limited edition *Donkey Kong* 64 Expert Branch Controller and Official Donkey Kong 64 Hyper Card with your *Nintendo Power* subscription (special phone-in rate confirmation for only ... U.S./550 Cds.).

Or try for the **NINTENDO PC** and we'll slip you the Official Donkey Kong 64 Hyper Card with your subscription (phone or mail in orders for only \$14.99 U.S./\$19.95 Cds.).

Now this choice is yours. Call, bright up a tree without a guide. Or, blaze a winning trail with *Nintendo Power*. We've got one phone call. Make it a good one!

**THIS IS A
LIMITED OFFER EXPIRES 2/28/00! CALL NOW TOLL-FREE:**

1-800-255-3700

For 2000/2001, fax only; use the attached order form.
Our Privacy Policy is available on our website: www.nintendo.com



Game by Roxio. Roxio logo
is a trademark of Roxio.
R and "Roxio" logo are trademarks
of Roxio Inc. and Roxio Inc.

Create a monster

Create à



Monster



The ultimate strategy card game is looking for a few good monsters. Describe the most bizarre, most 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



a VIP trip for two!

WERESTLEMANIA
2000

MAGIC

The Gathering trading card game—

The ultimate battle of wits.

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

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



AMERICA'S MOST WANTED

WANTED



TONIC TROUBLE™

- Troublemaker (a/k/a Super Ed)
- Last seen saving world with his bow tie and a stick
- Bounces, bounces, makes a mess of everything
- Detonates onions, onions, carrots, the Evil Egg
- Can solve loads of mind-bending puzzles and traps

"It's a mess of fun"

- Nintendo Power



NINTENDO⁶⁴



Sticker
WUNCH

"...one of the most innovative platform games to come out in a long, long time..." - Nintendo Power

WANT



ROCKET ROBOT
ON WHEELS™

- Extremely advanced robot
- Last seen saving a massive amusement park
- Builds & rides a super fast rollercoaster
- Fully Equipped with blast visor, laser beam, rocket boosters and 7 cool cars
- Rocks, rolls, bounces, vanishes, & throws just about everything!

WANTED



RAYMAN® 2: THE GREAT ESCAPE

- Lost soon saving an amazing 3D world
- Active in environments: swamps, lava flows, underwater caves, and more
- Swims, slides, swings, rides rockets, throws handballs, flies with bats, finds friends
- Seeking 1000 bonus and the four items of Poldoch
- Fast, magical, strong abilities of platypus



REJECT



NINTENDO 64

Ubi Soft
ENTERTAINMENT

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 may be solved, those of Flatland, Lemuria, two evil sorceresses, three cheap arts from your dreamworlds to fight the nightmares inducing HoofWinks, GT Wario's plot! Wario's as fantastic as the world beyond your eyelids, and we have the keys to download.

2026

Contents

Volume 128 • January 2000

Strategy

Mario Party 2.....	2016
40 Winks.....	2026
Worms: Armageddon.....	2034
Donkey Kong 64.....	2044
Roadsters.....	2052
Supercross 2000.....	2066
Bassmasters 2000.....	2072
Armorines: Project S.W.A.R.M.....	2088
Dragon Warrior Monsters.....	2104
Mission: Impossible.....	2114
Gex 3: Deep Pocket Gecko.....	2124

Worms



The common earthworm is not typically aggressive. Then again, if you could somehow wring it with barehands, then it would, prevent its coils and explore new levels, it's peaceful coils of living might change it all. We'll give you a worm's-eye view of why we've chosen this as an instant multiple per classic.

2034

Armorines



In the frightening traditions of the Tarot cards, Action has spawned Armorines, another weird final-person shooter 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 swarms.

2088

Special Feature

Millennium Predictions.....	2042
-----------------------------	------

Every Issue

Player's Pulse.....	2010
Classified Information.....	2060
Pokécenter.....	2078
Counselors' Corner.....	2084
Player's Poll Contest.....	2098
Arena.....	2102
Game Boy A-Go-Go.....	2132
Now Playing.....	2142
Pak Watch.....	2152
Next Issue.....	2160
Game List.....	2160

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 packed the issue with tons of bonuses with one 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 new stuff like that.

Sparky

Via the Internet



Eric J. Stoeck - WebTV, Atlanta

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

Charly Moore
Kirkwood, IL

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

Matt Fribis
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 vampires, ghosts, mummies, dragons, zombies, hoodlums and goblins. For weapons, you'd have knives, bows and arrows, crossbows, silver bullets, dynamite revolvers, shogunas, torches and machine guns. I don't like blood covering the screen, so I'd prefer to see the

fallen enemies disappear like in GoldenEye. Obviously you'd need the Rumble Pak.

Gerrit
Dallas, TX

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

Troy Cichor
Woodland, WA

I was wondering if you'd make a werewolf game for monsters. You know—Dracula, Werewolf, Frankenstein, Grim Reaper and Iago/ym? Imagine it! Some of the good moves would be the Frankenstain Frenzobolt, the Draper Saw, Bloodshed, the Hack 'n' Slash and the Boogy Buster! I suggest that you release it in October of 2000.

Paul McLean
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."

Erik Sheekness
Washington, IL

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

Theresa Lantz - Memphis, Tennessee



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 pawed at the floor, more and more appealing and we just wanted to run out of the office into the night air, baring a terrible howl to the dark sky, and...Sorry, when we're talking about? Oh yeah. If you want to check out more current spooky games, try Resident Evil 2, Hybrid, Henson, Shadow of the Beast and Castlevania: Legacy of Darkness for the N64. Of course, don't forget about the all-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.

Just Ellen

Via the Internet

A scary monster like Yoshi? OK, it's a mouth, but Yoshi can be a little spookily sweet. A mean underground worker? A car monster? Hm, aren't sure what those are, but we're scared nonetheless.



Sam Ringer - Pleasantville, 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 Scroggins
Via the Internet

If you'll just consult your *Motorcycle Highway Handbook*, you'll realize that such an entry from the *pedestrian* is entirely 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 Bare Minimum

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



Don't Party Too Hearty

Apparently, some of you Mario Party masters have been warming 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 skin on the palms of your hands is very sensitive, and the Control Stick isn't designed to be plugged in there and rapidly swiveted—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, gash 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 Consumer Service line at 1-800-555-3700 (1-800-442-4281 TDD).

In the survey more five thousand

Amanda Eckert, Jr.

More Pokémons only

In addition to C. Mills' observation that *Antuano*, *Zapdos* and *Malones*' last syllables are the first three Spanish numbers, I realized something else. Hitmonchan's last syllable comes from Jackie Chan's last



name and Hitmonchan has applicable comeys from Bruce Lee's last name. They're both martial artists—I just wanted to let you know in case you didn't

Библия. Псалом

REFERENCES

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

Colour Commentary

I was just wondering if you realized this, 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 a difference.



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*, *Wii Fit*, *Activision Blip*, *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.



GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1. <i>THE LEGEND OF ZELDA: OCARINA OF TIME</i>	NINTENDO	2	13
2. <i>GOLDENEYE</i>	NINTENDO	4	27
3. <i>SUPER SMASH BROS.</i>	NINTENDO	3	7
4. <i>POKÉMON SNAP</i>	NINTENDO	7	5
5. <i>JET FORCE GEMINI</i>	RARE	—	1
6. <i>WWF ATTITUDE!</i>	ACCLAIM	—	1
7. <i>BLITZ 2000</i>	NUWAY	—	1
8. <i>STAR WARS: ROGUE SQUADRON</i>	LUCASARTS	6	12
9. <i>ARMY MEN: SARGE'S HEROES</i>	THQ	—	1
10. <i>STAR WARS: EPISODE 1: RACER</i>	LUCASARTS	5	5
11. <i>BARUJO-KA 2001</i>	NINTENDO	8	18
12. <i>MARIO GOLF</i>	NINTENDO	9	2
13. <i>SUPER MARIO 64</i>	NINTENDO	11	40
14. <i>MARIO PARTY</i>	NINTENDO	7	10
15. <i>MCW: TWO RIVENGE</i>	THQ	—	14
16. <i>1998 SNOWBOARDING</i>	NINTENDO	29	29
17. <i>MARIO KART 64</i>	NINTENDO	10	37
18. <i>SOUTH PARK</i>	ACCLAIM	17	12
19. <i>TETRIS 3</i>	ACCLAIM	16	4
20. <i>ROAD RASH</i>	THQ	—	1

GAME BOY TOP 10

1

POKÉMON



These top three look familiar, somehow... After a brief shakeup, Link's Awakening reclaims its spot as runner-up to *Pokémon*. Meanwhile, *Pokémon Pinball* is making itself comfortable at #3—is Band of the upper echelon for good?

2

THE LEGEND OF ZELDA:
LINK'S AWAKENING DX



3

POKÉMON PINBALL



GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1. <i>POKÉMON</i>	NINTENDO	1	46
2. <i>SHREWDING 2000: LINK'S AWAKENING DX</i>	NINTENDO	3	81
3. <i>POKÉMON PINBALL</i>	NINTENDO	2	6
4. <i>JAMES KONO 007</i>	NINTENDO	5	29
5. <i>SUPER MARIO LAND 2: 4-HEADERS</i>	NINTENDO	6	85
6. <i>FINAL FANTASY LEGEND 3</i>	SQUARE	9	76
7. <i>WWF ATTITUDE!</i>	ACCLAIM	—	3
8. <i>DONKEY KONG LAND 3</i>	NINTENDO	—	26
9. <i>TERTIS ATTACK</i>	NINTENDO	—	10
10. <i>MRI BLITZ</i>	NUWAY	—	4

1. <i>POKÉMON STADIUM</i> (N64)
2. <i>POKÉMON YELLOW</i> (GAME BOY)
3. <i>DOLPHIN</i>
4. <i>DONKEY KONG 64</i> (N64)
5. <i>JET FORCE GEMINI</i> (N64)
6. <i>PERFECT DARK</i> (N64)
7. <i>SUPER CROSS 2000</i> (N64)
8. <i>ARMY MEN: SARGE'S HEROES</i> (N64)
9. <i>WRESTLEMANIA 2000</i> (N64)
10. <i>RAINBOW SIX</i> (N64)

MOST WANTED

look down at a Game Boy that has colour spelled incorrectly.

Steph Russell

Via the Internet

Well, first of all, we don't translate on the Game Boy. Game Boy in France is "Game Boy," not "Carton de Jeu." Likewise, the Italian Game Boy is also "Game Boy," not "Ragazzo di Giochi." As for an alternate spelling, our motto is "You just the 'e' in Game Boy Color!"

Pokémon for Dollars

If you had been watching "Who Wants to Be a Millionaire" on TV in November you would have noticed that the \$100,000 question was about Pokémon. The contestant had to identify one character that was not a Pokémon out of these four: Jigglypuff, Frodo, Pikachu and Squirtle. The contestant used his \$50 lifeline, leaving him with a choice between Jigglypuff and Frodo. He backed out and took what he had rather than risk it all. Imagine that! I guess he should subscribe to Nintendo Power with his winnings.

Desiree Deneo

Via the Internet

You're absolutely right—that's just one example of how NP can make you feel bad not. Judging by the amount of mail we received about



Bright Lights, Big Pokémon

Oliver, who saw *Pokémon: The First Movie* when it came out last November! Aaron Jacob of Little Rock, Arkansas, did, and chances are, he saw it before you did. As the winner

of our Player's Poll Contest in Volume 124, Aaron took a trip to L.A. for the premiere of the animated blockbuster. He took a VIP tour of the WB studios (catching a glimpse of George Clooney shooting hoops during a break on the *ER* set) and then pulled up to the premiere in the Pokémon theater. Congratulations, Aaron!



WINNER!

that episode, there was plenty of Pokémaniae revering "Jigglypuff" at their TVs.

A Breath of Not-Fresh Air

I was playing Shadow Man the other day and as I was going across a rope in Deadside, I realized that Shadow Man was breathing. I thought that Shadow Man didn't need to breath on Deadside—isn't that

why there's no time limit for sie?

Eric Louis

Via the Internet

There are two possibilities. One is that it was a slight auditory oversight. The other is that while you were playing the game, *some* undead creature from Deadside was standing right behind you, breathing heavily. Sleep well?



WRITE AWAY RIGHT AWAY!

We don't know if it's just influenza fever, but the dooming of the year 2000 has us in a futuristic malaise! We realize that it's a bit early to ask, but what do you think video games will be like by, say, 2050? Will they be full virtual worlds? Will we be able to smell or taste simulations? Or will they even still be around? Write in and give us a glimpse of your future vision!

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

Submitted art becomes the property of Nintendo.

PHONE DIRECTORY

NINTENDO POWER SUBSCRIPTIONS, SYSTEM SETUP AND REPAIR

1-800-255-3700

(1-800-422-4281 TDD)

8 a.m.-5 p.m. Pacific time,

Monday-Friday

8 a.m.-7 p.m. Sunday

French and Spanish speaking representatives are available.

TALK TO A GAME COUNSELOR

1-800-288-0707

U.S. 5:30 p.m. on weekdays

1-800-451-4400

Closed \$2.00 per person

(1-425-883-9714 TDD)

8 a.m.-5 p.m. Pacific time,

Monday-Friday

8 a.m.-7 p.m. Sunday

Closes when 8:00 p.m. to obtain

personal permission to call.

POWER LINE

1-425-885-7529

Prerecorded Game Tips and Future Product Information

Know about recent releases and upcoming games for all Nintendo systems! Call for help on *Donkey Kong 64*, *Jet Force Gemini*, *Shadow the Hedgehog*, *Super Mario 64*, *Pokémon Snap*, *Super Smash Bros.*, *Shantae*, *Crash Bandicoot*, *Grand Theft Auto: Vice City*, *Grand Theft Auto: San Andreas*, *Grand Theft Auto: Vice City Stories*, *Grand Theft Auto: San Andreas Stories*, *Yakuza: Underworld*, *Yakuza: Underworld 2*, *Yakuza: Underworld 3*, *Yakuza: Underworld 4*, *Yakuza: Underworld 5*, *Yakuza: Underworld 6*, *Yakuza: Underworld 7*, *Yakuza: Underworld 8*, *Yakuza: Underworld 9*, *Yakuza: Underworld 10*, *Yakuza: Underworld 11*, *Yakuza: Underworld 12*, *Yakuza: Underworld 13*, *Yakuza: Underworld 14*, *Yakuza: Underworld 15*, *Yakuza: Underworld 16*, *Yakuza: Underworld 17*, *Yakuza: Underworld 18*, *Yakuza: Underworld 19*, *Yakuza: Underworld 20*, *Yakuza: Underworld 21*, *Yakuza: Underworld 22*, *Yakuza: Underworld 23*, *Yakuza: Underworld 24*, *Yakuza: Underworld 25*, *Yakuza: Underworld 26*, *Yakuza: Underworld 27*, *Yakuza: Underworld 28*, *Yakuza: Underworld 29*, *Yakuza: Underworld 30*, *Yakuza: Underworld 31*, *Yakuza: Underworld 32*, *Yakuza: Underworld 33*, *Yakuza: Underworld 34*, *Yakuza: Underworld 35*, *Yakuza: Underworld 36*, *Yakuza: Underworld 37*, *Yakuza: Underworld 38*, *Yakuza: Underworld 39*, *Yakuza: Underworld 40*, *Yakuza: Underworld 41*, *Yakuza: Underworld 42*, *Yakuza: Underworld 43*, *Yakuza: Underworld 44*, *Yakuza: Underworld 45*, *Yakuza: Underworld 46*, *Yakuza: Underworld 47*, *Yakuza: Underworld 48*, *Yakuza: Underworld 49*, *Yakuza: Underworld 50*, *Yakuza: Underworld 51*, *Yakuza: Underworld 52*, *Yakuza: Underworld 53*, *Yakuza: Underworld 54*, *Yakuza: Underworld 55*, *Yakuza: Underworld 56*, *Yakuza: Underworld 57*, *Yakuza: Underworld 58*, *Yakuza: Underworld 59*, *Yakuza: Underworld 60*, *Yakuza: Underworld 61*, *Yakuza: Underworld 62*, *Yakuza: Underworld 63*, *Yakuza: Underworld 64*, *Yakuza: Underworld 65*, *Yakuza: Underworld 66*, *Yakuza: Underworld 67*, *Yakuza: Underworld 68*, *Yakuza: Underworld 69*, *Yakuza: Underworld 70*, *Yakuza: Underworld 71*, *Yakuza: Underworld 72*, *Yakuza: Underworld 73*, *Yakuza: Underworld 74*, *Yakuza: Underworld 75*, *Yakuza: Underworld 76*, *Yakuza: Underworld 77*, *Yakuza: Underworld 78*, *Yakuza: Underworld 79*, *Yakuza: Underworld 80*, *Yakuza: Underworld 81*, *Yakuza: Underworld 82*, *Yakuza: Underworld 83*, *Yakuza: Underworld 84*, *Yakuza: Underworld 85*, *Yakuza: Underworld 86*, *Yakuza: Underworld 87*, *Yakuza: Underworld 88*, *Yakuza: Underworld 89*, *Yakuza: Underworld 90*, *Yakuza: Underworld 91*, *Yakuza: Underworld 92*, *Yakuza: Underworld 93*, *Yakuza: Underworld 94*, *Yakuza: Underworld 95*, *Yakuza: Underworld 96*, *Yakuza: Underworld 97*, *Yakuza: Underworld 98*, *Yakuza: Underworld 99*, *Yakuza: Underworld 100*, *Yakuza: Underworld 101*, *Yakuza: Underworld 102*, *Yakuza: Underworld 103*, *Yakuza: Underworld 104*, *Yakuza: Underworld 105*, *Yakuza: Underworld 106*, *Yakuza: Underworld 107*, *Yakuza: Underworld 108*, *Yakuza: Underworld 109*, *Yakuza: Underworld 110*, *Yakuza: Underworld 111*, *Yakuza: Underworld 112*, *Yakuza: Underworld 113*, *Yakuza: Underworld 114*, *Yakuza: Underworld 115*, *Yakuza: Underworld 116*, *Yakuza: Underworld 117*, *Yakuza: Underworld 118*, *Yakuza: Underworld 119*, *Yakuza: Underworld 120*, *Yakuza: Underworld 121*, *Yakuza: Underworld 122*, *Yakuza: Underworld 123*, *Yakuza: Underworld 124*, *Yakuza: Underworld 125*, *Yakuza: Underworld 126*, *Yakuza: Underworld 127*, *Yakuza: Underworld 128*, *Yakuza: Underworld 129*, *Yakuza: Underworld 130*, *Yakuza: Underworld 131*, *Yakuza: Underworld 132*, *Yakuza: Underworld 133*, *Yakuza: Underworld 134*, *Yakuza: Underworld 135*, *Yakuza: Underworld 136*, *Yakuza: Underworld 137*, *Yakuza: Underworld 138*, *Yakuza: Underworld 139*, *Yakuza: Underworld 140*, *Yakuza: Underworld 141*, *Yakuza: Underworld 142*, *Yakuza: Underworld 143*, *Yakuza: Underworld 144*, *Yakuza: Underworld 145*, *Yakuza: Underworld 146*, *Yakuza: Underworld 147*, *Yakuza: Underworld 148*, *Yakuza: Underworld 149*, *Yakuza: Underworld 150*, *Yakuza: Underworld 151*, *Yakuza: Underworld 152*, *Yakuza: Underworld 153*, *Yakuza: Underworld 154*, *Yakuza: Underworld 155*, *Yakuza: Underworld 156*, *Yakuza: Underworld 157*, *Yakuza: Underworld 158*, *Yakuza: Underworld 159*, *Yakuza: Underworld 160*, *Yakuza: Underworld 161*, *Yakuza: Underworld 162*, *Yakuza: Underworld 163*, *Yakuza: Underworld 164*, *Yakuza: Underworld 165*, *Yakuza: Underworld 166*, *Yakuza: Underworld 167*, *Yakuza: Underworld 168*, *Yakuza: Underworld 169*, *Yakuza: Underworld 170*, *Yakuza: Underworld 171*, *Yakuza: Underworld 172*, *Yakuza: Underworld 173*, *Yakuza: Underworld 174*, *Yakuza: Underworld 175*, *Yakuza: Underworld 176*, *Yakuza: Underworld 177*, *Yakuza: Underworld 178*, *Yakuza: Underworld 179*, *Yakuza: Underworld 180*, *Yakuza: Underworld 181*, *Yakuza: Underworld 182*, *Yakuza: Underworld 183*, *Yakuza: Underworld 184*, *Yakuza: Underworld 185*, *Yakuza: Underworld 186*, *Yakuza: Underworld 187*, *Yakuza: Underworld 188*, *Yakuza: Underworld 189*, *Yakuza: Underworld 190*, *Yakuza: Underworld 191*, *Yakuza: Underworld 192*, *Yakuza: Underworld 193*, *Yakuza: Underworld 194*, *Yakuza: Underworld 195*, *Yakuza: Underworld 196*, *Yakuza: Underworld 197*, *Yakuza: Underworld 198*, *Yakuza: Underworld 199*, *Yakuza: Underworld 200*, *Yakuza: Underworld 201*, *Yakuza: Underworld 202*, *Yakuza: Underworld 203*, *Yakuza: Underworld 204*, *Yakuza: Underworld 205*, *Yakuza: Underworld 206*, *Yakuza: Underworld 207*, *Yakuza: Underworld 208*, *Yakuza: Underworld 209*, *Yakuza: Underworld 210*, *Yakuza: Underworld 211*, *Yakuza: Underworld 212*, *Yakuza: Underworld 213*, *Yakuza: Underworld 214*, *Yakuza: Underworld 215*, *Yakuza: Underworld 216*, *Yakuza: Underworld 217*, *Yakuza: Underworld 218*, *Yakuza: Underworld 219*, *Yakuza: Underworld 220*, *Yakuza: Underworld 221*, *Yakuza: Underworld 222*, *Yakuza: Underworld 223*, *Yakuza: Underworld 224*, *Yakuza: Underworld 225*, *Yakuza: Underworld 226*, *Yakuza: Underworld 227*, *Yakuza: Underworld 228*, *Yakuza: Underworld 229*, *Yakuza: Underworld 230*, *Yakuza: Underworld 231*, *Yakuza: Underworld 232*, *Yakuza: Underworld 233*, *Yakuza: Underworld 234*, *Yakuza: Underworld 235*, *Yakuza: Underworld 236*, *Yakuza: Underworld 237*, *Yakuza: Underworld 238*, *Yakuza: Underworld 239*, *Yakuza: Underworld 240*, *Yakuza: Underworld 241*, *Yakuza: Underworld 242*, *Yakuza: Underworld 243*, *Yakuza: Underworld 244*, *Yakuza: Underworld 245*, *Yakuza: Underworld 246*, *Yakuza: Underworld 247*, *Yakuza: Underworld 248*, *Yakuza: Underworld 249*, *Yakuza: Underworld 250*, *Yakuza: Underworld 251*, *Yakuza: Underworld 252*, *Yakuza: Underworld 253*, *Yakuza: Underworld 254*, *Yakuza: Underworld 255*, *Yakuza: Underworld 256*, *Yakuza: Underworld 257*, *Yakuza: Underworld 258*, *Yakuza: Underworld 259*, *Yakuza: Underworld 260*, *Yakuza: Underworld 261*, *Yakuza: Underworld 262*, *Yakuza: Underworld 263*, *Yakuza: Underworld 264*, *Yakuza: Underworld 265*, *Yakuza: Underworld 266*, *Yakuza: Underworld 267*, *Yakuza: Underworld 268*, *Yakuza: Underworld 269*, *Yakuza: Underworld 270*, *Yakuza: Underworld 271*, *Yakuza: Underworld 272*, *Yakuza: Underworld 273*, *Yakuza: Underworld 274*, *Yakuza: Underworld 275*, *Yakuza: Underworld 276*, *Yakuza: Underworld 277*, *Yakuza: Underworld 278*, *Yakuza: Underworld 279*, *Yakuza: Underworld 280*, *Yakuza: Underworld 281*, *Yakuza: Underworld 282*, *Yakuza: Underworld 283*, *Yakuza: Underworld 284*, *Yakuza: Underworld 285*, *Yakuza: Underworld 286*, *Yakuza: Underworld 287*, *Yakuza: Underworld 288*, *Yakuza: Underworld 289*, *Yakuza: Underworld 290*, *Yakuza: Underworld 291*, *Yakuza: Underworld 292*, *Yakuza: Underworld 293*, *Yakuza: Underworld 294*, *Yakuza: Underworld 295*, *Yakuza: Underworld 296*, *Yakuza: Underworld 297*, *Yakuza: Underworld 298*, *Yakuza: Underworld 299*, *Yakuza: Underworld 300*, *Yakuza: Underworld 301*, *Yakuza: Underworld 302*, *Yakuza: Underworld 303*, *Yakuza: Underworld 304*, *Yakuza: Underworld 305*, *Yakuza: Underworld 306*, *Yakuza: Underworld 307*, *Yakuza: Underworld 308*, *Yakuza: Underworld 309*, *Yakuza: Underworld 310*, *Yakuza: Underworld 311*, *Yakuza: Underworld 312*, *Yakuza: Underworld 313*, *Yakuza: Underworld 314*, *Yakuza: Underworld 315*, *Yakuza: Underworld 316*, *Yakuza: Underworld 317*, *Yakuza: Underworld 318*, *Yakuza: Underworld 319*, *Yakuza: Underworld 320*, *Yakuza: Underworld 321*, *Yakuza: Underworld 322*, *Yakuza: Underworld 323*, *Yakuza: Underworld 324*, *Yakuza: Underworld 325*, *Yakuza: Underworld 326*, *Yakuza: Underworld 327*, *Yakuza: Underworld 328*, *Yakuza: Underworld 329*, *Yakuza: Underworld 330*, *Yakuza: Underworld 331*, *Yakuza: Underworld 332*, *Yakuza: Underworld 333*, *Yakuza: Underworld 334*, *Yakuza: Underworld 335*, *Yakuza: Underworld 336*, *Yakuza: Underworld 337*, *Yakuza: Underworld 338*, *Yakuza: Underworld 339*, *Yakuza: Underworld 340*, *Yakuza: Underworld 341*, *Yakuza: Underworld 342*, *Yakuza: Underworld 343*, *Yakuza: Underworld 344*, *Yakuza: Underworld 345*, *Yakuza: Underworld 346*, *Yakuza: Underworld 347*, *Yakuza: Underworld 348*, *Yakuza: Underworld 349*, *Yakuza: Underworld 350*, *Yakuza: Underworld 351*, *Yakuza: Underworld 352*, *Yakuza: Underworld 353*, *Yakuza: Underworld 354*, *Yakuza: Underworld 355*, *Yakuza: Underworld 356*, *Yakuza: Underworld 357*, *Yakuza: Underworld 358*, *Yakuza: Underworld 359*, *Yakuza: Underworld 360*, *Yakuza: Underworld 361*, *Yakuza: Underworld 362*, *Yakuza: Underworld 363*, *Yakuza: Underworld 364*, *Yakuza: Underworld 365*, *Yakuza: Underworld 366*, *Yakuza: Underworld 367*, *Yakuza: Underworld 368*, *Yakuza: Underworld 369*, *Yakuza: Underworld 370*, *Yakuza: Underworld 371*, *Yakuza: Underworld 372*, *Yakuza: Underworld 373*, *Yakuza: Underworld 374*, *Yakuza: Underworld 375*, *Yakuza: Underworld 376*, *Yakuza: Underworld 377*, *Yakuza: Underworld 378*, *Yakuza: Underworld 379*, *Yakuza: Underworld 380*, *Yakuza: Underworld 381*, *Yakuza: Underworld 382*, *Yakuza: Underworld 383*, *Yakuza: Underworld 384*, *Yakuza: Underworld 385*, *Yakuza: Underworld 386*, *Yakuza: Underworld 387*, *Yakuza: Underworld 388*, *Yakuza: Underworld 389*, *Yakuza: Underworld 390*, *Yakuza: Underworld 391*, *Yakuza: Underworld 392*, *Yakuza: Underworld 393*, *Yakuza: Underworld 394*, *Yakuza: Underworld 395*, *Yakuza: Underworld 396*, *Yakuza: Underworld 397*, *Yakuza: Underworld 398*, *Yakuza: Underworld 399*, *Yakuza: Underworld 400*, *Yakuza: Underworld 401*, *Yakuza: Underworld 402*, *Yakuza: Underworld 403*, *Yakuza: Underworld 404*, *Yakuza: Underworld 405*, *Yakuza: Underworld 406*, *Yakuza: Underworld 407*, *Yakuza: Underworld 408*, *Yakuza: Underworld 409*, *Yakuza: Underworld 410*, *Yakuza: Underworld 411*, *Yakuza: Underworld 412*, *Yakuza: Underworld 413*, *Yakuza: Underworld 414*, *Yakuza: Underworld 415*, *Yakuza: Underworld 416*, *Yakuza: Underworld 417*, *Yakuza: Underworld 418*, *Yakuza: Underworld 419*, *Yakuza: Underworld 420*, *Yakuza: Underworld 421*, *Yakuza: Underworld 422*, *Yakuza: Underworld 423*, *Yakuza: Underworld 424*, *Yakuza: Underworld 425*, *Yakuza: Underworld 426*, *Yakuza: Underworld 427*, *Yakuza: Underworld 428*, *Yakuza: Underworld 429*, *Yakuza: Underworld 430*, *Yakuza: Underworld 431*, *Yakuza: Underworld 432*, *Yakuza: Underworld 433*, *Yakuza: Underworld 434*, *Yakuza: Underworld 435*, *Yakuza: Underworld 436*, *Yakuza: Underworld 437*, *Yakuza: Underworld 438*, *Yakuza: Underworld 439*, *Yakuza: Underworld 440*, *Yakuza: Underworld 441*, *Yakuza: Underworld 442*, *Yakuza: Underworld 443*, *Yakuza: Underworld 444*, *Yakuza: Underworld 445*, *Yakuza: Underworld 446*, *Yakuza: Underworld 447*, *Yakuza: Underworld 448*, *Yakuza: Underworld 449*, *Yakuza: Underworld 450*, *Yakuza: Underworld 451*, *Yakuza: Underworld 452*, *Yakuza: Underworld 453*, *Yakuza: Underworld 454*, *Yakuza: Underworld 455*, *Yakuza: Underworld 456*, *Yakuza: Underworld 457*, *Yakuza: Underworld 458*, *Yakuza: Underworld 459*, *Yakuza: Underworld 460*, *Yakuza: Underworld 461*, *Yakuza: Underworld 462*, *Yakuza: Underworld 463*, *Yakuza: Underworld 464*, *Yakuza: Underworld 465*, *Yakuza: Underworld 466*, *Yakuza: Underworld 467*, *Yakuza: Underworld 468*, *Yakuza: Underworld 469*, *Yakuza: Underworld 470*, *Yakuza: Underworld 471*, *Yakuza: Underworld 472*, *Yakuza: Underworld 473*, *Yakuza: Underworld 474*, *Yakuza: Underworld 475*, *Yakuza: Underworld 476*, *Yakuza: Underworld 477*, *Yakuza: Underworld 478*, *Yakuza: Underworld 479*, *Yakuza: Underworld 480*, *Yakuza: Underworld 481*, *Yakuza: Underworld 482*, *Yakuza: Underworld 483*, *Yakuza: Underworld 484*, *Yakuza: Underworld 485*, *Yakuza: Underworld 486*, *Yakuza: Underworld 487*, *Yakuza: Underworld 488*, *Yakuza: Underworld 489*, *Yakuza: Underworld 490*, *Yakuza: Underworld 491*, *Yakuza: Underworld 492*, *Yakuza: Underworld 493*, *Yakuza: Underworld 494*, *Yakuza: Underworld 495*, *Yakuza: Underworld 496*, *Yakuza: Underworld 497*, *Yakuza: Underworld 498*, *Yakuza: Underworld 499*, *Yakuza: Underworld 500*, *Yakuza: Underworld 501*, *Yakuza: Underworld 502*, *Yakuza: Underworld 503*, *Yakuza: Underworld 504*, *Yakuza: Underworld 505*, *Yakuza: Underworld 506*, *Yakuza: Underworld 507*, *Yakuza: Underworld 508*, *Yakuza: Underworld 509*, *Yakuza: Underworld 510*, *Yakuza: Underworld 511*, *Yakuza: Underworld 512*, *Yakuza: Underworld 513*, *Yakuza: Underworld 514*, *Yakuza: Underworld 515*, *Yakuza: Underworld 516*, *Yakuza: Underworld 517*, *Yakuza: Underworld 518*, *Yakuza: Underworld 519*, *Yakuza: Underworld 520*, *Yakuza: Underworld 521*, *Yakuza: Underworld 522*, *Yakuza: Underworld 523*, *Yakuza: Underworld 524*, *Yakuza: Underworld 525*, *Yakuza: Underworld 526*, *Yakuza: Underworld 527*, *Yakuza: Underworld 528*, *Yakuza: Underworld 529*, *Yakuza: Underworld 530*, *Yakuza: Underworld 531*, *Yakuza: Underworld 532*, *Yakuza: Underworld 533*, *Yakuza: Underworld 534*, *Yakuza: Underworld 535*, *Yakuza: Underworld 536*, *Yakuza: Underworld 537*, *Yakuza: Underworld 538*, *Yakuza: Underworld 539*, *Yakuza: Underworld 540*, *Yakuza: Underworld 541*, *Yakuza: Underworld 542*, *Yakuza: Underworld 543*, *Yakuza: Underworld 544*, *Yakuza: Underworld 545*, *Yakuza: Underworld 546*, *Yakuza: Underworld 547*, *Yakuza: Underworld 548*, *Yakuza: Underworld 549*, *Yakuza: Underworld 550*, *Yakuza: Underworld 551*, *Yakuza: Underworld 552*, *Yakuza: Underworld 553*, *Yakuza: Underworld 554*, *Yakuza: Underworld 555*, *Yakuza: Underworld 556*, *Yakuza: Underworld 557*, *Yakuza: Underworld 558*, *Yakuza: Underworld 559*, *Yakuza: Underworld 560*, *Yakuza: Underworld 561*, *Yakuza: Underworld 562*, *Yakuza: Underworld 563*, *Yakuza: Underworld 564*, *Yakuza: Underworld 565*, *Yakuza: Underworld 566*, *Yakuza: Underworld 567*, *Yakuza: Underworld 568*, *Yakuza: Underworld 569*, *Yakuza: Underworld 570*, *Yakuza: Underworld 571*, *Yakuza: Underworld 572*, *Yakuza: Underworld 573*, *Yakuza: Underworld 574*, *Yakuza: Underworld 575*, *Yakuza: Underworld 576*, *Yakuza: Underworld 577*, *Yakuza: Underworld 578*, *Yakuza: Underworld 579*, *Yakuza: Underworld 580*, *Yakuza: Underworld 581*, *Yakuza: Underworld 582*, *Yakuza: Underworld 583*, *Yakuza: Underworld 584*, *Yakuza: Underworld 585*, *Yakuza: Underworld 586*, <

**Flesh eating reptiles,
Human target practice,
and other ways to make
golf more
fun.**



NIKE GOLF
TIGER WOODS



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



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



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



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



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



CYBERTIGER

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 at the new party, so you can give your Controller and your friends a rest. The new games are plenty of fun, though.



Practice Mode

If you or your opponents 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 the mode whenever you like.



Stars Count for Coins

Coin up the primary currency in Mario Land. This time around, as you can convert any stars you collect in the course of the game into coin space. You also get to keep all the coins collected by computer-controlled players of games not



Save Your Game in Progress

If you're in the middle of a 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 printed next to Megamenu Park.

BOARD SPACES



There is only one currency 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 at all. Landing on this space will let you in a single-player game that could yield a valuable item or perhaps nothing.

NEW BOARD SPOTS



Items Shop

Since you can't carry on the game to provide you with the items you want, you may have to go to the shop for something special. This is true regardless if you've purchased a lot of coins. Money that you've spent counts as money collected for the end-of-game bonus.



Koopa Bank

You can't blame the Koopas for trying to make dishonest living, but you can blame them for constantly robbing you off! Their bank account is more like an instant lottery than a bank. You never know when you'll get paid off, but if you get a big payoff if you land on the space.



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—→ Bowser Bomb at the wrong time can be a setback—but it's usually good to have one handy.



Boo Bell

If you want to inflict a pain on your rivals or start some chaos or stars in the process, then give Bell a ring. Resistance is futile.



Bowser Bomb

Let Baby Bowser into a full-grown, creamy adult. Most players might want to avoid this, unless they're sure they're out of Bowser's eggs.



Bowser Suit

Put on this get-up to begin a luscious, if fleecy, life of crime. Once you're in it, you can't down your opponents to steal their coins.



Dueling Glove

Is there a particular player who needs a lesson in cruelty? Take that Boo Bell ringing over behind the woodshed for a Dueling Mangle.



Magic Lamp

It may be magic, but the reward it provides is no illusion. This little beauty takes you directly to bed, which means it takes you directly to a star!



Battle Space

Get the action started! Landing on this space will draw the mooks into a free-for-all for a pot of money. Every player must put their names down to the party.



Baby Bowser

Baby Bowser shows up on whatever space that decides to encounter. He's a lot less pleasant to run into, especially if he steals coins from you. The only thing to recommend him is he doesn't come after you, unless he's sure it's the full-grown Bowser, who'll hurt you down, then take ALL of your coins.



Hidden Block

Landing on a blue space is a good thing—you automatically get coins—but it's a great thing when it contains a hidden block. You'll be rewarded with extra coins, 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.



Mushroom

The golden variety always provides a big up-in-the-air way to up-level 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 mushroom will give you three stars, moving you a position of 30 spaces.



Plunder Chest

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



Skeleton Key

There's no reason to walk away from a locked door when you have a Skeleton Key. Open 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



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

DIFFICULTY: ★



The Happening Spaces on the bridge will draw Heavy Lancers and any of the players lands or one, sending everyone in the area trembling back to the very beginning of the board. Bypass the bridge if you can.



The Thwomps 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, rates 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 in a different place on the board. Unlike other modes of transportation, the shark MAKES you go.



Once you get a Bellatrix Ring you can open up the chest. Setting thought hours will give you a big award tag, because you won't have to go across the bridge, which, as often as not, results you restart.



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 a ride. It will also push in front the player ahead of you, who may or may not appreciate the speedy trip.



The Happening Spaces in Western Land automatically sort the train going, 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.

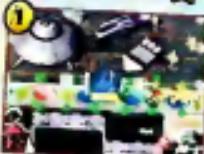


A blockaway is a good way to prevent an opponent who is out in front from getting to a Star before you do. It's pretty inexpensive—20 coins—but it drags everybody back to where you're standing for the event.

SPACE LAND

In space, no one can hear you scream with delight when you get a zone. 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 Hovering Spaces on this board will activate the spacecar if that train is laying the peds with green lights. They can travel a long time, pushing the players in front of them toward the laser barrier the zone.



If you don't want to get guarded halfway to Mars by the hovering spacecar, you can pay off the local bar to give chase. The next time you land on Hovering Space, the UFO will get pulled over!



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



At the first Mario Party, Bowser will steal an opponent's Star for a prize. This time around, he'll steal coins, but the number he gets depends on how much of a struggle the visitors put up.

MYSTERY LAND

The crash 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 mysterious circles, the Bob-omb will pass you a ride on their motherhip for a small fee of 10 coins. Then where you go—if you're lucky—a fermous spot on the board!



It shouldn't surprise anybody that the Hovering Spaces 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 spookylestranger will be happy to put a curse on a rival for only that coin. The curse will put the victim into slow motion, preventing him or her from moving more than three spaces in the next turn.



Unless you're causing an it-warp to another part of the board, you may want to invest in a Shell Cat Key. Unlocking a door is the only non-warping way to move over to a different part of the board!

HORROR LAND

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

DIFFICULTY: ★★☆



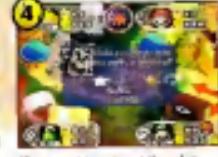
Eyeballs are supposed to mow in your head, not roll down the street. This eyeball apparently doesn't understand the rules. It will warp you across the board on a diagonal path for just 10 coins.



The sun drops from the sky and darkness descends—or night turns to day—when any of the nests lands on this Rappening Space. Depending on the time of day, different things can happen on the board.



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



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



MINIGAME LAND

After beating your way through the board games, you can go to the one-lined park 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 the tree to buy the ones you want. All he'll give you at first are the One-vs.-Three, Two-vs.-Two and Four-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 like you would in the board game, but you'll find that you can access new stages that weren't available before.

3 MINIGAME STADIUM

You can play the Battle, Trail and Dual Minigames in this tournament-like setting. The Trial Minigame board allows you to play a certain number of games, then a winner is determined by the highest number of coins. In Battle and Dual Minigames, you can play a set of 10 numbered matches.

4 MINIGAME COASTER

After you've bought all the One-vs.-Three, Two-vs.-Two and Four-Player Minigames, Woody will make the Minigame Coaster appear. You and another player must clear all the minigames in nine worlds to win. 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 tried records. Once you've set the records, they will automatically be stored in the Records Bottle.

6 COIN BOX

After you've explored various places in Mario Party 2, all your loot will be stored in the Coin Box. Make a visit if you want to see how many coins you can afford or just to wallow in 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 barrels contain two items you want and an annoying item 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 want. When they stop moving, take your pick.



Mallet-Go-Round

Knock items into the center on a platform. You must knock the two blocks beneath Baby Bowser's soles on the platform, but he has only one block to his. Time your swings to get them before he falls off.



Give Me a Brake!

The West's Last Minigame is a not-so-single step of stopping action. You'll get whatever's in front of the train when the train finally stops. Keep practicing to see how far the train goes before its breaking is complete.



Coffin Congestion

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



Hammer Slammer

Ring the bell to win a prize. Or, we should say, ring the gong to win a prize. Throw an item walking at the bottom of the path to deny your item, so don't hit the lever too hard or too soft. Raise your hammer just high enough to hit the good stuff!



Bowser Slots

You're probably used to Bowser's throwing, 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 switch up that item on the next two wheels. Easier said than done.

BATTLE MINIGAMES

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



Bumper Balloon Cars

The bumper is out of your bumper car because an army of sharpened metal spikes. The track has a fragile balloon. Your opponents are similarly equipped. Try to keep moving forward by pressing Up on the Control Stick, then hit targets of opportunity.



Rakin' 'em in!

This is just your standard, everyday game of mushroom raking. Each railgun operates a backdoor in an effort to accumulate as many mushrooms as possible. You'll want to avoid the Purple Mushrooms, which count against you. Gold Mushrooms are the best.



Day at the Races

An irregular horse racing, this game requires you to put your money on a competitor that won't finish lastly as it wins or loses. Don't let its appearance fool you—it ghost doesn't necessarily win out over an animal that's not a ghost or a ghost with no legs.



Bowser's Big Blast

Four players. Five switches. One detonator. The players each take a turn hitting the switches. If someone hits the detonator, the bomb 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 Pepe Land, sabers are the dueling weapon of choice. Swordsman's not judged on ferocity or strength, however. The keys to winning this contest of clashing sabers are memory and speed. The first player to complete the button pattern wins.



Quick Draw

In the Wild West, people settle their differences with a gunfight in ten paces. Both players must pull the trigger within seconds before they turn and fire. The first draw wins. You get one more chance if you draw early, but you better not shoot twice.



Time Bomb

You may think out in a cold sweat as you try to blow up the bomb squad. This dueling challenge has a bit of time to defuse the bomb, but the trick is to count down on your own. 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 mushrooms as they flash in front of you. Whichever comes the closest to the magic recipe will pocket some change.



Psychic Safari

The safari of the mind is actually a race for the Triforce. The duellists get five seconds to hit the A and B buttons alternately, charging up their giant mushrooms for battle. The fungus with the greatest infusion of psychic energy wins the match.



Rock, Paper, Mario

Now, this game is a variation on Rock, Paper, Scissors. The two 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 really aren't all that safe. The tiles shake and move. There's also the small matter of these mites who are looking to kick you into the volcanic gas.



Mecha Marathon

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



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.



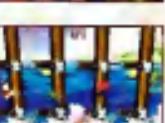
Roll Call

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



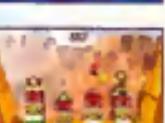
Toad in a Box

Hit the springing box as you would a dice block. If you manage to hit it when the picture of Toad's face is, you'll finish ahead in the standings. However, every time you miss, the box spins faster. You'll need some luck to get the winning hit.



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, andinky gimmers keep wiping up to slow you down. Focus on climbing, not caring.



Totem Pole Pound

This game is kind of like Super Mario's Block in reverse. The contestants need to pound the top of the totem pole, driving it into the ground. Speed isn't the main concern—the higher you jump, the farther you'll send the pole down on each drop.



Honeycomb Havoc

A bountiful tree of treats and candies hangs down the tree branches into the roving Toad's basket. Each player can have only one or two of the items per turn. Count carefully to make sure that you don't end up hung by bees hidden among the treasure.



Sneak 'n' Snore

The Chain Chomp at the end of the corridor is snoring, and it's a good time for a break! The benefits are for protection, not transportation. When the deeper snores, duck inside your barrel. Don't go too fast, or you won't duck in time.



Dizzy Dancing

All the Toads 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.

RETURNING 4-PLAYER MINIGAMES:

Hot Rope Jump
Platform Peril

Bumper Balls
Bombs Away

Tipsy Touney
Hexagon Heat

Skateboard Scamper
Slot Car Derby

Shy Guy Says

2-vs.-2 MINIGAMES

Despite your better judgment, you'll have to make a truce 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 drives, the other person flies the wings. Flaps should be long enough to get the lift you need. The pilot should avoid the cameras and mines that slow you down.



Speed Hockey

Two teams face off in a rink, each trying to get the puck into the opponent's goal. The more times you hit the shell, the faster it moves. The team with the best combination attacks should be able to score three goals for the win.



Cake Factory

Food preparation can be hard work, especially if the food is flying off a conveyor belt. If you're grabbing the cakes, time your reach a bit fast for it needs you. If you're putting down strawberries, keep tabs on when your partner finishes a cake.

RETURNING 2-vs.-2 MINIGAMES:

Toad Bandstand
Sledded Run

Honeycomb Havoc
Balloon Burst



Tile Driver

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



Deep Sea Salvage

Cans and money bags are being thrown overboard—a bonus for greedy submarine captains. Try to stay clean to the surface, but not too close. Every once in a while, a mine gets released in the water instead. The sheet will temporarily paralyze you.



Looney Lumberjacks

Two teams of lumberjacks compete to cut logs in half with crosscut saws. One team member must hit the B Button, then the other can hit the B Button. The team that gets into a steady rhythm of sawing long cuts will win its way to victory.



Torpedo Targets

As with Sky Pilots, this minigame requires good teamwork and communication. The sub driver should strive to get as close to the target as possible, giving the torpedo launcher a clean shot. If you don't get close, try to keep the target in sight.



Destruction Duet

Vandalism is not a good thing, unless you're tearing 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 in combination.



Magnet Carta

Each team needs magnet-equipped carts to collect 10 pairs of items available in the game. The carts' steering is similar to the bumper cars, commanding control of your car is the key to collecting carts. Try to clear a path to the treasure chest.

1-vs.-3 MINIGAMES

A lone player can face off against the rest of the crew 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 re-enact some dance moves, while the other three try to knock him. The combinations. Try to pick a confusing combination if you're the lone player. Each dancer should try to make ALL the moves, so no one misses during a turn.



Shock, Drop or Roll

The barrel full of hamberock lime water never is dangerous. Three players need to stay on their feet, and a metal cylinder, while another player controls the direction. Quick shifts should send everyone tumbling into the bolts of electricity.



Bob-omb Barrage

Float around the pool on a wooden raft, while your team puts you with wooden balls. Try to keep moving around the pool to get to an area or other side that's difficult to get to. The jumpers should concentrate on getting the paper-flying distance.



Lights Out

Something nasty is wandering around in the darkness. One player must try to hit the ghost with a slingshot before time expires. The logical player should stay away from the center. The hammer-wielding player has easy access to them there.



Look Away!

This game works like a inverse version of Simon Says. Three players attempt to look in a direction the lone opponent isn't looking, trying to fake out the player before the music stops. The single player gets several chances, so keep those legs moving.



Filet Relay

Relay racers usually don't carry such a foul stench. One relay scatters across the ice to the front 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.



Archer-Rival

Three players are adorable archery targets while the fourth tries to skewer them with arrows. The targets should spread out as thinly as they can to avoid pinning each other against the pole. The archer should patiently pick one target at a time.



Quicksand Cache

You know the old saying, "It's good to be the guy who controls the quicksand and keep your rivals off balance so those treacherous come not your way." If you're one of the three players in the sled, try to match the direction of the twisting winds as best you can.

RETURNING 1-vs.-3 MINIGAMES:

Bowl Over

Crane Game

UNLOCK NEW GAMES



Like any good party, Mario Party 2 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 cones is his ego! You'd be unwise to just let the megalomaniac through the two board games, because his love of victory deflates. You'll need to get through the toughest point of all to claim victory.

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. MPa extends an open invitation to continued competition. ☺

HIDDEN MINIGAMES:

Rainbow Run

Driver's Ed

Dungeon Dash

Works with:
Game Boy
Game Boy Color
Game Boy Advance



THESE ODDS ARE WITH YOU!

Alley's back—and he's got five new allies! He's going to need them, too, if he wants to stop the Blatarians' latest mad scheme! Alley and his misaligned crewmates have to fight their way through 24 swarming levels and two modes of vicious mayhem! Not to mention a rapping host of Immortal Slugs, Blatarians, Scratches, and Parasites! Never before has your full-color *Game Boy*® packed so much odd-looking mayhem!



©1998 Oddworld Incorporated



Win up to 24
swarming levels



Play 2 modes of nonstop
Mayhem® gameplay!



Say it like it is with
Immortal Slugs!

ODD WORLD
Adventures 2
GAME BOY: ODD BOY.



ODD WORLD
INHABITANTS

©1998 Oddworld Incorporated. All rights reserved. Oddworld, the Oddworld logo, Immortal Slugs, the Immortal Slugs logo, Mayhem, the Mayhem logo, and the Immortal Slugs logo are trademarks and the Oddworld name and the odd logo are registered trademarks or service marks of Oddworld Incorporated. All other trademarks are the property of their respective owners.

G
Game Boy
Advanced Software
www.oddworld.com

GAME
OF
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.

©1996 GT Interactive



One night, a mother tells her restless twins, Ruff and Tumble, a bedtime story about the Winks, creatures that give children sweet dreams, and the HoodWinks, mean little creatures responsible for nightmares. That same night, Nitkip, a cranky old innkeeper, his steady, Threadbear, 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 activities and doors will yield to only one of them, so the twins have to work together.

HAUNTED HIJINKS

DREAM RECIPE:

WINKS

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

COGS

Put up all the cogs you can find—they are needed to make up the 40 Winks.

DREAMKEYS

Find Dreamkeys as hidden in every level. They are collected to unlock the Boss Level.

JACK-IN- THE-BOXES

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

WITCH WAY WOODS: 3 WINKS

1 DREAMKEY



Jump into the Witch's Hut to become a Monster. Find the cliffs on the left that unlock the door by bouncing on the boulders. At the end of the canyon is a Dreamkey. Collect it then go back to the hut and transform into a Monster.

3 COGS



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

5 DREAMKEY x2



Enter the hole in the ground and go through the trees. When you emerge, use the spin, teleport and find a Dreamkey. Jump into the water and follow the last Dreamkey.

TICK TOCK MANOR: 2 WINKS

1 DREAMKEY



Enter the door to your left. Go down the twisting path, across the planks to the other door and take a ride. Watch for the rats to come along the run of the gondola. Run away from them. Run back to the door and take the lift until you are the like big, jump up and grab it.

3 DREAMKEY



Bounce between the two doors to break the first three windows. Find the Star Wand and you get to become a Wizard. Hold it down to open the side button to lock the swinging trap. At the end of the room, collect the Dreamkey.

5 DREAMKEY



Run into the fireplace when the fire is out. Bounce on the fireplace to open up a secret passage to the outside. Follow it to an elevator. Get off and walk down to a room where a Wizard is sitting. Jump onto the boulders and make the picture for a surprise.

2 DREAMKEY + WINK



Defeat the HeadWorks to open the door, then hit the switch. Head back to collect the eggs in the left-secret passage, and the Wink in the right one. Return your steps to the entrance of the room. Headway is right to find all the 10 Egg Boxes.

4



Enter the 30 Egg Room, then bounce on the button to stop the horoscope, then click on the suspended hamster to pick up a cog. Be sure to pick up the cog on the bottom or you won't have enough to open the 40 Egg Door.

6 WINK



Go back to the first elevator. Use the past 10 Egg-cog and cleaver. Go through the hallway to the left and then bounce on the bottom of the end-of-the-hall. This will allow the trapdoors you have yet to open. Go back out and down the hall, taking left and pick up a Wink.

DREAM TIPS:



Slain Davey acts the underwater hero, avoiding the Puffer Fish. The easiest way to get the most experience for the Magi and Dreamkey is to get out of that water and get the Wink at the top as quickly as possible.

2 WINK x2



Enter the open field and go to the area next to the stream. You'll need to unlock the secret door to a bridge. Press a Wink. Enter the next door and jump into the hole to change to become a Magi. Jump on the Witch and then open the last door to find another Wink.

6 WINK



Slain Davey just loves to defend against the various waves of cogs, so it's a good idea to wait for any wave that appears. In this level, the waves are extremely infrequent, so you have time to get back to the area. It will be necessary to.

After you make it through the levels by collecting cogs, defeating assassins and casting through a fireplace, you will find the last Wink in a cage. To get to the cage, you must defeat the Witch by hitting her when she's low enough. While casting the fireballs she throws at you.

CREepy CRAWLY CEMETERY: 2 WINKS

1 DREAMKEY

Pick up the Dreamkey located to the right of the entrance to the first cemetery if you knock off every zombie that heads after you. Dogs will appear along at the first cemetery. Collect 10 coins and head through the 10-Cog Door.

2 DREAMKEY

The Winky needs to travel to the Field Walk directly across the field and then head to the east for the second Cemetery. Before the entrance, pick up the egg. Then go up the stairs to collect the Mystery button before the door.

3 DREAMKEY

Go all the way back and become a Witcher then return to the wove with the native ground. Then bounce on the round rock cage and uncover the path to plenty of eggs and the first Wink. Go through the gate and up the stairs.

4 DREAMKEY

Collect all the eggs in the underground tunnels and defeat all 4 Lava enemies, you can now. Ride the left branch of the tunnel first then head to the right branch. At the end of the right tunnel, you will find a way. Use it.

NIGHTMARE RACE

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

5 WINK

The floating blue marker you come across in the race will give you a brief charge when you're through them. The burst of speed it brief but very helpful, especially on the third and final lap around the course.

6 WINK

If you win the race against the Witch, you will get to keep her beans 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.

7 DREAMKEY



Beyond the second cemetery you will find a deck in the box that turns you into a Witcher. Walk past it and look behind the tree for the second Dreamkey, then follow the tree stumps path to a wavy dead.

8 DREAMKEY



When you walk toward the focal graves in the main cemetery, zombies will pop up. Use them for eggs. Then look behind the tree for the first Dreamkey. Go down the pathway and touch the grass, then pick up every cog you can find.



Find the 10-Cog Door and the warp behind it. Ride the elevator and make up to the next cemetery. To the left is a Magic Jack-in-the-Box. As a Haga, land down into the hole in the ground and ride the stairs to a new area.

9 WINK



Go back through the 10-Cog Door and ride up the elevator, then turn left and take the 48-Cog elevator up to a hole in the ground with a fence around it. Drag through the hole and pick up the Haga, then ride this odd block in the middle down to another chamber. Smash all of the HeadWicks to open the cage and rescue the first Wink.

DREAM TIPS



One last tip: Use Dreamy's paint gun to cover in evil structures—they will give you boosted powers. Be sure to pay attention to the direction that a creature has on your swing. It's speed, jumping ability and long-range attacks.

NIGHTMARE BOSS

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



The icky, sticky spiderweb will stick your glove and prevent you from moving, or stay away from them, when possible. The spiders are not slowed by the webs in the level, which makes the webs that much more dangerous to be stuck on.



The small spiders should be squashed quickly; the big spider will set off attack while the little spiders are scattering about, so don't worry about watching it. When you flatten the Red little spider, the big spider will start chasing you again.



If you let the nightmare spider chase you long enough, it will tire and fall, so keep hitting the spider while it's sleeping. When it wakes up, run away as quickly as possible, then squash the small spiders that appear.

SEABOUND SHENANIGANS

SPLISH SPLASH CITY: 2 WINKS

1 DREAMKEY



Enter the 10-Cog Door. Take a left and jump into the Jack-in-the-Box to become a Superhero. While you have the chance to test out some Superhero moves with AI, go to a ledge with the first Dreamkey.

2 WINK



Jump in the Wizard Box and trajectory shot. Use the water Superhero abilities to maneuver to the far-right, wait, and enter the Superhero door. Swim around, collecting items, and watch closely as the tunnel branches off to the right, and the Dreamkey is hidden there.

3 DREAMKEY



Go back to the 39-Cog Door and then take the case to the left. Walk up the spiral staircase, then turn to pick up cog and jump into the water. Swim through several doors until you get to a Dreamkey. Bounce up and get past it if the Wink.

2 DREAMKEY



Jump at the water end, swim left to find the second Dreamkey. Swim around and collect them, then find the wisp, which takes you to a tunnel with a Walking Shark. Past the shark is an elevator for right.

4 DREAMKEY



Jump as the elevator is the route with the Wink and jump back into the water. Enter the other elevator for door. Swim around, collecting items, and watch closely. The tunnel branches off to the right, and the Dreamkey is hidden there.

5 WINK



Walk down the hall and go through the glass door. Stay to the left, hit the switch, then left through the trapdoor to the next level. Hit the switch on all the levels then use the elevators and wings to get back up to the newly open door—and the Wink behind it.

DREAM TIP:



Like us weird? You can make friends and there's already plenty to get there! It's possible to pick up every item from except Wink. Your Dreamkeys come there, just pause the game and leave the level when you have collected what you need.

CRAZY CRAB CAVERNS: 2 WINKS

1 DREAMKEY



Stand around until you find an area with three doors. Take the door with cog exit. Follow the path until you get to a room with pillars. Swing across a ledge and jump up to find the first Dreamkey (between two pillars).

2 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 filled with seashells. It's easier to defeat the crab as a Wizard.

3 WINK



Jump across the few patches of lava until you reach the 39-Cog Door in the room beyond the door is a Walk with switch. Butt-bounce on the switch to activate a bridge to the 48-Cog door. Collect the Wink and everything else in the room.

2 DREAMKEY



Go back to the room with three doors and enter the 10-Cog Door. Swim through the water to another room with pillars. Swing across and across the pillars to the Jack-in-the-Box and take out the Wizard statue. The cog key is here.

4 DREAMKEY



Go through the 39-Cog Door to a chimney lava area. Jump around collecting things until you find the statue, eyes closed, standing tall. Across from the statue is a door. Enter and switch the chest to reveal a treasury.

5 DREAMKEY + WINK



Go across the bridge to the 48-Cog Door. In the first level on the right is the last Dreamkey. If you push the Wizard statue on, press on the switch. Go back to the statue. Use the 10-Cog door to go up next to it. Then move the switch on the beginning and under the 48-Cog Door. Believe it is the last Wink.

DREAM TIP:



Playing as weird makes you popular throughout the levels. Unless you will need to have a special condition to advance, then, and many rooms will open only if another character—yourself—is in a key level around, naturally—your friend would be.

CRUSTY RUSTY WRECK: 3 WINKS



1 Avoid the mechanical and water breathing door to the left of the propeller. Swimming to the surface and let the switch to stop them. Then become you. Collect the coins then go through the door.



2 To the elevator up to the ship door then jump over the propeller. Collect the coins in the room then back track down to the boat. Head back towards the sunken ship and use the 20-Cog door. Jump over the wrecks to enter the next area.



3 Go back through this level to the small pool in the back. Swim around the room, collecting items, including a Dreamkey in the second room. Swim out of this room and expand the ship to the other side and enter the ship.



4 Swim to the left, initial the tunnel and jump out of the water. Change into a Manta Ray swim back through the tunnel, pass a bulb at the end of the tunnel and jump out of the water. Hit the Wink button and go through this opening.



5 Use your long range attack to hit the Blue Sea Devil across the pool, then dive into the pool and collect the coins in the barrel. Waterfalls will cause to the elevator. Collect items on the next two floors of the boat.



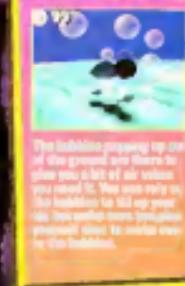
DREAMKEY + WINK

6 Go through the rooms, unlocking doors by defeating enemies. Take the alternate up and carefully jump back and forth across the bridges to collect items. The doors will open to reveal that first doorway and the first Wink.



7 Put out of the water and press the Wink. Explore the rooms. Use of them has a Dreamkey over it. Hold in its nose. Take the way to the next pool, swim down to another floor and return. Swim back to the tunnel, trying not to bump against rock, and collect the Dreamkey in the room to its right.

DREAM TIP:



The bubbles popping up the the ground and there to give you a lot of air without holding it. You can only go so long before it will pop, so try to hold it for as long as possible. It's a valuable item for this bubble.

UNDERWATER RACE

In the Underwater Race, Threshbear's character is a Walking Shark wearing a jetpack. The shark will charge you to a race if you hit it in the water.



This race takes place just partly underwater. Threshbear is faster than the game has ever seen. In a mostly one-lane tunnel underwater, we aim for the water and make a turn for it.



Just be here 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

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



Make the Mechanical Crab dizzy by running around it in circles. When it stops, burn beans on the crab to weaken it. Keep moving around the level, avoiding the scuttling crab on the ground. You can catch the crab, but they are pretty tough to catch.



SNOOZY WOOZY SATELLITE: 3 WINKS

1



Jump down to the lower level and walk the hallway to the spiral stairs. Enter the kitchen and jump down. Enter the back room, take the key and hit the switch inside. Change into a Superhero and jump back to the stairs.

3 WINK



Find down to the lower level and review your Superhero status. Go to the kitchen and jump through the blue door and hit the switch inside to open the next door. In the blue room, walk to a corner and you will find a Wink.

5



Jump into the Superhero suit again and go back to the room with the doorway. Walk up to the doorway and hit the elevator. Take the elevator down and defeat the monkey, then hit the Superhero button to become the Superhero. Walk to the other room.

7



Follow the purple-painted path down to a dock, where the path branches off to the right. Take the branch into a tall tower, and look around for a Dreamkey. Walk past your way back to the purple area and take the path you didn't take.

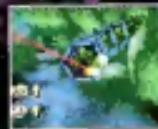
9 DREAMKEY



Put the relevant 10 coins together to open the elevator. As it goes up, jump up and grab the blue sword and walk west over land to the other side. Get up on the floating platform, then ride the conveyor belt. Look up for the Dreamkey.

SPACE RACE

Watch the contact with the alien flying around your ship. It will challenge you to a space race — who's primitive rocket vs. the latest in hot rod technology?



Aim your rocket toward this blue and green pipeline for a speedy shortcut with bonus Fart and Kandi Coins. The alien does fire this shortcut as occasion, so make sure you can cover rapidly and use the blue dogs for a safe board.

2 DREAMKEY



Take the sword and down and walk to your way to a room that contains a Dreamkey, coins, coins and taking accessories. You will need the Superhero's jetpack to get out of this room, so watch your feet.

4 WINK



Does you have collected 20 coins, go back to the room with the blue and Butt-bounce on it. Be through the door and pick up the second Wink. Include a 20-Cog Gate.

6 DREAMKEY



Defeat the alien and open the door in the hallway, carefully collect the coins and walk to the double door. Change into a Superhero when you find the door to the Dreamkey room. Use the double door to get into the room. Use the coin to open the door and use the Monkey Cannon to knock the door open. Jump across to the doorway.

8



Walk right of the purple hallway in a large room and need to speak up. Use the jetpack to speak up, across the broken floor enter the room and walk your way toward more coins. Use the coin to open the door along the way. Go through the 40-Cog door to a room. Use the coin to walk around and hit the Wink button.

10 DREAMKEY + WINK



Stand on the top of the rock pile to make a dreamkey on a float and take you to a secret room. Use one of the floating blue platforms and ride it to the west area. Near the archway is the last Dreamkey. Off at the side of the room, get Mario and Luigi to open the door. Be sure the key is Mario because that releases the last Wink.

SPACE BOSS

That raggedy Threadbear 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. ☾

Run over to the Superhero Jetpack-in-the-Saucer and change into your alter-ego, then use Z to shoot your little rockets at the aliens. Be sure to pick up everything the alien drops. When the alien's Threadbear's ship is down, use the Z attack to bring Threadbear down to earth.



Pokémon Mania TM AT EB

\$59.99

Pokémon STADIUM



STRATEGY GUIDE
ALSO AVAILABLE



Reserve your
copies now for
only \$10 down!
PER TITLE



GAME BOY COLOR

Pokémon

\$29.99

TRADING CARD GAME

E
ESRB



STARCRAFT 64

\$49.99



MARIO PARTY 2

\$49.99



RIDGE RACER 64

\$49.99

How to
SHOP

Call for
a free
catalog
1-800-800-5166

Call for
a free
catalog
1-800-800-0082

Your Best Choice for Video Games and PC Software

Come in
and Find Out
More About:

- Newest & Hottest Games!
- Large Selection
- Hassle Free Return Policy
- Pre-purchase/Reserve List Program

- Low Price Guarantee
- Knowledgeable Sales Associates
- PC/Video Game Trade-in Program

electronics

EB boutique

EBX

Wolsten





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 is rated E for Everyone. It is rated for the ESRB due to mild language and implied violence.

© 1998 Interplay. All Rights Reserved.
© 1998 Team 17. All Rights Reserved.

WAR OF THE WORMS

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

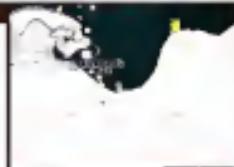
TRAINING

Unless you want to end up as fertilizer, you'll want to take a crash course in armed basic breeding. These mindless exercises will give you a chance to master the basic tools of the trade, from weapons like grenades and barbedwires to tools like Ninja Ropes and gliders.



QUICKSTART

After you've learned how to mess explosives around, you'll want to try your skills out in some real worms. Try a Quickstart game—the option will put you in charge of a random team of worms on a random landscape without doing less. Destroy them, duh, in random order.



DEATHMATCH

Now you're home to get set up. To play a game in 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 limited weaponry. You may have to retrieve a special weapon or assassinate a certain captain, depending on the level. They're difficult, but every two missions or so there's a bonus you will earn you a bonus.



THEM'S FIGHTIN' WORMS

controlled—can compete in an all-out worm-burning bonanza. Be careful of the computer, because its worms see almost perfect shots.

WORM VS. WORM

You'd want to own your own team if you pick a leader who's going to wag your every worm—you can go with one of the regular ones or randomly generate a leader. Then head off to the battlefield and fight to see who'll be the last worm standing.



NEW RECRUTS

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

NAME THOSE WORMS

Be extra wacky when naming, because you'll soon discover that the CPU has tons of bizarre names for its worms. These worms will take you through some tough times, so name accordingly. There goes, there's nothing that says an action hero can't be named Snuffles.



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, Hamsterwurst, Mad Cow, Bloody Launcher, Honore Pigeon, Super Shrap and McLe Bratz.



BE REMEMBERED

You can toggle this option off, but we'd opt for it on. Whenever one of your worms takes battle damage it doesn't fall off the edge into the void. It will leave behind a memorial to honor its passing. Take your pick among several hundred styles.



WORMS OR LES VERS?

One of the most fun parts of this game is the hilarious sound bites you'll hear as the various worms launch attacks on one another, so make sure that your worms have a voice to suit your personality. You can toggle your pick from several languages and dialects.



WORMS... UNITE!

Of course, you'll need a symbol for 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... Agogland. Or whatever.



FINE-TUNING

If you get lost in the heat 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. The only things you can't improve from this menu are your team's 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 static conditions.

GAME OPTIONS

From the lengths to go to type to continents to enemy levels, it's all here for the taking. Make it as it doesn't heat up whenever you use any worms instead of shooting through your team. Sure, but it's so much fun to move at all. It's your worms' world.



TIME OPTIONS

It's not enough to control the world—if you get to control the very fabric of time as well. Not easily, but you can. Just pick the longest time, how long you have to move after firing a weapon or using a tool, or even what time. Survival Death Mode will lock in

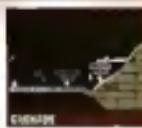
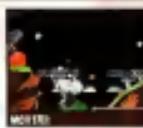


WILD, WILD WEAPONS

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 ingressive physics model that involves wind and gravity, you'll have to become a ballistics expert to excel. Has anyone ever launched a sheep before?

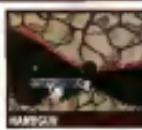
PROJECTILES AND HANDHELD EXPLOSIVES

These are the basic weapons of the worm war. Learn to use the wind to send rocket shots and prevent the 8-bit-style patterns of cluster bombs. While it's easy to fire the same every time, you'll have to use a delicate trigger finger to control the propulsion of the other weapons.



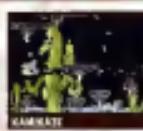
GUNS

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 or a laser sight. The射枪 (shotgun) has a wide pattern and can fire twice, while the 枪 (gun) and 狙击枪 (sniper) can fire once, refilling until the clip is empty.



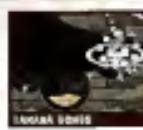
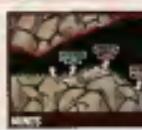
MARTIAL ARTS

You can use parts to blast worms over the edge, but sometimes all you'll need is your worm's impeccably inaccurate ability to punch through walls with the 拳 (punch). Simply press **P** and move off to the left. If you're low on health, send that worm with a Kung-fu or Suicide Bomber.



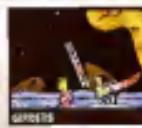
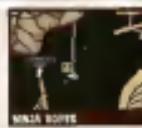
OTHER THINGS THAT GO BANG

You can warp your segments around plenty of other experiments in the laboratory. Place projectiles on a boundary or wall, and simply pack them packed with a stack of dynamite. Bananas provide energy before blowing sky-high, while exploding barrel traps and exploding



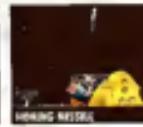
TOOLS OF THE TRADE

It's not all about massive off-sides, you know. You'll need to tunnel through rocks with hammers and pick axes, scale the heights with Ninja Ropes, and build in-loop transport bridges with pliers. You can even teleport accidentally when your position becomes compromised.



AIR ATTACKS

If you're lightning at cross web with no ceiling, you might get air support. You can pack your target, arm and ride your superior, who will send a plowboy with a payload of missiles, explosive nest, mines or molotov-arming missiles. Pigeons and Super Sheep also provide air strikes.



LIVE AMMO, LIVESTOCK

Among the more unusual worm weapons I find these, there are many and never to eat. ALCU or yourself as the controller are that. Sheeshes to release and launched in my way. When they bonus is available, it's blowing us. Skunked a few, while that Cow's a place expected only.

**FINISHING BLOWS**

These things are super weapons. You'll gain access to more of these in the next mission, and don't worry, you've, and they're worth waiting for. Most people really like them, although The Scale of Justice attacks by taking out a few of them among the remaining members.

**GO TO WAR**

Since it's almost as difficult to predict a deathmatch as it would be to predict a chess match, we'll have to leave the fighting up to you. We can point you in the right direction as far as the missions go, though. Each will proceed differently depending on your attack style, but the objectives remain the same.

PUMPKIN PROBLEMS

There are lots of options on this level, but all of them are automated mini-missions. Set the drop off point with grenades or Name Peepin' them to open up with your last 97 handgun to knock them close enough to the explosives. The mines will take care of the rest.



Once you're in sight of the weapons crat that is your goal in this mission, you should set the mine down. Knock the artillery over in the area, which should blow whole in the pumpkin vein. Then just use a Heavy Flap to slide down to the crate—victory!

**OPERATION MARKET GARDEN**

You can start launching grenades from the get-go if you want to, but it may be better to use a grenade to clear up and get the drop on the helpless enemy. It may stop the flames. Once you're up there, you can even put another grenade above your head for protection.



From your vantage point, you can rain grenades or shotgun blasts on the enemy to keep your eye out for a crate containing cluster bombs as well, because the cluster is destructive enough that explosives flying can wipe out an entire cadre of enemy soldiers.

**ALL QUIET IN THE LIBRARY?**

There are lots of weapons in the library, but it would be wise to you cause a single one first. Pull out your shotgun and blast the pair of grenades into the book to start the festivus.



Your superiors decide to take the extra, assassin, half-way through, so knock your eye on the windows. Once the field gets center-annihilated, a nuclear warhead will be shot at you. Avoid the edge of your field of view.

**COOL AS ICE**

The psychotic guard entrenched in the South Pole is well-entitled, and your health has precious little health. Stay on your track and fly all over the ice to pick up every weapon you see. They're all useful, but the theme thrower is most important.



Once you've picked up the last weapon from the rock under the polar bear's tummy, climb up his head and fire up the board. These Prowlers will melt a perfect path through the ice than by the Juniper. If the snowball freshens off, use the user the hexagon.



DO THE LOCOMOTION

First things first—backflip up onto the gray ledge because it's much easier through the tree and knock the paper off his pants. Choices are, a direct hit will bring his health down to zero.

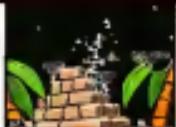


Tunnel through the rail car using your blowtorch then grab the jet-pack inside the tool crate. Once you have it, it's a short air ride to the winter's edge, where the experimental carpet bombs are waiting for you.



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 sentries until they waggle and leave the drop-zone secure.



Be careful when you approach the crits, because if you leave a worn-atmosphere item on enemy soldier might blow up you and the precious cargo. Make sure that you can reach the crits before your turn is up—otherwise, wait until next turn to make the run.



NOT A MUSHROOM OUT THERE...

The crits you're looking for is on the far side of the huge mushroom zone, and these areas are spattered with deadly mines. The order pieces are going to be your best friends here—use them to clear out of your spot and to traverse the explosive fungi surface.



You can use the gron's trowel and the order as well. If you place them strategically over the enemy soldier's heads, the tool's worms will give up their turns without attacking. It seems they won't move from their positions, so you can slip by with ease.



HIC 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 swarm 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 mass starts sliding, it will be a waiting game and the projectile weapons of the swarm won't be able to touch you as they slowly sink.



WATER SURPRISE

You're finally stripped down to basic essentials in this mission. Grab the Ninja-Rope at the weapons crate on the side of the tower, then set up a gondola to give you a height advantage. From your high vantage, use the handgun to blast the mines off the tower.



Once the path is clear to the power pack, fire the Ninja-Rope to the peak and climb up. The weapons of mass destruction inside the previously perched weapons crate will sink the crazed general below see level in no time, so set it off immediately.



JURASSIC WORM

This one is interesting. The sarapins will entrenched, and there's no time to shoot your way through them. Use either a Ninja-Rope or a jetpack to knock the pack of mite beasts atop the dinosaur.



Send some mole bombs down the dino's back. They're extremely unpredictable, so you may need to get off if a lucky shot, but let's hope our friends in the Captain's Hat gang please so you can toss down some grenades.

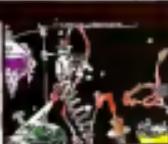


CHEMICAL WARFARE

Chemical Warfare is the first massive locale where you'll be faced with a completely unpredictable environment. No enemies or blasting will get you into the enemies' stronghold, so hard use the paroxyns of sweet Shurka to cut their health down to nothing.



Once the soldier is a mask, you'll have to maneuver close enough to deliver attacks that will reach through walls. Use the shotgun and the Fire Pouch to get weapons above you, and the Gas Grenade and Gas Gun, but for any of them you can switch up to.

**NO SUBSTITUTE**

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



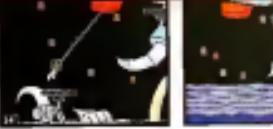
The top of the tree is the place to be, but chances are your soldier is pinned up there will be blasted off before you could end him. Use the orders to bring reinforcements up from the base of the tree and claim the peak before the water claims you.

**WHO LEFT THE FLOOD GATES OPEN?**

This is another mission where time is of the essence. The water's rising, and two near-sea worms are trapped in the riverbed. You probably can't save both—pull one spider and blast him an escape route.



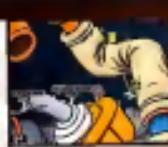
Use gophers and Ninja Roots to get the lucky worm to high ground, then dig him for resupply. Block the attack trajectory with a gopher. Detonate the shotgun to blast a hole in the wall and make yourself comfortable.

**HOT STUFF**

The enemy soldiers are extra-crazily strong in this mission—a set of three bad guys has 300 health—as you'll have to do some serious work to fix them up. Try to use your weapons with expert precision to knock these into the news as a first wave of assault.



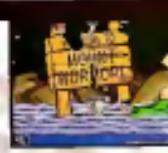
If you can blow up some of the oil carts near the enemy tanks great. If not, try to launch the evil worms together and use your Body-Head Grenade to knock them down. There's also a helpful Double Damage in the tool chest hidden in a rock, guarded by seven mines.

**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 climbing the sheer face of huge stacks of the rock like Aster did. Do you have Ninja Roots from the right-hand tree—you'll get a much better angle on the slope.



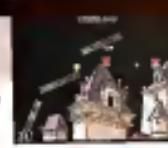
The general doesn't exactly get along with the rest of his spider group of mercenaries. While they trade shrap in the trenches, pack off immediate threats as you make your way down to the lines under the sign. Then take out the general worms' firework.

**CHATEAU ASSASSIN**

You have a team of three worms to carry out this assassination attempt, but the results will fall on only one of them (a set of shoulders. Do worms have shoulders?). The other two are integral, though—attack them up the worm ladder to blast the third on his way.



Once you have a worm on the rooftops, use the orders you'll find along the way to carefully maneuver the worm—especially if you can make it safely to the other end, use the handgun to kill the major, he'll take out the general or an his very closest.



RESCUE AGENT DENNIS

First of all, don't get confused and start looking for Agent Dennis—your worms, wherever he is, need you, as the stranded agent. Luckily, you've stocked up with cool weapons. Use your baddest explosives to take care of the worms with safe positions.



The reason you don't want to waste your time fighting the wormhole fight is that a deadly 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 trembling starts.



HORNY NUKE

Don't ask us about the name of this mission— we just don't have it. In any case, you have to be lightning quick if you hope to survive the nuclear fission. Grab the Ninja Rapier and start swinging.



Pick up as many weapons as you can as you cross to the left side. None is more important than the incendiary blaster. Test it 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 fight you've just come through. Be sure to stay safe and under cover as the cows periodically launch air strikes and the ground trembles with unpredictable seismic activity.



Since there's no time limit, you can take your time infiltrating the Captain's safety zone, but be sure to mind that once you open a window, it'll attack you with all hell. Eliminate all other threats before going in after her so you won't be distracted.



WOODEN AMBUSH

The enemy soldiers aren't going anywhere—you've ambushed them in their sleep! It's dark in the woods, and they'll take tons of time trying to blast their way in the trees. Take this time to a trick record, picking up weapons in the tree tops, waiting just for the mess.



Once you're armed and dangerous, start bricking your way through the trees to open up a line of fire. They'll shoot you on sight, so once you have a clear way in, try dropping in weapons like the Mad Cows into their hideout to torch 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 defend the ebbing tide of segmented insurrectionists, 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 bonding your buddies in this instant multiplayer classic. ☺

NUCLEAR STRIKE 64

First Time
Ever On
N64!

TOP SECRET



CONFIDENTIAL STRIKE FILES

- Control more than 10 different attack vehicles on ground, sea and air, including Apache Choppers, Abrams Tanks, Warthog Fighters, Harrier Jets, Hovercrafts and more!
- Smart Battlefields - AI reacts to player's behavior!
- Lightning fast gameplay and insanely populated environments!
- Incredible real-time light sourcing for realistic explosions, terrain and shockwaves!
- ...detailed ground environments with almost photo-realistic textures.

-100.com

THQ



www.thq.com

Rating: E for Everyone. Nuclear Strike 64 and the Nuclear Strike 64 logo are trademarks and/or registered trademarks of THQ Inc. and/or its affiliates. © 2000 THQ Inc. All rights reserved. Nuclear Strike 64 is a registered trademark of THQ Inc. All rights reserved. THQ, the THQ logo, and the Nuclear Strike 64 logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. N64 is a trademark of Nintendo of America Inc. All rights reserved.

NINTENDO⁶⁴



Available this Winter

POWER



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.



INSIDE THE RACE
The year 2000 goes to with metacross games and racing games, like Tony Hawk's Pro Skater from Activision and a Mario Kart game from Rock Star Games.

HEROES WITHOUT FEARS
Unlucky "in" as proven by Rocket and Rayman, stars of two of 1999's bigger hits. A computer-generated Rayman can't be even mad at.

POKÉMON: THE NEXT MOVIE

BEST-SELLING AUTHORS WITH VIDEO GAMES

With WWF wrestler Marky Mark's turn as an author, Tom Clancy (Rainbow Six) isn't the only pen-pusher with a fat video game under his belt.

SCRIPT TWISTS

Horror and frights are on, especially after the success of The Blair Witch Project, The Sixth Sense and NBA players like Shaq, Michael, and Shaquille O'Neal released their own video games.

DYNAMIC LIGHTING

A glowing example of lighting that should set the standard for video game characters is Rami Ismail's luminary Donkey Kong 64.

WHO WANTS TO BE A MILLIONAIRE?

IN THIS QUICK BONDOWN OF LAST YEAR'S HIGHLIGHTS, POKÉMON EMERGED AS THE PERSONAL STAND-OUT SENSATION. SURE, HARRY POTTER AND LA VIDA LOKA WERE THE HITS, BUT THE POKÉMON BURNED UP SO MUCH STEAM IN '99 THAT EVEN FOURTH-PARK, MAD MAGAZINE AND SATURDAY NIGHT LIVE COULDN'T RESIST POKING FUN AT IT.

OUT

GAMES SUITED FOR ESPN

Another year, another baseball, basketball and football game. Expect the main difference to be that the updated versions have improved what's and a 2001 tacked on to their titles.

HEROES WITH ARMS

Hyperbolic short-sights are taking a backseat to video game heroes, which have become the more acclaimed way of settling things. As such, 2000 starts with a bang rather than a bang when Mario Party 2 shows up January.

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

MEDIOCRE ACTORS WITH VIDEO GAMES

Turk and Shadow Man are scary, but Activision's most horrifying game to date is Mario Kart and Asterix Obelix title for some.

REALLY SCARY THINGS

See above

LENS FLARES

Must the sun light off everything in a game—especially when it's in first-person perspective, and especially when you're viewing things through the character's eyes and not a camera lens? So is that supposed to be the reflection off our retinas we're seeing?

WHO WANTS TO WASTE THEIR LIFETIME?

All we know is the answer to the million-dollar question is yes, Polkman is, unluckily, hot. And that's our final answer, Roger.

JANUARY FEBRUARY MARCH APRIL

PARTY ON

In February, Mario becomes chairman of the "board" as Mario Party 2 is the head of video board games.

CRIMSON-PIPE POKÉMON

While other Pokémons could fly, fly or fly, Rayquaza just seemed to fly a lot. In March, the 150th Pokémons made its long-awaited debut.



KIRBY, I CHOOSE YOU!

Super Smash Bros. increased the age-old question, "Who would win in a fight—Kirby or an eagle wearing a scutle?" In April, Kirby, DK, Pichita, Mario and a host of other Masters-level birds did battle against one another in an all-star fighting free-for-all.

99
IN REVIEW

D I C T I O N S

SO IT'S FINALLY HERE—THE YEAR 2000. A TIME WHEN EGOCHEADS PREDICTED WE'D BE FLYING AROUND IN ROCKET CARS AND EATING FULL MEALS CONTAINED IN TINY CAPSULES. IT MAY NOT BE AS SPACEY AS ONCE THOUGHT, BUT 2000 STILL LOOKS BRIGHT. SEE WHAT SHINES BY GAZING INTO OUR FORECAST OF NINTENDO'S FUTURE.

QUESTIONS PREDICTIONS

FIRST THERE WAS GAME BOY,
THEN GAME BOY POCKET,
THEN GAME BOY COLOR.
WHAT'S NEXT?

HOW CAN THE KIDS' WII
CARTOON SERIES, POKÉMON,
GET ANY BIGGER?

Pokémon

HO, RALLY, HOW CAN THE KIDS' WII
CARTOON SERIES, POKÉMON,
GET ANY BIGGER?

WHAT'S GOING TO
ROCK THIS YEAR?

HOW ABOUT SPORTS GAMES?
WHAT SPORTS GAME IS GOING
TO ROCK THIS YEAR?

SPEAKING OF ROCKING,
HOW'S ZELDA GOING
TO ROCK THIS YEAR?

I don't think after so much development, Game Boy wouldn't be a Game Man in new instead, the portable's last major innovation coming in is referred to as Game Boy Advance. The new system will boast 32-bit memory and Internet connectivity. The new website coming late with the Advance should be arriving soon.

Other than Pokéman, much of the WII Network is successful comes from its newly born drama-filled *Final Fantasy VII* and *Resident Evil*. In an attempt to tap into that audience, the WII will try to bring Pokémons into high school by introducing the sassy and effuse soft-spoken spymaster, Gwenn.

HISS?!

My colleagues assured to Pokéman: The first movie, Warner Bros. already has *Phineas and Ferb* succeed silver screen-gating at the box and will release it, July.

Not about to kiss, though that rocks and rolls all night, *Dragon Ball Z* fans will cover nine country of Rock Star Games, we expect to see the pumped focus of Paul, Ace, Peter and Gene go well as his *Guignol's Marionette* Rock City Rock Box Carter game.

If you like the brutal arcade action of Midway's *NFL Blitz*, you'll find the company's new *Hockey Blitz* going to be as sick inside. In the same vein as its *Football Blitz*, Midway's new *Hockey Blitz* will make checking at www.midway.com fucking.

In addition to *Zelda Breath*, three new *Zelda* titles are on the works to bring *Day* *And* for "rocking." The three titles will interact with one another. And though we're out of room, the verb "rock" is officially dead (but not).



MAY

JUNE

JULY

AUGUST

SEPTEMBER

OCTOBER

NOVEMBER

DECEMBER

IN A
GALAXY
NOT FAR
AWAY
In May,
Star

Inter: Episode 1 the Master Beams
overload the stars. The prequel
introduced Professor as well as
two words like "Nebula," "Galaxy,"
and "Mew" to the Joe Watta
nerd-in-training masses (like me
too!).



IT'S A CROWD

The annual Electronic Entertainment
Expo spilled news on Nintendo's
next major-organization division as well as
as players as lots in the making like
DKA, *Twisted Metal* and *Resident Evil 2*.



SAY "CHEESE"

July, the

Pokémon

goes to their very

first *NEA* week.

Pokémon Snap.

THE SOCIETY
IS INFLUENTIAL

Dragonball is about to get writing license:
EA Sports landed the *WWE*, while
THQ secured the *WWE*, *Worldwide*, the
WWE's *WWE*, *WWE*. *WWE*! Pokéman
has everything going, *Resident Evil* has
the *Resident Evil* *Resident Evil* *Resident Evil*
has three on the *Resident Evil* *Resident Evil*
and multi-generational *Resident Evil*
with the distinguished honor of being
the only best-selling author who
Wii'd be sick.

FROM POKÉ
TOWN TO
WORLD

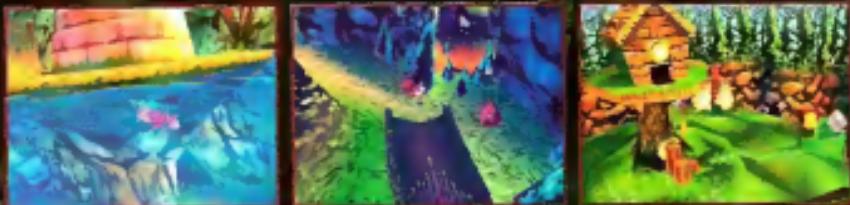
May:

Stay on past *Pokémon* and compare
on the *NEA* papers. On November
19th, *Wii*, *World*, *Resident*
Pokémon, *The Final Movie*. That file
topped the box office in its record-
setting opening week. That same
month, *Pokémon* graced the cover
of *Entertainment*.

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 Chanky from their Kremling captors, and you're likely immersed in using 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.



DONKEY KONG



© 2000 Nintendo
Developed by Nintendo EAD
Published by N.E.A.
Entertainment Earth

GLOOMY GALLEON

After getting down and dirty in the grossy machinery of Frantic 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 second lock on K. Lanky's cage, an underwater hatch will open on the back of K. Rool's ship. Now that you've finished with Frantic Factory, take a short swim through the aquatic tunnel and you'll find the portal to Gloomy Galleon.



CHECKLISTS

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

■ Gray boxes represent important tasks, not Golden Bananas.



- Open the Forest Switch door
- Shoot the shark and break the lighthouse
- Find and return Snidle's Blueprint
- Enter the hidden room
- Explore the sunken city
- Spring up the old stalks



- Use the Coconut Switch door
- Visit Cranky and win the Rainforest Can
- Light the lighthouse
- Fix the seal
- Race the aardvark
- Explore the sunken ship
- Find and return Snidle's Blueprint



- Find and return Snidle's Blueprint
- Wait for the storm to end
- Pound the switch and enter the wreck
- Break and enter the rift
- Explore the sunken city
- Find and return the remains of pools



- Find and return Snidle's Blueprint
- Open the rooms mid-rafts in Enchanted Forest
- Break open the treasure chest
- Pound the switch and enter the wreck
- Explore the sunken ship
- Pilot to the top of the sunken ship

OPEN UP!

First things first — let's get this dark cavern nice and a little bit. Take DK, Diddy and Cranky to the rooms decorated with their impulsive heads of choice and open fire. Afterward, all the Kongs will have all-access passes to the big bags.



BEHIND DOOR #1

Cranky opens the way into a small cavern with a bone Koolaid. After you taste the yucky Koolaid, Cranky will be able to climb the lead and break up the connected lead. Load up the weapon and blast three bars to get the gold.



PUNCH IN

If you wonder what the last-locked section is, you'll find your way out via the hole in the treehouse walls. Don't bother looking for a key — simply give each one a Present Punch to find a Banana Fairy and a Golden Banana.



HEAD TO THE ARCADE

If your Kong has been digging in these banana nut bushes, you probably have 15 Bonus Medals by now. If you do, go see Cranky and wait for him to play the ejection game. Just do it 5,000 points per hit with the Rainforest Can. Wait, no, you'll need it.



UPS AND DOWNS

In the water beneath the lighthouse you'll find two switches that raise and lower the water level. You'll need to use them several times as you try to remove all of the really good-toe, so get used to them.



LET A LITTLE LIGHT SHINE DOWN

The light switch will give DK access to the lightbulb island. Once the switch is set aside, then send the primate to the platform to reach the top. Once you get the light back on up top, a Golden Bananas will appear down at the entry door.



Not only will the newly resolved beam of light set the lightbulb island on the center piece of the specky zone, but it'll also guide an abandoned ship into the confines 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 lead around the Sphynx's base, so climb an and blast DK into the sky. Fly past the DK Star at the end of your barrel adventure. The seal's right next up.



DIDDY ON DECK

It'll take either a massive leap or a brief Rocket Barrel ride to reach the deck of the ship, but get worth it. Shoot the light switch to release a Golden Bananas from the cannon to the top of the light house and rocket up there for your prize.



THE BANANA DOWN BELOW

Chunky can swim through another triplebarrel on the ship's deck, and if he can negotiate the currents, he'll find a revolving barrel tower. Primate-Peach can when Chunky's here appears there, prepare for a wacky trip back once you call the trawl.



LIVE BY THE SWORD(FISH)

Baby Luigi can transform into Luigi-Swordfish, so switch to the arrangement and enter the swordfish's home to get a little fishy perspective. Swim around smashing trawler beams with your sharpened proboscis—each one that holds a Golden Bananas.



GET IN ME BELLY!

While Diddy's on top of the lighthouse, join on the belly. Pad to make a grate open in the other large cave, containing a mechanical rock. Sustend the rock's belly, then break off three valves with your Primate-Peach to let another Golden Bananas.



THE SEAL'S CHALLENGE

When you find the seal in the underground cave after releasing him from the cage, he'll break DK up with a Golden Bananas. He'll also offer a challenge—just turn in a two-loop maneuver race while collecting 10 coins to win another banana.



CLEAN OUT THE VENT

Now it's Tiny Tan's turn. In another slot on the axial air flow, you'll find an odd mechanical contraption that's the cage from Shrek. They seem to give access to a small vent, inside which they'll play a he-squeaking game for a goodie of golden fruit.



THE SUNKEN SHIP'S SECRETS

In the right-hand inlet of the shipwreck cave is a chest with four Magic Peds on it. Depending on the Water level, you can take every ped but Chompy here and open a key part of the main causeway ship to the cave by playing their instruments.



Different colored items are saved in the flooded cells. For some Kong, getting the Glider Element will be a simple matter of swimming up and grabbing it. Others will have to play acrobatics to enter the pre-cave pits.

CHUNKY'S WAY IN

Chunky has to be lifted because a field to open his way into the ship, in the light-house cave. But his Triangle Pad is a sustained weak and plays a pleasant tune. When the hatch opens on the top of the ship, you'll have limited time to reach it.



TREASURE TROVE

Hovering above the water if the shipwreck cave is a DK Star. To reach it, toss Kong into the water and then leap high out of the water. If you touch the star three times, you'll open the way into the treasure room.



CLIMB THE COINS

There's a pair of enormous coin stacks in the treasure room—one for Diddy and one for Lucky. Lucky can climb the Lucky Pad to the bottom stack. He will then leap to the top. Diddy will have to use his Super Strength. Diddy's minimum will cause Dismantler to appear.



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

After you talk to the mermaid and hear of her pilfered pearls, swim to the rock room with Tiny and Shroom to enter the keyhole of the submerged treasure chest. Once inside, carefully remove all the pearls from the system then take them back to the mermaid.



THE OTHER SHIP

In one breach of the rock bottom you'll find Tiny and Lucky. Switches. If you keep them with each character, doors will open on the other large ship in the shipwreck cave. The mystery passages after you're courageous let Tiny and a hidden Merlinus Kong that Kongu must uncover.



THE BLUEPRINTS

Retrieving most of Kong's Blueprints is relatively easy. The Knight with Lucky's press-to-light function in the Blueprint room is the most common, while the blueprints are scattered randomly near the entrance of the mystery passage. You can't obtain all the mystery passage. You can't get Diddy's Blueprint piece by Chompy's Triangle Pad in the light-house cave, and Chunky is in easy view with the other four Magic Peds. Only Merlinus is the toughest to get—first you must beat Diddy's strongest stage (the one with a shield), then take DK through Merlinus' level 4 to find the yellow-hatted Knight.



PUFTOSS

When Lanky squares off against the ever-fleeting puffball fish known as Pufftoss, does the coconut craft through the DK Stars as you avoid the balls and check scores. Every time you go through five stars, the fish will get an electric bolt, so keep moving and jump as a last resort!

**FUNGI FOREST**

OK, so Gladys Gallopin 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 thickness 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. Lanky's attack by now, so you won't be surprised to see his bigged-out version when you deliver another Banzai-Boi. The Kneeling Killa-Blow blows up a rock, exploding a certain tree that blocks your way to the Fungi Forest entrance.

**MAP KEY**

ENTRANCE



BANANAPORTER



TROFF 'N' SCOTT



TAG BARREL



JUNCTION POINT



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 easier to switch characters often rather than trying to finish one checklist at a time.

■ Again, gray boxes are vital tasks and white boxes are Goomba Diseases.



- Ride in the top of the mushroom tower
- Find and return Sack's Blueprint
- Smash the mushroom tower
- Get to the roof of the house
- Get on the motorcycle to the mill
- Play the guitar to start the stage
- Race the owl



- Smash the switch in the mushroom tower
- Find and return Sack's Blueprint
- Smash and enter the tree stump
- Plant the Mine Block
- Ride to the top of the barrel block
- Fight the giant spider



- Get the Super Simian Slam from Cranky
- Ride Funky and get the Honey Arrows
- Climb the mushroom tower
- Get off the DK Bus
- Find and return Sack's Blueprint
- Ride the Bonobos in the tree house
- Pull the three levers in the mill



- Smash the switch in the mushroom tower
- Smash the five mushrooms
- Smash the mushroom
- Find and return Sack's Blueprint
- Ride to the roof of the hill
- Race the mobit horse



- Enter the well and ride the mine cart
- Smash the tomatoes
- Release the apple
- Find and return Sack's Blueprint
- Solve the picture puzzle
- Break the conveyor belt



CRANKY'S SUPER SIMIAN SLAM

Cranky has a surprise waiting for you in his Fang Forest lab. For the price of a few Romba Ranch Coins, he'll upgrade the Kong with the Super Simian Slam, which allows them to smash into 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 testing generosity. Funky has an upgrade for the Kong as well, and like Cranky, he throws all the Kong up with the goods. Each one of them caught an item each. The Honey Arrows houses in on the second screen while Funky...



WHERE DOES THE TIME GO?

We're not sure where it goes, but we know where it stays. The clock tower in the main area of the Forest controls whether it's light or dark, so when you want to bring the day to a premature end, just up to the clock and shoot the Moon Switch.



Many tasks can be done only at night, just in case. Doors are open only during the day. If you just can't stand it as long, try swooping the sun and the moon for use when it gets dark.

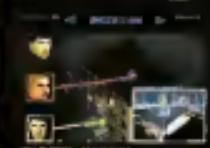
WISHING WELL

If Cranky's wish to take a sunny vacation ride, then he'll get it. Scan through the sun to go to and get ready for the ride of Cranky's life. Jump over fallen trees, and remember to hit any green barrels you see—they control the tree growth.





Tom Clancy's RAINBOW SIX™





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

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

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

第10章



GAMER BOY

Color

www.Predators.com



© 1997 West Group. All rights reserved. West Group trademarks and/or service marks are trademarks of West Group International, Ltd. and West Publishing Company. All rights reserved. This publication is a registered trademark of West Group International, Ltd. Photo copyright © Jason Shipp, Dennis J. Koch, Dennis Haskett, Jr., Ed. '97, and Dennis Koch as trademarks of Dennis Publishing, Inc.

ROADSTER

Get ready to speed-shift to the lead in the latest road racer from Titus—or you'll end up picking gravel out of your teeth. These two-seaters prove that fast things come in small packages.

ROAD CREW

Each of these lead-footed racers came to the circuit for his or her own reasons, but they all want the same things: a pile of trophies and the hottest car available. Pick your favorite

driver—and choose a new name if you like—then punch the accelerator. Somebody's going to come out on top this season. It may as well be you.

RICKY



ANGELICA



ALEX



MEI-LING



MR. SLIM



LINDA



BILLY



REYNA



DIFFERENT SPINS

The racing is essentially the same in the different modes of Roadsters, except for in Time Trial, in which pits you against the clock. To open up all the tracks and all the cars for every mode, you'll have to race your way through the Trophy Circuit.

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 to buy cars and pay entry fees to. The competition gets more intense.

QUICK RACE



If it's simply the Zen of racing that attracts you to the sport—get the track or the car—then pick a track and 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 Velenoce Spider. \$95,000 Alfa Romeo Spider to the \$186,000 Velenoce Spider.

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

CLASS: C	COST
Renault Spider	\$4,000
Skoda SK Roadster	\$9,000
Alfa Romeo Spider	\$23,000
Fiat Barchetta	\$5,000
Mind Star 2000R	\$6,000
Equinox EX200	\$12,000
Lotus Elise	\$20,000
Isuzu Zetta MX3	\$20,003
Lotus Seven	\$25,000
Jaguar XJS	\$15,000
Ghia D33 C	\$28,000
Alfa Romeo Gta	\$15,000
Renault Millenium	\$20,000
Toyota MR Spyder	\$25,000

CLASS: B	COST
IVI Chiron 500	\$2,000
Wimmer Roadster NF3	\$4,000
Vergne Station	\$4,000
Exster Hotrod	\$4,000
Equinox EX200	\$10,000
Univa Centauri	\$4,000
Marzzi Spider	\$4,000
Mitsubishi SST Spyder	\$9,000
Victory Fantasy	\$4,000
Verage Class X	\$4,000

CLASS: A	COST
Vergne's V148	\$14,000
Fame F1	\$6,000
Mad Star 600	\$6,000
Arrowhead Falcon	\$6,000
Victory Desire	\$7,000
Autos Neva	\$10,000
Equinox Apogee 2	\$7,000
Valentino Spider	\$8,000
Vergne's V148	\$15,000
Ford Indigo	\$10,000

TRICKED-OUT TWO-SEATERS

Just because you have to buy a less expensive, Class C car for your early races, doesn't mean you have to live with its 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 it's 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 it off.



ENGINES



If your speedster's engine is popping out at 10 mph, you won't be able to hold the lead regardless of your skills. Put some new metal under the hood.

TURBO



Your engine type allows you to upgrade to a more powerful power source! 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 same measure of power as a turbocharged engine, but it also doesn't cost as much money.

HUGGING THE ROAD

The right tires can make the difference between winning a race and coming in last. You can take your chances with the 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.

GEAR BOX



Depending on the track, you'll want to either acceleration or top speed. You'll need to upgrade your gear box for this action.

SUSPENSION



Different racing surfaces demand different types of suspension. Use this option to adjust your shock 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 floundering 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: 00:58:11



SANDY EDGE



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

TRACE THE "S"



This course has the wonkiest of courses, so it's definitely difficult to navigate through sharp turns. Lay off the gas and watch the inside line.

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 OR DRY



These wet turns that serve you so well in car-slaloming mode may be your undoing inside the formula. Be careful not to take the curves too fast.

CHATEAU

Don't stare too hard at the mix 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: 00:59:20



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, zip inside to advance.

BLIND CORNER



There's a sharp corner 50 degree turn just beyond a gentle slope in the middle of the course. After hitting it, it's a firmer turn than eighth place.

TWO FOR ONE



You don't need to take one car out at a time when you're passing. If you see an opportunity to pass past two or three cars, do it.

HIT THE PIT



In a perfect world you would hit in time in the pit, but sometimes the wait just demands it. If conditions change, your car had better change, too.

OILFIELDS

This gritty patch of real estate is dominated by churning 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: 00:00:17

EARLY TURN



A nice spider swells you right off the bat. As you rev your engine for the start, be prepared to make a sharp right-hand turn that's a little turn.

BRIDGE WORK



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

TUNNEL TROUBLE



If you don't watch out for this tight turn in the tunnel, you can end up hitting the wall. If you pass by it, the other car inside the tunnel.

TUNNEL VISION



You won't get a good look at what's coming up the tunnel near the finish, so concentrate on the turn. 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 thwart even the most sophisticated car.



CAR SETUP TIPS

Suspension: Soft
Gear Ratios: Long
Target Lap: 00:05:54

CUTTING IN



The deepest turn on the track is also one of the best places to pass. Squeeze by on the inside, putting the competitor between you and the wall.

DIRTY MOVE



There aren't corners around to pass the far side of the circuit, 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 GOOD



The taking race past before the finish will finish you if you don't keep the brakes going into it. Going full speed will put you in a spin.

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 twisting alpine track on the Trophy Gletier.

CAR SETUP TIPS

Suspension: Soft
Gear Ratios: Long
Target Lap: 0:07:01



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 unposed and rough.

CAR SETUP TIPS

Suspension: Hard
Gear Ratios: Short
Target Lap: 0:02:31



BEFRIEND THE ICE



As with the dirt track at the Rocket Race, the snowy trail of the Ski Resort can help you through sharp turns—if you slide into them correctly.

DRIFT DRIFTING



If you get too far over to one side of the track, you'll run into piles of snow drifts. Let 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 after you get in the cave.

BRAKE EARLY, OFTEN



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

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 mix of sand and dirt, you shouldn't be surprised to find power sliding—a common, useful technique.

KEEP ON TRACK



Try to stay near the edge of the track as you approach the sharp turn on the far side of the course. This is a beach 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 130 mph.

CAR SETUP TIPS

Suspension: Hard
Gear Ratios: Long
Target Lap: 01:50.46



DOCKLANDS

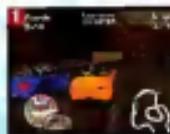
After you've unlocked the Docklands course, you can settle in for some tough seaside competition. With all the sharp turns and walls, you should try some proactive bumping. Your opponents will do the same.

CAR SETUP TIPS

Suspension: Hard
Gear Ratios: Short
Target Lap: 01:51.53



S-SENTIAL MANEUVER



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

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.

SPEED ON BY



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

LOOP-THE-LOOP



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

WATCH THE WALLS



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

BASHING HEADS



The well-fried truck 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 the course. Turn sharply so you'll be angled to slow around the corner.

TIRE TIP



This can be a tough course in the rain, especially if you're racing with your intended wet weather tires. It's worth it to play with different 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
Brakes: Light, Smooth

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 added turn 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 turns. The narrow track here makes it even more important.

SIDE JUMP



Try to get up in high speed as you can spring off the jump on the far corner of the course. You can get major air when you hit it bang off-camera.

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 stretched-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, that's no reason to stop racing. The hidden 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 64



Return to the idyllic farmland of the Harvest Moon series. In Harvest Moon: Back to Nature, you'll work to expand your farm, raise a family, interact with the townsfolk, and much more. Work the land, pick up resources, and build to know the inhabitants, then by their feedback, this is a game that's numerous holiday, festival, and year-round activities. Return home and bring all the charm of the original Super Nintendo classic to many acres of land.



- tons of vegetables and livestock featured
- one of the town's five eligible women may prove to be the love of your life
- New items and items, and tools that increase in power as you master them

www.natsume.com

Superior Fun™



PACK-IN-SOFT
Video Game Software Inc.

NATSUME

classified

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

BATTLETANK GLOBAL ASSAULT

TANK FOR THE SECRETS.
YOU'RE WELCOME.

Just as you can tell that the sequel to *BattleTanks* is even more explosive, unforgiving and brutal than the original, J3DO has chosen a truly bad 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 Beastie Babies and Pooh Corner toys are going to need to learn to stop, drop and roll. *BattleTanks: Global Assault* enables 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 wise-tuna spitters of the post-apocalypse a little safer for plush toys everywhere.

CODE	EFFECT
BOYS	LEVEL SELECT ON
HPPYHPPY	INVULNERABILITY ON
TRODDYBRKKS	UNLOCKS MULTIPLAYER CUSTOM 1 GANG
WRDRBS	UNLOCKS SECRET LEVEL

ALL WEAPONS
Push in ROCKSTINGER. Enter your code word to enable all weapons. For even more firepower, press A and B at the same time to launch powered up versions of your current weapons.

BRANDON'S GANG *Seattle Times Global Assistance* husband and wife heroes Griffen and MacLean each command a tank gang. To get them on Brandon in the net, use NM04HCK5 as your code. The telephone to tyke's tank will then be available for any non-Democrat calls or visits.

WAROCK

COVERT OPERATIONS

HIDDEN CHARACTERS AND TRAIL MARKS

Koei's science-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 automatically 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 bang (if you're not using a Controller Pak, the bang 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 shears. 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 now use the shears to chop characters.

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

Mayhem

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
PRINTMMNTM PRNTSTMN	SHOW MOMENTUM METER SHOW STAMINA METER



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



Once you've unlocked the Secret Area you've been looking for, leave the ring and head down the runway. When your opponent follows, head for the doorway to "take it outside" and battle in backrooms like the bedrooms.

Bass Hunter 64

QUIET—YOU'LL SCARE THE FISH!

 "Mudskip" and "tomp" 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 SILEYSOUND as a cheatcode, you'll replace all of the seagull sounds of the outdoors with the barks and snores from Saturday morning cartoons.



 Sure, it's hard to convey through pictures, but believe us—the idea of a guy setting a hook at about a pretty snooty rock the next sound effects.

KLAX

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.

PIRD HERDER

Enter in the green block-head, green block-head, blue square and green block-head as your password to unlock a *Midway* game. The one problem with Klax's version is that the game doesn't tell you when you've won, so stop heading those Fonda 10's when only 36 spaces are left.



SNAKE

Push the Home/circle, grey diamond, blue square and green block-head as your password to slide into the *Snake* challenge. As you slither across the playing field, gobble up the circles while avoiding 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 pillar, blue pillar and green block-head 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

Do you know that during World War II, *POW*dered *Klax*? Not! Well, neither did *Rockford*, but according to *Klax's* legend, the legend story, it actually happened. To read more on the real story of *Klax*, select the blue square, blue pillar, grey diamond and green block-head.



KLAX CREDITS

After releasing several with all of the above codes, you surely will want to know who's responsible for them. To see the credits, where credit is due, roll the name register courtesy of the blue pillar, yellow alien, grey diamond and grey diamond.



I've got more
points than a
porcupine.
And when
my game is like
a paint of
all the
paints
it makes

I've been won
more
than
two and
four.



NEW YORK
23

You don't
back.
I cover
many
court
than
Dwyane
Wade.

My game has
more handles than
a downtown parking
garage.

Like a
holy
wood
agent
superstar
height
talent



IN THE ZONE
2000!!!





Rider Lyra • Button • Emig • 8000

EA
SPORTS

SUPERCROSS 2000

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 burns when you pull a Banzai off the triple-jump, catch your toe on the front brake, nose-dive into a turn and slide into a berm. EA Sports has made sure that you don't need to actually feel this pain

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

REWIND REPLAY VALUE



Whether it's an epic race or a three-manage freestyle contest, you can sit back, set your cursor and watch your greatest leap from any angle with an advanced replay mode that gives you full reign over the camera.

PROGRESSIVE TRACK BUTTONS



Are you sick of riding over the same stretch of dirt, the 10th drive today's not just like real Supercross.

STADIUM GALLERY



You can start on live exhibition tracks, but there are also 10 pro tracks straight from the Supercross 2000 tour.

•come ride with me•

SEASON'S GREETINGS



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

FREESTYLE



Freestyle Mode lets you express your motocross skills a little more creatively. You'll have a set amount of time on one of three track tracks to pull as many mind-blowing stunts as possible.

DIRT 'N' DIRTY



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

•supercross superstars•

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

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

MIKE METZGER



OSSIE HENRY



MIKE LABROCCO



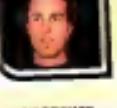
MICHAEL PIERON



JOHN GENE



LARRY WARD



CHRIS ALBRECHT



JIMMY BOTTIN



JEFF DING



MIKE BROWN



KEVIN BINGHAM



ROBBIE REYNARD



KAREN WILHELM



MIKE GRAB



TIN FERRY



JEAN-SEBASTIEN ROY



STEVE LAWSON



HEATH VINE



DANIEL KURTMAN



LANCE SNAIL



PHIL LAWRENCE



THOMAS VOTTERIA



ERIK GRETZER



PIERRE BROMELT



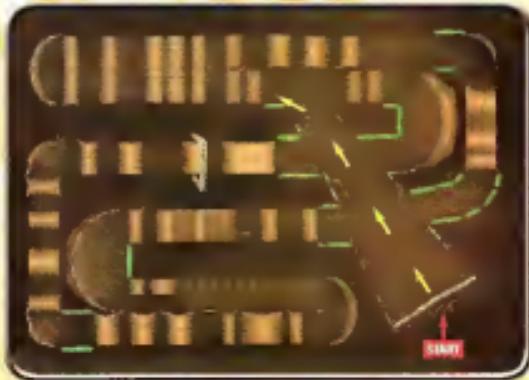
own the competition

Huge stirs delight the crowd, but the truth of Supercross is that many races are won in the trenches. Managing the runs, 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 sidle you in the savage turns and short straightaways.



RIDE THEM JUMPS—TIE 'EM UP!



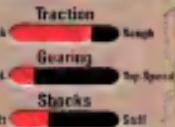
When you hit that, and then turned by lots of little turns, it's easy to pull back on the handlebars and make a wheelie. Without the front wheel digging into the berms, you'll have him a high or spined.

GET OUT OF THAT DIRT!



Depending on where they are, ramps can be great or bad. Bounce them if it keeps you going in the right direction but they can also make the lot of jumps unpredictable.

BIKE SETUP

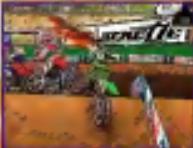


THE BERM SLINGER



Get your engine to you climb the berms and park the handlebars as far over as you can. If you do the turn correctly, you'll sling shot out at high speed.

IT'S YOUR TERR



WHEN YOU'RE GOOD, YOU'RE GOOD



If you have a huge lead or are about to jump across the finish line, the victory, why not show off a little? Go ahead, but don't celebrate. Superstar is cool in the rear of the crowd.

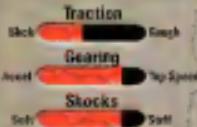
Success is all about searching and clearing tight turns, and you have to attack them to win. Get off the gas, yank on the handlebars and go full throttle as you clear the corner.

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 TURN



This isn't recommended for real riders, whatever to deal with multiple laws of physics, but there's nothing stopping you from turning in the air and leading the bike sideways to take an imminent turn.

DON'T COME UP SHORT



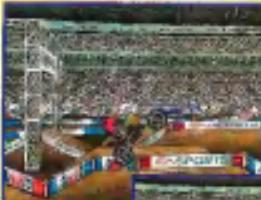
If you don't give it enough gas on the entry ramp, you'll be looking at a lot of pain when you spear your self on the top of another jump. Gurnit or pay the price.

STAY IN THE ZONE



You can play with invisible walls that keep you within the course parameters, but if you choose to turn 'Zone off, make sure that you stay in line or you'll have to backpedal.

THE ART OF TOUCHING DOWN



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

DIRTY TRICKS



You won't make many friends on the tour by sparring other riders in their enabling into them at top speed as they're racing, but that's the business as if you want to be the champ, you may have to learn to use these savvy tactics.



freaky styley

The freestyle competition is a whole different story. No other racers, no winding courses—just you and your bike against a

Tampa, FL

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



FENDER GRAB SUPER



To do the trick, press and hold the button C button as you go airborne, then tilt the Control Stick Up and rotate it 180 degrees counter-clockwise.

TRICKS

- Superman
- Nic Nic
- No Fender
- No Header
- Head Clicker
- Side Head Click
- Front Fender Grab
- Rear Fender Grab
- Seven Wrap
- Clifhanger
- Pancake Wrap
- Can Can
- Vert. Fender Grab
- CanDo
- Fender Grab Super
- Nothing

SUPERMAN



You can perform all stickies/holding buttons like you lift off and pressing directionals. To do the Superman, tilt the Control Stick Left and rotate it counter-clockwise in a half-moon.

VERT. FENDER GRAB



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

NIC NIC



One of the easiest of big air maneuvers, the Nic Nic is a fairly simple trick to pull off. Press and hold the button C and then simply tilt the Control Stick to the Left.

PANCAKE WRAP



The Pancake Wrap simulates a flip—press and hold the button C and tilt the Control Stick to the Right—so try taking it with neither trick while in the air for max points.

Spring 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 task with your crazy talents.

PICK A RIDER



Pick your favorite rider and get out on the track! You're going to off the same freestyle ramps just for some awesome characters, so be sure to check the sidebar.

FULL THROTTLE



There won't be a lot of stunts going on with you and your buddy, but trust us, there will be berms enough room for the two of you. Remember, mercy will get you nowhere.

dirt don't hurt



Supermoto 2008 is the first of its kind to hit the NDS, and it looks like it has the ability to knock up against the likes of ErictheRed and Jeremy McGrath. Supermoto. Only time will tell...



EARTH WORM JIM 3D



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



BASSMasters 2000

With the Bass Anglers Sportman Society's license in tow, THQ'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 a player only. Players must play on roughly 20 fishy levels, like cold-blooded arachnids 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 boat you want, then decide on 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 catch a bunch of bass.

TOURNAMENT

Six three-day tournaments stand between you and the Bass Masters Classic. The first two are pressure-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 wins. Your biggest fish and average catch are also shown.

AWARDS



New stats, better motors and a top-of-the-line boat are yours when you win or do well in a tournament. The improved equipment will help in the next tournament.

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.



CHARGE UP



Use a powerful lure if the fish are shallow, and use a weak lure if the fish are deeper. Don't take too much time casting, though—the clock is ticking.

REEL FAST



Reel in the fish as fast as possible when reeling. Fishing using the B Doctor. Use the baitcast lure and pressurized bait on the hook, you know it's not on your side.

CASTING GAME

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



EARLY RELEASE



If you realize that you've got a little bit off immediately let go of the Control Stick to stop the casting process. Each time you do, the longer it takes to return to you.

TIME EXTENDED



If you make all of the hoops disappear in the first round, you will earn 50,000 points additional. To earn a extended slot of 10,000 and 50,000 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 tackle box full of spinnerbaits, jigs and spoons. Each

piece of equipment has its own specialized function, and nothing is more specialized than the lures. Some float, others dive. Many are meant to look like real fish food, while others are unnaturally bright and noisy.

LURES

TOPWATER



The type of lure that can be popped along the surface of the water, creating an eye-catching commotion. Topwater lures are best used when fish are close to the surface, which is likely on an overcast day in the heat, or at dawn or dusk.

PLASTIC



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

CHUNKBAIT



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

SPIN



When fishing in heavy vegetation, cast the spinbait and when you feel a tug, a spinbait is suspended, so none of its parts will get tangled up in the plants. Pull it straight right into the vegetation then pull through without fear of entanglement.

SPINNERBAIT



Fast, noisy, available to cover a lot of water quickly. Spinnerbaits are a good choice when fishing the winter. Small, dark spinbaits work best in clear, sunny conditions, while the big, gaudier spinnerbaits work well in the mud.

JIG



This all-weather bait is perfect for sunny days and clear water. Jigs are neither flashy nor fast, and they don't make any noise, which makes them the bait of choice when subtlety is a priority on 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 durability of casting. Line choice is based on weight—lighter line lets luminescent deeper but also breaks more easily than heavier line. However, we won't limit you to one but can speak the high expectations with different combinations until you find one that works for you.



Quantum SpinCast
Medium
Banking 10lb

BOATS

Choose your boat and its equipment wisely. There aren't many choices at first, so get with an off-Serie's boat for the best handling, the most powerful boat motor, the best threads producing trolling motor, and the most advanced fish finder. The Tournament and Exhibition Models are both tuned, so every advantage counts.



Ranger Sport R12
Mercury 125
HectorGold Pewtapis

RETRIEVING

STEADY



Many veterans dictate a steady retrieve. In clear water and on sunny days, it's fine, even effective as a technique. For quick surveys of the water, a steady retrieve also works well.

FLIRTY



Breaking the line from side to side will create movement on your lure. An erratic retrieve can pull weeds but is perfect for bigger fish. Works well in cloudy or overcast conditions.

HOPPING



Pull back sharply on the line to have snapshots line along the surface. To use a jerk of 10 along the bottom of a lake. This method may attract bass that normally wouldn't notice.

LAKE SUPERIORITY

The three available fishing holes are quite different from each other and requires 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 thought that starts you off very close to open water, but as you slowly pull up just a bit, plenty of fish should be waiting for you.

MIDMORNING

The north shore and vicinity are good places to track around all morning. Stay in the shallows in the north and remember that while the harbor rocky grounds on Old Hickory isn't a favorite, any of the bayheads might yield some good fishin', so check 'em out.

AFTERNOON

Docks, piers, clusters of rocks, shallow areas in depth and similar areas where minnows are gathered are all structures that are best 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 those waters. Most of the shore is quite shallow, and the open around the small islands is shallow as well. This south shore is especially a good place to start out in the morning.

MIDMORNING

The three small islands provide the base with everything they have the midmorning structure: cover, vegetation and shallow water. Over on the north end of the lake, directly opposite those islands, you may also find a good place to drop your line.

AFTERNOON

Riding Lake Okeechobee the afternoon never ceases to be an thrill of a day—your only real limit is time. Even if the fish finder indicates only one hole, chances are that once you find the first hole, you will spot several more of the same general area.

LAKE SHASTA

EARLY MORNING

Shallow is a shallow structure, but west of the lake isn't a deep. Most of the rock bars in the lake are good places to start in the morning, although they are a long drive from the dock. The northeast end of the lake, with its muddy shallows, is a good bet.

MIDMORNING

Stick to the shallow areas with obvious structure as you head Lake Shasta in the morning—some of the best structures I found up north. It's well advised to go beyond the shallows, where a steep drop-off creates the deep water from the shallow.

AFTERNOON

Shallow is a tough hole to fish, and you might have to cover ground with the fish finder in an averaging basis. Stop as soon as you hear the first, possibly a sign of a fish. Pay attention to the depth readings and choose your line's variety.

LEARNING THE BASS-ICS

No matter which lake you are fishing, these essential strategies will help you land the big ones. Or at the very least, a crew 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 bigger, 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 tell you when it's time before reeling 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 motor 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 need to cut the line with the L Button when a bass jumps, taking your line and you accidentally cut it. Reeling in the wrong fish won't reward you because too much fishing time.

SET THE BAIT



When a bass strikes at your line, be sure to push Down on the Control Stick to set the hook. Otherwise, it's just going to 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 DRUG



When reeling in 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 R and Z Buttons together to increase the drag. More drag will cut a fish better but might also snap the line.

USE THE ENDOWATER CAMERA



The Endo Cam is an underwater view of your line and lake. Which fish are in there through the water, then rotate around your line using the left and right C Buttons to find out where your line is attracting any fish, not if not, where the fish are located.

FIN

These moves add up to a good bass catch that only needs to be combined with fishing, and it's simple enough for anyone to learn. Still, there are some advanced techniques that you can learn—such as the plug-and-go. The best move if you're experienced, though, is the plug-and-go. The best move if you're not, though, is the plug-and-go.



TOY BIZ



Pokémon

Gotta catch 'em all!

THE COOLEST NEW WAY TO
COLLECT POKÉMON.



TOY BIZ



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

POKÉBALL

SHOOTER



©1999 and 2000 by The Pokémon Company International.
Pokémon, the Pokéball logo, and the "P" logo are registered trademarks of The Pokémon Company International. All rights reserved. ©1999 and 2000 by The Pokémon Company International. All rights reserved. ©1999 and 2000 by The Pokémon Company International. All rights reserved.



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 dealt brings players one step closer to collecting 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 earn 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 Pak—and nowhere else!

Millions of people play the *Pokémon Trading Card Game*, and Leagues 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 *Pokémon Trading Card Game* on Game Boy, all of these 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.



The *Pokémon Trading Card Game*, due out in stores this spring, should be popular game onto a Game Pak.



Players will want eight *Pokémon Trading Card Game* Clubs in the hopes of winning the Master Medals that each club's master guards.

Mysterious lifeform known? He is one of the *Pokémon Card Players* you will meet on your journey to defeat the Legendary *Pokémon Card Challenge* him whenever you can his shape dancing in a club. The rewards for defeating him are great.



Pokechat



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: No, they won't. You can use your *Pokémon* Islands and use ROMs and Roms only as your Game Boy cartridge. *Pokémon Stadium* contains no such an excellent feature called *Cell Phone*. If you enter the arena while you have your Red, Blue or Yellow cartridge plugged into a Transfer Pak, you can play the *Game Boy games* on your television screen. It's about like turning your *N64* into a *Super Game Boy*! This is a great feature, because it lets you modify the *Pokémon* in your team 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...I can store *Pokémon* and stuff! 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 heel for people, not *Pokémon*. Still, walk over to the right to where there would ordinarily be a toilet and press A. You'll discover a fully functional PC.

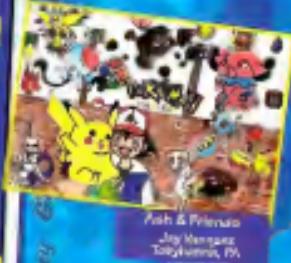
At No, no, not like of you, stop trying to catch *Misingno*! This potentially dangerous glitch will definitely not transfer onto *Pokémon Stadium*, and that's not the only reason to avoid it. If the data are even slightly corrupted, the Transfer Pak will refuse to read ANY of the data on your cartridge. 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, if you're walking around with a level-138 *Starlite* thinking you'll be able to whip the CPU with ease, best think again. Our best advice is to raise your *Pokémon* as high as you can using conventional methods. Remember that ancient adage: *Pokémon* cheats never prosper.

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

A: Because it's...evil? No, just kidding. We're not completely sure on this one, but our opinion is that the clones are not exact duplicates. *Meowth* was able to develop physical attributes of the *Pokémon*, but it could never successfully clone their inner spirits.

Do-it-Yourself *Pokémon*

Why save you saw a lot of *Pokémon* pendants 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* astromachining plant. With this software, you can make *Pokémon* signs, banners, key chains, cards, stickers, necklaces, amulets and tons of 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. Boot them up, point, click and...voila! You'll be a *Pokémon* producer!



Ash & Misty
Jay Vargas
Tobyhanna, PA



Misty
Asstle Miller
Seattle, WA

#201 Pikachu
Daniel Bruns
Norfolk, VA

#204 Golgoat
Diane Kaga
Springfield, OH

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 press the left or right C Button, the vehicle slows down ever so slightly. So, if you keep swiveling the view from left, to center, to right, to left, etc., then you'll be able to maintain a fairly slow rate of speed. You'll have to experiment a little bit until you get it right, and even then, the swooping 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 Poliaya express charge the ZERO-ONE and let out a wild screech. If it's not quite right, then...

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 trade it to a guy in Vermilion City who'll trade you for a rare-condition Farfetch'd named Due. 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 very rare in Red or Blue.

It's very rare in Red or Blue. In the house to the left of the Pokécenter in Celadon, you can trade an easy sweep.



If at first you don't find one, just keep looking. This Farfetch'd was quite rare, so don't get discouraged!

Where is the Scyther hiding in *Snap!*?

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 distract them. Try to picture it: There you are, a comfortable Scyther rooting around in the tall grass, no worries at all and then BAM! Out of the blue a Pester Ball phenomena onto your head and fills the grassy knoll with a cloud of noxious fume! Of course you're going to fly out to get a little fresh air! As you pass the grass patch right before the two stamps, start whipping Pester Balls in there as fast as you can. Aim for the grass clippings being thrown in the air—you should scare a Scyther.



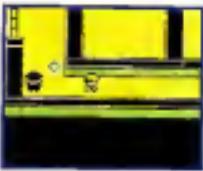
Look at the grass! If you the Scyther there, it's like a race, plus a pair of explosive Pesterballs.



There's a second Scyther in the patch of grass across from the Kengashin. Catch 'em for extra points.

I can see the Card Key on the fifth floor of Saffron 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 misaligned Team Rocket trainers whose only wish is to see your Pokémon farm. 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.



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



The CARD KEY opened the door!

With the key, you can beat down any blocked door in 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 Pokemon within a team to keep the opponent off guard. While this is a good strategy, it does neglect the natural strengths of many Pokemon. Stephen Davis of Ontario, Canada, has done the opposite. His team is a classic, no-nonsense group. He has all different types of Pokemon, each of which is fine-tuned to exploit their natural advantages.

Victreebel



- Cut
- Sleep Powder
- Razor Leaf
- Solar Beam

Stephen has with this Victreebel and its mighty 100% sprouting leaf. Powder status, Good idea, though her natural moves are natural for Pokemon. Stephen will have rules prohibiting putting too many Pokemon to sleep. It has a good general attack in Cut and two vicious grass attacks in Solar Beam and Razor Leaf, both of which will neutral Water-, Ground- and Rock-types.

Magmar



- Strength
- Fire Punch
- Flamethrower
- Fire Blast

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 make short work of Steel-, Ice- and Bug-type Pokemon. In case he gets surrounded by a Water- or Dragon-type, Stephen has hooked up his Magmar with Strength to give it a jolty of dealing some damage.

Zapdos



- Fly
- Drill Peck
- Thunderbolt
- Thunder

Stephen was sure to note that his Zapdos has the same 100% attack as the one featured on our first Colosseum, but he assures us that he had his first, 10th, really! In any case, we applied the changes. Zapdos is at 100% and, predictably, has 100% Fly-type and other Flying types. If you add Fly- and Drill Peck for dealing with Bug-, Ground- and Fighting types, you'll have yourself a winner.

Lapras



- Surf
- Ice Beam
- Hydro Pump
- Blizzard

You can always use a Water- and Ice-type, and Lapras fits the bill nicely. Its leaf attack is perfectly matched to its types and combine to make it super effective against many types of Pokemon. Surf and Hydro Pump wash away Fire-, Ground- and Rock types, while Ice and Blizzard provide a chilly reception for Grass-, Ground- and Flying types. Since it's physically strong, it's tough to match up with it.

Golem



- Dig
- Mega Punch
- Earthquake
- Rock Slide

Of course, Golem is not going to put the jump on any Pokemon because of its poor speed, but since it's naturally strong, the payoff is worth it when it connects. Dig and Earthquake are in the hands of this Rock-and-Ground-type, while Rock Slide is an excellent move against Flying-types. Mega Punch also serves pretty well—getting hit with a rock, just can't hurt very good.

Mr. Mime



- Payback
- Swift
- Substitute
- Psychic

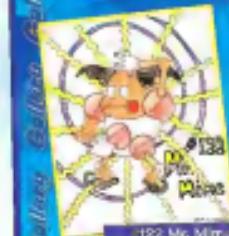
Of course, a team without a strong Psychic-type Pokemon is vulnerable, merely because attacks like Psybeam and Psybeam are effective against so many types of Pokemon. Substitute is a natural attack for Mr. Mime, and you can't really argue with any move that causes your Pokemon to fight for you. If Mr. Mime meets another Psychic-type, Psybeam gets Fly with Swift and hopes for the best.



#28 Ralts
Jesse Koenigsmann
Valparaiso, IN



#56 Growlithe
Kelly Klett
Hickland, WI



#122 Mr. Mime
Steve P. Crowley
Portland, OR



#150 Dugtrio
Mike McNamee
San Francisco, CA

Illustrations by Michael Murphy, Michael Murphy

Send questions, comments and art to:
Matthew Power
P.O. Box 12012
Redmond, WA 98073

Hot off the Press

Excali 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 situated on the other side of the Pacific must wait our turn. 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 Pokémons, 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 Pokémons. The time of day seems to be a factor—maybe certain types of Pokémons will appear in a particular place only at night! Rumors of radio, telephone connects and Pokémons 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!



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

...and like the bird that flew every in the first episode of the cartoon...

certain types of Pokémons will appear in a particular place only at night! Rumors of radio, telephone connects and Pokémons 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!



Save Professor Oak's lab!



Save Professor Oak's lab!

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



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



And look at this guy! The interdimensional stratosphere onto his wrist and it instantly checks it as if it were a watch. Does it keep time? Communicate with other trainers? We'll see...



Our hero must choose one of the three new Pokémons Move 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? Guess who, you might find out if they meet up in battle during the game.

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

GET TAGGED.

Pokémon
Gotta catch 'em all!

TOYSITE
The Toy Store

©1999 Pokémon. All rights reserved. ©1999 TCG America, Inc. A Division of Mattel, Inc. All rights reserved. ©1999 TCG America, Inc. A Division of Mattel, Inc. All rights reserved.

COLLECT ALL 150
Officially Licensed
Pokémon Dog Tags.

Now available at
a store near you.



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 boxes 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



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.



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



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 bar a little

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



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 rage.



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

and an Ancient Coss. You also will find a strange 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 secret staircase will take you to a shelf holding the Pixie Flute. The Flute later allows you to cast a window.

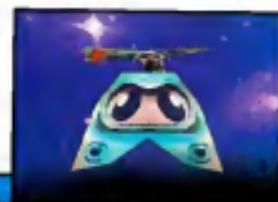
Jet Force Gemini

WHERE DO I FIND FLOYD?

You'll find Floyd in less than satisfactory condition in the Bridge area on the planet Tawfret. 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 Tawfret. His former employer has taken him apart.



After finding the 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 Cendrian. Drones will confront her in the first passenger area encounter. After defeating them, go through the door on the right then eliminate one last drone. Go back to the room with the doors to find the other door unlocked. Inside, Fushface 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.



Fushface has the weapon you want, but he drives 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 prisoner 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 platforms to get across a dangerous chasm made the ship's hold.



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

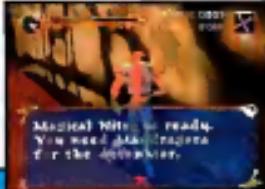
Castlevania

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 Cemetery 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 room with the Nitro through the moving gears. Time your movements carefully to avoid an explosion.



After moving through the gears, go up it and 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 many gears and moving surfaces in the Clock Tower, you'll need 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 Unicorns await you.

HOW DO I DEFEAT THE MALE AND FEMALE VAMPIRES?

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

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 beer 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 a sucker for the concept of baseball—she keeps placing bats at you. Destroy them, then her.

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 adventure.

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 Ubu's Hideout. The reward for all your trouble is a difficult battle with the big boor's sidekick/henchman 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 sorts 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



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

opportunity. Keep running and jumping, or he'll manage to do show you.



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

Q&A FAST FACTS

Stack 7! Pick up the phone and give our correspondents a call. Or write to: Connectors' Center P.O. Box 57033, Redmond, WA 98033-5733

WINBACK

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

BATTLETANK 2

B: Why can't I pick up my missiles on my Radar?
 A: You probably haven't picked up your Radar power-up yet.
 B: How do I take the Soholt tank off its rails?
 A: When you are attacking a base, press the top C-Button then the bottom C-Button to go mobile.
 B: Why can't I destroy certain buildings?
 A: Some buildings are fortified, but they all split out eventually.

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

10¢ per minute. Calls under 10 minutes are 10¢ per minute.

In Canada Call:
1-800-451-4400

10¢ per minute. Calls under 10 minutes are 10¢ per minute.

RAINBOW SIX

B: How do I avoid the Black Range?
 A: Flash Bangs temporarily blind you, but you can end the effect by pressing Left on the Control Pad.
 B: Is there a way to prevent friendly fire?
 A: No. Bullets cannot tell your team members, so they will end in the real world.

Another Acclaim comic book creation, *Armormines*, is following Turok's rather large and successful footsteps onto the Net.

ARMORINES

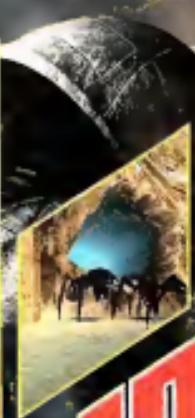
PROJECT 3D



TEEN MP: HOW IT RATES



The game has been rated **Teen (T)** by the ESRB for violent content, weapons-use, and lots of bug squashing. The title is suitable for ages 12 and up.



ARMORINES

PROJECT 3D



TIME TO GO BUDDIE

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 over-sized bugs are ruthless, instantly destroying all humans, putting the fate of the world in jeopardy. Thankfully, the military has access to untested battle suits that may be able to withstand the deadly insect attacks. Oh, so it's not exactly an original storyline, but amazing graphics and the powerful Turok engine make *Armormines* wildly addictive.



Armormines is a first-person shooter or shooter for two, where the player controls the soldier or the player and a friend controls the other. Play as your soldier in a team or team up with a partner in the two-player cooperative mode.

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: TONY LEWIS
RANK: PRIVATE
AGE: 26
HEIGHT: 6'0"

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



NAME: KYRA LANE
RANK: PRIVATE
AGE: 29
HEIGHT: 5'4"

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

MORE PLAYERS, MORE FUN

Armorines takes a leap above Turn 4 by offering popular multiplayer modes. Two players can even compete 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 test yourself for battle in Race Wars. Or, see who's king of the Hill.

DEATHMATCH

MULTIPLAYER

ONE TEAM: 20 MINUTES
TWO TEAMS: 10 MINUTES
PROJECTILE: SHOTGUN
ARMOR: PLATE

GIVING IN CIRLES



Move your gun around like a racing car by making circles around the bug. Pressing the right or L, R, C buttons while moving with the Control Stick will do the trick, giving you a hand-to-hand attack.

CAPTURE THE FLAG



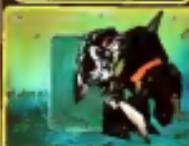
It's just like the game you used to play at summer camp, except this time you're armed with deadly weapons. The first team to steal and transport the opposite's flag wins the match.

MORE IN SHIFTS



Standing watchfully in front of the valuable 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.

RACE WARS



Race with your team? How about a solo race? Find out which species is dominant in Race Wars. Players can choose to be large bugs, small bugs or those tiny two-legged creatures.

BIG AND SLOW



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 speed is always a valuable characteristic.

KING OF THE HILL



If you like battles close to home 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.

LOSS IN THE CROWD



When fighting to become King of the Hill, you'll find yourself in some tight areas. Honey, anger, and rage will be in your game as they'll do an excellent job to help you will to your opponents.

ENEMIES

SOLDIER



Soldiers are the first line of defense. They are most effective when they attack in groups. Soldiers rank 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.

BRUTE



It's no surprise that the brutes are the most intelligent bugs. They defend the queens and soldiers and are also powerful fighters.

ATTACK



The queen will not move from her territory unless absolutely necessary. If someone gets past her servants, she will furiously attack.

BETTER THAN BUG SWATTERS

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

SECONDARY FIRE



When you need to destroy a swarm of bugs instantly, arm 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.

PLASMA SHOTGUN



Private Lavae automatically 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 Lavae is armed with this at the start of the game.

TAC-1



Kyra Lavae's Thor energy tank, Tac-1, but it's not a very effective weapon. The Tac-1 can be used in close combat, or to fire weak energy blasts.

ROCKET LAUNCHER



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

SUPER LASER LAUNCHER



This basic yet accurate gun shoots with a lot of fire, making the explosion bouncing toward the enemy. Good for hitting things they're hard to reach places.

BLUR



Mines are fun to play with but difficult to use effectively. Try getting close to a bug, striking a mine and running quickly for cover!

THREE



By strategically moving the bug, you can attract insects every from their killing places and beat them out. Once they're in the open, attack fast!

LASER RIFLE



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

CHEMICAL GUN



Green galls of gas are ejected from this unique weapon and can burn through big bugs or otherwise walls. Once again, it's not a good weapon for rapid fire.

SOMIC CUTTER



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

ROD LAUNCHER



The Rod Launcher is a strange tentacle-like creature that can collect the baby-Fang eggs and then launch them at the enemies.

STAFF OF PHARAN



This long wood with three prongs can pack a powerful punch, especially with the massive size during the tentacle. It also fires weaker rapid shots.



UNIDENTIFIABLE SPECIES DETECTED IN SIBERIA

In the snowy fields of Siberia, an unknown race of enormous insects has taken over the missile sites in an attempt to steal human technology. The Aeromines 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.

**MISSION 1: RND & OBJECTIVES**

- Collect the orecart 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 orecart and blast the bugs.
- Restore power to the orecart.
- Reactivate the second energy fence and enter the site.

After running off the chopper, look behind the first room and blast the crate. You'll especially need the goggles to find your way around in the dark.

FIND THE LASER RIFLE

After blasting a few bugs, head to the right and go up the ramp. Around the corner you'll find a room. Up the hallway in the room to enter the warehouse door, but watch out for attackers. Then make your way to the warehouse and collect the laser rifle and some ammunition.

DEACTIVATE THE ENERGY FENCE

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

DE - DELANEY HAS THE CODE

Now it's time to go up the path on the left side before the tunnel entrance. Walk 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 orecart. If the doctor dies, your mission is over.

TAKE A REED

Once the power is restored, head to the orecart. 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 orecart.

NAVIGATING THE RUINS

As the wild ride continues, you'll be blasting insects left and right. Occasionally, the orecart will stop or abruptly stop and you'll need to jump off and find a switch. On the first stop, you must restore the orecart's power. But a ladder isn't hidden in the dark.

NET TO GAS

After finding the switch to deactivate the electric fence, you'll be able to enter the missile site. 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.



SCHIENBERG'S MISSIONS (PIND)

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

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

SAVE THE SCIENTISTS



As you make your way through the maze of the alien ship, you'll find several scientists trapped by bugs. Some are being guarded in rooms while others are locked in bathroom stalls! Save as many as you can—especially Dr. Esterbrook, who will help you finish the 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 hangar bay to shoot the missiles into the sky and make them eventually self-destruct.

COLLECT PINEAPPLES, BLOW DOWN GATES



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

BLAST THE OCTAGONAL DOOR



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

AVALANCHE



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

THE HIDDEN RECOMM



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 BIG BUD



Save your missiles for the inner-most room blocking the main control room. Avoid the deadly rays while constantly shooting.

GRAB THE CHEAT FLAG



After all this hard work, it's about time for a reward. In the room where you found Dr. Esterbrook, defeat the Bossie Cutter cheat flag. There's another cheat flag in the one-story room next to the two large windows. Use it and the flag will be 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 maze, as well as badder bugs, including the deadly Jungle Queen. Collect as many extra weapons as you can and strap on those goggles!



JUNGLE MISSION

- Escape the tunnel by blasting the bricks.
- 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 34 bug eggs.



You start in a tunnel that leads to a brick wall building and a long drop to your death. Look for the bricks on the lady-faced vines and blast your way out.

ROUNDS 'TIL UP TO SHOOT 'EM DOWN



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

A PAZE IN REPOSE



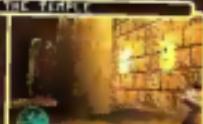
Large walls block off sections of the overpass. You must jump on the short stones that are protruding from the ground to open passages. Make your way around this area, collecting mines and rockets, and be prepared to take a long swim. Hope you brought your swimwear!

STAIRWAY TO THE SUN



Notice the large crates to the right of the wall entrance. First, you'll have to figure out how to lever the crates over. Then you'll have to jump on top of them and step on the stairs, triggering the puzzle switch. Climbing the stairs and take the path to the Aztec temple.

ENTERING THE TEMPLE



You're in for plenty more climbing, so you'll want to have your strength and feet at the ready over the next few levels of the temple. Stepping on the crates should do the trick. Once inside, look for the middle switch at the back of the room, then shoot it to move a large column.

TIME FOR A SIP



To collect the chemical goo, you'll need to dive into one of the flooded passages. Get your head above water and shoot the light brick over the roof. That will open an underwater wall, which is located to the left. Inside, you'll be able to collect some goodness.

SCRATCH 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 gigantic battery rooms, but the others are hidden in the ceiling. After blasting the embryos, watch out for angry parasites.

JUNGLE MISSIONS x RND 0

- Kill all the bugs on your way to the hatchery.
- Climb the old ruins and locate the hatchery.
- Incubate 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.



As you wander through the foamy jungle, use the inert lock on the standard weapon to spot and kill hard-to-see insects.

BLAST, BLAST, SPLASH, SPLASH



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



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



Giant bugs will be shooting at you from atop an old pyramid. Find a safe place and take them out from a distance. Then move up the stairs 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.



GOING AROUND IN CIRCLES



HERE, ROCKET TO BLAST

As you begin the second mission and advance through the jungle, attackers will surround you from all directions. This is another good place to use a Power Suit. You'll quickly feel like you're going in circles—use a shield canister on the side of a hill and blast it.

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 fly through the rockslide, you will fit.



LEAP OF FAITH

When you reach the sudden drop, release all fear and take the plunge. You'll go splashing into water without a scratch.



ONE-ON-ONE WITH THE JUNGLE QUEEN



Actually, it's more like one-on-twenty. The queen doesn't move until absolutely necessary, and she has plenty of protection to keep her safe. But once you get close enough, she will baulk and release a horrifying attack. Aim for her body, then her arms, and finally her head. After a while, she'll disappear and attempt to replenish her strength. In the meantime, head off her many minions.

CONQUERING THE VOLCANO

The bugs have targeted a volcanolab 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 of 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 silent and try not to shoot fellow human!



VOLCANO MISSIONS: INFO

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



After subduing what's left of the cockpit ship, go through the tunnel and open the leg hole behind the hatched tank. Bring a mine and blow it to pieces.

AVOID THE LAVA



Before reaching the pool of lava, search for a nearly invisible pipe on the right side. Don't attempt to jump the lava pit, or your guna will cease to be used. After traveling through the tunnels and crossing the narrow bridge, look for a Thruster and a Sonic Cutter under water.



After riding your way through a few more dark tunnels and blasting your way past a few more pesky insects, you'll come to a couple of blocked passages. The switch behind the stone will open the first side door, and the switch inside will release the closed gate.

FIND THE CRASHED BUG POD



Not only is the waterfall refreshing to look at, it's the passage to the bug pod. Enter the hidden tunnel behind the waterfall and follow the ledge to the left. A seemingly dead end case will lead to a clearing. To advance, place a mine on the pool and clear the paths.



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

REACH THE GATES



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, it's not too far. You can make your way a round to the right and meet more bugs.



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 gear locker room. Once inside the room, you'll get a charge power to the left and ride the elevator down to the research lab.

VOLCANO MISSIONS 3 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 from flowing lava and climb to safety.
- Find and destroy the three Queen eggs.
- Drop giant bomb beacons in three egg hatcheries.
- Escape the melting area before detonation.
- Defeat the Volcano Queen.

GET ON YOUR KNEES



After spending poor eyes trying to track 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 even more time wandering around the base, flipping your goggles 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.

BAFFLED BY LAVA



Scared away, right? Believe it or not, lava can move pretty quickly. After pouring 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.

1-20 AND COUNTING



As if there weren't enough bugs on the loose, mean eggs are about to hatch. Luckily, you're ready to blow them up to pieces. Clear out the hoppers and plant the bombs. Be sure to know the correct route to escape, because you'll have only 1000 before mass destruction.



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 continue areas of her energy and seal the gap after you. The surrounding area has several places to think and hide, shielding you from the deadly rays. Also, insects and walls are on the ground in ridiculous. Collect as many as possible.

NOT OVER UNTIL THE LAST BUG IS SQUASHED

The last of the three war heads has landed in Egypt, where the Armarians 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. ♪



XENA

WARRIOR PRINCESS

THE TALISMAN OF FATE

"YOU FIGHT LIKE A WOMAN"
will forever be a rite of respect

What like the down, each of 8

10 characters possess their own
unique weapons, attitudes and
fighting techniques



Exclusive multiplayer feature
includes a counter mode, plus two-
and single battles



Play 4 fighters simultaneously in
the revolutionary 4-player mode



© 1998 Keville. All rights reserved. Based on the
TV series "Xena: Warrior Princess" and created by Linda Schuyler
and Jennifer Schuyler. All rights reserved. The X and
the Xena logo are trademarks of Linda Schuyler
and Jennifer Schuyler. Xena: Warrior Princess is a trademark of
Entertainment Despotics. Monolith and the Monolith
symbol are trademarks of Keville, Inc. 1998
Keville, Inc. All rights reserved. 100-1009-177400-0000-0000

player's doll 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

enter to win!

YOUR VOTE COUNTS

**YOU CAN'T WIN IF YOU
DON'T SEND IT IN**

**FILL OUT THE CARD AND
SEND IT IN! WE'LL TALLY
YOUR VOTE FOR THE POWER
CHARTS AND ENTER YOU
IN THIS CONTEST!**

OFFICIAL COMPETITION RULES

NETTIES POINT

PLAYERS FOLL VOL. 1

P. B. SETHI

PERGAMON, 1966 (1970)

2nd PRIZE • 10 WINNER

✓ A POKÉMON TRADING CARD GAME BASE SET TWO STARTER SET (INCLUDES A LEARN TO PLAY CD ROM!)

✓ FIVE POKÉMON TO
BASE SET TWO
ROSTER

✓ A POKÉMON TRADING
CARD GAME FOR

www.pearsonhighered.com

3rd PRIZE • 50 WINNERS

✓ NEW NINTENDO
POWER T-SHIRTS



WIZARD OF THE COAST is a trademark of Wizards of the Coast, Inc. © 1999 Wizards of the Coast, Inc.

©1995, 1998 and 1999 Nintendo,
Dienkunten, Inc., DANCE PINK, and
Pokémon and the © 1998 Nintendo
Seal are trademarks of Nintendo.

and no reference to the present passengers, and the remainder of these lines will consist of silence. All conversational material was copyrighted by MGM.

The Future of Auto Combat



MAXIMUM
SECURITY

CHICO

Look for the Vigilante: 8: Land Offense
High Octane Combat Book from **NEO**



© 1998 N64, Inc. All rights reserved. N64 and the N64 logo are registered trademarks of Nintendo Co., Ltd. TECH is a registered trademark of Neo Technologies, Inc.

is Here!



Standard Burn Prison 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
blasting, off-road auto combat insanity
in 8 fully destructible arenas.



Crash, bruise and plow-up hidden weapons,
plus special power-ups that let you float,
hover and travel 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

8² OFFENSE

Entertainment

ACTIVISION

IF IT DRIVES BY, BLOW IT UP!

ARENA

are you game?

ING CHALLENGES



Donkey Kong 64

Back to Old School

After you've photographed six scenes 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 Colors. If you're keen on the green, send us a picture of your Status Screen showing your best Palm Club Tournament score and Spies 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 contenders in the EA Spuds slugfest, you'll get your gloves on some Power Supplies redeemable in our Power Supplies Catalog.

1

In Star Wars: Rogue Squadron, can you fly a lock-on Imperial hangar shuttle with a secondary proton torpedo?

2

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

3

POWERR

Michael Sargent, Shawnee, KS
 Chris Schlueter, Lake Stevens, WA
 Brian Beckert, Overland Park, KS
 Andrew Sharpack, Alameda, CA
 Greg Horal, Edwardsville, IL
 Daniel Shores, Florence, KY
 Jason Sorenson, Vinton, VA
 Jason Sanderson, Bedford, NH
 Thaddeus Seppach III, Wilkes-Barre, PA
 Justin Sweeny, Silverdale, KS
 Joe Sestak, Somerville, NJ
 John Sykes, Longport, NJ
 White Thrift, Cobbles, GA
 Hayes Tyler, Souther City, NY
 John Weyers, Leonard, CT
 Trevor Vines, Cartago, SC
 Michael Welsh & Mary Welsh, Pittsburgh, PA
 Chris Welsh, Allentown, NJ
 Brett Weidner, Los Altos, CA

THE LEGEND OF ZELDA: Ocarina of Time

Joshua Sestak, Allentown, PA	35 hrs.
Jason Sweeny	35 hrs.
Ken Zito, Phoenix, AZ	35 hrs.
James Woltz, Chantilly, VA	34 hrs.
Justin Wright	34 hrs.

COMPETE

Frederick Bissell, Platteville, WI 1,257,073

PROGRESS

Keith Michaels, Brooklyn, NY	77,378
Shawn Zelasko, Naples, NY	47,948
Tony Rizzo, Chicago, IL	23,958

Challenge Scoreboard

John WARS: ROGUE SQUADRON

Robert Acosta, Machias, ME
Chris Adams, Temecula, CA
Tony Albrecht, Huntington Beach, CA
Daniel Albrecht, Valley, CA
Peter Albrecht, Pleasanton, CA
Zach Alexander, McKinney, TX
Marky Allen, Tuxedo, NY
Randy Axelson, Dallas, TX
Jeff Bannister, Toledo, OH
Brian Barnett, Oak Park, IL
Michael Beck, Cambridge, MA
Ed Boane, St. Augustine, FL
Tom Cawley, Woburn, MA
Sean Cawley, Chelmsford, CA
Marcia Cawley, Falls Church, VA
Kevin Cole, Alameda, 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-grand. 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 Psychic-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 Barr's Racing
Adventure for Game Boy Color
M _____ M _____

6 The copycat attack used by
Flying-type Pokémons
M _____ M _____

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

8 The N64 sidescrolling
stare Marina Liteyears
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 Krang'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 scale or make your best estimate to determine which item equals the year that, for 2006 days, we'll have to get used to writing instead of "1999."

Example:

The number of Weeks
in GT Interceptors
18K Interceptor x 30

2000

The cost of Mario
Party 6's Magna
Board #2

11 The number of
degrees in the total of
all NFL snowboarding
game
+ The number of
degrees that's the total
of an NES snow-
boarding game
+ The number of
degrees Red Haynes
would spin when you
press R plus Left on
the Dualshock

2000

Pokémon Number
of Ultra
+ The year in which
Sue Anekin Zero
Riot: Wild West
world takes place
+ Pokémon Number
of Bulbasaur

12 The cost of all of
Wario's pit streaks in
Star Wario Episode 1
Racer

2000

The cost of one
Caveweed and
Caveweed Rambo
Tonic
+ The cost of one
Caveweed and
Caveweed Engineer

13 The cost of the
Horn Drill in Pokéman

2000

The total number of
times the characters
in the Pokéman
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 at this first-person
(first-ape?) view of the game to see if
you can identify the area where DK is
taking in the view.



Send your Photo where it is! Enclose a paragraph about where you are for one of the monthly *Where Am I?* challenges. When you've completed all three *Arena Challenges*, then send your answers to challenge@usa.com. Power Player, Arena, P.O. Box 55713, Redmond, WA 98072-9733. Enclosed digital photos and challenge proofs to arena@comcast.net. Please include the following info on the back of your photo or in your email: Name, Address, Membership number (if you have one), NFT ID number and Challenge number. The deadline for the monthly challenges is February 20, 2000. If we use your suggestion or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Supplies Catalogue subsection. Surf to www.arena.com for a complete list of qualifiers.

ANSWERS TO VOLUME 127

Where Am I?
Jungle Jones
Where That Sheep Bleat!
1. The Legend of Zelda: Ocarina of Time—Ice
Caves
2. Star Wars Episode I: Attack of the Clones—Jabba's
3. Ghoulye 600—Samurai
4. Star Wars Episode I: The Phantom Menace—Hutt's
Palace
5. Mario Kart Racing—Wiiwerk
6. Mario Kart Double Dash—Hyrule Park

Answers &reetings in Gaming
1. Star Wars Episode I: The Phantom Menace
2. Asterix & Obelix: Gallaecia, Roman Islands
3. Donkey Kong: Ape Escape
4. Perry Mason & Jusqu'à
5. Disney's Mulan, Kangaroo

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



© 2000 Aeria Project/
Eidos Studio France



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.



A RUDE AWAKENING

After Terry follows a creature named Whatabout to GreatTree, he meets the King and tells him about his kidnapped sister. The King agrees to help, but only if Terry becomes a Morotter Master and wins the annual Scary 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 drop 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 GreatTree is devoted to these ten lone You Learn About Monster Families from the Library and Books. After collecting 100 monsters, a special collection will be opened up for you.



SLIMEBORG IN LOVE

When you want to create new monsters from Slimeborgs, Horkis or any of the 200 monster species in DWM, head to the lowest part of GreatTree after defeating the dragon. There you can breed new monsters from your party of monsters.



The Magic and Mystery

In the Shrine of the Scary Night is the Major Monster Timer—the breeder of monsters. When two percent monsters have been selected the Major Timer writes it in the Journal, then turns gang back.



What's in the Egg?

Visit the woman in the city above the Shrine of the Scary Night. She can tell you the gender of the baby monster in the egg. She can change it, gender, as well.

The King's Favorite

To get started, you'll need a monster to help you two out of the narrow lane. Only monsters ever battle in DWM. The king will loan one of his own monsters—a territorial silvillian named Hale.



Monster Daycare

Poly will take care of Terry's excess monsters when you recruit a new monster in the Mystic Worlds, send it back to the farm and pick it up for training later.



The Pot of Gold

There are rewards at the west end of the Monster Farm. Look for the boy and his large pet. The boy puts items that he catches into the pot, and you can take them for your own use.



A Bazaar Place

The GreatTree Bazaar has people to talk to and items for purchase. The most important item is the Beast List, which sells for 400 Gold. It points to the werewolves 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 in 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 share the skills of both parents. Breeding monsters evolve faster and reach higher levels than named monsters.



THE TRAVELS OF MONSTER POLO

THE MYSTIC WORLDS

Unfortunately, monsters aren't found in the world of Great-Terry. Terry must pass through the Traveler Gates 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 ready to engage Terry in battle.



SURVIVAL SKILLS

Surviving the many battles in the Mystic Worlds is no puzzle. 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

Select 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 Ribs for summoning wild monsters.



MONSTER TOURS

These charts list the many species of raccoons and the Traveler Gate where you'll find them. Use these charts, along with the Monster Family charts later in the article, to learn all that you can about the monsters. The first number in the parenthesis is HP and the second is MP.

Before going into battle with the boss at the end of 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 other men or other characters in the boss's lair.

Magical Maps

Every time Terry enters a Traveler Gate, the map of the Mystic World beyond will be different than on previous trips. The worlds exist on several levels, each accessible through map holes.



Sanctuaries in the Wild

Although Terry can't save his progress in the Journey world in the wilderness, he can save when he enters a shop or treasure chamber. He can also stock up on supplies in some of these rooms.

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 Gates. If you don't want to write it down, check out the Gossip chart below.

Lighten Up

With steaming goodies to pick up in the Mystic Worlds, it makes sense to keep room in Terry's inventory for the goodies. If you do or sell the inferior items such as Herbs and Beef Jerky,

Villager

Arbiter
Picky
Stubborn
Golipper
Gronkin
Pillow Rat
Dragon (30/90)

Mad Cat (20/30)

Talisman

Asystar
Mini Drak
Spooky
Gloop
Picky

Golkin (100/120)

Memories

Gloop
Pillow Rat
Dragon Kid
Cobapple
Picky
Furryflat
Spot Shine
Mad Cat (20/30)

Mad Cat (20/30)

Bewilder

Min Drak
Big Roast
Dragon Kid
Spot Shine
Fool Head
Demona
Hork

Fool Head (400/450)

Peace

Spot Shine
Cob Apple
Dragon Kid
Bers Shine
Aurata
Big Bird
Hork

Fool Head (400/450)

Bravery

Demona
One-Eye Clown
Reese Men
Horowitz
Stoneman
Giant Worm
Big Eye (600/140)

BATTLE READINESS

STARRY-EYED

There's more to preparing for the Starry Night Tournament than just fighting wild monsters in the Mystic Worlds. In GigaTree, you'll find help and other quests and tasks that help you become a true Monster Master.

Rock-Paper-Scissors

The Giga-monster in the chamber behind the Arena likes to play this classic game. Giga always plays in the same order, so you just have to memorize the order to beat him.



THE ARENA

The Arena is where Terry can test his skill 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 Transfer Gates and reach the Starry Night Tournament.

D-Class

Scarecrow	Horsey	Mad Plat
Medusa Eye	Mad Gopher	Medusa Eye
Med Cat	Rogue Nite	Med Cat

G-Class

Brashy	Anteater	Brashy
Slime	Stubborn	Slime
Speaky	Hork	Speaky

C-Class

Spiky Boy	Stub Brill	Spiky Boy
Hester	Rogue Nite	Hester
Box Slime	Rock Slime	Box Slime

Happiness

Giggan	Dmons
Giggle	Poxy
Sister	Gophersack
Mad Pecker	Devil Nite
Dark Eye	Stub-Bed
Bubbly	Spiky Boy
Mummy	

Wisdom

Facer	Tortuga
Tortuga	Horsey
Horsey	Phantom
Phantom	Amazepede

Joy

Funki Bird	(1200/160)
------------	------------

Temptation

Spiky Boy	Mimmonite
King Cobra	Slime Nite
Slime Nite	Stag Bug
Stag Bug	Many Wing
Many Wing	Dark Eye

Servant

(1000/250)

Strength

Med Doll	Tree Slime
Tree Slime	Skull Rider
Skull Rider	Fairy Drak
Fairy Drak	Wingless Drak
Wingless Drak	Dark Slime

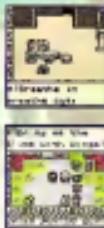
Stom-Man (500/36)

Anger

Giant Wurm	Giant Skag
Giant Skag	Possesso
Possesso	Cat Fly
Cat Fly	Fester
Fester	Putrepup
Putrepup	Drak Slime

Battle-Rex (1000/50)

Reflection



Monster Talk

Don't forget to talk to the monsters themselves when you meet them in the Arena and Farm areas. Many of these same creatures have sage advice for young Monster Masters.

The Queen of Clubs

One day you'll meet Giga the Rock-Paper-Scissors King. He'll open up a doorway to the Giga-Club Chamber. She'll send you on a quest and reward you if you bring her a prize.

F-Class

Spot Slime	Spot Slime
Spot Slime	Spot Slime
MacDoll	Alma
Alma	MacDoll
SkullRaven	Putrepup
Putrepup	SkullRaven

B-Class

Homesickness	Homesickness
Homesickness	Homesickness
Ag Devil	Wind Menge
Wind Menge	Tree Bay
Tree Bay	Army Crub
Army Crub	MacDragon
MacDragon	Army Crub

Labyrinth

Chronobug	Cactoball
Cactoball	Vol Cactar
Vol Cactar	Rock Slime
Rock Slime	Geno
Geno	Dark Kips
Dark Kips	Ag Devil
Ag Devil	Wind Menge

Dark Horn (2000/120)

Judgment

Wood Bug	Tree Bay
Tree Bay	Hammerhead
Hammerhead	Med Goss
Med Goss	King Slime
King Slime	Drgl
Drgl	Lizardfly
Lizardfly	Blast Mech

Akabber (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 option 1. You'll have four options for each monsters: Charge, Magic, Curious and Command. If you choose Command, you can Attack, Defend, or use a special skill or magic.



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 trap 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 without a attack, and that won't give you a chance to speak the monsters into your fold. Command your biggest monsters to defend while trying to make a catch.



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.



Devil Family

These devilish little monsters are strong fighters with high HP, attack and defense strength. They can withstand strong attack magic and other special skills. Gorga, Demonte and Rives belong to this family.



Bug Family

Annoying, Buggers and Drills all belong to the Bug Clan, an insect-like family that's a strong special weapons attack. The bugs have a great capacity for increasing their attack and defense strength.



Slime Family

Slimes may seem, well, slimy, but they're very supportive of other monsters during battles. They're also quick and grow rapidly. Spout Slime, Smoky, Healer and Miasmal are all belong to this family.



Dragon Family

As you might expect, the Dragon Family is strong when facing the attacks, but these monsters also royal blizzard attacks. Every creature belongs to Dragons, but they grow slowly.

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 ability, use the scroll only when facing groups.



To Heal, or Not to Heal

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 lives and gold. Remember to save your game often.



Monster Munchies

The way to a monster's heart is through its stomach. Use meat sticks such as beef Jerky, Pork and Rice to get the monsters to think kindly of you. The better the snack, the more likely the monsters will be to join you.

Selective Attacks

The last standing monster in a party will be the one that joins you. Wend off the ones you don't want by attacking them first. Use the Plan action to target your attacks.

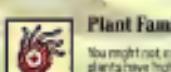
Beast Family

Many of the Beast Family monsters resemble recognizable animals, but they have the power to use special skills that lower monster parameters. They also have strong attack and high HP. Anteater, Baba and Crocodile are all beasts.



Bird Family

The Birds are speedy and grow quickly. They are strongest against thunder magic spells and special skills. Wyvern, Pikaew and Phoenix are all members of the Bird-Clan.



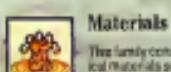
Plant Family

You might not expect plants to be smart, but these monster plants have high intelligence and MP. They can grow to very high levels, as well, but they have low agility. The plant clan includes Evil Seeds, Fireworks and Face Trees.



Zombie Family

This clan may not have strong HP, but most of their other attributes are medium to low and they're weak against such species as porcine Hogs, Spookies and Mummies out of from the Zombi Zone.



Materials Family

This family consists of hard Lava that are made of non-biological materials such as mud and stone. As a result, they can resist cold and fire and they have very high defense. Strong Ice Meg, Mad Dolls and Golbin belong to this group.

THE CREATURE CATALOG

BEAST FAMILY MONSTERS

Hit Points	Mage	Attack	Defense	Agility	Intelligence	Special Skills
Incubus						Cover 1, Strong 2, Shape Shift 3
Alarming						Always 1, Ice Walker 2, Change Up 3
Anteater						Light-Left 2, Beep-Off 3, Alias 4, Cut 5
Jeff						Ice Walk 1, Ice Shield 2, Water Breath 3
Hammerhead						Change Up 5, Evil Walk 3, Hammerhead 3
Wild Beast						Intense 2, Ice Pack 2, Headbasher 3
Car Fly						Stone 2, Sharp Tong 2, Old School 3
Wild Ape						Log Smash 2, Tree Shift 2, Goliath 3
Mad Spider						Mountain 2, Jabot-Cut 3, Change Up 3
Mad Cat						Log Smash 2, Reptile-Shift 2, Signal 3
King Lao						Findall 1, Fright 2, A-Force 3
Gorilla						Log Smash 2, Tusk-Shift 2, Squash Kit 3
Gaugetron						Findall 1, Stone 2, Shove 3
Super Ira						Horrible 2, NO-Senses 2, Intense 2
Skulltree						Ice-Slash 2, Firebreath 3, Chomp 3
Goat Beast						Hammering 2, Massassen 2, Wind Cry 3
Dark Horse						Slam 5, Sharp-Slash 2, Psycho Up 3
Trumpeter						Screech 2, Berserker 2, Wind Cry 3
Big Eyes						Wind 2, Angel Hair 2, Intense 2
Pillow But						Horrible 2, Horning 2, Cliff-Hop 3
Fairy But						Stone 4, Scramble 2, Stone Thrower 3
Yogurtina						Not-At-Work 2, Earthquake 2, Slap 3
Soccor						Spasm 2, Fright-Up 2, Psycho Up 3
Mossojuna						Ice-Block 2, Lure/Chomp 2, Headbasher 3
Unicorns						Horror 2, Acid-Attack 2, Melt-Up 3

DEVIL FAMILY MONSTERS

Hit Points	Mage	Attack	Defense	Agility	Intelligence	Special Skills
Arc Devil						Blow 2, Hell 2, Head Blow 3
Avatar						Fright 4, Acid-Blow 3
Mad Knight						Measure 2, Devil-Cut 2, Evil-Grip 3
East Horse						Horror 2, Head-Cut 2
Bers						Massacre 2, Head-Cut 2, Acid-Blow 3
Brc						Slap 2, Sharp-Blow 2, Vampy 3
Eyeball						Water-Cry 2, Intense 2, Magic-Blow 3
Eyebeast						Zombie 2, Change Up 2, Devil-Shift 3
Chop Skewer						Intensification 2, Squash-Off 2, Tentacle 2
Grenade						Head 2, Arachnid 2, Head-Slap 3
Scorched						Center 2, Fire-Shift 2, Evil-Shift 3
Dark Devil						Blaze 2, Cleavage 2, Tech-Fog 3
James						Blaze 2, Teleport 2, Head-Cut 3
Ag Devil						Scorpion 2, Fright 2, Head Up 3
Skull Ritter						Log-Smash 2, Fire-Blow 2, Head-Slash 3
Crashman						Magical-Blow 2, Fire-Blow 2, Head-Slash 3
Dark Eye						Magma-Cut 2, Hellfire 2, Psycho Up 3
Evil Armor						Ice-Slash 2, Hell-Blow 2, Skin-Slash 3
Perrier						Rock-Blow 2, Head-Slow 2, Wind-Blow 3
Pooy						Smart 2, Arachnid 2, Head-Blow 3
One-eye Clown						Blaze 2, Fright 2, Head-Blow 3
Domestic						Blaze 2, Fright 2, Head-Blow 3
Evil Beast						Findall 2, Fright 2, Devil-Blow 3
Madness Eyes						Head 2, Head-Cut 2, Head Up 3
Leans						Intensification 2, Vampy-Blow 2, Head Up 3

BIRD FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Bad Bird	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Battering Cl. Silence Cl. Charge Cl. B.
Big Beast	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Shredder Cl. Headbasher Cl. Double Cl. B.
Stink Bird	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Stink Bomb Cl. Lava Breath Cl. Sun Ray Cl. B.
Wyvern	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Wind Cl. Frog Kick Cl. Water Cl. B.
Mad Gorge	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Deathclaw Cl. Flame Cl. Claws Cl. Lava
Zap Bird	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Lightning Cl. Staff, Mirror Cl. Wall Break Cl. B.
Buck Kite	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Steel Cl. Prowl Cl. Claws Cl. B.
Skull Raven	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Behemoth Cl. Chomp Breath Cl. High Jump Cl. B.
Mad Pucker	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Arrows Cl. Headbasher Cl. Red Mayor Cl.
Cracky	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Waving Knob Cl. Surge Cl. Mayor Meow Cl. B.
Scary Hawk	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Speed Cl. Heart Beat Cl. Lava Bomb Cl.
Flamey	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Fire Cl. Acid Cl. Inferno Cl. Rapid Roll Cl.
Phoenix	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Step Cl. Summoner Cl. Rock Head Cl. B.
Picke	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Parade Cl. Headbasher Cl. Lava Break Cl. B.
Friendly Bird	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Invader Cl. Fire Cl. Rock Cl. Metal Cl. B.
Mad Cawdor	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Frog Kick Cl. Ice Breath Cl. Rock Cl. B.
Skittery	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Surgeon Cl. Heartbeat Cl. Rock Head Cl. B.
Mucky Wug	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Behemoth Cl. Rock Head Cl. Rock Head Cl. B.
Long Devil	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Invader Cl. Iron Claw Cl. Rock Head Cl. B.
Whip Bird	Green	Yellow	Yellow	Yellow	Yellow	Yellow	

BUG FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Unseen Slug	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Wormhole Cl. Lash Cl. Rock Head Cl. B.
Great Worm	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Slam Guard Cl. Roll Cl. Silence Cl. Headbasher Cl. B.
Catapillar	Yellow	Yellow	Red	Yellow	Yellow	Yellow	Spine Cl. Pinch Cl. Rock Head Cl.
Skitterer	Yellow	Yellow	Red	Yellow	Yellow	Yellow	Bobblehead Cl. Flame Cl. Rock Head Cl.
Army Ant	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Wasp Cl. Roll Cl. Rock Head Cl. Assurance Cl.
Army Crab	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Spine Cl. Metal Cl. Claws Cl. Rock Head Cl.
Armored Bug	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Zombie Cl. Claws Cl. Rock Head Cl. Lava Pulse Cl. B.
Butterfly	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Burnout Cl. Curse Cl. Lava Pulse Cl. Rock Head Cl.
Gangstaclaw	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Wasp Cl. Metal Cl. Rock Head Cl. Rock Head Cl.
Beetle	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Slam Guard Cl. Silence Cl. Rock Head Cl. Rock Head Cl.
Oil Eater	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Invader Cl. Headbasher Cl. Rock Head Cl.
Gran Meth	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Rock Magic Cl. Roar Cl. Rock Head Cl. Rock Head Cl.
Wood Bug	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Slow Cl. Iron Guard Cl. Rock Head Cl.
Grill	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Rock Cl. Headbasher Cl. Log Smasher Cl.
Scare Bug	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Passion Cl. Headbasher Cl. Telephone Cl.
Mad Hornet	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Rock Head Cl. Headbasher Cl. Rock Head Cl.
Scorpion	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Head Cl. Headbasher Cl. Mad Magic Cl.
Spider	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Upper Cl. Invader Cl. Rock Head Cl. Rock Head Cl.
Armored Bug	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Invader Cl. Headbasher Cl. Rock Head Cl.
Lava	Yellow	Yellow	Yellow	Yellow	Red	Yellow	

PLANT FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Eye Seed	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Paralysis Cl. Gauze Cl. Rock Head Cl.
Spikes	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Rock Head Cl. Stone Head Cl. Chomp Cl. Gauze Cl. B.
Gigglepot	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Invader Cl. Headbasher Cl. Rock Head Cl. B.
Recombi	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Blaze Cl. Headbasher Cl. Rock Head Cl. B.
Stinkbush	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Blaze Cl. Headbasher Cl. Rock Head Cl. B.
Amberwood	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Invader Cl. Headbasher Cl. Rock Head Cl. B.
Cuckooft	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Paralysis Cl. Confidence Cl. High Jump Cl. Rock Head Cl.
Face Tree	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Rock Spine Cl. Invader Cl. Rock Head Cl. B.
Dance Tree	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Blender Cl. Invader Cl. Rock Head Cl. B.
Flame Tree	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Flame Cl. Invader Cl. Rock Head Cl. B.

PLANT FAMILY MONSTERS (CONTINUED)

Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Green Moa						Rock Magic II, Mud Magic II, Thunder M
Shredder						Slow Spill II, Lava Dance II, Calm Rock II
Wing Yucca						Slow Dash II, Death's Dar II, Farsawd II
Tree Bug						Heat II, Ice Bolt II, Curse II
Seedcrusher						Mega Arrest II, Sleep Star II, Mindblast II
Mud Plant						Sludge II, Slap II, Mud II
Blaster						Sludge A II, Mud Sludge II, Psycho Mud II
Herb Man						Curse II, Sarcasm Man II, Foul Man II
Reef Vines						Sludge D II, B Attack II, Ultra-Diver II
Whaleman						Whale II, Invader II, Diamond II

SLIME FAMILY MONSTERS

Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
King Slime						Reed II, Slush II, Magma II
Gold Slime						Burst II, B Piving II, Chance II
Rock Slime						Strong D/S, Rock Throw II, High Jump II
Slime						Festival II, Basher II, Absorb Mag II
Seedy						Ice Blast II, Sound II, Call Help II
Tree Slime						Seed II, Previous II, Slime Up II
Silence Slime						Heat II, Upper II, Breakout II
Fung Slime						Water Cry II, Chompup II, Calm Rock II
Slamsherg						Lightning II, Slam D/S, Ram Dash II
Slithers						Whirlwind II, Laydown II, Slithers II
Bryk Slime						Fire A II, Breakout II, Ice Dragon II
Metal Slime						Berserker II, Breakout II, Fang II
Wing Slime						Whirlwind II, Squirtles II, Windblast II
Bubble						Human-RCH, Sunburst II, Flame Light II
Spot King						Reptileash II, Dimash II, Magmaball II
Spot Slime						Locustash II, Goliath II, Invader II
Healer						Heat II, Upper II, Acid II
Box Slime						Slam II, Upper II, Healing II
Metal King						Bob II, Invader II, Hell Break II
Metally						Slam II, Invader II, Metal II

ZOMBIE FAMILY MONSTERS

Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Petite Corpse						Slam II, Slap II, Mud Click II
Wind Merman						Merman II, Crawl II, Breeze II
Mad Sprit						Spine II, B/W Howl II, Foul Dash II
Skullster						Screech II, B/W Howl II, B/W Bites II
Hork						Last Laugh II, Pepper Box II, Burn Echo II
Spikes						Laugh Laugh II, Scatter II, Meaning II
Ranger						Devil Out II, Devil Laugh II, Curse II
Dead Merman						Screech II, Howl II, Screech II
Shadow						Fright II, B/W Howl II, Foul Dash II
Dead Man						Devil 2 II, Screech II, Curse II
Skullgator						Fright II, Twin Death II, Ice Death II
Dark Crab						Screech Out II, Howl II, Magic Wind II
Wife Whip						Fire A II, Lightning II, Windblast II
Brasshawg						Screech II, B/W Dash II, B/W Wind II
Servant						Maraud, Iron Balls II, Screech II
Matriel						Red II, Windy II, Metal II
Copperill						One-Handed II, Thundershock II, Invader II
Manny						Paralyze II, Self-Blow II, Leaf Form II
Bat Raven						Lightning II, Self-Slash II, Kickslash II
Whale King						Invader II, B/W II, Chance II

DRAGON FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Andreal							Intimidate 2, Pincer Att 10, Baneattack 10
Whipwhirl							Ice attack 10, Squid Eye 10, Rhyth June 21
Chameleon							Pervert 10, Flare attack 10, Stink attack 10
Pythagorean							Lightning Att 10, Ironclad 10, Magic attack 10
Pythagorean							Healer 10, Gun Att 10, KB Power 25
King Colors							Pygmy Att 10, Ice attack 10, Guts Att 10
Great Drak							Ring 2, Rock attack 10, Knob attack 10
Centai							Smash 10, Roaring 10, Goliath 10
Bludrak							Angry Att 10, Metal attack 10, Big Bang 37
Dragonoid							Ice Att 10, Stink Att 10, Mousage 25
Sky Dragon							Demise 10, Molt 10, Robot 10
Savardge							Barbarian 10, Rock Thrown 10, Barbarian 10
Silkenwee							Focus Att 10, Sharp Spill 10, Barbarian 10
Crestipet							Fast Att 10, Knob attack 10, Sack Att 10
Dragon							Fire Att 10, Sharp Att 10, Sack Att 10
Dragon Kid							Intimidate 10, Lure Bait 10, Evil attack 10
Mad Drak							Play Att 10, Metal Cat 10, Evil attack 10
Battle Bee							Scorpion 2, Roasted 10, Flameball 10
Gaspas							Lightning 2, Sleep 10, Goliath 10
Fairy Drak							Twink 10, Roasted 10, Flameball 10
Plasmadon							Focus Att 10, Lure Bait 10, Pincer 10
Passenger							Fast Att 10, Sharp 10, Knob attack 10
Brache							Focus 10, Knob attack 10, Robot 10
Raybers							Playoff 10, Free Att 10, Acid attack 10
Lizard Fly							Focus 10, Knob attack 10, Goliath 10
Lizard Man							Focus 10, Knob attack 10, Goliath 10

MATERIAL FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Mad Mirror							Mag Magi 10, Sharp Swift 10, Flamethrower 20
Evil Pot							Smash 10, Lure 10, Sharp 10
Stone Man							Cover 10, Rock Att 10, Metalman 20
Earl Ward							Prayer 10, Smokes 10, Sharp Mag 10
Jewel Bug							Knockoff 4, Sharp Swift 10, Prism Att 10
Mad Gantle							Knock 10, Voltattack 10, Psycho 10
Quasas							Knob 10, Prism Att 10, Sack 10
Spaceman							Sharp 10, Rock 10, Prism 10, Sharp 10
Gold Golem							Sharp 10, Rock 10, Range 10, Knob 10
Salas							Psycho 10, Charge 10, Roaring 10
Reggaenite							Heads, Metal Cat 10, Evil attack 10
Faceit							Smash 10, Lure 10, Lethargy 10
Spiky Boy							Stealth 2, Sharp Swift 10, High Jump 10
Mad Drill							Smasher 10, DefCleave 10, Head 10
Cat Bird							Breakout 2, Knob 10, Rock Att 10
Carrie Lamp							Speed 10, Sharp 10, Invincibility 10
Beach Crag							Smash 10, Invincibility 10, Metalman 20
Barac							Knob 10, Knob 10, Invincibility 10
Sakurman							Ice attack 10, Psycho 10, Sharp Knob 10
Ice Man							Knob 10, Psycho 10, Sharp Knob 10
Boop							Knob 10, Psycho 10, Sharp Knob 10
Woodill							Speed 10, Invincibility 10, Prism 10
Manic							Knob 10, Sharp Guard 10, Rock 10
Metal Drak							Breakout 10, Invincibility 10, Rock Throw 10
Lava Man							Knob 10, Invincibility 10, Cover 10

A GAME OF MONSTROUS PROPORTIONS

The tips and charts in this review should help you on your way, and don't forget that BWM uses the Game Link for fighting and breeding monsters with other Monster Masters. It's a bit more serious than Pokemon, but RPG fans will love the experience. ☺

THE 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!



EXCLUSIVELY DISTRIBUTED BY:



Toll (800) 234-9871 • Fax (800) 234-9970
E-mail: electro@pvt.com

A Looney Tunes/Space Jam, Inc. Product. © 1996 Warner Bros. Entertainment Inc. Looney Tunes and Space Jam are trademarks of Warner Bros. Entertainment Inc. © 1996 Sunsoft. All rights reserved. Manufactured under license of Warner Bros. Entertainment Inc.

SUNSOFT

MISSION: IMPOSSIBLE



YOUR MISSION

© 1998 Infogrames North America

Ethan Hunt, a master of disguise and an expert at extricating himself from impossible predicaments, has one tricky mission 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-Roll menu at the bottom of the screen when it's time to perform skilled operations such as using explosives, 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 squeeze 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.

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.



MISSION 1

General Renik is planning terrorist actions against the civilian 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 fully 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



Evil agents are always on guard, looking for suspicious characters. When you see a guard, 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 stats will turn off after a short time. If you fight, you run the risk of alerting still more guards.

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!

1 Make Contact



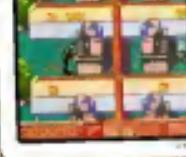
Guess the password and click left and down on the track to the statue. You'll receive another message from your contact when you arrive.

4 The Ministry



When you reach the Ministry, you'll see a glowing green box. This indicates that the key has been activated. Push the B button to use the key and enter the building.

5 The Data



Knob out of the guard's line of sight, staying to the left side of the room, and don't panic if you hear an alarm. Look for a cube with no tape and download the data.

TOP SECRET

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 grenades 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 camp from your drop site. Take the northern route, staying along the buildings and keeping out of sight.



2 Piddling 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 anything happens, move around slightly.



At the right end of the long room is a guard with an oily trigger finger. Stay away from him for now.

3 A Safe Place



Crawl under the low beam and move around until your site telescope icon lights up. Use the site telescope to open the safe.

4 Candid Camera



Go back to the light. 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 room 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 disrupter 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



Move around to the south side of the house and take the phone call from your roofer directly.



At the bottom of the map, go to the first building and pick up the mechanic's overalls that will serve as your disguise.



You'll find a special tool for opening the wooden panels on the interior of the second building and more tools to complete your singular in the Supply Shed.



The mask is standing 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 *Run up the stairs*



Walk slowly along the catwalk close to the mastic. When the tool icon flashes, stop and submerge the mastic. Repeat this action five times, then get out.

⑥ Go to the Details



After sabotaging the muzzle, you'll have to escape back to the northwall side of the oasis near the palm tree. You can head almost directly west from the oasis.

MISSION 4

The terrorists have more equipment in another desert base ready. As an afterthought, your director instructs you to destroy the stockpiles using explosives. You'll have to find the explosives and place them in a guarded building.



- Find the explosives
- Find a way into Camp
- Return to the drop site
- 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 beeps of your mine detector. When you hear it, back up and don't stand around the mine.



1 An Explosive Find



The explosives are an armful of TNT located near the rest of your starting gear. Go there first and pick up the explosives for your demolition work.

2 The Hole



The approach to the hole in the south fence are 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 underground. Crawl to the building, passing behind cover when guards venture nearby. You'll enter the building through the vent holes.

3 Blow the Equipment Room



Crawl and jump to avoid the storm beams, and stay out of sight of the guards. You'll have to crawl around through some tight areas to reach the equipment room, where you'll place the TNT.

MISSION 5

Even though you've managed to disrupt General Resnik's plane, the Mission: Impossible team needs more information on the terrorists' activities. In this mission, you must infiltrate an embassy and plant a timing 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 areas around the embassy are patrolled with security robots, and the best way to make 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 west 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 leap to the embassy if you get a running start at location #2 on the map. You'll automatically jump to the embassy.

3. The Shaft



You'll find two shafts inside 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 shelf. Your timing device can wait to fire, indicating 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 left point, use the same crawling techniques as before to stay safely out of sight.

TOP SECRET

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 lance shown above.

Blow up the Generator



Your final task in Mission Six is to blow up the generator. Place your TNT near this building, then light it to the southeast corner of the box to trigger



USING THE AGENT ORGANIZER

When you've had enough of the sleek and dangerous 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. ☺

remote control



This is the easiest 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.

Secret Files



The Secret Files are organized by Address, Messages and a Notebook. You'll need the manual to figure out how it works, so hang on tight!

transmission



The final feature requires two people to have copies of *Mission: Impossible* so they can send messages to one another. The transmission distance is limited to a few feet in most cases.

TOP SECRET

Make 200 New Best Friends!



PEPTIDES

- Over 400+ cute & cool monsters to collect, tame, and train
- Breed harvested to create stronger offspring with unique magic spells and special abilities
- Play solo or connect your game days together in battles and breed with your friends' monsters
- A spin-off of Japan's best-selling RPG game, *Final Fantasy*!



WILHELM

Drive away with 6 cool
memories to collect



Spent with your friends
monitored the .



Replace the styling in TextEdit's interface



Challenge your friends with Speed mentors



Uniform pigmentation against The Mystic World

EIDOS
www.eidos.com

四

COLOR

E

Worms Armageddon Hits N64... Like A Cow Packing Dynamite



A Cranky Old
Woman

A heavily
armed &
skanky
skunk



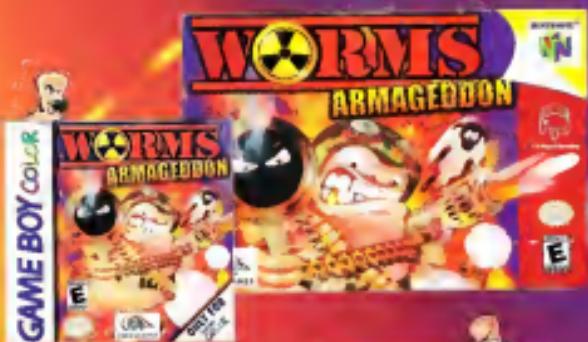
A wooly
Riving
Sheep

A Slippery
Banana Bomb



The mad cow

It's Still War,
just Not Your Usual Weapons



W

ORMS ARMAGEDDON FOR GBA...

THIS IS NO WORM GAME. THE ULTIMATE

TEST OF STRATEGY PITS WORM VS. WORM ON 4-4

BATTLEFIELDS FOR 1-8 PLAYERS, IGNITE 44 SPECIAL WEAPONS, LIKE HIGHLY

FLAMMABLE OLD LADIES AND BOUNCY BANANA BOMBS, AS YOU BLOW YOUR WAY

TO VICTORY. IN MULTIPLAYER MODE, CREATE

UNLIMITED ADDITIONAL LEVELS FOR

404-STOP PLAY. WORMS WITH

WEAPONS...TAKE THE DAY.



ESRB
E10+
GAMES
CONTENT
MILD LANGUAGE
MILD VIOLENCE



GAME BOY COLOR

GCN 17

Worms Armageddon © 2000 Infogrames Inc. All rights reserved. Infogrames and the Infogrames logo are registered trademarks and Infogrames, Worms, Worms Armageddon, and Worms: Armageddon are trademarks and/or registered trademarks of Infogrames Inc. All rights reserved. Infogrames and the Infogrames logo are registered trademarks and Infogrames, Worms, Worms Armageddon, and Worms: Armageddon are trademarks and/or registered trademarks of Infogrames Inc. All rights reserved.

GEX³

DEEP COVER GECKO POCKET

HE'S A MEAN, GREEN, GENRE-BUSTING MACHINE. GEX THE SECRET AGENT GECKO HAS DARTED ONTO THE GAME BOY COLOR WITH A NEW MEDIA-DRIVEN ADVENTURE.

NINTENDO POWER'S MISSION BRIEFING MAY JUST KEEP YOUR SLIMY 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-nemesis, Rez, has kidnapped the beautiful Agent Xera, spiriting her away from Gex's underground lair. Now she's trapped in the Realm of Rez, a cheezy netherworld of bad movies and boulder villains. Her plight does not sit well with Gex, whose cold blood has boiled to a rolling boil for revenge. Dipping into his bag of disguises, the lizard of 3,000 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.



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



Watch the green TV to release one of these flies, but be sure to eat it with Select before you attack. Once it is 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 one. Certain enemies can be defeated only by using Doc My power.

GEX PAWS



Make an addition to your life 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 Pads, which will be active when the spinning remote drops down. You'll automatically teleport into the channel when you stand on the pad.

MAIN CONTROL ROOM



CONTROL ROOM 2



You will find four channel missions and a Bonus Pad in the next control room. As you access the Bonus Colors, you'll be able to play bonus games for extra remotes.

CONTROL ROOM 1



The door to the lower level of the main control room will take you to your first two missions. When the first remote above the door with your tail, then head to the Mystery TV remote pad for some friendly fire.

CONTROL ROOM 3



You'll find the path to your final confrontation with Flay through the third control room. You'll find other adversaries to prevent and a mysterious space craft.

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 overcast and get to it.

HOLIDAY TV: TOTALLY SCROOGED

• CREATE FIVE ICE SCULPTURES

Something is rotten in Santaland, and it isn't that ancient fruitcake grandma sent you. Bundle up your creamy green skin, then start walking in a wonderful winter wonderland. The

• WHIPE THE TWO ICINGATING ELVES

• REPEAT THE EVIL SANTA

• REPEAT THE EVIL SANTA

tinted landscape will give you plenty of spills and thrills as you bounce among the icy slopes, clouds and tree branches. Don't worry about falling down, but avoid the holes on the bottom.



SHAVING POINTS



Five penguin-sized mounds of ice are scattered about the winter landscape. Use your tail to carve them into a block-shaped statue.

DIRTY BIRDS



You'll have to be quick in a direct attack against the penguins, but it's easy to knock them out of the air when they jump.

ICE TROPHY



Get reward for carving the ice sculptures in a minute were a tree, just up the clouds in the upper right corner.

TAIL CHECK



The two skating elves can do some damage, but should be able to knock them off their feet with a few tail attacks.

HOUSE HUNTING



Check the doors to the houses you can enter. You'll find a minute leads one house and Hy Gains in some of the others if you've whacked the two shies.

SANTA BARBAROUS



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 it over him and it back at him with a twist of your tail.

MYSTERY TV: CLUELESS IN SEATTLE

• SURVIVE THE HEDGE MAZE

There are dangerous things afoot, afoot and aleft in this haunted mansion. Don't worry—Sherlock Gexis is on the case. Disguised in cap and cloak, you'll search through the doors

• BREAK THREE BLOOD COOLERS

and secret passageways for clues that may lead you to Agent Xtra. The truth is in there, but the way isn't always obvious. Don't get lost—Follow our trail of digital breadcrumb.

• STEAL THE MAGIC SWORD



WAY TO THE MAZE



The lower right-hand door in the house will take you to a maze. Navigate to the hedge maze in the lower right-hand side to get to the room with a mouse.

BLOVVERBUGGED



Which set for the bushes preceding the mouse. It's hard to say what type of prey they already were heading, but they'll settle for a gnat.



EAT A BUG



As you travel through the maze of life, don't forget to stop and eat the Purple Fleas. In the case of this mouse, don't forget to let the Purple Flea 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. You'll need to smash all three coolers with your tail.

SECRET ROOM



We can't explore the rooms on the first floor before you move on. The Kitchen Room above it holds the last Blood Counter and a remote for smashing all three.



GHOSTLY KNIGHT



You'll need to make a big leaping jump across the chasm to get to the checkered chamber of the chained ghost. Avoid his phantasms energy blasts as he flings around the room. Then try to knock him with your tail. Once he's been assassinated, head into the next room to steal his magic sword. You won't need to go far to find the remote.

CONTROL ROOM 2

You'll take two trips to the desert in the second control room, but the arid climate is the only thing that TV and Western Station

have in common. The next show you flip to, Action Channel, has even less in common with them—aside from challenging play.

TUT TV: HOLY MOSES!

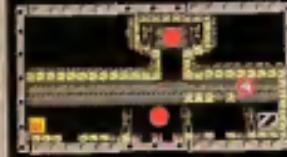
RECOVER THE THREE STAFFS OF RA

RELEASE THE SPIRITS FROM THE THREE LOST ARKS

RIDE THE RAFT TO THE ANCIENT TEMPLE

The sweltering Egyptian sands are filled with many pitfalls for our intrepid Gecko. 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.



SNAKE STOMPING



Stepping on the snakes after the last level, but they're easy to detect once you learn the first method. Avoid their spit walls then stomp them.

Stepping on the snakes after the last level, but they're easy to detect once you learn the first method. Avoid their spit walls then stomp them.

SPRITI AWAY



Just jump on the Lost Ark to release the spirits inside. The Lost Ark is on a bridge at the beginning of the level, the others are at the pyramid.

HELPING HAND



The creepy hand on top of the pyramid can be a friend or foe, depending on how you handle it. Make its pawing cease.

GIMME A RA



Open a sarcophagus to find rooms holding the three Staffs of Ra. Be sure to smash them with your tail when you reach there.

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 two throws—just hunker down and get to the other side. On one of your trips, remember to cloud-hop to a Bonus Coin.

REMOTE REWARD



After fighting your way across the water—dodging and whacking waves—you would think you'd get a break on the other side, and you'd be right. Check the temple steps to find the remote.

WESTERN STATION: THE ORGAN TRAIL

• Visit the world's largest foot mound

► COLLECT FIVE OF A KIND

• SURVIVE THE OLD WINE

Geck is second in this level as the Gecko with No Name. You'll

prized remotes. There are plenty of critters that can hurt you, but the major danger is falling down a hole.



THEORY PROBLEM



Whatever happened to plain old stationery pens? They used to be much like to sneak up on you, and you should let them. Walking past them can be painful.



HIGH R.



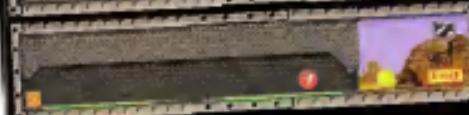
You can take the high road to get to the playing card below the cliff, but you'll have to hop across the ditch to get back. It's easy to take a few risks.



BAR BRAWL



Most surprised visitors have
entered the old saloon
You'll have to light your way
across the room to get to
the open entrance and the
card on the bar.



GO VERTICAL



You'll notice a pathway leading straight up from the main shaft. Climb up to the top to get back where you started at a higher altitude.



SURVIVAL



After getting past the rock of armchairitis, all you need to do is keep a couple of channels for the moments. Of course, if you fall in, you'll have to start over.

ANIME CHANNEL: WHEN SUSHI GOES BAD

- DESTROY THREE ALIEN CULTURE TUBES
- DEACTIVATE THE PLANET-O-BLAST WEAPON
- FIND AND DESTROY THE ROGUE MECHS

At first, the steel girders and ramps of the *Anime Channel* may remind you of the safety of the *Geneva*, 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 hero. Stay clear of the dripping goosy 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 shell before taking on the Rogue Mechs. Wait to surround the By until just before you attack, then give the robots three shell whacks to knock off their heads.

BONUS

The bonus pad in Control Room 2 will take you back to the familiar frozen territory of *Holiday TV*. This time around you'll have to use 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 pointy-eared enemies. Make sure each elf falls down before you move on to the next one.

TAKE A DIVE



After you've destroyed all the elvish-elfs, check for extra time power-ups in the bonuses—slide over to the right side to fall to the bottom. There's a remote down there.

DOWN THE TUBES



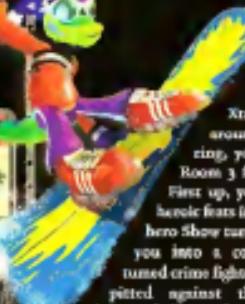
The aliens are pumping their foul green goo from three alien culture tubes on their ship. You'll have to run through a gauntlet of dry goo beams to enter the area, but destroying the tanks is just a matter of smashing them with your wii.

SMASH BLASTER



After beating the Mechs, you'll be able to access the Planet-o-Blast control in the next room. Find the control box then jump up and down on it until the controls are deactivated. Otherwise, the next lousy planet could be your own.

CHANNEL SURFING



If you think you've seen everything that's on TV, you're wrong. *Gen* will have to move through even tougher televised adventures before he can find Agent Xtra. 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 city under siege. The Superhero Show comes you into a costumed crime fighter, pitted against the forces of chaos. If you survive, you'll move on to your final confrontation with Xtra. ♦





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!"

CHIROS RESEARCH, INC.
ATLANTA, GA



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 three 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. Visual pets? Are you kidding? Little worms burrowing each other? All day long! You get the idea.

Swat the Swarm



The earth has been infested with a swarm of extraterrestrial bugs, and you, brave Armadine, see its last hope. You have an objective for each level, but something nearly always complicates your mission—power plants die, engines fail, giant octoplug block your path. Pick up all the boxes of supplies that you can and blast any creature that gets in your way.



© 2000 and © 1999 Activision Entertainment

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 contain health, while others hold strong weapons.



Blaster Ammo

These will keep your basic weapon, the blaster, fully loaded.



Health

Pick these boxes up to raise your life meter.



Laser

Buy this blaster if you use the Laser.



Lightning

The Lightning will chase alien bugs away.



Many different types of alien bugs will plague you on your mission to save the planet—so you will have to avoid their fire and try not to touch them.



Shield

Temporary invulnerability is yours with the shield.

Reconnaissance

We've sent out scouts to check the levels for you. Each zone has a goal, ranging from finding a key to blowing up a derrick. Of course, on every level there are plenty of bugs that will try to stop you.



Locate the Spaceship

Plenty of bugs try to stop you from reaching a space ship 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 doorway's it's been used to take over the earth. Blast any openings to close the portal.



Locate the Dynamite

You have to search the area and find some dynamite in order to blow up the derrick. Try heading north, then west.



Destroy the Derrick

Find the dynamite to find the Derrick. Place the dynamite then get out of there as fast as possible—or you will blow up, too.



Bring Down the Infiltrator

The guardian of the mothership was last seen with bugs and lasers. Aim for the center wheel to open



Reestablish Communication

Your communication link with Dr. Zed, your alien source of information, is down. Find a signal in the complex and contact the doctor.



Fight with Fire

Three alien pods reside in this dark cavern. Your lasers can't destroy them, but maybe little fire could heat things up.



Exterminate the Bugs

You will need to destroy the bugs to earn the weapon that can defeat the alien guard. Aim for openings.

Passwords

When you're battling these crazy bugs, things may tend 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 spuds. The slimy soldiers wield their weird weapons like seasoned veterans.

© 1998 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.



Territory Worms

The Create Game Mode lets you choose from three predefined teams—Armies, Townies, or Cowards. You can also create your own team from scratch or rename the other teams.



Brigade Worms

You get to choose the opposing team's name. You will choose from the same three predefined teams, minus one if you have chosen one for your team. Or you can build that 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



Fire Punch



Bazooka



Bazooka



Dynamite



Battle Axe



PERSONALIZED WORMS



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.

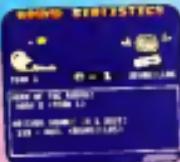


TWO-PLAYER

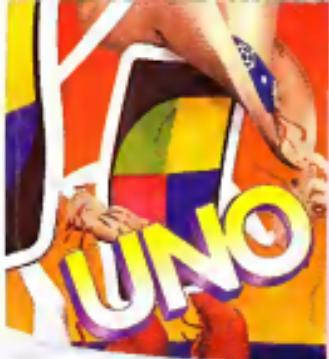


Two players can play on one Game Boy Color. Everything stays the same, except you'll have to handoff the GBC to your buddy when it's his or her turn.

Victories



After each battle, the score is displayed, along with special recognition for the heroism and low-worms and the most damage dealt with one shot.



One For All

Game Boy
a Go-Go

The ever-popular, fun-for-the-whole-family, hours-old-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 x-ray 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.



Luck of the Draw

Uno is basically a match-the-colors-of-numbers card game. Special cards may require you to draw cards or skip a player.



Wild

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.



800
4-1 PLACEMENT
SHILL 3
SPECIAL PACK
300 PTS



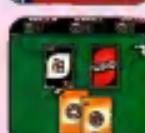
Draw Two

Play this card to attack the next player with two additional cards, which totals four. Of course, the same thing can happen to you.



Draw Four

The Draw Four really gives you the advantage. Not only do 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 deck to use.

Scrub 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 Jr. Go! Go! Brown's Decks are there for the taking).



Dogz

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 pampered Dogz can be adopted by adopting the meekly happy Dogz. There are three types of Dogz to choose from—Mutt, Scottie and Chihuahua.



Puppy Bag

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 pup, 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.



Pet Supplies

The shelf contains all you will need to make your Dogz happy—water, food, toys, grooming supplies and more. Use the Start Button to pause the game, then look at Petz Status to see if your puppy is hungry, tired, sick, grumpy or otherwise.



Woo!

Check your puppy's status often by pausing the game with the Start Button. If it's hungry, the Hungry Bar starts getting high. Your pet might also tell you when it's tired.



Play Time

You can play with your pet with the toy box (see the shelf), and you can even use the digital hand to pick your pet up and move it around.

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 Dogz (or Catz, if you're playing Catz) over to your friend's Game Boy Color and Dogz Talk. Just line up the Game Boys and press the A Button to connect.





Catz Pajamas

Cat people hasn't been forgotten. Catz has practically the same wags 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.

Game Boy
a Go Go

©1992 The Learning Company



Catz Meow

Catz are also unlocked by adopting a few then raising them while they're happy. Don't be put off by the word "retire," you can still select a pet and play with it even after it's been retired.



Pick of the litter

As with Dogs, it's a good idea to adopt three or four Catz to get a better selection. Catz come in Calico, Persian and Siamese.



Cat's Cradle

Play with this type of Catz before you settle on one. A fluffy Persian cat, but maybe the Calico's playfulness will make it a better pet. 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.



Brush Up

Take good care of your cat to keep it purring. Cats need a bunch of brushing to look and feel their best.

Head Check?

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

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.



Cool Catz

Once you select a breed of Catz, you can rename it and choose a nice color for it. When you adopt them, receive a cat, more cats (with nuclear coloring choices and cool names) become available to select. Over 20 Catz are packed into the cartridge, and each is a little different. The same is true if you are playing Dogs.



Quick-y Mouse

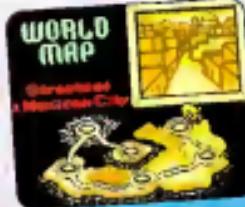
The rapid rodent is back on the Game Boy, Speedy Gonzales: Aztec Adventure follows the fastest mouse in all of Mexico as he runs, jumps and collects cheese through six exotic locales. Speedy starts out in a tranquil little Mexican city, but things get more dangerous from there. He'll have to learn how 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.



Cheese Attack

The Cheese Balls take out everything in their paths, they have to clear the levels.



WORLD MAP

Streetfest
Mexican City

Mexican City

This is a world where speed is of the utmost importance. Speedy even jumps in a sprinter!



Jaguar Country

The fierce jaguar doesn't show up until the end of this jump-heavy world!



Los Mundos de Speedy

Wind Country

Speedy has to hold on to his sombrero in this treacherous, tornado-filled world.



Fire Country

Speedy will be one hot rod in the lava in this fiery world, jump carefully!



Water Country

Who knew mice could swim? That's a good thing for Speedy, because this world's all wet!



The Temple

Pick up the powerful lantern on this world to inflict tons of damage to the man-eaters.



Generosity

This incoming flower is bound to come back to you before you have a chance to eat it.



Smoke Bomb

One of these explosive will take out a boulder instantly—if you run well.



Cheese Ball

This is a weapons-grade cheese—two Cheese Balls will shoot off in opposite directions.



Rolling Fire

Give your enemy the ultimate taste of hot feet with the Rolling Fire.



Weapons

Speedy likes to keep it simple when it comes to weapons. Each one is very different, and each requires totally different aiming techniques. Our mouse hero has no weapons to start with, so break open a few question-marked boxes 'til you find one.



ODDWORLD ADVENTURES 2



Odd Abe Game Boy a Go-Go

Oddworld Adventures 2 traces the story of the Mudokon hero, Abe, and his journey to Neuron to stop the horrible Gholgons 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 fluency problem, which is actually very useful. Yeah, that's pretty odd.

© 1998 Oddworld Inhabitants Inc.



Locks

Use the A button to open up locks. Since now, Abe gains powers from the locks.



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.



Holes

Keep your eyes open—you never know where the next port hole to a different area will be.



Sneak

Tap the Select Button once to make Abe sneak past enemies. Solo doesn't have to fight.



Switches

Switches are often well hidden or hard to spot. They open new passages for Abe.



Possession

Nothing stands between Abe and another character. Hold down Select to possess and control another.

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 buttons to speak to the Mudokons you run into in the Oddworld Adventures. You can also speak through the characters you possess to open doors with.

"Hello"	A +
"Follow Me"	A +
"Work"	A +
"Wait"	A +

Even the Odds

As you guide Abe along the paths of Neuron, you will come across many different areas and areas. Sometimes you need to sneak around or actually possess another character to continue.





The Reel Deal

An recent GBA RPG with a can of fishing thrown in for fun, *Legend of the River King* is unlike any other game—well, except for the first version of that 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 *fisher*. You will need to earn money, upgrade your equipment and fish like a champ to make that happen.

© 1998 Victor Interactive Software Inc. Nintendo is a registered trademark of Nintendo Co., Ltd.



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 sister is sick, and you mother asks you to catch a special fish to make her better. There are many things you will need to learn, and numerous adventure to get through before you will reach the fish that will cure your sister.



Fishing

You must rely solely with a float on the end of it at the beginning. As you level you start to catch fish you can trade them for money and better equipment. You'll need to learn a lot about fishing if you want to get your hands on the *Guardian*.



Hanging

Search the overworld looking for good places to fish, nice places to hang and fishing supply stores. As you advance through the game, maps of the overworld will be revealed and the entire world is at your fingertips.



Conversation

Talk to everyone you want 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 starts 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 this color-upgraded version are these bridges that make it easier to navigate around the overworld. And, of course, this gorgeous color

**Everyone's favorite tailwhipping gecko
is back on the Game Boy® Color!**

GEX³ DEEP COVER GECKO POCKET



Available
Now!

"It's Tail Time!"

- Tail attack your way through 11 bizarre levels and mini-games on your quest to defeat the evil Rez.
- Shred on a snowboard or take a wild kangaroo ride!
- New swimming and gliding moves!
- Over 4,500 frames of character animation and nine cool disguises.
- Climb walls and ceilings with GEX's suction cup paws!

GAME BOY COLOR



Win cool stuff at eidos.com!



EIDOS

Entertainment Weekly 100 Best Books of 2002
The 100 best books of the year, as chosen by Entertainment Weekly's critics, editors, and contributors. Since 1985, EW's annual year-end list has been the definitive guide to the year's best books. This year's list includes fiction, nonfiction, and young adult books, plus a special section on the 10 best new albums. Read on for the 2002 Entertainment Weekly Best Books.

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, bushy, 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 stummers on the Controller, but most of the control sequences are skill- or strategy-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, 46 all-new minigames and 20 updated minigames, Mario Party 2 should be the belle of the ball. The thematic introduction starring the main characters is lots of fun.

SOUND: The music is bright and the sound effects range from comical beeps and whistles to ambient jungle drums.

COMMENTS: Dan—The graphics are much improved from the first game, bigger characters, better animation, after boards.

Andy—Some of the minigames are great, some are disappointing, but overall it's the best party game ever.



• Nintendo 64 Magazine

- 1 to 4 players simultaneously
- 任天堂64兼容
- 6 boards
- Some Minigame Land, Overall Game, or Board Game



HOW IT RATES

Did you score
something but
haven't achieved
booyah? Well, it's in
yourself to try to bring
it up from the E-BH! Most of the
minigames are racers or
based on events of one sort or
another.

OVERALL
8.0
RATING

GRAPHICS **7.6**

PLAY CONTROL **8.4**

GAME DESIGN **8.4**

SAT. **8.0**

LOUDNESS **7.6**

WELL-ROUND POWER STAFF SCORES

8.0 — Jason
8.0 — Dan
6.0 — Scott
7.8 — Andy
7.7 — Mario



ARMORINES: PROJECT SWARM

Don't get bugged—get even in Armorines.

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: Armorines 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 staying alive. The split screen, cooperative mode lets two players gang up on the baddies.

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 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 Earth. Note—it's kind of a story, but there aren't any real innovations. I'm still waiting for Perfect Dark.



• Action 100% Magazine

- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancement
- 18 worlds



HOW IT RATES

Armorines may have some of the highest guns and highest sales in the market, but that's not enough to get everything they deserve. Armorines deserves a solid yes, a T rating from the ESRB.

OVERALL
7.7
RATING

GRAPHICS **7.8**

PLAY CONTROL **7.7**

GAME DESIGN **7.7**

SAT. **7.6**

LOUDNESS **7.8**

WELL-ROUND POWER STAFF SCORES

8.0 — Jason
8.0 — Scott
8.0 — Scottie
7.3 — Andy
7.3 — Mario



ROADSTERS

Welcome to rooftop racing on the N64.

GRAPHICS: Each of the exotic courses is loaded with details and off-track animations, but it's the roadness that wins in this game. Some of these roadsters are based on real models from Alpha Romeo, Renault, Fiat and Lancia, 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, arcade 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:

Scout—A nice mix of tracks and cool cars. **Name**—Not much difference between differing road conditions or different car models.



OVERALL
7.5
RATING

GRAPHICS
8.2

PLAY
CONTROL
7.6

GAME
DESIGN
7.2

RACE
7.4

ROUND
7.0

EXTRAS/POWER
STAFF
SCORES

8.1 — Kyle
7.8 — Sora
7.3 — Scott
7.2 — Andy
6.9 — Nate



SUPERCROSS 2000

It's the biggest deal on two wheels.

GRAPHICS: In your face mud, jouncing rider, big arenas, tight turns and rugged tracks all scream Supercross. EA Sports has the faces of all the riders and sponsor logos, including FIMC Motor-sports 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 heinous corners with banked berms, waves of whoop-de-dos, and punishing double and triple jumps. Players have to feather the clutch (Z button) to get

around the corners quickly. The freestyle controls, on the other hand, are simple and fun.

GAME DESIGN: Supercross 2000 packs 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 Metallica, Puffley and The Living End, and the bike engines smell.

COMMENTS: **Scout**—Control could be tighter but the freestyle is fun. **Name**—The action seems sluggish. **Andy**—The action seems sluggish. **Nate**—I wanted more stand tracks.



OVERALL
7.4
RATING

GRAPHICS
7.2

PLAY
CONTROL
6.8

GAME
DESIGN
7.6

RACE
7.6

SOUND
8.2

EXTRAS/POWER
STAFF
SCORES

8.0 — Scott
7.9 — Nate
7.3 — Andy
6.9 — Scott
6.8 — Kyle



WORMS: ARMAGEDDON

The worms go marching on the N64.

GRAPHICS: Worms looks as if it could have been programmed for the Super NES, but the look is part of the fun and charm of the game. The backgrounds are subject to being blown up by the warring worms, and they become a strategic part of the game. On some TVs, message boxes may appear partially off the screen.

PLAY CONTROL: A big part of the challenge of Worms is learning how to control the many weapons. With practice, they'll begin to make some pros.

GAME DESIGN: Worms is one of the more inventive games to appear in recent years.

It requires strategy, quick thinking, practice, spatial skills and appreciation of the raw Worms humor.

SATISFACTION: Players who stick with Worms for more than a few minutes will begin to see its magic. If you're looking for instant gratification, you may not want to open this can. The multiplayer mode and options are great.

_SOUND: The comments of the worms themselves are very funny. Sound effects such as the explosions add to the fun.

COMMENTS: *Scrij:* -You'll have fun of 1996. *Andy:* -The learning curve is steep, but once you've over the hump it's a blast. *Nate:* -LOVED it! The design is impeccable. It's a multiplayer must-have.



OVERALL
7.4
RATING

GRAPHICS
7.0

PLAY CONTROL
7.2

GAME DESIGN
7.6

LOGIC
7.0

SOUND
7.4

STAFF SCORES

9.3 → *Pat*
7.8 → *Sean*
7.5 → *Andy*
6.5 → *Scrij*
4.1 → *Kyle*



HEAVY METAL

The ESRB rated this game "Mature" and now used "explosive" in Worms, but it still involved the game in ESRB. The violence is unavoidable and can turn many players, while the language is mostly harmless.

ASTEROIDS HYPER 64

Crave's Asteroids Hyper 64 runs on steroids.

GRAPHICS: One of the earliest smash hit video games blasts into the 3-D age. The asteroids have bulk and the four ships look nice, although they're still as small as the triangle ships in the original game. Spacy backgrounds, warps, alien ships and explosions add impact.

PLAY CONTROL: One of the coolest aspects of this new Asteroids is the presence of four ships each with different ratings for rotation, thrust, shield and firepower. New controls include a shield and quick warp control that plops your ship around the screen instantly.

GAME DESIGN: Even after twenty years, the Asteroids concept remains appealing. One astronaut, one ship, one cannon, and tons of space debris hurtling toward you. You've gotta love it. The play in this new version is more involving, but also more confusing and scattered. The multiplayer options add to the replay value.

SATISFACTION: This version has some nice additions to the original game, but there's not much wow factor.

_SOUND: The music would fit nicely into a "galaxy B-flick"—sort of sonic and metallic.

COMMENTS:

Scrij: -It doesn't seem as well balanced as the original, but it's still fun. *Andy:* -It's difficult to see against dark backgrounds.



OVERALL
7.1
RATING

GRAPHICS
6.8

PLAY CONTROL
7.3

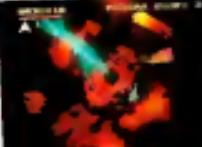
GAME DESIGN
7.2

LOGIC
7.8

SOUND
7.2

STAFF SCORES

7.6 → *Don*
7.3 → *Andy*
7.8 → *Jason*
7.6 → *Scott*
4.8 → *Scrij*



HEAVY METAL

You may be blowing up lots of asteroids, but that doesn't get you more than an "Entertaining" from the ESRB. Asteroids is full of gelt-free blasting.

BASSMASTERS 2000

THQ angles for a holiday catch.

GRAPHICS: Whether you're watching the underwater dive 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, lure and fish all look good up close.

PLAY CONTROL: Bassmasters 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 goodies. 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 casting-angle feature was nice. Note—it was easier to catch fish in this than in *Bass Hunter* but more entertaining.



OVERALL
7.1
RATING

GRAPHICS
6.8

PLAY
CONTROL
7.4

GAME
DESIGN
7.0

SAT.
6.8

SOUND
7.6



HOW IT RATES

The bass may not grow with the CD-ROM of game, but this is again there's only virtual fish.

UPCOMING
POWER
STAFF
SCORES

Li — Nam

7.5 — Scott

1.2 — Scott

1.0 — Andy

0.5 — 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 cool enough to blast without remorse and the explosions add to the sense of imminent danger. The futuristic badge upgrades 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: Firing music and nice sound effects for the new game will keep your hand off the volume control.

COMMENTS:

Scroob—A great way to kill some time.

Andy—The power up system adds a great new twist.



OVERALL
7.1
RATING

GRAPHICS
7.0

PLAY
CONTROL
7.2

GAME
DESIGN
7.0

SAT.
7.0

SOUND
7.4



HOW IT RATES

Space Invaders may not be a game, but the CD-ROM is a great game to play. The ESRB noted that the game does not contain any violence or gore.

UPCOMING
POWER
STAFF
SCORES

7.4 — Scott

7.3 — Andy

7.3 — Jason

7.8 — Andrew

5.5 — Nam



PAPERBOY 64

Extra! Extra! Paperboy returns!

GRAPHICS: The development team created a simple but snazzy cartoon look for the 3-D graphics in Paperboy 64. Every element is sharp-edged with flat textures. Aiming 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 badgers, and throwing the paper on a porch or in a mailbox. There are secret codes and three levels of difficulty.

SATISFACTION: Fans of the original game will want to check out the latest reimplementation, but the 3-D rounds 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:

Dave—The game is forgive, making it suitable for younger players, but possibly too simple for older gamers. **Jason**—Yesterday's news.



OVERALL
5.9
RATING

GRAPHICS

PLAY CONTROL

GAME DESIGN

AT

REPLAY

STAFF

SCORES

4.7 — Dan

5.7 — Andy

3.7 — Nate

3.5 — Scott



HOW IT RATES
You may fall off your bike or get chased by a ghost, but the only thing about Paperboy is that you might not get your delivery on time. The 3-D graphics give it a strange listing.

DRAGON WARRIOR MONSTERS

GAME BOY COLOR

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 easier complex control functions in DWM are working through the Battle menus. A little practice, though, and even the many layers of menus become easy to navigate.

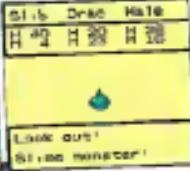
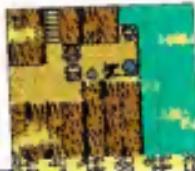
GAME DESIGN: The story is fun, the battles are vintage Dragon Warrior, and the extras such as the VS. Mode and Breeding Mode are as cool as anything in *Pokemon Blue, Red* or *Yellow*. The emphasis on building levels is typical of a Dragon Warrior game, but there seems to be a number of story elements, explo-

tation and level building in this game.

SATISFACTION: RPG fans will have a huge new world to explore, and the modern map generation keeps DWM fresh. Pokéfans should also take a look. These monsters may not have the personalities of Pokémons, but the game offers some similar features and some extra depth.

SOUND: Expect an amazing amount of high-quality music for Game Boy.

COMMENTS: **Sonic**—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 open field than Pokémons.



OVERALL
7.2
RATING

GRAPHICS

PLAY CONTROL

GAME DESIGN

AT

REPLAY

STAFF

SCORES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie



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

PLAY CONTROL

GAME DESIGN

AT

REPLAY

STAFF

SCORES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott

7.5 — Nate

7.5 — Andy

7.5 — Kyle

7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

HOW IT RATES

7.5 — Scott
7.5 — Nate
7.5 — Andy
7.5 — Kyle
7.5 — Sophie

GEX 3: DEEP POCKET GECKO

Gex is on the job with a license to tick.

GRAPHICS: Gex is a large and colorful, 2-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 buttons 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 wacked 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 controls to move into new areas in his search for Agent X.

SATISFACTION: Gex fans will miss the humor of Dana Gould, which is one of the best parts of the N64 game, 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: Scott—There's a lot here if you like jumping and exams, but the game lacks the fun elements of the N64 title.



• Editor's Note

- 1 player
- Passwords
- 12 worlds

OVERALL
7.2
RATING

GRAPHICS

PLAY

CONTROL

GAME

DESIGN

ART

SOUND

ENTERTAINING
POWERFUL
STAFF
SCORES

7.2 → Jason
7.7 → Scott
7.2 → Mac
6.9 → Andy
6.4 → Sogja

MISSION: IMPOSSIBLE

Intogrames 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 color palette does seem suited to the sleek and dapper nature of the game. The Agent Organizer screen is 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 awkward 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 exams, but the missions are overly simple.

_SOUND: The Mission: Impossible theme music is remarkably good.

COMMENTS: Scott—It's innovative and it turns your Game Boy Color into a neat gizmo. Scott—Some of the strange color combinations make certain areas more difficult than they should've been. Mac—The sound effects add a lot to what would be an offy game otherwise.



• Entertainment Weekly
• 1 or 2 players simultaneously
• Battery-backed memory
• Internal port expandability
• Agent Organizer Mode

OVERALL
6.9
RATING

GRAPHICS

PLAY

CONTROL

GAME

DESIGN

ART

SOUND

ENTERTAINING
POWERFUL
STAFF
SCORES

7.4 → Mac
7.3 → Scott
6.9 → Andy
6.9 → Sogja
5.9 → Kyle

ARMORINES

- Activision/MatTEL
- 1 player
- Protected
- 6 hours
- Game Boy Color exclusive



Big or small, *Armorines* is a great brawler. On Game Boy Color, this 16-bit adventure seems almost as big as the 164 version. The dogs are smart enough to play games, too, and the structure element keeps things from getting itty. It's a good-looking game, too, and the music is swinging. It's not perfect at creating a dramatic mood.



OVERALL
6.8
RATING

GRAPHICS
PLAY CONTROL
GAME DESIGN
SOUND
Satisfaction

SPEEDY GONZALEZ

- Activision/MatTEL
- 1 player
- Protected
- 6 hours
- Game Boy Color/Sega Game Gear



Speedy moves through six worlds and multiple stages, collecting cheese and avoiding enemies. The beautiful graphics and bouncy music will keep players glued to the screen of this classy little platformer. When Speedy gets moving over the speed arrows, you could almost mistake him for that blur of a hedgehog.



OVERALL
6.8
RATING

GRAPHICS
PLAY CONTROL
GAME DESIGN
SOUND
Satisfaction

DOOMWORLD ADVENTURE 2

- GT Interactive/MatTEL
- 1 player
- Protected
- 20 hours
- Game Boy Color/Sega Game Gear



Abandon the Muakka people by getting them to help him quest. He gives commands such as "Follow Me" and "Work" to get the Muakkans to help out. The graphics of the game fit the weird, alien world, but the look's too human seems out of place. The action is a mix of puzzle and skill. It is truly odd.



OVERALL
6.6
RATING

GRAPHICS
PLAY CONTROL
GAME DESIGN
SOUND
Satisfaction

DATZ

- Activision/MatTEL
- 1 player
- Protected memory
- Internet part linking
- Game Boy Color exclusive



Abandon the Muakka people by getting them to help him quest. He gives commands such as "Follow Me" and "Work" to get the Muakkans to help out. The graphics of the game fit the weird, alien world, but the look's too human seems out of place. The action is a mix of puzzle and skill. It is truly odd.



OVERALL
6.4
RATING

GRAPHICS
PLAY CONTROL
GAME DESIGN
SOUND
Satisfaction

DOGGZ

- Activision/MatTEL
- 1 player
- Protected memory
- Internet part linking
- Game Boy Color exclusive



Although pet owners may argue about it, *Doggz* is pretty much the same game as *Catz*. I beg you that you own a Mutt, Chihuahua or Scottie dog. If you have a friend with *Doggz*, the two of you can take Puzz or Toss. Unlike *Catz*, which has virtual parts, these Puzz instances a few hours of play time and never die.



OVERALL
6.4
RATING

GRAPHICS
PLAY CONTROL
GAME DESIGN
SOUND
Satisfaction

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

NOTHING IS SAFE.



CHECK OUT BATTLE TANK ON





BATTLETANX

GLOBAL ASSAULT

Fight for the Future!



9 new, destructive tanks models - a grand total of 12 tanks to toast every town!

Parties - replace head-to-head combat on foreign and domestic soil

More intense weapons to blow up 24 new international landscapes

8 new ruthless games! Join the ranks or run them down with a twist

3DO
www.3do.com



Go pro with the Hawk.

THIS MONTH

TOMB RAIDER



Lara in her CGC

DISNEY'S TARZAN



Archives print screenshot

HYDROTHONER



Midway rides 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 Throne, 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 Activision may be the biggest extreme sport title to hit the planet since 1080° Snowboarding, and it's headed to the N64. Why is Tony Hawk so hot? 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 nail a landing, and you need to build up speed to catch big air. The higher you go, the more stunts you can pull. Each C Button sets you up for one type of trick: ollies, spin tricks,

grabs, and slides, but your speed, position, and Control Stick motion determine which of the hundreds of motion-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 Frenzay, Goldfinger, Dead Kennedy's, The Brains, Even Rule, Speedster, Unsane and The Vandals 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 stunts. 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 choices, and that's one of the things that makes Tony Hawk's Pro Skater so much fun. You can choose to use Tony or one of nine other pros, such as Tony Brusquett, Karem Campbell or Rune Glifberg. Each pro has different attribute ratings for Ollie, Speed, Air, and Balance. Beyond that, you can pick Tight, Medium, or Loose tricks 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 store 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 scurry among the branches and anelope move through the underbrush. The game, for 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 B4 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 arenas. The racing characteristics of the boats give the race a soft,forgiving feel, but the courses are full of hazards, boosts, jumps and shenanigans 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 less 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 name in golf is headed to the No.4 in February, teeing 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 innovative, 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-fantasy is that 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 fat Wario or flat Wario is an essential part of solving the puzzles. The action takes place in a music box world with 25 stages, but it seems that even here our reclusive hero is obsessed with making money and charging into obstacles. Nintendo plans to release Wario later this spring.



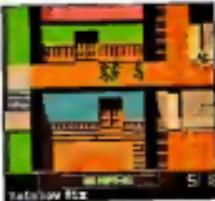
Show me the coins...!

Pak Peeks

What's 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 going carried away. As it turns out, Red Storm and Crawfish Interactive have managed to reach the pot of gold with this cool Game Boy thriller.



Almost everything from the N64 version is included—briefings, 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

Ubisoft'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 Tooms 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 Imagineer 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 fairly 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. Azure Dreams 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 Azure Dreams arrives later this winter.

A fast and slippery track

If you want to get on the track for more winter fun, Vatical Entertainment has a Game Boy Color snowmobiling game called *Polaris Snocross*, which should be warming the shelves by February. This top-view racer includes a tournament, a

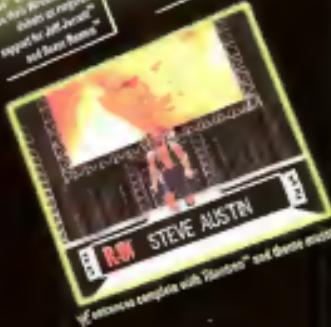


"The most electrifying
wrestling game the
world has ever seen!"



"The biggest, baddest, meanest,
fattest, coolest, raddest wrestling
game in the known universe."

—Nintendo Power
WrestleMania XIV
In an epic contest, Stone
Cold Steve Austin becomes
World Champion with a vic-
tory over Shawn Michaels



"RAW" STEVE AUSTIN
"RAW" features complete with "Thunder" and theme music

8 99

WrestleMania XV
Steve Austin™ recaptures
gold when he pins The Rock™
after two Stone Cold Stunners



Over 50 of the top 100 superstars... ever
any other 3D game ever

WWF WRESTLEMANIA 2000



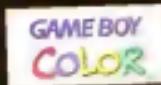
WrestleMania

2000



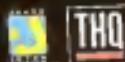
WrestleMania 2000
Millions of fans worldwide
celebrate the 100th
OF THE CENTURY

NOVEMBER 1999



www.wwf.com www.bbfc.co.uk www.jakspacific.com World Wrestling Federation™

© 1999 World Wrestling Federation Entertainment, Inc. All Rights Reserved. THQ is a trademark of THQ, Inc. THQ, the THQ logo, and the WWF logo are trademarks of World Wrestling Federation Entertainment, Inc.



Coming Next Issue

© 1998 The Popcorn Shop

Come along as we defend the lush green jungle and its inhabitants with the Ape Man himself in Activision's latest animation sensation, Disney's Tarzan. The adventure begins with Tarzan a mere lad of the jungle, but as the game progresses, Tarzan grows into a vine-swinging, tree-surfing wild man. We'll help you learn what it takes to make Tarzan the Lord of the Jungle.

POKEMON STADIUM



You've caught all 150 Pokémons and trained them well. You earn for a Poké challenge, preferably in 3-D. You're in luck. One Pokémon Stadium training guide will have you ready for the Pokémon League in no time.

RIDGERACER 64



Ladies and Gentlemen, start your engines. *Ridge Racer 64* is right on track, with formidable physics, eight extreme courses and furious four-player action. With our high-octane tips, you're sure to be the first to the switch line.

1. *l'ordre* (ordre)
2. *l'ordre* (ordre)
3. *l'ordre* (ordre)
4. *l'ordre* (ordre)
5. *l'ordre* (ordre)
6. *l'ordre* (ordre)
7. *l'ordre* (ordre)
8. *l'ordre* (ordre)
9. *l'ordre* (ordre)
10. *l'ordre* (ordre)
11. *l'ordre* (ordre)
12. *l'ordre* (ordre)
13. *l'ordre* (ordre)
14. *l'ordre* (ordre)
15. *l'ordre* (ordre)
16. *l'ordre* (ordre)
17. *l'ordre* (ordre)
18. *l'ordre* (ordre)
19. *l'ordre* (ordre)
20. *l'ordre* (ordre)
21. *l'ordre* (ordre)
22. *l'ordre* (ordre)
23. *l'ordre* (ordre)
24. *l'ordre* (ordre)
25. *l'ordre* (ordre)
26. *l'ordre* (ordre)
27. *l'ordre* (ordre)
28. *l'ordre* (ordre)
29. *l'ordre* (ordre)
30. *l'ordre* (ordre)
31. *l'ordre* (ordre)
32. *l'ordre* (ordre)
33. *l'ordre* (ordre)
34. *l'ordre* (ordre)
35. *l'ordre* (ordre)
36. *l'ordre* (ordre)
37. *l'ordre* (ordre)
38. *l'ordre* (ordre)
39. *l'ordre* (ordre)
40. *l'ordre* (ordre)
41. *l'ordre* (ordre)
42. *l'ordre* (ordre)
43. *l'ordre* (ordre)
44. *l'ordre* (ordre)
45. *l'ordre* (ordre)
46. *l'ordre* (ordre)
47. *l'ordre* (ordre)
48. *l'ordre* (ordre)
49. *l'ordre* (ordre)
50. *l'ordre* (ordre)
51. *l'ordre* (ordre)
52. *l'ordre* (ordre)
53. *l'ordre* (ordre)
54. *l'ordre* (ordre)
55. *l'ordre* (ordre)
56. *l'ordre* (ordre)
57. *l'ordre* (ordre)
58. *l'ordre* (ordre)
59. *l'ordre* (ordre)
60. *l'ordre* (ordre)
61. *l'ordre* (ordre)
62. *l'ordre* (ordre)
63. *l'ordre* (ordre)
64. *l'ordre* (ordre)
65. *l'ordre* (ordre)
66. *l'ordre* (ordre)
67. *l'ordre* (ordre)
68. *l'ordre* (ordre)
69. *l'ordre* (ordre)
70. *l'ordre* (ordre)
71. *l'ordre* (ordre)
72. *l'ordre* (ordre)
73. *l'ordre* (ordre)
74. *l'ordre* (ordre)
75. *l'ordre* (ordre)
76. *l'ordre* (ordre)
77. *l'ordre* (ordre)
78. *l'ordre* (ordre)
79. *l'ordre* (ordre)
80. *l'ordre* (ordre)
81. *l'ordre* (ordre)
82. *l'ordre* (ordre)
83. *l'ordre* (ordre)
84. *l'ordre* (ordre)
85. *l'ordre* (ordre)
86. *l'ordre* (ordre)
87. *l'ordre* (ordre)
88. *l'ordre* (ordre)
89. *l'ordre* (ordre)
90. *l'ordre* (ordre)
91. *l'ordre* (ordre)
92. *l'ordre* (ordre)
93. *l'ordre* (ordre)
94. *l'ordre* (ordre)
95. *l'ordre* (ordre)
96. *l'ordre* (ordre)
97. *l'ordre* (ordre)
98. *l'ordre* (ordre)
99. *l'ordre* (ordre)
100. *l'ordre* (ordre)

Source: <http://www.legis.state.vt.us/legisweb/legisweb.nsf?opendb&db=legisweb>

卷之三

卷之三

1990-1991
July 1990

Disney's TARZAN



BUSTED SYSTEM?

DON'T GO APE!

CALL 1-800-255-3700
FOR THE AUTHORIZED
REPAIR PRO NEAR YOU

*\$25



*\$30



*\$39



*Call for pricing

YOUR SERVICE CHOICES:

*AUTHORIZED REPAIR CENTER

One of the many convenient locations near you.
Drop off your broken system and get a permanent
replacement the same day or shipped directly to you
within 3 business days.

* EXPRESS PROGRAM SERVICE

For an additional \$5, your system will be picked
up and delivered to your home or place of business.



*With Nintendo registered repair center service providers. Call 1-800-255-3700 for more details. Prices are in U.S. dollars. Available in the U.S.A. only. Call for details. ©1993 Nintendo of America, Inc. © 1993 Nintendo Co., Ltd.

NP BACK ISSUES

These Nussbaud Project results are available individually. Add
down to your collection! Separate branch issue or boxed below.

Volume 102 (2011) 1000-1007 © World Motor Sport, by Stacy L. Cernoch, *Impact of Distress, Drunk Driving Fatality Risk*, 102(1) 1000-1007, ISSN 1062-1024, DOI 10.1080/10621024.2011.554182, available online at <http://www.informaworld.com> in the online issue. This article may be used for non-commercial research, teaching, and personal study, provided that the author and publisher are cited, a link is made to the online issue on the Informaworld website, and no financial benefit is derived. For commercial re-use, please apply to the publisher: <http://www.informaworld.com>.

Volume 10 (Nos. 5-6) Denkschriften der Akademie der Wissenschaften der DDR, Klasse für Mathematik und Physik, Reihe A, Band 10, Berlin, 1985.

Veluvarai (Oct. '94) 363000 - Cross of Starry Eyes, Sangra Horses. Sire: Sanchi 84. Dam: Rishi 84. Windmill Horseshoe Turf Racing Champion. The Great Escape, WLS 95 Stephen, Knockout King, 1999 Relentless Stewards Selection, G3M Sunday King 84. In 2000 Debut Champion.

Volume 104/Chapter 997 (2) Home Electrical Previews Council Legend
Hybrid Energy - Part 1, SBL Home 24000 Grey, Deep Creek Ranch
To-View, Shadow Mesa, Middletown, CO 80546 Vs. NFL Quantitative
Club Specialty Previews Strategic Preview Section 1010, Boulders
The Technical Chapter (TBC), Lomax, Texas (GB), Dept. No. 1 & 11 (GB),
Russia's Climate Controlled.

Volume 13 (Aug '99) Hybrid Horses. NW Annual World Open Championships- Part 1, 30th Nov. Spanish Horses Special Horse (GB) Committee & Compet. Gen 1. Deep Cover. Senita International Horseman, Duke Walker. San Jose, L3000 Horses. Mission Track, Madrid, Spain (CIR)

Volume 119 (July 1992) World Discus Championship: Quebec, Canada
Misc. Episodes L. Rader-Kremer, L. L. Command & Cooper Rybka
Health Premium, Inside By The Nature of Minnesota: The New Jersey
Regional Scholastic Hand, Missouri State Premium, Shadow Man Publishing
Ken Griffey Jr. Magnet, SGR, Balloons Produd (G.I.), Duke Blue
(125)

Volume 120 Issue 556 Production Staff: Ken Tandy, Tom Shugart, A Big Red WXYZ Attaches Processor, Jim Nitro, Episode 1, Bass, Bassar, Part 1, V-Bally Initiates 95, Behind the Scenes at Left Field, Production World Series Championship Processor, Mystery Guest, Paul, Caster's Bucket Bites & Types, All-Time Baseball scores (1940-1990), The Power Fund.

Volume 100 (May '93): *Clouds in Ed*, *Star Power* (Episode 2); *Rock*, *Provence*; 1985 *Macbeth* Festival, *Swan's Watch*, *Superman*, *All-American Bandit* (1984); *Macbeth* (6); *Tales of the Three Watch*; *A Star is Born* (9); *But, Adios* (9); *Don't Give Up* (9); *Shogun* (Season 2); *Autobiography* (1988); *String* (Episode 1); *Clint Eastwood's Picture Show*; *Person*; *Crime*; *Bay Color-Gamut*; *Super Music Bros.*; *Deluxe*.

Volume 6 (Aug. 1993) World Adventure Rating, SuperSmash 1993, Triple Play 1993, O.D.T., Global Gaming Special, Grand Theft Adventure, MEGA Satellites of the 90s, Luigi's Mansion, 421 Breakout, Space Case Review 1994, In the Zone 1994, Super 1994, Project: Mystery Series 1994, Star Wars Returns, The E.T. Special, First Edition of PolyGamer.

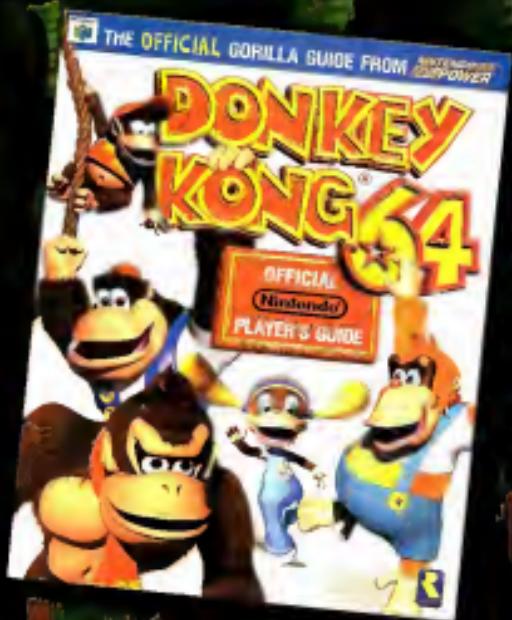
William H. Oates, PhD, Texas Health Resources; Christopher R. Brown, PhD, Duke University; Sean H. O'Hearn, PhD, University of Texas at Austin; Christopher J. Coughlin, PhD, University of Texas at Austin; and Mark A. Johnson, PhD, University of Texas at Austin.

Volume 10 Disk 365) Mano Pung (WCW) Wins The Legend of Zelda
Challenge of Time Bout - Part 2: Federation Link Code Special, Bloody
Baron, California Review - Part 2: Stutterhead
Koko & Bad Boy Adventure, Young Phoenix, Brother Vigilante & Phoenix
Tunch 1 (XG) The Legend of the Sea King, Bradwinguit Choco
Bonestar 3: Phoenix

Wolpe et al. (1993) Predictors for 1993 Conference South Pro-Bowl Team. *Team 1993*, 16, Michigan Christian Pro-Sports College, Howell, MI. Charles E. Clark, Terrence, MBA, James M. Sharpen, The Legend of Zellio Louis Antoinette, D.L. Carter, George Moseley, and Karen L. Frazier. Gothic GIST Papers. Shreveport, LA. Previous.

Wheeler Cup (1976-80) Star Blue Roger Squadron, The Legend of Zorro, Captain of Time, Rante-Show, A. Rocky Forest - Don P. Milk, Los 70's, Rock & Roll, Miguel Serrao, Top Dog, Overboard, Wizard, Paul & Eddie, Hugos, F.L. Queen, Top Gun, Captain, Build That Beast, California Sunshine, Cannon Boy, Color, Breaking, Lottery.

KONGFUSED?



- Detailed directions to help you find all of the 201 Golden Bananas

• Complete maps of all eight levels, from your front door to the final Kongfrontation.

• All the tips you need to track down 101% of the items in the game, from bananas to Battle Crowns to Banana Fairies

→ Multiplayer maps and tactics to help you make monkeys of your friends.

Boss strategies, professional ape advice and the scoop on all the cheats!

Available at your Nintendo retailer or call:

Super Power Supplies

1-800-882-0053

Come and monkey around at www.donkeykong84.com

NAME ROCKET: ROBOT ON WHEELS

GRADE

GAMER'S REPUBLIC

A-



ADDITIONAL COMMENTS

"Fun, inventive and
Brilliantly challenging."

NINTENDO POWER

8.4/10

"This game shouldn't
be missed..."

GAME FAN ONLINE

92/100

"Rare could have a little
competition when it comes to
3D platformers for N64.
Rocket is that good."

168.64

9.0/10

"Thinking short of
brilliant. Awesome puzzles
amazing physics engine."

DAILY RADAR

DIRECT HIT

"Rocket: Robot on wheels
is a work of genius!"

Your report card should look so good.



BILL BOB'S Huntin'-n-Fishin'

It's like an amusement
park for rednecks.



Div. of

MIDWAY
www.midway.com

Game
Now
Color

