



POKÉMON STADIUM TOUR

NINTENDO POWER

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DISNEY'S
TARZAN
NINTENDO
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Disney's **Tarzan**

Be Tarzan, You Game?

Game Boy Color

- Bionic Commando
- Turok: Rage Wars

N-Depth Strategies

- Ridge Racer 64
- CyberTiger
- Fighter Destiny 2

Hot Play

- Tony Hawk's Pro Skater 3 for N64
- Crystallis for Game Boy Color



NINTENDO
POWER

IT'S A JUNGLE IN HERE
ROUNDED UP

7.0*

6.0*

5.0*



DONKEY
KONG 64

AND WE'VE GOTTEN ALL THE UNUSUAL SUSPECTS.

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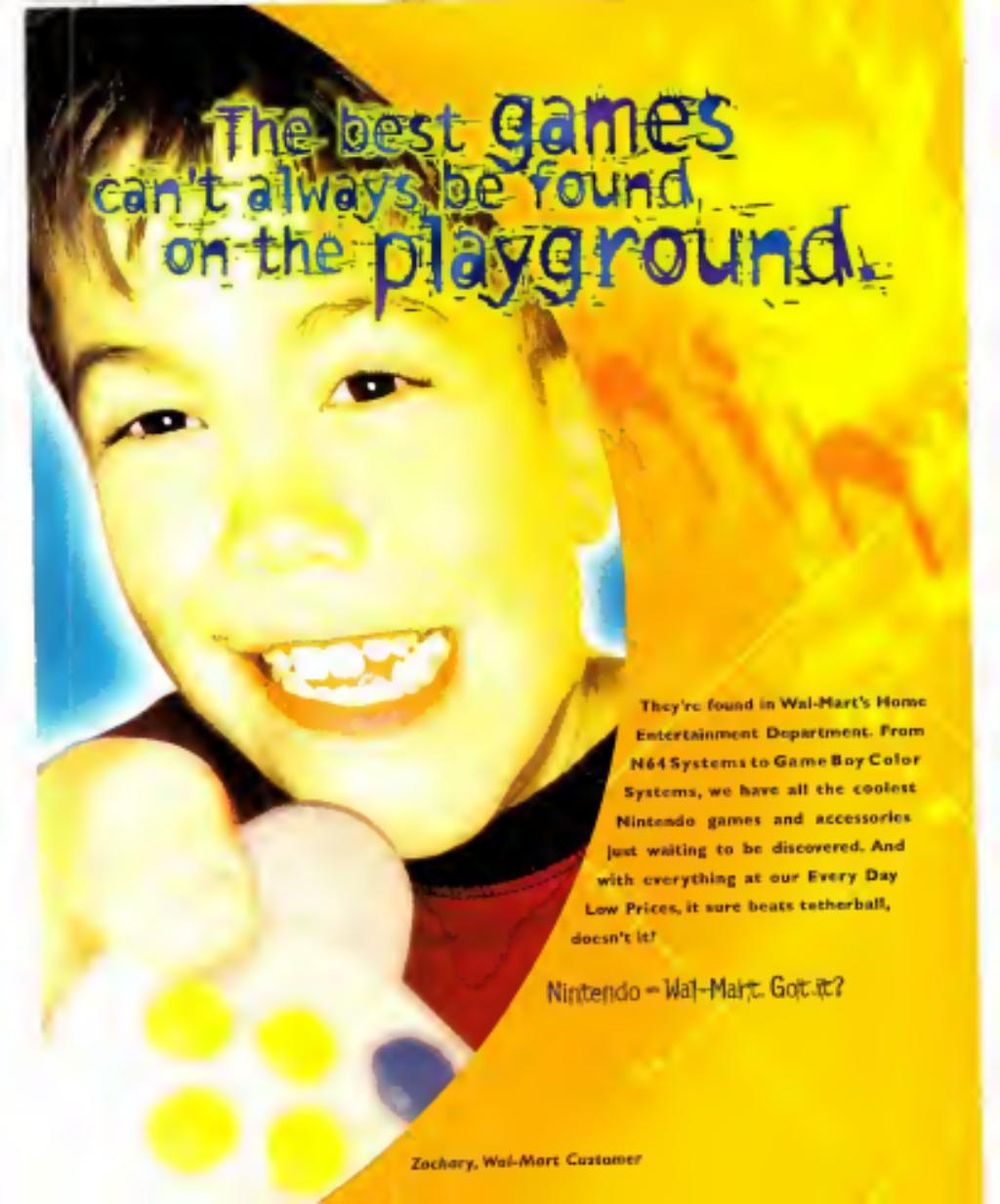
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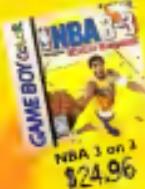


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Our tips will help you untangle the vines.

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Play you and 150 other POKéMON come to life in this match on taparts 3-D fighting ring. Our favorite characters will allow many trainers to enter the stadium and gym in fighting shape.

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RIDGE RACER 64



Build up and hit the gas in NAMCO's high velocity racing series game, rubber for the first time on the N64. Prepare yourself for all of its twists and turns by turning to page 80.

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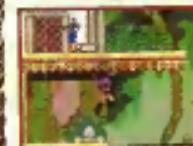
CYBERTIGER



Tiger Woods makes a larger-than-life appearance on the N64 in CyberTiger, Electronic Arts' new golf tour de force. Our tips will help you rocket up the leader board in this lively links challenge.

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BIONIC COMMANDO



The NES classic makes a bonus download to Game Boy Color, and it looks better than ever. We'll help you make the most of your cybernetic abilities. Climb through our tips and maps.

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player's pulse

To all of the friendly gamers who responded to our request for opinions on video game delays: Thank you for some sound advice. We'll take your thoughts to heart. To the anonymous e-mailer who sent 4,000 messages that said "Perfect Dark Now!" over and over: Thanks for giving us finger cramps in our deleting digit!

The (Perfect) Dark Side

In reply to the Write Away Right Away in issue 126, you should always make a game as good as it can be. But I think that you shouldn't give a release date until you are very sure that the game can come out at the time you say it will. I can wait, but I was hoping to buy Perfect Dark during the

holidays. Oh well, you did the same thing with *Zelda: Ocarina of Time*, and all I can say is I'm glad you did.

William Niesar
Milwaukee, WI

If you can't commit to a date, then be vague. Don't announce dates unless it's absolutely necessary or you know it's a release so huge it can't possibly miss its date.

Deacon
Via the Internet

I don't think companies should release a date about a game until they have thoroughly tested it and it needs no other changes. Then their release date would be right on, unless there was a problem getting it made or delivered to stores.

Patrick O'Haley
Via the Internet

I think they should do the best they can on games and shouldn't give the release date until they're all done fixing the bugs and all that bad stuff. I buy games all the

time and to be honest, not all of them are great. I would rather buy a great game and have fun with it for longer than an average game.

Lucas Pearson
 Thief River Falls, MN

Photo credit: Jim Just (Opposite, Clockwise)

Every game on the market seems to be delayed. True, this brings a higher quality game, but delays can sometimes be a hassle.

Alice Heile
Via the Internet

Wow. We were expecting a flood of angry letters protesting this. **WHY? WHY? WHY?** did they delay what will undoubtedly be one of the greatest games of all time? But instead, the vast majority of letters we received indicated that gamers were the ones to take the time to produce something truly great rather than forcing a sub-par product out to meet a release date. True, it would be nice not even to give a release date until we're positive when a game will come out, but since bug testing isn't finished until barely a month before a game comes out, developers can't wait that long. On the flip side, people want information on when a game will arrive, and you need to give people time to *see* up for their favorites. We'll keep trying our best—*thanks for being so patient. And by the way, it'll be worth the wait, because PD is looking absolutely incredible!*



James Rompeach • Akron, Pennsylvania



David Dabir • Atlanta, Georgia



DK Digs Dolphins

I recently beat DK64's King K. Rool for the second time after I collected every item in the game and found to my surprise a lot of extra stuff after the initial ending. Now, there is something that I am very curious about. Inside Donkey Kong's house, there is a picture of a dolphin hanging on the wall. The same picture shows up at the end of the game, when Cranky is holding auditions for something. Are these cutscenes from DK64, or are they auditions for the next Donkey Kong game, which will be on the Dolphin system?

Josh

Via the Internet

Oh, those sneaky little monkeys over at Rare have done it again! In the fine tradition of *Barney-Kazooie*, they've managed to freshen up epic games by lousing up with tantalizing hints of something on the horizon. Obviously these dolphin pictures have to mean something, and we're willing to bet you're on the right track as far as what Rare's supplying. It boggles the mind to think about what they'll be able to do with our next generation system!

Send to:

Nintendo Power Play
Pulse P.O. Box 9078
Redmond, WA 98073-9078



Starla Davis • Pendleton, Oregon

Crayola Communities

One day I was in class, doing work as usual, when the PA came on and said that the word of the day was *venetian*, which means a vivid red. I realized that it is one of the cities in *Pokémon*, at which point I thought of the other city names having to do with color: Lavender Town, Indigo Plateau and Peculiar City. I looked up all the cities and realized the list went on—Saffron (yellow-orange), Cerulean (sky blue), Viridian (chrome green), Tealstar (olive-gray), Citrusbar (a type of red) and Seafloor (light sea-green). I have two questions: Why did they name them after colors, and what about Celadon City and Pallet Town?

Josh

Via the Internet

Good spot, Josh! As far as the why of this pigment phenomenon, we're not completely sure. Perhaps the people of *Pokémon Island* are just a colorful bunch (insert laugh track here). And for your other question, celadon is a grayish-green color that has been basic to Chinese ceramic glaze, and pallet has color implications as well, although it's spelled differently.



Donald Bratton • Chattanooga, Tennessee

The word "palms" refers to the set of colors used by an artist.

Did U C N64 on WWF?

That's right, another Nintendo appearance, this time on WWF smackdown. You might have noticed a Nintendo 64 system in Mr. McMahon's office, under the television. Where might we see this popular system next?

Subbie Hitchell

Via the Internet

Do you think Mr. McMahon was playing a head-thumping WWF game or, say, something like *Rocky Story? Heaven...* Just for the record, did you also happen to catch the Super NES cameo in *Trip Star? It's past gear to show you that the classic will always live on.*

You Go, Grammal!

To Jonathan of Nekeria, Shadashowen, who said he's sick of people saying there aren't enough adult games for the N64. Who cares? Well, we adults do! I'm a 47-year-old man and grandma with three adult children and four grandchildren, who all have and play Nintendo. Take a game who bought them their first NES, Super NES and the

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Matthew Miller

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power charts

All right, it's been two months since

the *Pokémon Snap* coup d'état—you can stop sending in letters demanding that *Zelda* and *Bond* be given permanent honorary positions atop the Power Charts. As you can see, they're making themselves comfortable once again, thanks to all of your votes!

NINTENDO 64 TOP 20

1	THE LEGEND OF ZELDA: OCARINA OF TIME
	No big surprises on the N64 this month. The big names continue their reign of the charts, while the sci-fi big blaster <i>Jet Force Gemini</i> makes a predictable rise to the 10th spot. We're betting <i>Juno</i> , <i>Wile</i> and <i>Lugia</i> won't stop until they break into the top three.
2	GOLDENEYE 007
3	SUPER SMASH BROS.

RANK	GAME	COMPANY	SELLS	WEEKS
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	36
2	GOLDENEYE 007	NINTENDO	2	38
3	SUPER SMASH BROS.	NINTENDO	3	8
4	JET FORCE GEMINI	RARE	5	2
5	POKÉMON SNAP	NINTENDO	4	6
6	SUPER MARIO 64	NINTENDO	13	41
7	RUMBLE KAZOOIE	NINTENDO	11	39
8	STAR WARS: ROGUE SQUADRON	LUCASFILM	8	12
9	MARIO PARTY	NINTENDO	16	17
10	ARMY MEN: SARGE'S AVENGE	3DO	9	2
11	MARIO KART 64	NINTENDO	17	38
12	WOLF ATTITUDE	ACCLAIM	6	2
13	MU BUZZ 2000	INFORUM	7	2
14	STAR WARS: EPISODE I: RACER	LUCASFILM	10	6
15	MARIO GOLF	NINTENDO	12	3
16	GAMBLELET LEGENDS	INFORUM	—	1
17	MCW/HWW REVENGE	2DO	15	15
18	COMMAND & CONQUER 6-I	NINTENDO	—	4
19	STAR FOX 6-4	NINTENDO	—	31
20	TURBO 2	ACCLAIM	19	15

GAME BOY TOP 10

1	POKÉMON
	It's also business as usual among the Game Boy elite, and while <i>Pokémon</i> and <i>Link</i> don't appear to be headed anywhere fast, one can't help but wonder about <i>Super Mario Bros. 64</i> , which debuts at number five. Can the all-time NES classic make a name for itself all over again?
2	THE LEGEND OF ZELDA: LINK'S AWAKENING DX
3	POKÉMON PINBALL

RANK	GAME	COMPANY	SELLS	WEEKS
1	POKÉMON	NINTENDO	1	15
2	THE LEGEND OF ZELDA: AWAKENING/DX	NINTENDO	2	82
3	POKÉMON PINBALL	NINTENDO	3	5
4	JAMES RONG 64	NINTENDO	4	22
5	SUPER MARIO BROS. 64	NINTENDO	—	1
6	SUPER MARIO LAND 2: 64 GINGER COOKS	NINTENDO	5	88
7	FINAL FANTASY LEGEND 3	SQUARE	6	77
8	DONKEY KONG LAND 3	NINTENDO	—	27
9	HARVEST MOON	NINTENDO	—	19
10	TELEBOY/DX	NINTENDO	—	83

1. POKÉMON STADIUM (N64)
2. DOLPHIN
3. DONKEY KONG 64 (N64)
4. POKÉMON YELLOW (GAME BOY)
5. HARVEST MOON (N64)
6. PERFECT DARK (N64)
7. SUPER MARIO 64 2 (N64)
8. WRESTLEMANIA 2000 (N64)
9. RESIDENT EVIL 2 (N64)
10. JET FORCE GEMINI (N64)

MOST WANTED



Latitude Elliott • Port Huron, Michigan

games to go with them? And who plays N64 with her grandchildren? Can you imagine how many games we've been through over the years...and how many are still to come? I got my 73-year-old father a subscription to *Nintendo Power* and an N64 last Christmas—he enjoys *Star Fox 64* and *Rogue Squadron* and looks bent on *The Legend of Zelda: Ocarina of Time*. To all you *Zeldians* out there—remember, something you may be an adult, too...playing *Nintendo*.

Gramma Kira
Albion

You're darn tootin', Gramma Kira! We don't think falafel's meant to exclude adults from the fun, but power point is well-taken. When we hear about so many generations coming together and having fun playing *Nintendo* with the whole gang, it makes us want to go home and call our families...and then invite them over to thoroughly sleep them at *Super Smash Bros.*

He Shoots, He Scores!
My son is eight years old and

has been playing hockey since he was four. Up until this year he had never scored a goal. This year he scored his first goal on an amazing move that left all the coaches dumbfounded. Upon his return to the bench all the coaches asked him, "Where did you learn that?" He said, "I tried it on Cujo, Belfour and Roy and it works every time." Of course, knowing these were NHL goalies, everyone thought he was a touch delirious. When asked again he insisted that he did it every day...on NHL '99 for the N64. Later in the locker room the coaches announced that our next on-ice practice would be cancelled so that the kids could spend more time with NHL '99. When we went home that night, my son

showed me the move on the N64. He was absolutely right. Now he's one of the top scorers in the league!

Nelson Matheiros
Toronto, Ontario

That's the best sports story we've heard in a long time. Although your son had better hope that Cujo, Roy and Belfour aren't subscribers—they might get a little miffed that he's schooled them on a daily basis!

Hooked on Phonetics

Do you pronounce the Metroid heroine's name Sa-man, Say-man, Sah-man, or Saah-man?

Ben Lee

From the Internet
We actually use a silent "g," add an "uh" and pronounce the end as it rhymes with "meow." No, the problem is, no one knows what planet the mysterious bounty hunter is from, so we can't know for sure the correct pronunciation. For the record, though, here are some pronunciations that we do know: Palutena is pronounced "Pa-KAY-men," Falgerot is pronounced "FAY-jer-oht," and Harvard is pronounced "HAY-ward."



Erica Lee • Gaithersburg, Maryland

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Prerecorded Game Tips and Future Product Information

Never about several releases and upcoming games for all *Nintendo* systems. And for kids...on *Praying Mantis* 64, *Ice Age*, *Gremlins*, *Shrek*, *Mad Max: Beyond Thunderdome*, *Delta Nathan*, *Zero Wing*, *Publication Shop*, *Super Dragon Ball Z*, *Skullgirls* to 64, *Cloudy with a Chance of Meatballs*, *Palutena's Big Adventure*, *The Wind Waker*, *Princess I. Rice*, *Quack's 8*, *New World War*, *Super Mario Kart*, *Princess Starry Starry Night*, *Very Fierce Metal*, *Keaton's 8*, *Mythos*, *Super Mario Sunshine*, *Metroid: Other M*, *Golden Eye 003*, *Star Fox 64*, *Super Mario 64*, *Dark Chronicle*, *Harley 2*, *Donkey Kong*, *Star Wars: Shadows of the Empire* and *World War II* for the *Nintendo 64*. There are also tips for *Super Mario World*, *Wario Land*, *Super Mario World 2: Yoshi's Island*, *Super Mario 64*, *Super Mario Kart*, *Link's Crossbow Training*, *Final Fantasy 7*, *Super Mario RPG*, *Death of Tetris*, *Link's Crossbow Training*, *Death of Tetris*, *Ultimate Karate 3* for the *Super 32*, *Pokémon Red*, *Blue* and *Yellow*, *Golden Gear*, *Feather Tales*, *Shovelhead Chocobo*, *Ultimate Gear*, *Ultimate Gear 2* for the *Game Boy*, and *Any Zoids* game. This directory lists who you can get to get permission from *Nintendo* to play the game *Nintendo* you call.

NINTENDO POWER SOURCE

www.nintendo.com

E-mail: nintendo@nintendo.com



John Scott Brinkley • Dulles, Virginia

WRITE AWAY RIGHT AWAY!

This month, we're going to make like video game professors and try to entertain your minds. Here's the question, which is worth 100% of your final grade: If you could ask one famous *Nintendo* personality and ask him or her (or it) one question, who would you pick and what would you ask? And please, folks, no essays—*Mario's* Pub is only four pages long!

NINTENDO POWER PLAYERS' PULSE
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Disney's

TARZAN



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Hang on to your loincloth, big game hunters, because the Lord of the Apes is swinging to the N64. Just in time for the home video release of Disney's Tarzan comes Activision's tree-surfing, chest-beating expedition that deserves to be king of the jungle.



THE MODERN PRIMITIVE

Just like its hero, Activision's one-player game deftly refines old ways into the new. Evolving the 2-D/3-D genre, developer Eurocom has created a cheetah-fast adventure that looks and feels 3-D despite its side-scrolling foundation.

Jane



Though you'll play as Young Tarzan and Adult Tarzan for most of the game, you'll play as Jane in the Baboon-Deloo

Kerchak



Kerchak, the leader of the ape family, isn't eager to let a human into his clan, so Tarzan must prove his worth.

Terk



In the first two levels, Terk will give tips whenever you smash a Terk Token. In Level 8, you'll play as her.

Kula



Tarzan's adoptive mom is always willing to be there for him, but, in the game, she more often takes a flavoring name.

Hammer



Jump on Tarzan's back for Power-Jump to high spots. In Bonus Level 9 and Level 10, he'll serve as transportation.

Professor Porter



To view the Neoprotect report on guitars, switch to the Options menu that Professor Porter presides over.



OUT OF AFRICA

Power Fruit



By hitting it or bottom C (in the default Controller setting), you can fire unlimited Power Fruits to defeat enemies.



Double the potency of your arrows by using Purple Fruits when you find some; it'll offset tockup your arrow aiming.



Use Red Fruits to deal with multiple enemies. Upon impact, the project will split into many shards.



The most powerful of jungle fruits is the Blue fruit, which blasts all enemies in the immediate vicinity.

Bananas



Tarzan may be a bruiser, but the Lord of the Apes can launch himself over and swing from vine to vine with the best of them. To be sure, stock up on the helpful weapons and collectibles hidden in the heart of Africa.

Tokens



For every 100 Tokens you scratch up, you'll win an extra life. Back up lives by maxing out Token levels.

Sketches



Collect all four of a level's Sketch Pieces to unlock the final Bonus Level, a timed token-collecting spree.

Tarzan Letters



Collect the T, A, R, Z, A and N Letters within a level to unlock a Story Screen can be turned in the Options Menu.

Knife



Once you find the Kudu hidden in your level, you'll be able to slash by hitting top C and jab by tapping right C.

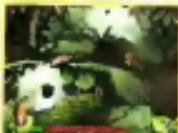
Jane's Parasol



Touch the Parasol to finish exploring an area in Level II; use it to cover your tree-surfing perch by hitting B.

SAVAGE WAYS

In the Jungle's Deepest, Darkest Regions



Items often hide underground or in crates. Paved the bright areas on the jungle floor to stumble onto scattered collectibles or explore open spaces that you've jumped over.

The Lord's n-Leaping



Planks, springboards and animals serve as impromptu high-flying Power Jumps. To soar from the leaves to the campsite levels, stand on one end or pause it to catapult yourself!

Gardening for Goodies



The jungle's exotic plants blossom with Bananas and Power Fruits. Harvest them by peeling the ground beneath banana trees and smashing or bombing the brown flowers—just don't land on them.

Dragging Your Knuckles



Press Down while walking to crawl under tables. Since you travel along branching tracks, crawling under a table may take you down one path, while climbing over it may take you down another.

Care Packages



If you land on a camp that wobbles beneath your weight, repeatedly press the Z Button to pound the table. By smashing, you'll be able to wrap your mitts around delicious table contents.

Surf's up...In the Trees



Reive some of the land's most explosive ingredients by taking to the trees and sailing across their branches. Items will appear in the middle of the branch or to either side, so lean accordingly.

THE BABOON CHASE

For most of the game's 13 levels, you'll play as the Lord of the Apes. Rather than cover the more basic stages dedicated to Young Tarzan in the game's first half, we're jumping right into the thick of things, beginning with the first level dedicated to

someone who doesn't wear a loincloth. In the forced-acrossing level, The Baboon Chase, you'll play as Jane. Since she constantly will be on the go, don't let her house make waves by breezing into the Letter and Sketch locales below.

Flow of the Game

- Young of Age
- The Baboon Chase
- Tooling the Camp
- Canopy Connection
- Journey to the Treehouse
- Rockin' the Boat
- Tarzan to the Rescue
- Conflict with Clayton

Follow the Tokens



After you round the bend beyond the First Sketch Piece, the path will straighten out. Follow the trail of tokens down the straightaway to run straight into the letter R.

T is for Tarzan



Level 7 rolls by similarly to Level 4. The Starwade Jane will always run forward as the enraged baboon pack pursues her. Contrary to acrobatic movement to sprint through the T.

Jane Says... "A!"



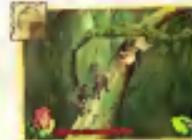
Detector and leap over obstacles like branches, roots and scampering animals. If Jane hits one, she'll spin off the beaten path that's lined with Tokens and letters like the first A.

First Sketch Piece



As you dash in on the two branches that arch over your path, jump to avoid the rolling center. If you clear it, you'll be able to swing left to smash the Sketch Piece.

Me Tarzan, You Jane.



You won't be able to complete the last path into Tarzan's savanna Jane off her feet since they'll be out past a Dropzone. Use the surf path's Sketch, so leave to the right as you dash the first branch.

Lean into It



Press B to open your Pincer and should yourself from incoming baboons. Since no diagonal movement is required in you surf, the Control Pad may give you better control you lean to the right for the A.

On the Edge



To greasy monkey that hangs from the upper-left corner will head for the Sketch Piece. Follow the trail of Tokens down the straightaway to run straight into the letter Z.

Catching Some Z



After landing at the Z, you'll reach another pit. If you dashed any closer, you must surfipe a tiny ledge into the air so you'll be able to reposition the board and rob the last corner.

It's All Right



Like the third Sketch Piece and the second A, the Na'vi Trolls along the right edge of your branch "trunk." Lean into it, then quickly hop over the wet lymph on your path.

The Final Sketch Piece



The fourth and final Sketch Piece lies to the left of your tree surfing path. An overhanging branch hangs over it, so press Down to dash as you swing left for the Sketch.

Tree Surfing



If you crossed off four Sketch pieces, you'll play the tree surfing, Bonus Level. Hang on and catch said branch to pass the Trolls, the for fruit, too. To end on your mark, then

TRASHING THE CAMP

Level 3, Trashing the Camp, returns to the game's side-scrolling format, but this time you'll set out to annoy simian Turk. For the most part, you'll meander around with a single path that meanders from left to right, but you might stumble upon a

branching route that demands some forethought. It all depends on how you approach things. Venture over a box or table and then retrace your steps and go through or under those objects to uncover the invisible forks in your path.

A Box of T



Begin the level by heading left to swing the tokens behind you, then veer to the right and you reach the first checkpoint. You can smash any box that you like, and the first one contains the T.

Terrible Delight



Toss the A that floats high above the tree, walk to the sawmill and park yourself on the low end of the teeter-totter. When the gorilla launches you, fly to the left.

Teetering to the R



Become a frequent flier on the sawmill by building height, but fly to the right instead. When you land on the tent, bounce to the second canopy to spring into the R.

Flipping Out



Bears stomp through the site, and near the stamping grounds is a plank that serves as a springboard. To Power-Jump off it and onto the See-saw overhead, press and hold A.

Running with the Boars



After skipping off the springboard, jump the base of a stampede by reversing direction and heading through the crate that supports the plank. The next box you pass contains the Z.

Booth Bouncing



Once you have the Z, go against the flow and trudge past the incoming boars. Climb the tent pole and cross the canopy, then leap onto the neighboring booth to claim the Sketch.

Letter Box



Just past the ige that's running through the box lies the flow with beans and berries in a crate. Hop over it, then walk left to enter the open door and claim its grade-A contents.

Teeter Tower



The seesaw trick will catapult you to the See-saw atop the tall tower near the Butterflies Checkpoint. Walk through the bottom box in the tower to reach the tailor-tatter.

Box Top

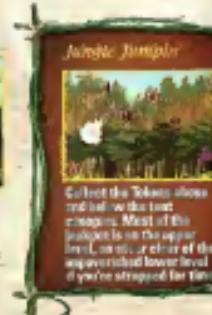


Hovering above the box stack between the tents is the N. The ring-bouncing is as well, double as a stopwatch, but if you've already smashed it, you'll have to spring to it from the tent canopy.

Fourth Sketch Piece



Walking over the table will set you down the road, while crawling under it will take you straight to the final Sketch. Power-Jump at the top of the unguarded plank to nab it.



CAMPsite COMMOTION

In search of Jane, Tarzan rushes to Professor Porter's makeshift base, but what he finds is Campsite Commotion. The big hubbub turns out to be that the crow is packing up to leave. Exploring the site to find the apple of his eye before she leaves, Tarzan

enters the first area of the game in which humans are a threat. Though the thugs are unarmed and passive, they'll harm you if you come into contact with them. Avoid smacking and rubbing shoulders with them to stay healthy.

T is for Turnaround



Head to the left as soon as you begin the level. Sprint past the yellow flower towards the ledge, hop over the monkey, then cross the way to snap up the Tux the branch.

J is for Tree



After collecting the T, make a long jump off the right end of the branch. When you touch down, you'll land on another branch where the first Sketch Piece is nested.

A is for Acrobatics



Jump on the high end of the section. When the counter-weight plops down on the opposite end, it will launch you to the left to land on the plank, then Power Jump to the A.

Trampoline Tent



Run to the zoomed-in bouncy tent on the right. When you land on the tent, you'll have enough spring in your step to Power Jump to the second Sketch Piece.

R House



The R is housed beneath the tent topped by the second Sketch Piece. Eat the tent rod on the right side, then walk to the shelter to enter the shelter and claim your consonant.

Z in the Box



At the ramp, walk through the open-sided crate under the dashingly the plank. Jump over the first crate you pass, then turn around to go the Z inside.

Third Sketch Piece



After you pass the area that I ran down with branches (hang around there to collect the tokens) you'll spill out, ascend the plank, then head right and go through the crate to jump to the Sketch.

Box by the Sketch



Below the third Sketch Piece is a wobbly crate. Hold it without, carefully jumping onto it and pound it to uncover the Token Letter that's packaged within.

Roll out the Barrels



Jump the rolling barrels to reach the plank. Once you cross the check-point at the end of the ramp, walk to the right to take a detour that leads under the plank and to the Sketch.

Past the Parasol



If you approach Jane and the Parasol from the left, you'll find the level has seen. More Tokens await above her tent, and to the right of them, including the N by the final box. Lower

Tarzan's escape



Running at Jane, when she's jumping further down the path of Tokens and Power Fists. The path doesn't jump, so always through trees and jungle bushes. It may be concise.

JOURNEY TO THE TREEHOUSE

Berien locates Jane at the camp and decides it's time for her to meet his family. The only problem is that they're gorillas. None too pleased when the humans arrive, Kerchak becomes enraged. To help confused Tarzan grapple with his blundered

identity, Baloo points him toward the tree house where she first found him. But the trip to self-discovery won't be easy. Because way branches and brittle logs pave the jungle path, so stay light on your feet on your Journey to the Tree House.

Open Letter



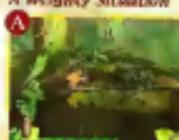
Jump off the right end of the first log to reach the overhanging branch. After collecting the leaves, leap to the left to reach the inclining branch where the T is stenciled.

A Sketchy Situation



Another log lies beyond the tree canopy that you must swing over. Before jumping to the ledge, follow the line of leaves across, roll into the gap and travel to the left.

A Weighty Situation



The A hangs high above right, but the log that you must leap from will swing under your weight. Quickly jump onto the log, then leap to the right to secure the A and a safe landing.

R is for Rhino



If you look first at the rhino's back side, it will turn around and charge you. Turn to the front so the rhino charges, then Power-jump off its back to reach the R's overhead branch.

Rhinoceros Sketch



Make the rhino charge by swinging more fruit at it. Run to the log to the right so the rhino perks beneath the branch where the Sketch hangs. Bounce off the rhino to reach it.

Crocodile Fears



Drop on the protruding crocodile's path while it's facing right. Swing the Sketch, then return to the log by the check-point to take to the bridge and cross the water-way via vines.

Z on a Tree



Swing on the vine to cross the crocodile's water-way. When you land on the branch with the Checkpoint butterfly, run to the end and jump up to reach the Z's branch.

Free-falling



After your foray into the trees, you'll return to solid ground. Eventually, Baloo will track you. Climb the tall cliff to evade them, then dive left off the cliff to free-fall into the A.

A Prickly Situation



Be suspicious of the unusually small cluster of thorns. If you jump over it from the right, you'll be able to grab on to the inclining branch to your left that leads to a Sketch.

The N In Crow's Nest



Take a few steps on the rocky bridge. Turn around, then leap to the crow's nest, where you'll find the N. Return to the bridge, jumping as you cross it to avoid falling through.

Jungle Jumper



Land 100% damage-free in this race to "Trapping the Camp." Focus on adding fruit to maximize your Take-in rate.



ROCKIN' THE BOAT

When you set sail in the boat level, you'll have freer movement than before. To label Disney's Tarzan as a sidescroller is to sell it short, since most levels—especially this one—provide quite a bit of mobility in all directions. Appropriately

named, Rockin' the Boat shakes up things since you'll have real freedom of movement for most of the swaying level. And unlike in previous areas, you won't be journeying from left to right since you can navigate the boat from all angles.

Box Rocks



Voyage to the left, then wait for the sliding boxes to stabilize on the foreground. Hop off to the left once, then jump to the T above it before the crates slide down the deck.

Sketch and Lever



Slip behind the ladder by the T and follow the deck. Grab the Sketch at the end, then walk by the lever that will automatically trip and unlock the fog deck to the right of your starting point.

Upper Deck



By tripping the switch, you'll best many of the crates that block your way to the foredeck. With them removed, you'll be able to climb up the ladder and reach the letter A.

Around the Bend



Once you've collected the A, continue along the foredeck. Your Unlocked path will lead you to a Sketch. After grabbing it, jump onto the box at the bow to grab the rope.

Smokestack Sketch



Travel across the fog to the other side of the ship to the smokestack. Hop onto the box with the plant, then jump off to the box to pick up the Sketch.

Stern Advice



Continue heading left to reach the back of the boat and the arrow keys. After avoiding the dock with the plunder nearby R and Tarzan's maw, you're in.

Diving In



Return to the foredeck. Hop onto the cars of the boat, but instead of climbing on to the top, walk to the left and hop onto the steel girder. Dive off it to claim the Z.

Decked Out



To collect the second A in "TARZAN," head for the ladder near the T Client, then hop your way across the deck to collect the tokens and your Tarzan Letters.

N at the End



The final letter you'll need isn't too far from the A you've just collected. Continue hopping across the deck collecting more tokens. At the end and you'll find the N.

On the Way Up



Jane's Parrot is posted at the top of the unstacked. Follow the rope back to the stack, then climb its ladder to reach the final Sketch. Once and last remaining Token.

Jungle Crisis



First, investigate collecting tokens while jumping between platforms. Once you've reached the top, continue crossing down the waterfalls, until it takes a while to navigate.

TARZAN TO THE RESCUE

Thinking that Tarzan is occupied on his boat, Clayton and his men have captured the apes and imprisoned them in Agent Tector, who abandoned ship, reaches dry land and sets out to free his family. On his way, he'll team up with Tarzan to change

through Clayton's camp. There, Clayton's thugs will attack the Lord of the Apes, and, unlike in previous levels, they'll be tougher to defeat. Pitch Power Fruitz after Power Fruitz at Clayton's goons to show them who's king of the jungle.

T Time



Though the crates and umbrellas in the arena's clearing won't move when you land on them, you'll still be able to smash them. Bash open the medallion box on the left for a letter.

On Shore



Keep your feet dry and free from piranha bites by hopping on the crates to cross the pool. When you reach the opposite shore, the first Sketch Peacock will be waiting for you.

Croc's Letter



Stay on the move to avoid the bats and head to the left shoulder to reach the A guarded by a crocodile. If you jump to the A, you'll clear the croc and safely land on the letter.

Water Skipping



Like the first Sketch Peacock, the second Sketch Peacock is a task by a piranha-infested pond. If you accidentally trip a dip, jump repeatedly to wash your way to safety.

Riding Tector



On your elephant ride, steer Tector into enemy box pits and through traps. If you hit every one, you'll earn a Token. You also will touch the R if you can dock the final branch.

Watch Your Step



Steer Tector around the dark, circular patches of ground to avoid falling through the breakaway floor. While riding Tector, grab the Z, then immediately dock the branch behind it.

At Your Feet



When Tector reaches the jetty in front of the area bathed in red light, Tector will accomplish one more. After safely landing, you'll find a Sketch at your feet.

Thug Sluggfest



Before you can reach the A, you must defeat the six thug who throws fruit. Use your barrel-throwing pole here, then pull the big log to win safe passage to the letter.

Bombs Away



The giant tree will fall on you if you walk under it. Toss Purple Fruitz at the thug running the pulley to make him drop it. Once the ceiling is clear, follow the trail to the Sketch.

Three Thugs



Defeat the thugs in the final area to claim the N without opposition. Since you can't harm Clayton, who walks by the Parrot, toss your fruit-bomb cage on his tree of fruit tress.

Tree Skirt



Once again, Tarzan takes to the trees to survival-slay up Tector. This time around, more vines and branches impede the trail than before, so let's roll to dock or jump.

Conflict with Clayton

As Clayton pursues you, throw Power Fruitz at him to buy the lead and enough time to snatch the lenses. At the top, dock his knives, jump his shot, then attack when he pauses.



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Philip's Stadium



Robinson's Park



Hayman Park



Mariner Head



The Job Dome



Giles Park



Story Stadium



Davies Head



Bentfield Head



St. Parker Park



STRIKE INTO FOREIGN TERRITORY

FAKE OUT

If you have a simple defender facing off against you—and a media crew!—that's beyond nice, try pulling a play to move on and win. Make a quick turn to get him facing the wrong direction then pull away. You may have to give a couple of fakes before he takes the bait.



UP, OVER AND IN

Putting up increasing pressure by hitting the B Button while holding the R Button can be tried and true tactic for setting up a shot. It pulls defenders away from the center of the field and gives you several scoring options, like a header or a bicycle kick.



TOUCH AND GO

You may need to look to your teammates for a quick assist; getting past defenders always pays off again. To maintain control of your on-field player and tap the ball away for a quick return pass, double-tap the A Button to run for the open space.



BUTTERFINGERS

The CPU-controlled goalkeepers are pretty good at getting in front of your shots, but that doesn't mean they trap and control everything that comes their way. Stay alert as you follow your shot. They'll may pop back out and give you a second opportunity.



THE KNOCK-ON

Controlling a ball isn't necessarily a good thing when you've got a defender right on your heels. To gain position a little extra speed, tap the Z Button while running down the field. You should be able to pull away, but watch for defenders in front of you.



LEADING PASS

You may not have time for a lengthy ball movement when attacking the goal—the keeper tends to come after players if they take too long tripping a pass. Instead, he left C Button to send a through ball to a teammate. He can grab the leading pass on the run.



KEEP THEM OUT OF THE KITCHEN

TRY A TACKLE

A tackle on the run can be a tricky proposition. If you bludgeon the offensive player, the officials will think nothing of handing you a red card. Try to get alongside the player with the ball before taking him or her from under him by pressing the B button.



PASS INTERFERENCE

Sometimes it doesn't pay to focus on the player with the ball, especially if he's running down the sideline with nowhere to go but inside. Look for a potential cross to the center of the field—or even a quick variety pass—then position yourself to intercept it all.



GO AIRBORNE

You shouldn't necessarily count on your goalkeeping skills when the opposing team puts the ball in the air. Use the B button to send your defenders up to meet the high cross. A downward header will quash the play and take your goal out of jeopardy.



LINE DANCING

The beauty of playing soccer in the digital world is that you won't have to suffer the pain of breaking a direct kick yourself. Watch where your opponent directs the arrow for the kick, then position a line of players in the most probable path of the ball.



FIND THE RIGHT FORMULA

The same team can look very different, depending on the discretion of the coach. You can move players to different positions if you like, or change the distribution of players on the field, depending on the skill and style of the opposing team.



Customize your team on the pre-game menu screen. It's simple to make adjustments. From major offensive or defensive shifts to micro-managing individual players.

WORK WITH THE WEATHER

Unlike in some sports, the play in soccer continues regardless of the weather—noting short of a tornado will send the players off the field. The Options Editing menu gives you weather conditions that run the gamut from hellish heat to slippery snow.



Pay attention to the field when the game begins. You may need to make some play adjustments if the field is wet, or covered with snow. Ball speed and control can take a hit.

A GLOBAL PERSPECTIVE

The team selections in the International League are a veritable United Nations of soccer powerhouses. As the listed 1998 World Cup results for the first round indicate, the ability levels in the game may not always reflect real-world outcomes. Remember that France beat Brazil in the final.

AUSTRIA	
UEFA	3rd in Group B
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

BELGIUM	
UEFA	3rd in Group E
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

ARGENTINA	
CONMEBOL	1st in Group H
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

AUSTRALIA	
CAF	Did not participate
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

CAMEROON	
CAF	4th in Group B
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

CANADA	
CONCACAF	Did not participate
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

CHILE	
CONMEBOL	2nd in Group B
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

COLOMBIA	
CONMEBOL	3rd in Group G
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

CROATIA	
UEFA	2nd in Group H
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

CZECH REPUBLIC	
UEFA	Did not participate
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

DENMARK	
UEFA	2nd in Group C
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

ENGLAND	
UEFA	2nd in Group G
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

FRANCE	
UEFA	1st in Group C
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

GERMANY	
UEFA	1st in Group F
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

GREECE	
UEFA	Did not participate
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

HOLLAND	
UEFA	1st in Group E
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

IRAN	
AFC	3rd in Group G
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

ITALY	
UEFA	1st in Group B
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

JAMAICA	
CONCACAF	3rd in Group B
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

JAPAN	
AFC	4th in Group H
Skill:	
Speed:	
Offense:	
Midfield:	
Defense:	

MEXICO	
CONCACAF	2nd in Group E
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

MOROCCO	
CAF	3rd in Group A
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

NIGERIA	
CAF	1st in Group D
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

NORWAY	
UEFA	2nd in Group A
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

PARAGUAY	
CONMEBOL	2nd in Group D
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

POLAND	
UEFA	Did not participate
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

PORTUGAL	
UEFA	Did not participate
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

REP. OF IRELAND	
UEFA	Did not participate
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

ROMANIA	
UEFA	1st in Group C
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

RUSSIA	
UEFA	Did not participate
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

SAUDI ARABIA	
AFC	4th in Group C
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

SCOTLAND	
UEFA	4th in Group A
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

SOUTH AFRICA	
CAF	3rd in Group C
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

SOUTH KOREA	
AFC	4th in Group E
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

SPAIN	
UEFA	3rd in Group D
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

SWEDEN	
UEFA	Did not participate
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

SWITZERLAND	
UEFA	Did not participate
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

TUNISIA	
CAF	6th in Group G
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

TURKEY	
UEFA	Did not participate
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

UNITED STATES	
CONCACAF	6th in Group F
Skill:	██████████
Speed:	██████████
Offense:	██████████
Midfield:	██████████
Defense:	██████████

**WE'RE IN
STOPPAGE TIME**

With all the teams, features and modes in this game, you'll be playing for a long time before you see everything this title has to offer. You may want to log some practice time before you go for the cup. 

Now You Can Go Ape on Nintendo 64!

Disney's **TARZAN**

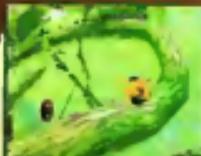
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classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

ARMORINES 

THE FEW, PROUD
ARMEDFORCES CORPS

 Monster insects seem to be the trendy enemy of the day, and Aclardus's Tusk-Style bug rapper unleashes what is surely the iciest batch of creepy crawlies so far. And since the punks are hardly the huggable cast of *A Bug's Life*, you might need more than just pure nuclear-powered anger to survive. To get an edge on the bugs, select Optimize (from either the main menu or your pause screen) to access Chaos. Select Enter Cheat, then type in any of the cheat words below to unlock a specific feature. The characters enabled by the CLAW, LEGGY and UGLY codes will work only in the Race War Multiplayer scenario.

CHEAT WORD	EFFECT
SONIC	ACTIVATES FAST RUN
CLAW	UNLOCKS EGYPT WORKER BUG
LEGGY	UNLOCKS HIVE GUARD BUG
UGLY	UNLOCKS HIVE WORKER BUG

WALL WEAPONS

Type in **LOAD2** to score all of the possible weapons for your current level. Since the code instantly rewards you with the special weapon that's unique to the area you're exploring, don't expect to feel anything like the *Shirt of the Phoenix* unless you're in *Castlevania*.



© PEN AND
THE MODE

The Pen and Ink cheat has become one of AcidArt's trademark codes, and the new frame made pops up in AcidArt. By entering in SKETCHY as your cheat word, you'll simplify the task of the game by reducing the graphics to outlines.



THE LADYMAN OF TATE

DON'T DESPAIR,
PLAY AS HIM, TOO

 The most common cry heard on TV's *Xena: Warrior Princess* is "Buldu' on" (unless you count Xena's oft-uttered "Aa-e-e-e-e-e-e!"), and true to the show's spirit, the game has you burling on...and on...and on... The path of penitence is grueling, and it's a long road to Despair, the game's final boss. To reach the despot sooner, enter the first sequence detailed in the chart. That code and all of the following cheats will make the burling more tolerating. Perhaps the codes will be just cool enough that they'll send you jumping for joy, yelping "Aa-e-e-e-e-e!" like a little warrior princess.

DISCUSSION

BUTTON SEQUENCE

 UNLOCK DESPAIR
AS A PLAYABLE
CHARACTER



ENABLE XENA TO
FIGHT GABRIELLE
IN QUEST MODE



REPLACE GOD DIFFICULTY WITH TITAN DIFFICULTY



Before you can sink your chakram into Gauntlet or try any of the other cheats, go to the menu then you'll have a sword clash after you've finished the Control Pad sequence and another clash after you've punched out the correct 4-in-1 key sequence of Gullions.

Hidden character: Giga-Block
Three special moves. Tap the Control Pad left then forward and follow with left C to unmask the Builder. To agegwi in breath, hit the Pad block then forward and then tap left C. For the Fire Blast, press left C and right C at the same time.

NBA COURTSIDE 2

KNOBBY RANTY

BONUS TEAMS AND OTHER KOBE KODES

This month you can set some NBA Courtside 2 codes that will boost the game's fun level above and beyond the rim. To activate any code on the chart, you must first press the top C Button and bottom C Button simultaneously while viewing the main menu. By tapping both buttons at the same time, you'll access the Secret Room. Once you've unlocked the hidden area, press any of the C Button sequences on the chart, then begin a game. You can run on only one of the Secret Room codes at a time, and each code will remain active for one game.

DESCRIPTION	BUTTON SEQUENCE
LONG NECKS	▲, ▲, ▽, ▽, ▲
TINY HOME TEAM	▲, ▽
TINY AWAY TEAM	▲, ▲
BOTH TEAMS TINY	▲, ▲, ▽
BIG HEAD HOME TEAM	▲, ▲, ▽
BIG HEAD AWAY TEAM	▲, ▲, ▽, ▲, ▽
BIG HEADS FOR BOTH TEAMS	▲, ▲, ▽, ▽, ▲

SPECIAL TEAMS

To unlock the Left Field Lefties, Nintendo Generals and Nintendo Panthers, highlight Stack Play or Season Play on the menu screen, then press the right C Button and A Button simultaneously.



VIEW CREDITS

With the credits roll by accessing Season Play on the main menu. At the Super Play menu, press the top C and bottom C Buttons simultaneously to see which helped the game. Use the Control Pad or Stick to scroll through the snapshots.



READY 2 RUMBLE BOXING

GET READY 2 COME OUT SWINGING

If Midway's Ready 2 Rumble Boxing has got you on the ropes, enter Championship Mode and name your gym BRONZE, SILVER, GOLD or CHAMP to upgrade the status of the pachokes you can train. Or, if you're just looking for a way to change your boxer's look, select Arcade Mode, then press the top C and left C Buttons simultaneously at the Choose Your Boxer screen. From then on, all of the boxers will be sporting their alternate duds.

BRONZE CLASS

Name your gym BRONZE to give all of the matchin' Championship Mode boxers a Bronze classification. After dubbing your gym with the code name, return to Arcade Mode, then press the top C and left C Buttons simultaneously at the Choose Your Boxer screen. From then on, all of the boxers will be sporting their alternate duds.



SILVER CLASS

By entering in SILVER as the name of your gymnasium, the Championship Mode fighters will be able to take it on with Silver certification. The codeword also unlocks all Arcade Mode pugilists up through Bruce Lee.



GOLD CLASS

To upgrade your Championship Mode boxers with Gold status, type in GOLD as the name of your gym. When you return to Arcade Mode, Notchy and all of the boxer's duds will now become accessible.



CHAMP CLASS

Now that you've升級ed to the level, type in CHAMP as your Championship Mode gym name to boost your boxers to Champ status and unlock all Arcade Mode fighters through Carter Blak.



RESIDENT EVIL 2

NEW OUTFITS FOR BATTLING EVIL

 Checking in with a whopping 512 Megabits, Capcom's Resident Evil 2 boasts ultra-realistic graphics and gore that's just as heart-stopping. Since the graphics look so good, Chris and Leon might as well look their best, too. To outfit the evil-enduring do-gooders with a different wardrobe, begin a new game on Normal difficulty, then work your way to the Raccoon Police Department without picking up any items. And make sure that you conserve the ammo you start out with, since you'll need it to defeat a special zombie.



Whatever you do, don't pick up any items. By holding $\text{R} + \text{L}$ during the Raccoon Police Department's first level and descending into the tunnel without collecting a single item, you'll cause a key-carrying zombie to appear downstairs. Once it's there, grab the Special Key it was holding.



 In the RPD basement, use the Special Key to open the locker where two outfit items are. Leon and one zombie's ready to wear. But what to wear, what to wear? Just remember that dry cleaning doesn't remove zombie slime.

CARMAGEDDON™

A FULL CARMAGEDDON COLLECTION

 Dishing out a full arsenal of catastrophic vehicles, Carmageddon: Carpocalypse Now (for Game Boy Color only) depicts a catastrophic world where vehicular assault is the answer, and, even cooler, most words begin with "car." You just gotta tell 'em some things, we guess. Carpe diem, as well as full access to all of the special vehicles and unlock, by using O7W5ZD(jah!)/V as your password.



 After you've entered O7W5ZD(jah!)/V as your password, you'll be free to ram on any track, anything from an airplane to farm machinery.

PAPERBOY

EXTRA! EXTRA! LEVEL SELECT CODE REVEALED!

 Hot off the presses comes the latest news on codes for Midway's N64 Paperboy. The scoop is that by entering MAXSUBS into the Type-O-Matic, you'll be able to bypass all that paper route business and skip straight to whichever neighborhood you please. But just don't try this shenanigan in real life if you happen to be a newspaper carrier—if you did, we'd miss out on our daily fix of current events and chuckles aplenty from mischievous Marmaduke and those scampy Family Circus tykes.



Select Options on the Game Menu, then choose Secret Codes. Pick New Code from the menu to access the Type-O-Matic, then scroll out MAXSUBS to enable Paperboy's Level-Select feature.



When you first type in the code, you won't be able to access the levels beyond Alcatraz Haven. To skip to later levels, enter Alcatraz Haven. After that is completed, the Level Complete option, set the icons—then all other levels will be open.

SPACE INVADERS

CLASSIC COIN-OP MODE

 Vintage video games are making a comeback, but most of them have gotten face-lifts. Space Invaders is no exception, but for those of you purists who prefer to defend the universe from blocky aliens rather than the new, more streamlined invaders, you can use a secret code to unlock the retro arcade mode hidden in Activision's Game Boy version of the game.



 Is that my spaceship or the Capital building? Oh, well—it's just the classic coin-op mode you can access by using O7G3M688 (SWF) at your ends.

Pokémon™ STADIUM

IT'S THE MAJOR LEAGUE EVENT YOU'VE BEEN WAITING FOR—YOUR FAVORITE POKÉMON BATTING IT OUT IN GLORIOUS 3-D! TAKE A SNEAK PEEK AT THE NEWEST POKÉMON ACTION INSIDE POKÉMON STADIUM.

LET THE GAMES BEGIN

Pokémon Stadium is an all-new concept in N64 gaming—while it can be played as a stand-alone game, it comes bundled with a Transfer Pak that allows you to transfer data from a Game Boy Red, Blue or Yellow Pokémon game to the Pokémon Stadium Game Pak. You can use your very own Pokémon in all of the challenging battles—in numerous 3-D

It's definitely neccs problem if you don't have a team of your own on a Pokémon Game Boy Game Pak. You can sent a team of Pokémon from a wide selection of masters included on the

Raichu's debut in 3-D is shockingly good. The Electric-type certainly seems to be getting a grip on it.



You've caught 'em all on Game Boy—now you can transfer 'em all to fall 3-D on the N64! Pokémon Stadium is definitely raising in 2-D, but it's downright dangerous in 3-D.

Pokémon Stadium cartridge. Within the walls of Pokémon Stadium, you will find all kinds of battles, from quick pickup games to full-out tournaments. Whether you're a Rookie or a Pokémon Master, you will find a master or minigame to suit you in this pak o' plenty.

Let's say you are just getting into this thing we call the Pokémon craze, and you want to jump headlong into some battles. There are several areas within Pokémon Stadium that allow you to do just that, including the "Battle Now" area where a pre-selected team of Pokémon is ready and waiting to battle.

But maybe you're a seasoned Pokémon Master, and you've got a Pokémon roster on your Game Boy Pak that's just teeming with all-stars. That's even better. You can use that team to challenge the best of the best in the Gym Leader Castle or to tackle the no-holds-barred, anything goes Prime Cup.

In addition, there are minigames, a photo gallery, a place to play your Pokémon game and a final showdown with the formidable Mewtwo who await inside the Pokémon Stadium Pak.


Night Raid
Belly Raid
Sky Attack
Hyper Beam

GET IN THE GAME, BOY!

One of the most exciting aspects of *Pokémon Stadium* is the fact that you can transfer data from your Game Boy *Pokémon* Pak of any color to your *Pokémon Stadium* game. The Transfer Pak (with your Game Boy *Pokémon* game snug inside it) plugs into the connector slot on the bottom of your Controller—when you run on the N64, you will be able to select the Game Boy *Pokémon* game and transfer data, such as your favorite *Pokémon*, up to the *Pokémon Stadium* Pak and vice versa. Transferred *Pokémon* can participate in all the Cups, Gym Leader Castle, and Free Battles.

The Transfer Pak also allows you to work with the data already on your Game Boy. Enter the *Pokémon* Lab, Professor Oak's research area, which contains a PC that lets you arrange your *Pokémon* and items on your Game Boy *Pokémon* cartridge quickly and easily. The Pokédex displays info about your *Pokémon* while a 3-D model of the *Pokémon* spins on the left.

Trading *Pokémon* is now easier, too. You can trade *Pokémon* between two Game Boy *Pokémon* games—as long as you also have two Transfer Paks.

The Game Boy Tower also makes use of the Transfer Pak. Just enter this Game Boy-shaped

All new and improved, and found only in Professor Oak's Laboratory in the 3-D Pokédex, chattered with interesting facts.



The Transfer Pak plugs into the bottom of your Controller and allows you to transfer data from your Game Boy *Pokémon* Pak.

in the overworld with your Game Boy *Pokémon* Game inserted into the Transfer Pak, select your Game Pak on the Select screen, and you will be playing *Pokémon* on your TV!

The Transfer Pak innovations that seem to speak even more excitement, however, are the two multiplayer options. You can challenge one friend to a battle much like the Cable Club matchups in the Event Battle area, or you and up to three friends can battle against each other with your own *Pokémon* in the Free Battle area. When three or more players battle, it becomes a tag-team match where anything goes and each Trainer controls his or her own *Pokémon* in the battle. If your friends have been bragging about their *Pokémon*, here is your chance to see whose *Pokémon* are really the best!



In the Game Boy Tower, you can play your *Pokémon* game on your TV and give your Game Boy a break.



Up to four playable participants in the Free Battles, or you can play alone against a practically unarmed computer opponent.





ENTER THE STADIUM

When you venture inside the Stadium, you will find four very different tournaments to challenge you, each requiring a different strategy and combination of Pokémons.

The Poké Cup is the official Pokémon League Tournament, which allows Pokémons between levels 50 and 55, and the total for the three battling Pokémons can be no higher than 155. Strategically, this cup requires a balance between raw power and careful planning.

For a flat-out power struggle with seriously tough computer players, look no further than the Prism Cup, in which your enemy Pokémons can be of any level—but your enemies will always be level 100 and sporting some seriously unexpected abilities.

Only the smallest Pokémons can participate in the Petit Cup, which actually has a height limit of 6'8"—that's small in Poké-

terms—and a maximum weight of 44 pounds. To keep it interesting, a level limit of 25 to 30 is also enforced.

More small Pokémons are found in the Pika Cup, which is limited to Pokémons between levels 15 and 20. Both of the cups featuring the smaller Pokémons require more thought and preparation—with low HP, it's easy to faint after taking only one hit. After you've completed all the Cups and the Gym Leader Castle, Mewtwo will challenge you to a battle.



You'll face a lot of different types of Pokémons in the cups, including Poison-type like the Sludge or the Gengar.

GYM LEADER CASTLE

Battles in the Gym Leader Castle, the Stadium and the Free Battle areas are played with your own Pokémons, the rental Pokémons that are included on the Game Pak, or a combination of both.

If you've played Pokémon Red, Blue or Yellow, you know that you must challenge eight Gym Leaders to win Badges on your way to becoming a Pokémon Master. If you want to master all of Pokémons Stadium, at some point you'll

have to storm the Gym Leader Castle. You will have to defeat three Trainers before you can battle with Gym Leader—and if any one of the four defeats you, you'll have to start all over again until you win every battle within the gym.

At the top of the castle, the Elite Four wait to battle anyone who can make it through the first eight challenges. And, as usual, your Riolu has managed to beat you to the very top of the castle. You have to defeat him, or it's back to the Elite Four you go. After you've completed all the Cups and the Gym Leader Castle, Mewtwo will challenge you to a battle.

Kabuto has already met his match in this battle—Tia Giovanni should open and seal it as they Pokémons like Psychic-type line up against a tough Bug-type.



Once you've proved yourself in battle by defeating all the Gym Leaders and winning all the cups, Mewtwo will appear above the Stadium in the over-world. When you find Mewtwo, the second round of Pokémons Stadium is opened.



POKÉMON STADIUM



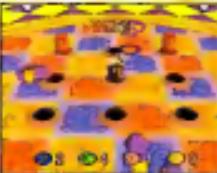
FUN FOR ALL AGES!

The entrance to the Kids Club invites, "Cute Pokémon hope you'll join them for fun!" It seems that in their off time, what Pokémon really enjoy is a good carnival game—or nine.

The fun and often challenging Kids Club minigames can be set to three difficulty levels—and while Easy is rather simple (but perfect for inexperienced players), many of the games become true tests of skill on the Hard setting.

The games range from the ring-toss fun of Elemental Hoop, in which you try to ring Blastoise (who takes on a circular shape)

onto the Dilettant that pop up, to the memory-busting Clefairy Says, which gives a rare glimpse into the schooling techniques of Clefairy teachers. Pikachu, Togekiss,

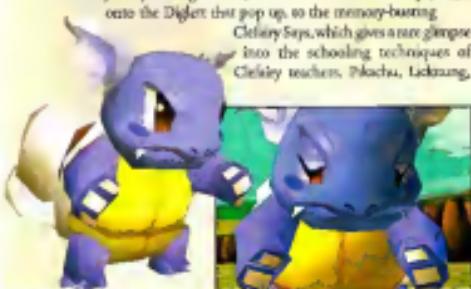


The Kids Club has nine minigames starring "cute Pokémon" that are pleasant diversions no matter what your age.

Romance, Voltorb, Kakuna, Sandshrew, Drawerr, Metapod and that easily Magikarp are all featured in the habit-forming Kids Club games.

The huge success of Pokémon Snap proves there is a market for photographing Pokémon. The Gallery feature allows you to take your best shot of either your own Pokémon or the 150 notable creatures. (Mewtwo is never trainable in any part of the game.)

The Gallery screen provides you with a very adjustable camera—you can zoom in quite close for a sweet Pokémon portrait, or you can pull way back to capture an action-packed Pokémon pose. The Pokémon will move around in a limited, supermodel sort of way, giving you various poses to choose from. Part of the fun is finding an unusual angle and a funny or beautiful pose and snapping the picture at just the right moment. You might even capture the Pokémon in a pensive moment, as our photographer has done here with Whiscash.



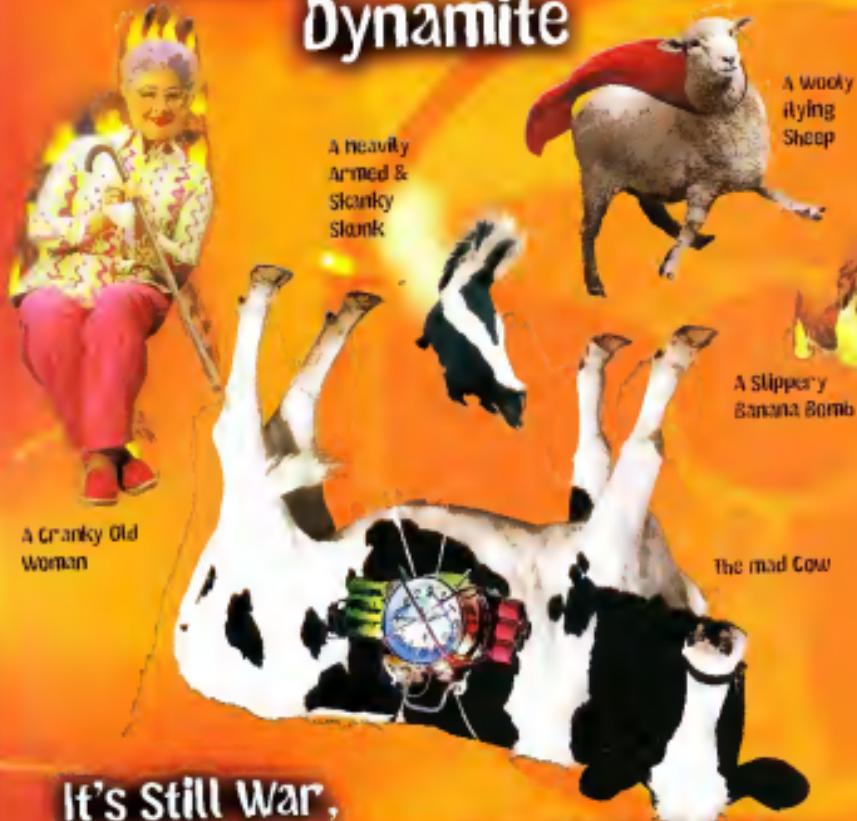
HALL OF FAME

The eagerly anticipated Pokémon Stadium brings the entire lineup of Pokémon into beautiful, action-packed 3-D. You can battle your friends or take on the Gym Leaders, play minigames or snap photos—and you can jump right in even if you don't know a Vaporeon from a Jolteon. More experienced Pokémon Trainers can test the power of their cherished Pokémon lineup against their friends' or the computer's until they have once again made it to the top to become the ultimate Trainer. Even more surprises are loaded inside the Pokémon Stadium cartridge—catch 'em all in March.

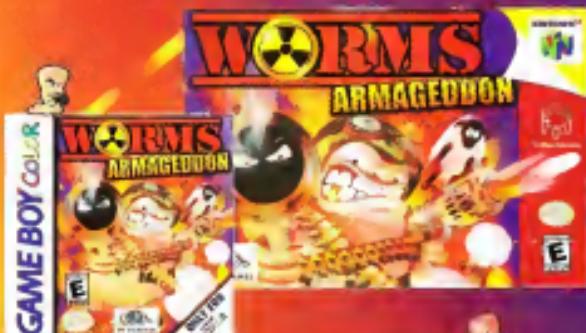


Worms Armageddon Hits N64...

Like A Cow Packing Dynamite



It's Still War,
just Not Your Usual Weapons



W

DRIVE APPROVALS FOR 2010...

THE MURKIN FRIENDS AGAIN: THE GAT-TMATE

THIS IS A STATIONARY PING MESSAGE. DO NOT CHARGE.

TO VICTORY. WITH THE PLAYERS FROM CREAT

UNLIMITED ADDITIONAL LEVELS FOR

NON-STOP PLAY. WORKING WITH





PGA European Tour



TEE TIME EURO-STYLE



THE FLYBY

Europe is home to many major champions, not to mention championship courses. Great Britain, Ireland, Spain, Germany, France, Portugal, and the birthplace of golf, Scotland, all have a rich tradition with the links. Infogrames, a French company, worked to represent the diversity of the European tour. This game features virtually all of the top pros from the continent and four excellent courses. Peter Alliss provides first-rate commentary. There's a four-player option and even a create-a-golfer mode. But all that may not be enough to take home the winning prize, because PGA European Tour's controls suffer from a slow learning curve and its greens can be difficult to read.

Infogrames hopes its first N64 golf sim winds up on the leader board, but the competition is fierce both here in North America and in Europe. Let's take a look at this duffer's strength.

THE QUICK ROUND

For players who just can't stand the thought of having to wade through the seemingly endless setup menus of this game, there's a simple alternative—the Quick Game. You'll begin a round on one of the courses chosen at random.



Play a full round on a randomly selected course. You'll have no distance limit, switch competition, prize money or scores, etc. The only catch is that you can't choose an uploaded control setting.

Non-Tour Golf

Play your game the way you like it in the Non-Tour Golf Mode. Players choose between Stroke Play, Match Play, Skins and Practice Rounds. You can shoot a round on your own or play with a foursome.



STROKE PLAY

Stroke Play is the most common form of scoring in golf matches. Players count every stroke they take for the round, and each golfer competes against all the other golfers. This is the type of scoring usually found in tournaments.

MATCH PLAY

In Match Play, each golfer competes to win as many holes as possible. The player who shows the lowest score for the most holes will win the match. Commonly, Match Play is used by twosomes or foursomes.

SKINS

A skin is a purse associated with a hole. Golfers, usually in foursomes, compete to win the skin by shooting the lowest score on that hole. If the players tie, then the skin gets added to the next hole.

Different Strokes

Infogrames uses a simple menu to choose how you hit the ball. Push the B Button to score the seven options on the stroke menu. Options are available only for the clubs that you can play with the chosen type of stroke.



Use these options when laying a difficult shot. If there's a tree in front of you, try using the Bump + Run option to keep the ball low and clear of the branches. Use Bump+Run to stop the ball and Topspin for extra roll.

Europe's Finest

Country & Rank

England

Watson Bennett - 0
David Curtis - 19
Nick Cheshire - 177
Nick Field - 82
Gary Evans - 36
Paul Broadbent - 35
John Beckstone - 128
David Howell - 32
Mark James - 59
Justin Rose - 0
Ian Phillips - 50
Roger Windhawer - 201
Ireland

Patraig Harrington - 29

Seán Ó'Farrell - 0

Scotland

Sam Torrance - 14
Colin Montgomerie - 1,
Paul Lawrie - 0
Stephen Gallacher - 8
Alistair Caldrick - 9
Gordon Brand Jr. - 39
Gary Orr - 29

Darren Lee - 178

Wales

Phil Price - 15
Ian Woosnam - 20
Ian Jones - 0

Germany

Alex Cejka - 34
Thomas Flick - 0

Bernhard Langer - 3

Austria

Greg Chalmers - 26
Peter O'Malley - 26

John Sendler - 0

Poland

Jacek Wawrzyniak - 0

Russia

Ronit Dobren - 18

Sweden

Max Annerstedt - 204

Mathias Granberg - 91

Christopher Hanell - 0

Per-Olof Johansson - 0

Fredrik Lindgren - 0

Peter Nyman - 0

Jarmo Sandelin - 0

Patrik Syland - 5

Norway

Thomas Bjørn - 0

Børn Hansen - 0

Norway

Sven Thorvaldsen - 0

Spain

Miguel Ángel Jiménez - 4

Seve Ballesteros - 106

Ignacio Garrido - 40

José María Olazábal - 7

Argentina

Eduardo Román - 21

Jorge Bernal - 0

Angélica Ceballos - 48

Ricardo González - 0

Portugal

Manuel Azevedo - 0

Italy

Massimo Scaria - 0

Costantino Rocca - 24

United States

Craig Parham - 41

Adam S. Rib - 0

Scott Dunlap - 142

Practice Makes Perfect

Improve your game by practicing in the four Practice Mode options. Play a Practice Hole, use the Driving Range, work on your Short Game or try some extra Putting Practice. Use these options to learn the intricacies of the game's control system.



Learn to read the swing vector and knock the cover off the ball. Stop your swing at the upper white line and action white line when using the on-ball controls.



Learn to use the on-camera controls to pan around the green and look at the slope from several angles. This will help you learn to turn the grid on for extra depth control.



Druids Glen - Ireland

This par 72 course features lots of water and trees. Practice a round with unlimited malfunctions to learn all the holes including the tough ones we've noted here. On the well-protected second hole, tee off with a one-iron and check your placement with the camera. On the approach to the fifth green, set backspin or a high pitch so the ball stops on the green.



8th Hole—166 yards—Par 3

The green on the eighth hole is nestled behind a large pond. You can reach it directly by hitting over the trees to the left of the tee. Use a three wood and backspin to give yourself a shot in a birdie.

3-W



14th Hole—333 yards—Par 4

If you drive the water successfully, you'll have a one-iron shot to reach the green. If you'd rather play it safe, use a short iron to lay up behind the bunkers, then pitch onto the green.

PT

T-14



17th Hole—203 yards—Par 3

On this hole you'll tee in a tiny enclosed site in a bog. Use your one-iron and a backspin and aim at the tree to the left. You'll have an off the seat end roll up to the pin-perfect position for a birdie putt.

PT

B-17

A-17



17th Hole—203 yards—Par 3

On this hole you'll tee in a tiny enclosed site in a bog. Use your one-iron and a backspin and aim at the tree to the left. You'll have an off the seat end roll up to the pin-perfect position for a birdie putt.



18 Hole—450 yards—Par 4

This par five isn't long, but it has several water hazards and narrow fairways. Getting on the fairway should be your number one priority. The approach goes over the first pond. Be careful! Use backspin to stop the ball.

PT

T-18

A-18

The K Club - Ireland

Another typically Irish course, the K Club is a green dream sprinkled with water and bunkers. In most cases, good drives will set you up nicely. Use the pop-up map to see where your shot is likely to land. On the greens, use the adjustable camera to get a higher perspective. If the yellow line passes over the hole, you'll have a great chance at sinking the putt.



7th Hole—505 yards—Par 5

This is an extremely long hole, but it offers you a great chance at a birdie. Go with your driver on the second shot, laying up on the right side of the green. Then pitch onto the green with your iron.



8th Hole—375 yards—Par 4

If you get a big drive on this hole, spike a mid-iron to reach the green in two. If your drive is under 200 yards, it's better to lay up and then pitch onto the green in one, perfect for seeking a long birdie.



10th Hole

413 yards—Par 4

Even with an excellent drive of 250 yards or so on this hole, you'll be faced with a difficult second shot to the green. Use the three-wood, and let the ball roll onto the green and past you for a birdie.



12th Hole—170 yards—Par 3

This little par three is an easy birdie. Use your three-iron and backspin. Even so, your swing will have to be almost perfect if you hope to land near the pin. If you do, you'll be down two.



Quinta do Lago - Portugal



This par 72 course is lined with tropical trees and features some big water hazards. The fairways tend to be narrow and lined by trees, making precision very important. The terrain is fairly flat, but look for some deceptive slopes, such as the downhill on the 7th Hole that can roll your drive past the green. On the doglegs, take care that you don't drive into the trees.



14th Hole—417 yards—Par 4

If you blast a long drive on this hole, you'll have a great chance at a birdie. The drive is a straight shot—just hit it closely to the bunker on your approach shot and roll the putt to clean up on the hole.



15th Hole

218 yards—Par 3

Although the default club selection on this par three is a three-wood, it's better to choose the six-iron and use backspin to stop the ball if you hit the wood. Checkers are the drive and carry out of bounds.



Kungsängen - Sweden



This Swedish course dishes up a smorgasbord of holes that wind between the evergreen trees. Unlike many of the other three courses in the game, Kungsängen has lots of elevations. Sometimes you'll tee off on an elevated platform, or there might be slopes along the fairway.



8th Hole

518 yards—Par 5

Place your drive on the wide part of the fairway where there's a slight dip to the left. If you drive too far, you'll wind up in deep rough. A second and third fairway wood will carry you closer to the green, and a short pitch with a lob wedge will do the rest.



15th Hole

173 yards—Par 3

This is another par three hole that tests your skills. Use a middle shot such as a driver, fairway wood or hybrid with back spin to drop your ball onto the green. If you reach the green, you should also make the birdie putt.

Leader Board



The leader board shows the top golfers in a tournament. Golfers are ranked by their winnings, as well. If you create a golfer, you'll see his name along with the rest.

Duffers' Delight

PGA European Tour may not have incredible graphics or the simple wisdom of Mario Golf or CyberTiger, but it makes its mark as a realistic simulation. The slow learning curve may discourage some, but virtual golfers who stay the course will find that this European import focuses on realistic shot-making. Play a round and see.

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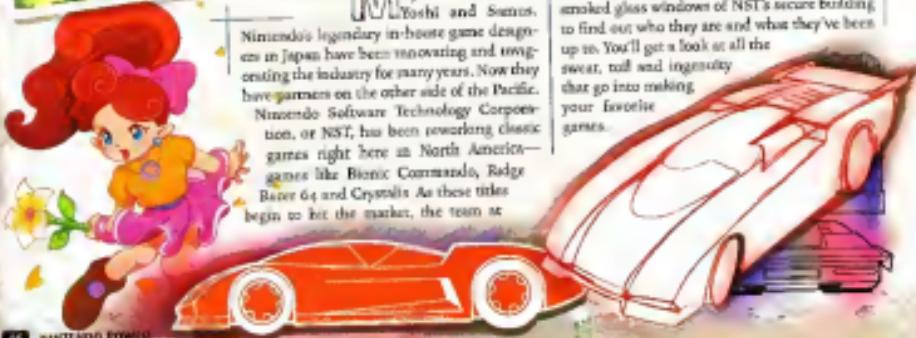
NINTENDO SOFTWARE TECHNOLOGY CORPORATION, THE COMPANY'S NEW GAME DESIGN HOUSE, HAS BEEN LABORING IN THE SHADOWS FOR MONTHS. NOW ITS WORK IS SET TO APPEAR ON GAME SYSTEMS AROUND THE WORLD.

NEW WESTERN GAMESLINGER

Mario was born in Kyoto. So were Link, Yoshi and Samus. Nintendo's legendary in-house game designers in Japan have been innovating and inspiring the industry for many years. Now they have partners on the other side of the Pacific.

Nintendo Software Technology Corporation, or NST, has been reviving classic games right here in North America—games like Bionic Commando, Ridge Racer 64 and Crystalis. As these titles begin to hit the market, the team at

NST is turning its attention to several top secret original games. Let's take a peek through the smoked glass windows of NST's secure building to find out who they are and what they've been up to. You'll get a look at all the sweat, toll and ingenuity that go into making your favorite games.



BOOTING UP A COMPANY

When NOA Chairman Minoru Arakawa gathered Scott Tsunuma and Claude Connors at his house for dinner a couple of years ago, what he really had in mind was the formation of a company. Tsunuma is a video game veteran with a pedigree going back to the late '70s arcade classic *Moon Patrol*. Connors is the man who started DigiPen, a combination video game university and production house. Mr. Arakawa laid an exciting offer down on the dinner table: Create a new game development house in America with the powerful name and backing of Nintendo.

"I don't know why, but I was always working on something related to Nintendo," Tsunuma said. So why not go to work directly for the company? The

two men jumped at the offer and immediately hired Andy Hieke, another industry veteran, to head up product development.

"It was a lot of work," Hieke said. The three-man company had a single room in NOA headquarters, a phone and a mission to develop four games. They assembled a team of recent DigiPen grads and experienced programmers like Robert Champagne.

Then they started on the three aforementioned games—along with *Final De Pox*, a puzzle game slated for release in Japan—while quickly making the transition to their Redmond, Washington, HQ.

85 I'VE
ALWAYS BEEN A
NINTENDO FAN. I
STARTED OUT WORKING
ON THE GAME BOY. THIS WAS
AN OPPORTUNITY TO BRING
OUT THE KIND OF SOFTWARE
THAT I WANT TO SEE
AT NINTENDO. 
—Robert Champagne,
3D of Engineering, NST

Designing games is a serious business, but you wouldn't know it from the lay-back work environment at NST. Game Developers spend a lot of time playing the different games they create. They also surround themselves with their favorite toys and characters to provide inspiration.



Video Game U.

THE DIGIPEN CONNECTION

THE PREMIERE SCHOOL FOR VIDEO GAME DESIGNERS began its 25th birthday as more than a company. In 1991, Connors had made software for the automobile industry. NST Chairman Claude Connors started DigiPen back in 1996 as a production house for industrial simulations.

Connors soon decided he preferred the entertainment industry to plain old industry. Games were what interested

him the most, so he started the DigiPen video game company.

He had two problems though. There weren't enough experienced graphic designers and programmers to fill the positions he required. After talking to Mr. Arakawa, he found out he wasn't alone in this dilemma. With Nintendo's backing, Connors started the world's first video-game university.

The response was tremendous, and in 1998, the school registered its first students' degrees in video game development.

DigiPen has been training out-of-the-education-top people ever since.

Then, with the advent of next DigiPen moved its operations to Redmond, Washington, right across the street from NOA. Now NST and the school are housed in different parts of the same building.

"If you want to create a school for video game making, Redmond is the place to do it," Connors said. "This is the equivalent to where Silicon Valley is for the hardware industry."

THE GAME PLAN

Creating a game is an intensive, complex endeavor, often involving dozens of people.

When the designers at NST first sat down to work, they had to make sure there was a proper plan. Prasanna Ghosh, the Vice President of Engineering and R&D, said that everything in a game starts out on paper as a flow chart. The designers carefully map out the game before anyone begins programming on a computer. Every point on the flowchart becomes a flowchart in itself, until the tiniest details of game play are understood. Then it's time pull out the skeleton.

“A LOT OF TIMES, PROGRAMMING IS A MEANS TO AN END AND NOT AN END IN ITSELF UNLESS YOU HAVE SOMETHING GOOD ON PAPER, IT'S NOT GOING TO WORK.”

—Prasanna Ghosh
Vice Engineering and R&D, NST

BUILDING THE TOOLS

We create a skeleton at the beginning,” said Ghosh. “Each person is slowly putting his stuff into the skeleton to make the whole body.” The “skeleton” is actually a tool, or program, built to create a specific game. Because people who work on a game have different areas of expertise—programming, art, sound effects, etc.—engineers create these tools to make sure everyone can work on the game. The basic game structure is in the tool, but it’s up to specialists to tune the skeleton, make the bosses difficult or give players secret moves. In other words, the tool is the game before the cool content is added. For example, Director of

Engineering Sumeet Abou-Samra designed tools for *Bionic Commando* that allow designers to change the number of shots snakes fire or how soon they snarl when a player’s character comes an area. Any given enemy can be a pushover or impossible to defeat, depending on a designer’s whim. As they learn the final amount of memory available for them to use, designers try to pile as much onto the skeleton as possible. In the case of *Bionic Commando*, Abou-Samra said the design team was able to incorporate N64-style human movement into the Game Boy format. This means the commandos go through 15 frames of motion where the typical Game Boy character would have three. The female commandos’ hats actually move while she runs. Sound engineers also managed to squeeze digitized voice samples and realistic gunfire sounds out of the Game Boy’s humble audio capabilities.

For *Ridge Racer 64*, Ghosh and project director A.J. Redover started out with source code from earlier games, but then they experimented with new ways to make the game more fun. Rival cars were programmed to human players, and for CPU opponents will even taunt you by allowing you to pass before dicing you. Little details like moving airplanes or a camper by the side of the road are the frosting on the cake that add character to a game. Then more and more secret features were added as designers found the memory for them.

Artists play a central role in the creation of games, providing the conceptual art that allows designers to visualize the final product. Engineers and the tools that allow designers to realize the ideas behind the drawings. Finally, as in a game like *Diego Hugo 64* that’s built with N64, designers need to balance the game for publication on play.



GAINING YOUR BALANCE

When the programmed pieces of a game come together, that doesn't mean it's time to put up your feet and relax. Sometimes the physics of objects in the game need to be adjusted, or perhaps some objective is impossible to complete. Every game needs to be balanced and debugged before it's considered finished. Much of this work is done right in the designers' offices, as the game makers themselves play and replay the games. If the collision physics in Ridge Racer 64 are making the game too difficult, engineers must go back and rethink the way two cars collide. How much should the player's car slow down? What happens if the player hits the side of an opponent's car rather than the body? They must ask and answer hundreds of such questions—because if designers aren't careful, games will be able to tell the difference. Once a game passes muster, it's manufactured as Game Pak, shrink-wrapped and shipped to stores.

THE NEXT WAVE

NST always has games in some stage of development, but their work is kept confidential until just before the game is ready for release. In addition to making specific games, team members put in long hours in Research and Development, creating new programming tools to make future games better or devising ways to make the sound and display more vivid.

Perhaps the most important work of all being done at NST is also the most secret. Development is underway there for the next generation of video games that will be played on the Dolphin system. Gamers should expect Nintendo Software Technology to make a big splash in the coming months. ☺



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IT'S COMING...THE FIRST N64 SKATING GAME IS JUST AROUND THE CORNER, AND LET US BE THE FIRST TO TELL YOU IT'S ALL GOOD. PREPARE TO RELEASE THE DERANGED SKATE RAT WITHIN.

Too nervous to try a 360 Nollie onto a railing over a concrete staircase? Too attached to your wheelchair to attempt nosediving the safety beams of your local skate park? Well, Tony Hawk has a gift for you.

The patron saint of skaters the world over has taken it upon himself to offer you the skills and services of the skiddest bunch of skateboarders hooligans around. Tony Hawk's Pro Skater is almost here, and Activision has done a bang-up job of reproducing the joys of skating while eliminating the whole

broken-bone-and-abraded-epidermis-emergency-room-visit-prone part of the sport. All the legends are here with all their legendary boards, and you'll take them into some of the craziest, skater-friendly environments ever conceived, from a Miami school to the streets of San Francisco. The graphics are smashing, the controls simple, the soundtrack kickin', the two-player mode loads of fun and the stunts absolutely awe-inspiring. Don't believe us? Take a look at: The Man busting a 360 Flip to More parked to the left. Does that look like anything you'd try on the busted-up quarterpipe your dad built in your backyard? Finally, here's your chance to become one of the skating elite.



© 1999 Activision, Inc.

Joystick Not Included.

SINGLE X

Built to tear up the dirt or the street.
Monocoque type alloy frame > 150LITE™ leverless Park
> REDLINE™ trail bars > Big Knob cranks > 16in 26cm
> Dirt Dog saddle > REDLINE™ platform pedals.



Proline BMX > Made to race. Made.



C100 > Cool. Fun. Metal. Baffled. All Solid.



Signature Pro > AA Pro. John Peters' Pro.



RL200 > Designated for fun to 7-11.

One of the most distinctive fighters for the N64 is back for another round of button-mashing, super-smashing fun. Are you ready to accept your destiny?



FIGHTER DESTINY 2

Fighter Defense is not just another one of those beat-the-soldier-tutor-your-opponent fighting games—it's a fighter with a difference. There are several ways to rack up the points needed to be declared the winner of a match. You can fight until you weaken your opponent enough to knock him or her down with or without a special move; you can throw a perfectly timed (or weak) opponent down; you can counter an opponent's move; and you can knock your opponent out of the ring. When you've mastered the challenges of regular fights, you can enter the Fighter's Arena to face random challenges on a huge game board of well, destiny.

1999 Message from Dr. Eric
Lander, President, Broad
Institute, Cambridge, MA



MODES OF PLAY

VS. COM

This basic fight-a-selection-of-fighters mode allows you to complete the game if you must. You'll unlock the gallant Gallic gladiators—Fabien when you clear this mode.



TRAINING

Enter the Training area and pause the game with the Start button, then select the Command List to see the favorite combos for the moves. You have much to learn.



NORMAL

The plain vanilla attacks are naturally anything but. Each character has 100+ unique sets of moves, including throws, holds and blocks. The damage will multiply on them and take it seriously, so be sure to use.

AERIAL

Many attacks will launch your opponents into the air, allowing you to kick or punch them as they fall back to the ground. You will need to practice the moves that send the other guys flying and the quick hits that keep them hanging.



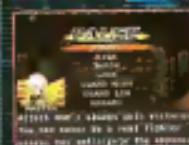
SPECIAL

When you think it's almost down, he will turn people to stone that he is at Pixel (unseen) condition and can be knocked down with a regular or special move. In this practice area, the doorway is always people, making it easier to learn the high-scoring special attacks.



ESCAPE

You must learn how to evade attacks as well as your own attacks. In this practice area, you can choose what sort of attacks you want to practice evading. The gossipy dummy will not necessarily...



Many different routes will lead you to your ultimate destiny. Is there a fight with the computer in your future? Maybe a friend will rise to battle. Or... perhaps a cow?



VS. BATTLE

Two players have two options when playing Fighter Destiny 2. The Normal Vs. Battle is practically that, a normal one-on-one battle. The stakes are a little higher in the Win or Lose Vs. Battle.

NORMAL

In this battle you add an opponent and choose from any of the fighters. You can also access the Options area to change the time limit, point values for different attacks and other variables to suit your needs.



WIN OR LOSE

Two players complete the game with a two-on-one challenge. The player who wins the game also loses a move, and the winner gains a move. It's possible to make a lesser player an all-star. Learned moves and this fight is practically endless.



RECORD ATTACK

Some of the biggest challenges of Fighter Destiny 2 happen within the Record Attack area. Can you beat too fighters in a row without losing?



SURVIVAL

The name is an appropriate. You must triumph over 100+ fighters without restarting or playing a continue. You can, however, since the game and easy back-to-9. If you don't think your fighters can take all the pain, then it's fine.



FAIREST

This mode has you competing with your best friend to see how fast you can defeat four more-than-worthy opponents. These droids work very quickly and are a good last here. Characters are also very fast attacks.



RODEO

The bovine (yeehaw) is one tough piece of meat. You can't damage it, but you can attack it and deadly hits attack to try to have them come back at the cow's ankles to keep a hold of them—but try not to kick the cow out of the ring.



FIGHTER'S ARENA

This game based combat covers every aspect of Fighting. Dive into one challenging game. You move along the board, stopping to battle the characters you land on. If you play well, you will be rewarded with new moves and items.



PRIZE FIGHTING

The Master will increase your stats if you perform well when he plays or if you win three of your matches or when you beat him. As long as you win three matches, you will gain more power, health and recovery ability.

TEENAGE



When you touch your character, you fight the Master. The Master becomes the most powerful character in the game. You will earn points with a one-pointed attack, with a three-pointed attack, and a five-pointed attack.

EFFECTIVE BOUTS



On occasion, the master will want to start a special bout. Characters become regular four points to one point each, which gives you a chance to win the bout decisively.

CHERRY

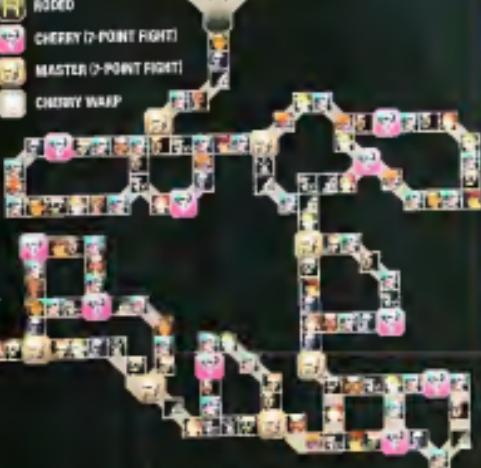
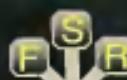


If you land on a square with the Cherry symbol, you will fight the character who is standing next to it. If you defeat her, her face will appear on the opposite side when you spin. If you land on her image there and lose the bout to her, she will send you to her house on the other side of the board.

MAP KEY

- SAEDI
- ADRIANA
- ADOVA
- RODERICK
- D-DOG
- KATE
- NINJA
- ZIEGA
- PISKEE
- DADIN
- HEILING
- FABRIEN
- MOU
- SAMURAI
- CHERRY
- 1-POINT BOUT

- PASTEST BOUT
- SURVIVAL BOUT
- RODED
- CHERRY (7-POINT BOUT)
- MASTER (3-POINT BOUT)
- CHERRY WAAP



FIGHTER'S ARENA MAP



THE FINAL FIGHT



Ultimately, you choose your main character. When you select the Fighter bout, you have to defeat each of the other fighters in under 30 seconds. If you choose the Survival bout, you have to defeat 20 opponents in a row, or if he loses, he has to fight the game over for 30 seconds. Defeating the enemies, surviving the battles and logically, results in a greater reward.

THE FIGHTERS



A CHANGE OF CLOTHES

If you don't like the outfit your character fighter is sporting, hold down the A or B button while selecting the character. This will let you alternate between the Select screen, and your fighter will be wearing something else.



NEW MOVES

If you play the Vs. Competition and defeat everyone who gets in your way, you will earn a new move to use on your next opponent. Once your character has learned every possible move, he will become distinguished as one of the Master's fighters.



SAEKI

The Japanese martial arts expert, Saeki, has a nice balance of strength and speed. His knock-down moves are easy to use and relatively swift. Saeki is a good fighter for the novice.

MOVES

MACH PUNCH [MIDDLE ATTACK]

↓ → ● ● ●

MACH SPIN [KNOCKDOWN]

→ → ● ● ●

MACH TOMOE [THROW SKILL]

↓ ↓ → ● ● ● → + ● Close to opponent

MACH BUSTER [SPECIAL]

↓ + + ● From behind when opponent is stunned

HIDDEN SKILL



SHINRA-BANSHO-ZAN
(SPECIAL)

↓ → ← ●

When opponent is stunned



ADRIANA

Bubbly Brazilian babe Adriana has an athletic, almost rhythmic dancing... make that fighting... style. Her normal attacks aren't very strong, but her special and knock-down attacks are exceptional.

MOVES

HUMMING SAMBA [MIDDLE ATTACK]

↓ ● ● ●

LA LA LA BAMBA [KNOCKDOWN]

● ● ● → ●

YOU & I, [THROW SKILL]

→ ← + + ● Close to opponent

THE SUN'S HUG [SPECIAL]

← + + ● From behind when opponent is stunned

HIDDEN SKILL



THE GREAT SINGER
(COUNTER)

← → ↓

When opponent is stunned



KATE

Sally Kate seems to have left a bartending job in Great Britain to meet her fighter's destiny. She isn't the fastest or the strongest, but her kicks and combos are quite effective.

MOVES

QUEEN'S HOUSE (UPPER ATTACK)

←← + ⚡ + ⚡

EARTH COCKTAIL (KNOCKDOWN)

↓↘→ + ⚡

SLAP 'N' SLAP F (LOCK SKILL)

→←↓ + ⚡ + ⚡ Close behind opponent

ONE HANDED BACK BREAKER (SPECIAL)

↓↓← + ⚡ + ⚡ Close to stunned opponent

HIDDEN SKILL



JUMBOLED COCKTAIL (KNOCKDOWN)

→↓← + ⚡

When opponent is stunned



NINJA

Every fighting game needs at least one Ninja. This stealthy Japanese fighter is graceful, quick and powerful and has wide, swinging kicks. The Ninja is a very balanced character.

MOVES

MOONLIKE FEET (UPPER ATTACK)

→ + ⚡ + ⚡ → + ⚡

MINE PALM (KNOCKDOWN)

↓↓ + ⚡

HELL GATE KNEE F (LOCK SKILL)

←→ + ⚡ + ⚡ Close to opponent

JUJI-SUI (SPECIAL)

→←→ + ⚡ + ⚡ Close to stunned opponent

HIDDEN SKILL



CHIDORI-UCHI (UPPER ATTACK)

→↓← + ⚡

When opponent is stunned



ZIEGE

Ziege, the blue behemoth, hails from what must be a pretty cold part of Germany. The big blue brawler is very strong and has a long reach. Someone this big is, of course, a bit slow.

MOVES

STOMPING B (LOWER ATTACK)

→ + ⚡ + ⚡

NECK HANGING TREE F (LOCK SKILL)

←→ + ⚡ + ⚡ Close to opponent

BRAIN BUSTER (THROW SKILL)

↓ + ⚡ + ⚡ Close to opponent

GIANT SWING (SPECIAL)

↓↓→ + ⚡ + ⚡ Close to stunned opponent

HIDDEN SKILL



FINAL BOMBER (COUNTER)

↓↑→ + ⚡

When opponent is stunned



ON THE EDGE

When you are hanging off the edge of the platform, you can pull your opponent down to the ground by hitting the A and B buttons at the same time. Your opponent has to be pretty close to your hands for this move to work.



STUNNED SURVIVAL

One great break from tradition comes when you are stunned in the Paper ceiling. You can still make attacks and break away from your opponent while you are stunned. Just press down a directional button quickly and use regular hand-to-hand combat.

**PIERRE**

French clowns are a frosty lot, and Pierre is particularly pugilistic. He's fast and elusive, and he has bizarre moves that require good timing. Pierre is not a strong fighter.

MOVES**GRABBE KICK** (UPPER ATTACK)

← ⚡ ⚡ ↑ ⚡

LA TORNADA (KNOCKDOWN)

↓ ← ⚡

ROLLING CRAZY F (BLOCK SKILL)

↓ ⚡ ⚡ + ⚡ Close to opponent

FRANKENSTEINER (SPECIAL)

→ → ↓ ⚡ + ⚡ Free behind when opponent is stunned

HIDDEN SKILL**VERY MYSTERIOUS DANCE** (SPECIAL)

← ← → ⚡

When opponent is stunned

**DIXON**

Who says punk is dead? Not Dixon, a British hooligan whose style is most certainly street fighting. Dixon is a tough chap with decent speed — this bad boy is not a bad choice.

MOVES**HEAVY TUNE** (UPPER ATTACK)

→ ↓ ⚡ ⚡ ⚡

I'M A NEGATIVE CREEP (KNOCKDOWN)

← ⚡ ↓ ⚡

BULL DOGGIN' DROP (THROW SKILL)

↓ ⚡ ⚡ + ⚡ Close to opponent

HEAL A MILLION... (SPECIAL)

↓ ↘ → ⚡ + ⚡ Close to stunned opponent

HIDDEN SKILL**HELLO NASTY** (SPECIAL)

↓ ↑ ⚡

When opponent is stunned

**MEILING**

Evil yet little impish fighter. Meiling is light and quick on her feet with plenty of impressive kicks. She is not exceptionally strong, but her speed more than compensates for that.

MOVES**TENKAKUSHO** (UPPER ATTACK)

↓ ⚡ + ⚡ ⚡ ⚡ ⚡ ⚡

RENSHU HASHU (KNOCKDOWN)

○ ⚡ ⚡ ↓ ⚡

REISHI-KAN-ENSHI (COUNTER)

← ⚡ ⚡ ⚡

SHISEN-MANGAN (SPECIAL)

○ ⚡ ⚡ ⚡ ⚡ ⚡ ⚡ ⚡ When opponent is stunned

HIDDEN SKILL**4th GAI-ki Thunder Kick** (UPPER ATTACK)

→ ↘ ↓ ⚡

When opponent is stunned

YOUR DESTINY AWAITS

Fighter Destiny is a kingdom of replay value as you journey to discover all the secrets of the game. Each character, fighter, and weapon has its own unique and interesting history. The Master Arts are of your fighting style, and they should be your first priority.



Make 200 New Best Friends!



features

- Evolve up to 8 cool monsters to collect, name, and train
- Breed monsters to create stronger offspring with unique magic types and special abilities
- Play solo, or challenge two or more players together to battle and compete with your friends in arenas
- A spin-off of popular mobile game, Harry Potter: Wizards Unite

GAME BOY COLOR



epos

11

the 1990s, the number of people in the United States who are 65 years of age or older is projected to grow from 34 million to 42 million.

GOALS
COLOR

E

RR64

RIDGE RACER 64

Nintendo Software Technology sets the wheels in motion for the N64's retooled version of NAMCO's successful racing series. Don't bother braking—slowing down won't help you win on these courses.

BURNING RUBBER

This newest Ridge Racer represents a power shaft forged from the high-octane action of earlier racing games. You'll have plenty of gears to set up before you can claim bragging rights to this fast-twitch test of guts and timing. More than two dozen cars await your lead foot in 60 zones. You can even change the physics of burning, if you want to try a new twist on the same track.



Developed by NAMCO LTD. © 1995, 1996. N64 is a trademark of Nintendo. All rights reserved. Converted by NAMCO. Corporate is a trademark of NAMCO.

SHIFTING GEARS

RR64 gives you several racing modes, but if you want to race fast cars on the more challenging courses, you'll first have to

get through the Grand Prix circuit. Winning official races is the only way to unlock the later stages and cars.

QUICK PLAY

This mode throws you behind the wheel of an EVA Racing car with an automatic transmission and immediately puts you in a three-lap race around the Revolution Novice course.

CAR ATTACK

After you've won a stage, you'll be able to compete against a single computer car on each course. If you beat the car, you get to keep it. You'll need the cars to progress in the game.

MULTIPLAYER

Friends and family can burn through the Grand Prix courses in a number of ways. Battle Mode is simply a one-course race for up to four players. Stage Mode allows players to compete throughout a three-course stage. Up to three two-car teams can compete in Team Mode. Players can race together on a team or use computer-controlled teammates.

GRAND PRIX

Race all the way to the Maximum Cup in RR64's core game. All you start with are three courses and four cars, but as you improve you'll open up dozens of new tracks and cars.

TIME ATTACK

After you beat all your opponents, you can try to best yourself in Time Attack Mode. It's just you, the course and a stopwatch. You can also take practice laps in Freezer Mode.

Battle Mode



Team Mode



CATCH THE DRIFT

You can try playing RR64 without learning a drift—or power slide—technique, but you won't get very far. The Race Settings menu will give you a choice of three different drift modes. Classic is identical to the original Ridge Racer: a long drift with no loss in speed. Revolution—a more realistic drift with speed loss—isough to master but is the choice of experienced racers. The default RR64 drift is the easiest type for powersliding, but mastering it will not give you much of an advantage.

Acceleration Drift



To accelerate through a corner, release the A Button as you approach the turn then tilt it open and steer into the turn.

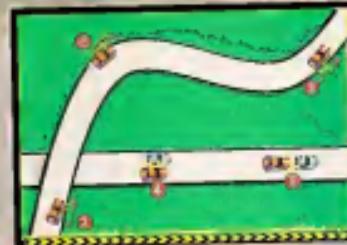
Brake Drift



At slower speeds, tap the B Button briefly as you go into a turn, then accelerate through the turn.

CRASH COURSE

The penalties for crashing vary depending on how and where you crash and what you crash into. As shown in the diagram, car 1 is hitting a wall on a straighthway. Because there is no turn ahead of it, it will glance only slightly off the wall—increasing its chances of hitting again. Cars 2 and 3 both will bounce off the wall at a greater angle, pushing them away from another hit, because they are, respectively, going into a curve and heading out of one. In car 4's side-to-side paint swap, deceleration is proportional to the amount of contact between the two cars. When car 5 runs into a CPU opponent, its speed and RPM will slightly dip.



OPEN THE GARAGE

You'll need to win progressively difficult Car Awards to get from the standard EA racing to the Ultra 64 rocket ride. Decide what type of car you like—lightning-quick, endurance, a road-glider or a speedster—then keep using the corresponding upgrade.

- A** Available with a combination of traits
- B** Acceleration/Ekicks propellant in these cars
- C** Has the same in their suspension instead
- D** If you need speed, go with type C

	ACCELERATION	SPEED	ENDURANCE	GRIP	TYPE	AVAILABLE	S	R	X	Z
EVERGREEN	1000	2000	9000	1800	A	NOVICE	102	115	130	142
RT RUMBLE	975	1800	1300	1200	B	NOVICE	107	115	128	131
PRO WHEELS	1400	600	250	650	C	NOVICE	106	121	138	145
RT SOLARFLU	850	1100	900	700	D	NOVICE	112	120	145	156
RT RUMBLE 2.0	1005	9000	320	1800	A	INTERMEDIATE	102	115	130	142
RT BILLIE RIPPY	1005	1800	950	1000	A	INTERMEDIATE	102	115	133	142
SHALALA RT PROPS	990	1050	1100	600	B	EXPERT	101	121	136	154
SHALALA RT CRASH	990	1000	1200	500	B	NOVICE EXTRA	112	125	141	156
RT BOSCHWELL	990	1800	950	600	A	EXPERT	103	121	136	150
RT REBELLUSHER	990	1050	600	900	A	EXPERT	104	121	136	159
RT XENOLIS RED	1200	950	850	700	C	INTERMEDIATE	106	121	136	148
RT XENOLIS GREEN	960	1100	920	250	D	NOVICE EXTRA	111	132	135	155
RTS RACING TEAM	1000	1120	1200	600	C	NOVICE EXTRA	115	128	148	160
MONDO ROUSE TRAPS	980	1200	920	750	D	INTERMEDIATE EXTRA	122	132	156	171
12TH RACING KID	1300	1100	450	600	C	INTERMEDIATE EXTRA	127	142	150	175
WHITE RAGEL	1350	1110	1200	1200	C	INTERMEDIATE EXTRA	128	146	182	178
CHIPIER HONG	1500	1100	950	1000	C	EXPERT EXTRA	131	147	166	181
ABSOLUTO INFANTO	1280	1220	1300	600	B	EXPERT EXTRA	132	139	157	155
ACE SOLO SUPERSTAR	875	1220	950	750	D	EXPERT EXTRA	138	153	173	185
RETRO PURPLE	1200	1200	1400	1000	B	RR EXTREME	130	156	178	192
EXTREME GREEN	1000	1270	1200	500	C	RR EXTREME	141	158	177	195
TERRO TERRAC	1100	1205	500	800	D	RR EXTREME	142	162	161	180
LIZARD NIGHTMARE	1500	1335	1500	1200	B	RR EXTREME EXTRA	149	186	106	205
SCORPION SKIN	1450	1400	1500	1500	-	Z CLASS RACES	155	173	195	216
USA 14	1900	1500	1500	1500	-	AFTER Z CLASS TROPHIES	168	187	218	231

SMART RIVALS

In my given race, 10 of the 11 CPU cars will use one type of artificial intelligence, and one car will use another. That car—the evil car—is the one you need to worry about. That will be the one next to you on the starting line and the one dogging you throughout the race. Show no mercy. Try to block it when it comes up behind you or push it into the wall.

Baiting Rival



No Mercy



CHOOSE THE WINNING UPGRADE

While the RT Solvalou is enough to get you through the first several races, it will start showing its weaknesses as you progress through the Grand Prix circuit. You should take the opportunity

to use the faster cars you'll win in the Car Attack races. You won't have any choice once you reach the Novice Extra stage—you'll have to use cars you've won in the previous stage.

NOVICE	INTERMEDIATE	EXPERT	NOVICE EXTRA	INTERMEDIATE EXTRA
F/A RACING	F/A RACING	F/A RACING	GALAGA CARROT	MICRO MOUSE MAPPY
RT RYUKYU	RT RYUKYU	RT RYUKYU	RT XENIOUS GREEN	13TH RACING KID
RT SOLVALOU	PTC RACING	PTC RACING	ONG RACING TEAM	WHITE ANGEL
RT SOLVALOU	RT SOLVALOU	RT SOLVALOU		
RT PINK MAPPY	RT PINK MAPPY	RT PINK MAPPY		
RT BLUE MAPPY	RT BLUE MAPPY	RT BLUE MAPPY		
RT XENIOUS RED	RT XENIOUS RED	RT NEBULASRAY		
		RT BOSCONIAN		
		GALAGA PRIDE		

EXPERT EXTRA	SPEED	SPEED EXTRA	Z CLASS
DIGIPEN RACING	ATOMIC PURPLE	LIZARD NIGHTMARE	SCREAMIN' EAGLE
ASSOLUTO INFINITO	EXTREME GREEN		
AOE SOLO SUPERNOVA	TERIAD TERRIFIC		



GRAND PRIX

Select your course and settle in for races of races against 16 computer-controlled cars. You'll find yourself up against many tough challenges—tight races, narrow S-curves, faster opponents—but as you perfect your drifting moves and square better

cars, you'll take plenty of checkered flags. So take a few practice runs. Try to experiment with different cars until you find the style of racing that best suits you. You'll need to race each course twice to get the cars you want and to win the Gold Cup.

STAGE 1

The first stage is a good place to learn the mechanics of the game, not that you have any choice in the matter. Practice your drifting on the relatively easy curves on these three tracks. Likewise,

RIDGE RACER NOVICE

This two-lap race through a city and beach has one fairly difficult drift turn at the end of the beach area and lots of places to practice drifting. Because you don't have as much road to use, you'll need to get ahead early. Luckily, the CPU won't give you much trouble as you tear past the other racers.

Tunnel Vision



As you leave the tunnel, you'll hit a turn marked with yellow and black caution stripes. Use the acceleration drift.

Ending Twist



Accelerate into a drift move on the curve just before the finish. Watch out for other cars the first time through.

REVOLUTION NOVICE

The beautiful Pacific Northwest is represented in the Revolution stages. Try not to pay much attention to the scenery and low-flying airplanes. This three-lap course is a lot more challenging than its predecessor. The roughest turn is a nasty hairpin between the end of the canyon and the beginning of the golf course.

Around the Bend



Take the hairpin turn after the canyon walls with an acceleration drift that starts close to the outside of the road.

Rocks Ahead



The 90-degree turn in the middle of the course requires you to inscribe the drift early to avoid the wall.

RENEGADE NOVICE

If you ever wanted to zip through a southwestern landscape like good Runner, here's your chance. The canyons and mesas will zoom by, but you should be more concerned by the sheer cliffs that you'll lean into if you don't take the turns correctly. Watch out for the twisty patches that require good old-fashioned reflexes.

Early Turn



The early hairpin turn requires an early reaction. Start your drift early from the inside lane to allow room for sliding.

Zigzag



There aren't many left turns in the middle of the race, but you will have to keep your eyes open for a series of turns.

STAGE 2

You'll notice a marked difference in the abilities of the CPU cars when you graduate to this stage.

RIDGE RACER INTERMEDIATE

This is the same course as the one in RR Novice, but this time you'll go there laps instead of two.

Neon Beach



The turn before you enter the beach stage requires a controlled brake drift. Don't overcompensate for the turn.

Beach Exit



The end of the beach is far trickier than the beginning. Start your turn early and use an acceleration drift.

REVOLUTION INTERMEDIATE

The narrow roadway is probably the toughest competitor you'll face on this course.

Double Trouble



Two sharp, right-hand drift turns await you just before the bridge. It's hard to take them on the inside.

Ending Curve



Acceleration-drift around the final curve, but be sure to straighten out before your wheels catch.

RENEGADE INTERMEDIATE

The two-drift S-curve makes its first appearance on this course. You'd better get used to it.

Double Drift



This double-drift S-curve requires you to first drift to the inside, settle into the middle of the road, then go into a second drift.

Wide Turns



Try to make your move-around car on some of the wider turns. They won't exactly block you, so drift right by them.

STAGE 3

It might be wise to trade your old car for one of the Galago Pod cars in these races.

RIDGE RACER EXPERT

The old RR track just isn't the same with a new extension that adds one-shredding twists and turns.

Extension Curve



One of the new turns is impossible to negotiate without drifting, but the turner can't handle other curves.

Curvy Corridor



A series of tight curves demands that you stay in control. If you can't, you'll Ping Pong between the walls.

REVOLUTION EXPERT

The Revolution course also has an extension, but the sharp turns aren't as tricky as the one on the RR course.

Sweeping Turn



You should have plenty of room to get around a wide turn in this new extension...

Tunnel Twitching



Stay drift mode after you get around the sequence of turns in the tunnel.

RENEGADE EXPERT

The Renegade track boasts not one, but two extensions in this stage. Watch out for switchbacks.

Make a Right



The first big drift turn requires you to begin your acceleration, drift early, and get inside to avoid the wall.

Switchback Road



After two soft right turns, you'll hit a series of switchbacks, zig-zag, that will require quick reaction time.

STAGE 4

You've seen these courses before, but you were going the opposite direction and your car was slower.

RIDGE RACER NOVICE EXTRA

The easy track you started on doesn't seem so easy now that you've traded up to a Galaga Carrot.

Around the Bend



A hell hole built in the middle of the course allows you to accomplish drifts early then slide around the turn.

Hard Pass



These tough turns are more important than ever for passing opponents. Get inside and drift past them.

REVOLUTION NOVICE EXTRA

You'll need to run this course cleanly to win the race, but by now you should have the necessary skills.

First Turn



The first major curve you'll encounter has you go to the right. Instead, lean into the middle or inside of the track.

Sideways Swerve



Now the road's the life, you'll need to accelerate, drift early to the left so you go into the turn sideways.

RENEGADE NOVICE EXTRA

Much like Revolution Novice Extra, this course is straightforward but difficult to win if you crash.

Narrow Passage



The biggest threats to you in the narrow portions of track are the other cars. Avoid bumping, but be

Hairpin Pass



The sharper turn to the left is a challenging maneuver, but it also gives you an opportunity to pass the CPU cars.

STAGE 5

Your speed gets ratcheted up another notch in this stage, which means these reverse courses get tougher.

RIDGE RACER INTERMEDIATE EXTRA

The turns before the two tunnels will seem a bit more difficult on this go-around at higher speeds.

Brake Check



Use your brakes to initiate a high-speed drift around a tight corner after the first check point before straightening out in time.

Washout Beach



That nasty turn off of the beach is now the last turn onto the beach. Accelerate, drift to the inside.

REVOLUTION INTERMEDIATE EXTRA

The Revolution course is now marked by many complicated turn combinations that require skillful steering.

Cut-Off Curve



This sharp turn to the right requires a precise, high-speed drift. Use the turn to cut off nearby opponents.

Watch the Wall



A right-left combination turn before the stone car will cause damage if you take the right too hard; you'll smash the wall.

RENEGADE INTERMEDIATE EXTRA

The reverse direction creates an uphill S-curve that allows you to block some of those overpowered opponents.

Whip Around



The S-curve is not easy, even when there are no cars to block. Stay in control to whip around the curves.

Dirty Driving



It'll be easier to pass the CPU cars progressively by lap distance. Keep on the alert for sidewinders and other dirty drivers.

STAGE 6

You'll take some very high-powered automobiles out on those twisting courses, so keep your timing sharp.

RIDGE RACER EXPERT EXTRA

It will be challenging to get through this course cleanly at high speeds, but you need to drift on only one turn.

First Drift



You may not have to drift around the first, multi-looking corner. The first, multi-looking corner, but it might be a good idea if you're moving fast.

Beyond the Barrier



They didn't put up a steel barrier on the last turn for nothing. Accelerate and drift through the turn to avoid a crash.

REVOLUTION EXPERT EXTRA

The major difference when running this course in reverse is that you hit several jumps in front of big turns.

Major Air



Avoid from making turns 6-11, car, all the jumps. This ghost Revolt this will give you a thrilling burst of speed.

Tight Tunnel



You'll pop out of one drift on the tunnel then need to go into another. Position yourself in the middle to avoid walls.

RENEGADE EXPERT EXTRA

Appropriately, this is the toughest challenge so far in the Grand Prix. A clean race is the only way to win.

Chicane Chicane



The stages that caused you trouble an Expert level are now trickier now that you're going up to a Red Finter.

Airborne Evasion



You'll touch or spike a bit in the 10s, so be aware of your post boost and then to the walls off on you lift off.

STAGE 7

Take everything you've learned about Ridge Racer and throw it out the window on this course. These courses are designed to take advantage of your lightning speed.

Beat the Clock



The clock is ticking! You need to finish within the allotted time or you'll lose.

Honest Cornering



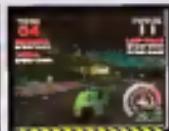
You won't be able to drift on driving. Learn the best angles for hard cornering.

Race Spoilers



You're not guaranteed. The other racers really are after you. Avoid them if you want to win.

Middle Ground



Head into curves from the middle of the road. You can easily shift direction around cars.

STAGE 8

The Listed Nightmare is your ticket to the final car you'll need to complete the game. It's the red, white and blue number you'll be tooting for much of the race.

Tunnel Around



The tunnels are in good place to pass on my other, but be sure to take the turns too.

Clear Living



The key to the speed race is keeping a clean race through the course and avoiding cars.

Inside Scoop



The fastest way past your or other is the inside path of an oncoming curve.

Watch the Clock



It's not an easy maneuver in the 10s, so mind the walls but keep your eye on the timer.

Z CLASS: THE PLATINUM CUP

As a reward for enduring 20 courses that push you to the limit, you'll get to do it all over again. You'll need only one car to compete for the Platinum Cup—the Screamin' Eagle—so you won't need to run Car Attack races after winning the stages. On the other hand, it will be a lot tougher to win the stages. The normal rules of drifting go out the window when you're traveling at top speeds. For example, often the only way to make it through a sharp curve with a jump is to go outside the curve and drift in the opposite direction. Good luck.

Screamin' Eagle



You'll use this car as much in Z Class races that you may have to get it washed if you win the cup, an even cooler car will be yours.

One Real Choice



You'll have a choice of cars to race in the Platinum Cup, but your only real choice is to fly like an eagle.

Ridge Racer Z Class



You've won these courses before, but this is a bier now. Literally like speed courses with request-and-imperfection without nit moves.

Revolution Z Class



If you're having trouble with the many walls, jumps and tunnels on these courses, try to perfect your reverse drifting moves.

Renegade Z Class



You may be crashing yourself off the canyon walls a few times before you win, but patience will be rewarded.

THE FINAL STRETCH

There are plenty of surprises on the way to the Platinum Cup, but you won't find out about them on these pages. Suffice it to say the Ultro G4 isn't the only cool vehicle you can win through.

hard-driven accomplishment. Keep trying new things on the courses. Perfect your skills. One day you may find everything in this game—but it'll take some work.

Fly By



If you look closely, you may catch glimpses of activity in the outside world.

City Lights



Some of the most interesting scenery can be found on the right side courses.

Big Screen



Check out thejumbotron screens at the start of each race. You can often change regularly.

color

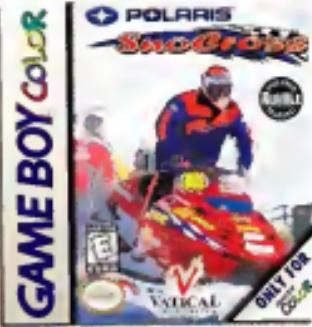
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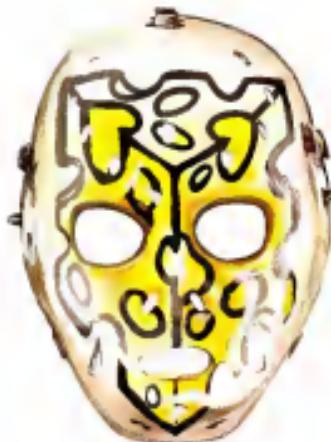


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Textbook Hockey AI

NEW Player Graphics



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**BIG EXPLOSIONS! MOVING
TARGETS!! BOILING LAVA!!!
AND POLO SHIRTS!!!? IT'S GOLF
GONE WILD AND A
TIGER'S ON THE LOOSE.**

THE MEAN GREEN

Don't let the clean-cut lawns and muffed slams fool you—EA Sports' new golf game really lets loose. And it does so more than Mario Golf did, since four-player CyberTiger abandons armchair-style play for pure, courageous outside action. The game stars Tiger Woods, the PGA hotshot who helped revitalise golf and rework the sport's wacky image. Appropriately enough, Tiger's mouse-captured appearance in CyberTiger does the same for video golfing, taking it to the extreme by introducing Battle Mode, power-ups and a shooting gallery.



"Hey, Tiger, did you know that you've got a bunch of golf gods stuck to you? Oh, wait. Those are just those fancy, achingly motion-capable sensors that EA Sports uses to read your movements into its video game. My bad."

KICK-PUTT MODES

CyberTiger sports three courses (one is hidden) and features Stroke Play, Match Play and Tournament Modes. But that's all for the course as far as golf games go. What helps this Tiger earn its stripes is its unique Tiger Challenge, Driving Range, Range Mode and Skins Game competitions.

DRIVING RANGE

The target practice mode of the game, CyberTiger's Driving Range features moving targets like a biling and submarine. If you hit one, you'll win a Power-Up Ball.



STROKE PLAY

In the basic mode of play, golfers try to finish the course using the least number of strokes possible. Fortunately, this mode allows rollbacks, or do-overs, without penalties.

BATTLE MODE

Two driver becomes a fight club in two-player Battle Mode. Stationed snap explosive rounds, golfers tee off to hit and blow up their opponent five times.



MATCH PLAY

Unlike Stroke Play, Match Play has golfers competing on a hole-for-hole basis. A player wins a hole by finishing it in fewer strokes than the opponent.

SKINS GAME

Up to four golfers can compete for cash, or skin, in this Match Play setup. The jackpot increases with new holes, and the golfer who's the richest by the end of the course wins.



TIGER CHALLENGE

The Tiger Challenge is a more ruthless version of Match Play. Whoever wins a hole gets to handicap the loser by depriving the golfer of any club in inventory.

TOURNAMENT

In the marathon test of golfing prowess, Tournament challenges your birdsie skills by putting you in a 72-hole competition for up to four golfers.



POWER-UPS

Rather than presenting golf as a science, CyberTiger presents the game as a carnival. By hitting targets in the arcade fun house known as the Driving Range or finishing a hole under par, you'll

win super-powered golf balls that you can use in regular competition. The power-ups will help you reach the hole faster than normal, though the super golf balls are anything but normal.

DISTANCE

If you desperately need to conserve strokes, hit the Distance Power-Up. It'll shoot farther than your average sombrero would allow.



ACCURACY

One radioactive can send your ball off course, but the Accuracy Ball can make that problem irrelevant. It's enough to make you deaf.



SKIPPER

Putting around the water can take more strokes than you'd like to take, so use the Skipper to keep your ball afloat for a few bounces on the green.



NO BOUNCE

The best way to prevent your ball from colliding with water hazards and bunkers is to use the No Bounce Ball that stops as soon as it lands.



SPINNER

As the ball gains flight, it rotates around about three 100 times and has a spin-off of 100 degrees per second. Ever heard of a Spinner Ball?



TEE UP

You usually will suggest hitting your ball when pitch-in time at the rough. Pitch-in with the Tee Up Ball, which will give you a clean shot.



BURROW

The easiest way to the hole is a straight line and not some meandering path. To cut through obstacles like rocks and trees, use a Burrow Ball.



WIND CUTTER

The crosswinds and effects won't your ball fly, but the Wind Cutter Ball defies the gusts to help your ball stay on course.

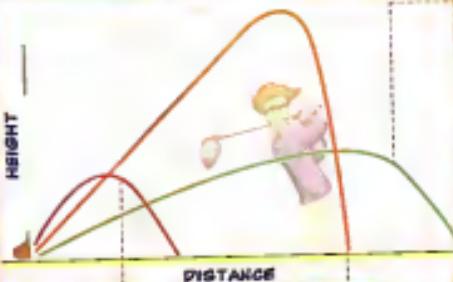


MYSTERY BALL

If you choose the Mystery Ball, it will randomly select one of the other eight Power-Up Balls at random. More a blind, seat-it-always-a-safe-bet.



GETTING INTO THE SWING OF THINGS



CHIP

Change your shot selection by tapping the top C Button before swinging. If you choose the Chip, you'll hit a short shot that will roll quite a bit.

PITCH

If you go for the Pitch, the ball will fly very high over a medium distance. The ball won't roll very much after landing, so use the shot to get back on the green.

FULL SWING

Full Swing is the basic shot that you use in CyberTiger. Its power ranges from 15-120%, and it will send your ball in a far-reaching, but low-flying arc.



CATCHING SOME TIGER TIPS BY THE TAIL

Since CyberTiger emphasizes arcade game play over fine styling, you'll need to rely on strategy instead of perfecting your technique. Nothing's conventional or predictable when golfing in CyberTiger, but a few pointers may sharpen your swing and help you stay under par.

HOME ON THE RANGE



TAKING IT TO THE HOLE



Before heading out to any course, start on The Driving Range. You can practice your swing, and you'll also be able to hit targets to win Power Up balls. Once you've stocked up on them, you can use them in your matches.

To take a picture of the hole you're shooting for, press and hold the B Button to activate the Flyby Camera. To access the trash can cart, tap the bottom C Button, then use L, R and the Control Stick to guide it around the course.

CLUBS TO SWIPE IN THE TIGER CHALLENGES



When you get right down to it in CyberTiger, the arc of your shot is of little consequence. Now, for you can hit the greater impact on how soon you can reach the hole, so swipe the long-distance clubs first, beginning with the driver.

IN THE HEAT OF BATTLE MODE



Take potshots at your opponent as fast and quickly. To drop a bomb on your rival, press and hold the Z Button to bring up your radar and scope or press and hold the B Button to activate the Flyby camera.



GAUGING DISTANCE

When taking a shot, compare the distance to the hole with the yardage power of your club. Power your swing accordingly and also take into account the slope of your landing site. If it looks like you've overhit, adjust the spin of your ball in midflight.



TAP IN

Since the swinging system requires you to push Down on the Stick to generate your power and then Up to hit, it's difficult to make short putts. The Tap In feature makes it easier for you when you're close to the hole. Press B and tap C simultaneously to sink your ball in the hole automatically.

WIND AND RAIN



Monitor the wind icon in the upper-left corner of the screen to determine how the gusts affect your ball's trajectory. Rain will also put a damper on your game, so don't keep your ball from rolling when it lands on the wet ground.

GOING THE DISTANCE



Don't play across every fairway. Instead cross the rough and send your ball across the display to cut down on the strokes you take. Tap Distance's Power Up is one of the most useful, as using it will help you get the distance.

ACCURACY COUNTS



Factors like the power of your swing, wind, weather and terrain make the difference between where the ball goes and where you thought it would go. To remove any doubt, use the Accuracy Ball, that homes in on where you've aimed.

IN THE DRINK



Bolting around water hazards can waste precious strokes, but sending your ball curving can set you back even more if you sink it in the drink. Get your ball from right to shore safely by firing a power drive with the Wind Sinker.

ON THE SKIDS



When you're aiming for a hilly area that could send your ball rolling into the rough, unpack the No Bounce Ball. The ball will stop when it first touches down, so keep in mind that your shot will fall short of the projected distance.



AGAINST THE WIND



The Wind Cutter is especially good for crossing narrow fairways that are packed with gates. Without the power-up, the slightest wind could blow your ball into the rough. With it, you'll be able to breeze by unobstructed by the currents.



As plain as the progress on his face, the moves in the game are deadly. To capture his persona and the essence of his swing, the programmers at EA Sports motion capture him in their studio.

TO A TEE

If you have the Tee-Up Ball, feel free to aim for bunkers and the rough; they're going to be lying in the way of the score or value on the hole. And if you've got the power-up, you can hit the tricky terrain and take your next shot from the rough using a tee.



THROUGH THE TREES, LITERALLY



These redwoods normally will scatter your ball off track. It may take your few strokes to play around obstacles like these, so play through them and literally use the Bump, then take out of these obstacles without them.

SPINNING INTO CONTROL



As your ball rolls through the sand, use the Scatter and the Control Stick to effect the spin. Scatter will cause your ball to veer horizontally, while top and bottom spin will effect its arc, distance and/or its return.

EARNING EXTRA POWER-UPS



In addition to nabbing power-ups at the Driving Range, you can score the bonus balls during the course of regular play. For every hole you finish under par (holes, eagles or better), the game will reward you with a power-up.

MAXIMUM POWER



Depending on how long you hold the Control Stick Down, you'll be able to swing with 75 to 100% power. If you hold the Stick too long, your power will diminish. In general, swing with 100% or more to finish under par.

UNLOCKING SECRET CHARACTERS



Cyber Tiger looks like Tiger Woods and is a younger version of his (a Tiger cub). The game also features follow-up Mark of Mowz and a cast of a bunch of hidden characters. Even though they're not in the game, they're very suspicious-looking objects on the screen. A password like "Udo I hear Will power" by entering a golfer will that password, you'll unlock your secret character.

MULLIGAN AGAIN AND AGAIN AND...



The best thing about Cyber Tiger is that he's thought to be unpredictable and tough when it comes to matching precision shots. The game offers a collagen option. If the collagen mode is activated, you can make your shots, varying your power and aim as nicely as it takes you to get it just right.



A TOUR DE COURSE

While Mario Golf balanced both arcade and sim game play, Cyber Tiger favors the arcade side of things, offering megs and more action-oriented ways to rule on the green. Well, sorta. For casual golfers and arcade gamers, Cyber Tiger will keep the dedicated coming back to unlock its hidden golfers and ascent Volcano level. But of course, a password will unlock the molten area, too. Try renaming a character after a famous American volcano... 

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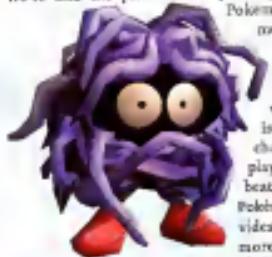
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It's Time to Start Training!

All right, Pokémon Trainers! You'd better start bulking up. We've had the pleasure of spending extensive time with

Pokémon Stadium this month, and while we've been having the time of our lives, we've also decided that a warning must be issued. This game is a challenge. Sure, you can play through and probably beat it with just the usual Pokémon that the game provides, but you'll have much more luck if you use the



Transfer Pak (which will come with Stadium) to bring in the super-powerful Pokémon that you've spent so much time training. The Trainers that await you in the upper echelons of the championships have diverse and strong teams, and the AI programmed into their battle tactics will be unlike anything you've seen in human competition. Don't get too scared, though—if you follow a few simple steps, you'll be just fine.

# 432		STATUS/OK	
M. 027		TYPE/GROUND	
ATTACK	29	DEFENSE	26
SPEED	14	SP. ATTK	25
SP. DEF	14	OT	ASH

Do some comparison shopping with your catcher—this Pokémon may have lower stats than another one of the same species.

1. Catch a Strong Specimen.

If you decide you want a Rhyhorn, don't just catch one Meowth and then train it until it evolves. Spend the time to catch four or five of them, then compare the stats. Wild Pokémon differ greatly in their statistics, and you'll see the wisdom of training only the ones with the most potential when they reach a high level.

2. Pump Them Up

Save up as much cash as you can and buy plenty of Carbos, Iron, Calcium and Protein. Each Pokémon can take many doses of each of these to pick up their Special, Attack, Defense and Speed savings. You should also try your best to get as many HP Ups as you can, because the bigger your health meter, the longer your Pokémon will last in battle.

3. Diversify

You can take only three Pokémon into battle with you at a time in the competitions, so you need to vary the attacks of each Pokémon. Just having four Fire-type attacks isn't going to cut it for your Charizard, because you may get ambushed unexpectedly, then track that TM down and use it, because surprise attacks are key. An example: Rhyhorn is a Ground-type, so your opponent will likely bring out a Water-type to douse you.



Sometimes an unexpected attack will make the difference, so outfit your Pokémon with varied abilities to surprise your opponent.

Why not outfit it with Dig as well? If your Pokémon can learn a TM that would be totally unexpected, then track that TM down and use it, because surprise attacks are key. An example: Rhyhorn is a Ground-type, so your opponent will likely bring out a Water-type to douse you. When he or she does, you boast out the Thunder attack you outfitted Rhyhorn with and shock them out of the match.

4. Practice, Practice, Practice

Most of all, learn to fight long battles: Paralyze, poison and put your enemies to sleep. Know when to retreat and when to attack. Fight to the last Pokémon!



Luckily, Stadium has tons of data screens so that you can flip around TM's and stats with ease.

Pokechat



Here's the hot spot for *Pokémon* news and pictures! We get a wealth of great art, but this month we'd like to call special attention to the Mew on the right, which was done by the daughter of Nintendo's own game guru, Ken Lobb. We always knew Ken was a closet *Pokémoniac*!

Q I wanted to feed my Jolteon Carbos until it was faster than any other *Pokémon*, but after a while the game told me that the Carbos would have no effect. Why is that?

A There's a limit to the number of performance enhancing you can give any *Pokémon*, and well there should be, because otherwise you'd be able to keep buying the boosters and create infinitely powerful *Pokémon*. *Carbos* (which increase the Speed rating), *Iron* (which increases the Defense rating), *Calcdra* (which increase the Special rating), *Protect* (which increase the Attack rating) and *HP Up* (which increase your *Pokémon*'s power) can be used only six times per *Pokémon*. After that, your *Pokémon* will have reached its limit. Of course, you may find people who have modded those limits using game-altering devices, but we tell that cheating

Q I've been staring at pictures of Diglett and Driller for a long time, and I can't figure something out: Is that reddish blob on their faces a nose or a mouth? If it's a nose, where's its mouth? And if it's a mouth, where's its nose?

A Didn't we're not exactly confident as this are, as our staff of *Pokémon* experts is seriously on vacation. A better question may be, what would the rest of its body look like if it came above ground?

Q Are there any details yet about the compatibility of *Pokémon Gold* and *Silver*? Will you be able to trade with Red, Blue and Yellow? And will you be able to upload the *Pokémon* onto *Pokémon Stadium*?

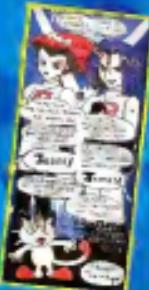
A As the Japanese version has only just been released, we're still pretty deep in the slush about the American take on *Pokémon Gold* and *Silver*. Since all of the *Pokémon* from the Red, Blue and Yellow games will exist in *Gold* and *Silver*, there may be a way to trade them over into the new games, but we simply won't know for sure for a while yet. We feel a little more confident predicting about *Pokémon Stadium*—since the new *Pokémon* don't technically exist in the *Stadium* yet, there can't say reason that they would have been programmed onto the *Stadium* game. There might just have to be a *Pokémon Stadium 2* somewhere in the future to deal with this possibility—we can only hope!

Q Once I use the *Poke Flute* to wake up Snorlax in the Game Boy games, why can't I throw it out? It's completely useless!

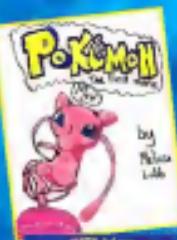
A *Boo* your tongue! It's far from useless! The *Poke Flute* acts just like *Assuflute* in battle. If your *Pokémon* fall asleep, just give the flute a tone to wake them up. You can use *Rock*, *Leaf*, *Flame*, then wake up on the very next turn to some sweet results.

A New Kind of Poké Ball

Now your *Pokémon* can wage battles from inside their *Poke Ball*! Toy Biz, a division of Marvel Enterprises, has brought the *Pokémon* craze to a hobby other generations know and love: marbles. Eventually 150 *Pokémon* characters will inhabit specially crafted marbles to be traded, collected, and yes, used to knock all the other *Pokémon* out of the battle arena. Sets of ten marbles will come inside special velvet Marble Pouches (shown on the right) and should retail for around \$9.99—not a bad price to pay for the chance to finally get your parents into a *Pokémon* battle. By now, they've probably lost all of their own marbles! (Ick had!)



Team Rocket
Chris Jo Danica
Vancouver, BC



#151 Mew
Melissa Lobo
Summerville, MA



#74 Gengar
Jane Porter
Tempe, AZ



#7 Squirtle
Andrea Choi
Holliston, MA

Ask the Professor



Things may be frosty outside, but I'm feeling toasty warm. Of course, that may have something to do with letting a pair of Magmar hang out inside the office. You didn't know Fire-types doubled as portable heaters? There's always something new to learn.

How many special Pikachu pictures are there in *Pokémon Snap*?

Why, EVERY picture of Pikachu is special! Be that as it may, there are several snaps of this Electric-type that rank higher in my estimation. Two of them are on the very first level, the Pokémon Food to lure Pikachu over to the surfboard on the beach—it'll hop on and start flapping for joy, at which point you can take a "Surfing Pikachu" picture. A little later on, throw Poké Balls into the high grass before the tree stumps to make a Seyster appear. When it does, a pair of Pikachu will hop out onto the stumps for another special shot (you can also play the Poké Ball to see some serious pyrotechnics.)



At the beginning of the Tunnels level, if you shoot a few shots at Pikachu, it'll climb onto Electrode for the "Headache" shot.



Although it ain't a special shot, the image of Pikachu cracking open the Zapdos egg to some Poké Flute music is a sentimental favorite.

"Speed Pikachu" requires quick reflexes to shoot. At the end of the River level, either hit the elusive Pikachu on the log with an item or take its picture. It'll start blasting around as fast as its little legs can carry it, so you may have to take more than one shot to get a good centered image. The last two special shots can be found in the Cave, and they're the most difficult. For the first, watch for a Zubat that captures Pikachu and starts flying around with it. It'll take an accurate long-distance shot with a Poké Ball or piece of Pokémon Food to free Pikachu, but if you do, it'll deploy balloons for a "Balloon Pikachu" shot.



Once "Balloon Pikachu" lands, it'll run over to the Articuno egg. Play the Poké Flute to crack the egg.



Turn around and you should eventually see Articuno (at the ZERO ONE with "Riding Pikachu" on its track).

What determines my rival's team in *Pokémon Yellow*?

Gary (or whoever opposes you in your quest to become the World's Greatest Pokémon Trainer) always starts out with an Eevee in the Yellow version of *Pokémon*. You may not have known it, but you have a hand in choosing what that Eevee evolves into. If you lose that very first battle with your rival at Professor Oak's Lab, the Eevee will eventually turn into the Water-type Vaporeon. If you manage to win that first battle but lose or pass up the battle west of Verdant City, your rival will ultimately end up with a Flareon on his team. And if you're a great fighter and win both at the Lab and west of Verdant City, a Jolteon will become the cutie of your rival's Pokémon stable.



GARY: Vaporeon



GARY: Flareon

Who knows why you'd want to, but you could intentionally lose the first fight, as Gary gets a Vaporeon.

No matter what evolution track the Eevee takes, it'll be powerful, so always have an anti-type.

Where can I catch a Ditto?

Well, that all depends on which Game Boy version you're playing. If you're a Pokémon Master, you can head to the Unknown Dungeon in all three versions, where high-level Ditto have been spotted. You can also take a little time on your way to Victory Road to hunt in the grasses of Route 39—there are plentiful numbers of the Normal-type doppelganger there. There have also been reports of a substantial population of Ditto on Routes 14 and 15 in the Red and Blue versions, so instead of rushing to Peculiar City, take your time to explore the seashore.



In the Yellow version, you can also find powerful Ditto inside Pokémon Mansions on Dimond Island.



It's easy to catch over-high-level Ditto—just within reach Magikarp or Kakuna and let the Ditto transform

Colosseum

With *Pokémon Stadium* just around the corner, it would be smart to start thinking about teams that can be boiled down to three strong fighters per battle.



This month we're featuring the man of Ian Peters, who sent us his team over the Internet. Of course, Ian thinks he has the rest of you beat by a country mile, and we certainly have to agree that his man looks extremely strong. He doesn't even use perennial powerhouse Mewtwo, the wonder of genetic science that we all know and love. Take a look to see if Ian's *Pokémon* measure up to yours!

Dragonite

Ian's Dragonite is trained to fight off anything that tries to attack its weaknesses: Water and Flying-type. It also knows Ice-type like Lapras, Cloyster, and Alakazam get a taste of Thunderbolt, while Rock-types see the bed end of an Ice Beam or Surf attack. Hyper Beam is there to deal with just about any *Pokémon*, including Electric-types that might take advantage of Dragonite's Flying-type weakness.



- Ice Beam
- Thunderbolt
- Hyper Beam
- Surf

Gengar

Gengar is immune to several types of attack than it is a great one in any team. Although Ian's opponents always attack with Hypnosis, he opts to use Psychic instead of Dragonite. Just in case his opponent switches, Thunderbolt has a good chance of blinding away a lot of unsuspecting Electric-types, and Mega Drain will help feed off any Ground-types that hope to exploit Gengar's Ghost-type weakness.



- Hypnosis
- Psychic
- Mega Drain
- Thunderbolt

Cloyster

Ian feels that a strong Water-type *Pokémon* is essential to any successful team and we're inclined to agree. Cloyster's lightnings are in every category but Double Team. It has no weaknesses, and does well against any Grass-type who try to suck the life out of it. Ian has figured that most Electric-types have a low Defense rating, as he figures that Hyper Beam can take care of them before they kill Cloyster.



- Ice Beam
- Surf
- Hyper Beam
- Double Team

Sandshark

Another category of diverse *Pokémon* teams, Ground-types are a thorn in Ian's side. Ian's Sandshark has Sand Stream, causing him to move, and the fastest guaranteed Critical Hit does a lot of damage. Rock Slides and Earthquakes are extremely powerful in the hands of the Ground-type, and just in case of emergencies, Ian found another Hyper Beam to round out his Sandshark's arsenal.



- Rock Slide
- Earthquake
- Slash
- Hyper Beam

Exeggcutor

Exeggcutor is a Grass- and Psychic-type, and can take full advantage of its dual nature. Since Exeggcutor has such a high Attracting Double Edge is a powerful move, and the recoil damage generated by the psychic Grass-type attack, Mega Drain. Psychic is a good option against most types of *Pokémon*, and Sleep Powder is perfect for any situation in which Exeggcutor doesn't work up well.



- Psychic
- Mega Drain
- Double Edge
- Sleep Powder

Magneton

Ian calls Magneton his "ultra-cool annoyance," and having last-battled him are a few of them in our time, we believe him. By insights gained to the most Double Team, Magneton will almost never be hit by anything, and its high Swordsedge is the bane of most *Pokémon* less than cavemen and savages the enemy with Supersonic and Thunder Wave. Obviously Thunderbolt (stratagus Water- and Flying-types



- Thunderbolt
- Double Team
- Thunder Wave
- Supersonic

#144 Articuno
Mason Honda
Atlanta, GA



#28 Bellsprout
Nick Grove
Columbus, OH



#105 Hitmonlee
Stephen Shan
Cincinnati, OH



#111 Rhyhorn
Jeff Bensel
Franklin, OH

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Hot off the Press



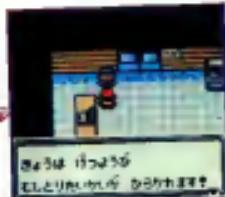
Pokémon Gold and Silver have been stirring up wild adventures in Japan for several months now, and the more we see and hear about these games, the harder it is to wait for them to be released in the U.S. Right now, it still looks like they're heading for a Fall 2000 release, but stay tuned to the Pokécenter for updated

Your Monthly Dose of Expensive Metals

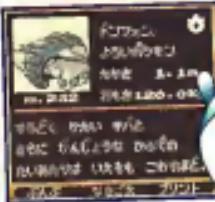
Just because we care, we decided to give you some more tantalizing shots and illustrations of the future of Pokémon. You'll recognize many of these characters if you saw *Pokémon: The First Movie*—over here on the left is Snubbull, while everyone's favorite egg, Togepi is bounding around to the left of the new Gold-and-Silver-style Pokédex. Of course, down on the lower right is Marnie, who gained fame on the Internet as PikaBlue before its official name was released. Even more exciting than these visuals are the pieces of information that are slowly leaking out. The most intriguing is the

notion of time. We knew that there would be a time cycle of nights and days in the game, but what is now becoming apparent is that the game will actually keep track of real time. When you start the game, you'll input the day and time, and from that point forward, if it's Monday when you are, it's

Monday in the game, and it'll be the same time in the game as in your home. Just think—you may have to stay up late to catch certain rare creatures! Special events will happen on different days of the week, so you'd better be prepared to clear your calendar. We've cleared ours—we'll give you more news as it arrives!



Look at the great colors! This guy is talking about a tournament that occurs every Monday—TGIM!



Mmm...all new Pokédex data. You may have seen that creature on the postbox from *Pokémon: The First Movie*.



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

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COUNSELORS' CORNER

Your Questions—Our Experts!



Rayman 2: The Great Escape

HOW DO I DEFEAT AXEL?

The first boss you'll have to tackle is the game's big blue robot named Axel who's in the Sanctuary of Water and Ice. You can reach this automated enemy by tossing a powder keg at the X-marked door. Inside, you'll find glowing spheres and their color-coded pyramid counterparts near a door. Match each sphere to its pyramid to open the door. After you ride down a slide, Axel will greet you in an unfriendly fashion. The bucket of bolts is impervious to Rayman's magic fist, so don't bother firing any blasts at him. Target the Purple Lums to move toward the mechanical monster. You'll need to repeat

the process of Lum grapping until you get to the final one above Axel. A direct attack still isn't possible, but you



You'll need to grapple into position using the Purple Lums overhead. Direct attacks with your magic fist are ineffective.

can target the ice above his head to make a frozen spike appear. Turn it into an anti-Axel projectile.



After you nail it to the final Purple Lum, take a shot at the ice above Axel. Blast it to shreds him.

HOW DO I GET THROUGH THE CAVE OF BAD DREAMS?

After stumbling across Clark in the Menhir Hills, you'll need to make a return trip to the Marshes of Awakening, where the Cave of Bad Dreams holds the key to revitalizing Rayman's bulky pal. It's easy

enough to enter the Cave, but you'll need to master some tough platform jumping inside. One major trouble spot is the slide race with the Guardian of Bad Dreams hot on your heels. Try to stay to the right,

where there are fewer obstructions, then clear a path using your Magic Fist. The guardian will greet you at the bottom with a salvo of skulls. Use your fist to turn the projectiles into platforms.



Clear your path down the slide by blasting away obstacles with your Magic Fist. Don't worry about jumping—your speed will carry you across gaps.



After throwing some fireballs at you, the Guardian of Bad Dreams will launch a series of spinning skulls. Shoot them to create platforms.



Time your shots as the skulls are within jumping distance. If you have to struggle to reach a platform, the next skull will send you tumbling.

Donkey Kong 64

HOW DO I RESCUE DIDDY?

DK is the lone Kong at large, so it's up to him to free Diddy in Jungle Japes. After saving the little monkey in the lockup, you'll need to find the three Coconut Switches that open the cage door. The first is above a cage door that's across the water from the main entrance. The second is above another cage entrance to the left of the main entrance. The third one is the most difficult: You'll need to stand on the cliff next to Funky's Store then fire your shooter at the lower-level switch.



Diddy is cooling his heels in a cage on the upper level of Jungle Japes. You'll get a Golden Bananite when you free him.



The first two switches are easy to activate, but the third requires you to fire your shooter from the edge of a cliff near Funky's Store.

HOW DO I REACH THE DK ARCADE GAME?

You'll probably get your first glimpse of the DK arcade controls through a window in the Testing Room in Frantic Factory. After you've played the Barrel Blast game near Charly's cage, a lever will appear in front of the machine. Make your way to the Storage Room adjacent to Production. Clink up the pole in the small room off the Storage Room, then follow the hallway at the top to the arcade game. Gorilla-Grab the lever to travel back in time to DK 1981.



Clink up the pole near the Storage Room to reach the glass elevator holding the DK arcade game. Pulling a lever will start the game.



A perfect recreation of the 1981 classic Donkey Kong in DK64, but you'll get only the first four levels and one life.

WHAT'S THE BEST WAY TO DEFEAT MAD JACK?

After Throff 'n' Scroff have all the barnacles they need in the Frantic Factory, it's time for Tiny to take her turn against a boss. Mad Jack is a tenacious foe, requiring not only speed and skill, but also patience. It's

more than likely that you've already packed up Tiny's Ponycart Twirl from Charly, but you absolutely have to do so before facing Jack. The move allows her to spin from platform to platform while the

jack-in-the-box pursues her. Stay ahead of him until he stops, then dodge his fireballs and lasers to reach the same-colored block he's standing on. Scream-Slam the switch to give him a shock.



Use the Ponycart Twirl to stay ahead of Mad Jack. Try to jump diagonally—or trade places with him in mid-jump—to avoid falling off the platforms.



Jack will throw fireballs at you while you try to reach the switch that shakes him. Time your jumps to stay one step ahead of the attacks.



In his top hat, Jack will be faster and mostly invincible when he follows you around the platform. Trade jumps with his share trail.

Resident Evil 2

WHERE DO I FIND THE DIAMOND KEY?

Playing as Leon, you'll need to pay lots of visits to some secret places in the Raccoon City Police Department to find the Diamond Key. First, you'll need to enter the door by the departure exit and push the step stool



The crank you'll need in the library is on top of a filing cabinet in the R.P.D. building. Push the step stool over so you can reach it.

inside the room to the filing cabinet. Climb up and grab the crank. Go upstairs from the library, then use the crank on the square hole. After sliding back the bookshelves, go to the roof and extinguish the burning heli-



Push the red button in the library to open a hole in the bookcase. Keeping the shelves over until you reach the Bonus Plug.

hooper. Reenter the R.P.D., then go down the hallway and enter the last door. Place the red jewels in the back of the room to get the King Flag. Look to the left for the box that contains the Diamond Key.



You can extinguish the burning heli-copter on the roof by climbing down to a solid banking on the path below. Activate the valve handle there.

WHERE DO I FIND THE GOLDEN COGWHEEL?

As Leon, you'll need the Golden Cogwheel to acquire the Knight Flag. Finding this useful item requires you to move through the eastern part of the R.P.D. using the Club Key. You'll find the Club Key in the sewer as Ada, then you'll resume control of Leon. Reenter the R.P.D. building, go up to the first floor, then go down the hallway. Ignite the furnaces with your lighter. You'll also notice three furnaces you'll need to turn on to get the Cogwheel.



Once you have the Club Key, you'll be able to access some parts of the R.P.D. Light the furnaces with your lighter.



Turn on the middle furnace, then the right furnace, then the left furnace. Solving the puzzle will give you the Golden Cogwheel.

WHAT'S THE BEST WAY TO DEFEAT THE ALLIGATOR?

The sewers of Raccoon City are home to many unpleasant creatures, not the least of which is a giant alligator. Proceed to the waterfall, then use the medal and the valve handle to position the catwalk to the alligator's lair. When the huge reptile first appears, you may think you've got a long, unpleasant battle ahead of you. Once you find the red switch that releases a gas canister, however, defeating the beast is a relatively simple matter of sharpshooting. This monster should watch its diet.



The alligator may seem very tough if you try to defeat it with gunfire. Instead, find the switch that releases a useful gas canister.



The gator will grab the canister in its mouth, obviously thinking it makes a tasty snack. What does this, shoot the canister?

Gex 3: Deep Pocket Gecko

HOW DO I COMPLETE THE FIRST BONUS STAGE?

The first bonus stage in Gex 3 will take you back to the foamy world of Holiday TV. This timed game involves hitting sleeping elves with your tail until they fall down. Knocking them down isn't a problem, but you may not have enough time to get them all if you go by the original countdown clock. Luckily, there are extra time icons inside the cabin, so you can duck inside if you see that you're running out of time. Work your way up to the top to finish off the five elves, then take an express trip to the bottom.



Take a look inside the mountain cabin. There are extra time power-ups in there that should let you knock down elves at a leisurely pace.



Take your snowboard off the top right edge for an extreme approach to the minigame. You may not land if you take the long way down.

WHAT'S THE BEST STRATEGY FOR THE OLD MINE?

You'll need to get through the Old Mine in the Western Station level if you want any of the four remotes. Drop down through the hole in the saloon to enter the mine, but stay alert once you get there—the place is crawling with armadillos. If you aren't careful, these pesky critters will eat away all your Gex power and make you start over. That would be too bad, since they are actually pretty easy to avoid if you're patient. Wait for them to approach you, then stop. They'll turn around to walk away but pounce if you get too close. Wait until they jump, then hit them with your

tail. They'll curl up in their shells if you try a direct assault. At the bottom of the



Wait until the armadillos try to jump on Gex, then he them in the air. It's the only way to dispose of the annoying animals.



Grab the gopher at the edge of the left ledge on the bottom of the mine, but go no farther. You'll end up hitting over if you do.

Q&A FAST FACTS

Stack? Pick up the phone and give our newsmakers a call. Or write to: *Commoners' Corner*, P.O. Box 37833, Beckley, WV 26202-3733.

MARIO GOLF (GB)

Q: What does the "wing" sound like?
A: It means you have an obstruction in the path of your shot, like a tree.

Q: Do Stars and Mario Bridges count as anything?
A: Just the pride of a well-played game.

Q: Why are some paths blocked?
A: The paths will open up as you win tournaments.

EPISODE 6: RACER (GB)

Q: I couldn't hit any walls. Why am I losing power?
A: Your tank is probably overheated. Remember to turn it off when you're not racing.

Q: What does Entry do on the main menu?
A: You can enter your name so it will be recorded if you set a big record.

Q: Who is the best racer in the game?
A: Just as he is in the movie, Bobalisk is the best racer in the game.

In the USA Call:
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\$1.99 per minute. Calls under 30 seconds are free. Callers under 18 must have parental permission to call.

In Canada Call:
1-800-451-4400

\$3.99 per minute. Callers under 18 must have parental permission to call.

KNOCKOUT KING'S 2000

Q: Why do I get knocked down, even though I have plenty of power?
A: You can get knocked down very easily during the fight, regardless of how much power you have.

Q: How do I get up if I'm knocked down?
A: Rapidly move the Control Stick from left to right.

TUROK

RAGE WARS™

He's a little, big hero for our times, but can Turok save earth from a vile fate? **Turok: Rage Wars** for Game Boy Color drops Accolade's comic book hero into another den of bionosaurs and danger. The climb out begins now.

©1998 Accolade

The Amazebithine Accords (a.k.a. Intergalactic Scum) have come up with the entirely original idea of invading earth, leaving hero Turok as our only hope for salvation. With the help of a gliss of the Timefire, Turok is able to warp between four alien worlds to destroy threats both large and small. He'll discover powerful weapons along the way and create cool new combo weapons. And with the password feature, you can restart Turok's adventure on any planet. Accolade and Bit Management have created another Turok for Game Boy worthy of its N64 heritage.



DINO DESTRUCTION

Time-up Kits can turn many of Turok's weapons into more powerful versions, and the Mix Kit allows you to combine special features of weapons.

Uzi

This light machine gun fires bursts of three rounds and has two levels of upgrade.



Blade Launcher

With the Blade Launcher, Turok can throw Knives. It has three upgrade levels.



Crossbow

Use the Mix Kit to combine the Bow and Shotgun for a powerful combo.



Rocket Launcher L2

For multiple shots and power, use the Mix Kit to combine the L1 with the regular Rocket Launcher.



Green Planet

Scorched by the jungle greenery, a hidden lab is spawning an army of biomechs. Turok must battle through a jungle, race through a ruined city, traverse a river on a raft and storm the heavily defended lab. At the end of all this is a flying monstrosity capable of crushing Turok's spirit.



Lizard Cutups

These soldiers may be green, but they're else fighting men. They charge straight for Turok when they spot him lurking nearby. Even though they're fairly quick, you should be able to defeat Turok using the knife.



Bow-dacious

Patrols along the shore fire at Turok who doesn't let exposed or his slowly moving raft. Use the Bow to return fire. The Bow and arrows have a slightly wider hit zone than the Pistol so it's easier to strike the enemy.



Two-Shot

Grab the Gun Tweak-up Kit to turn the pistol into a two-shot machine gun.



Mix Kit

Pick up a Mix Kit in the laboratory level near the end of the Green Planet. If you've pedaled up the Shotgun, you can mix it with the Bow to create the powerful Crossbow.



Open Sesame

A few poles with the Knife or a couple of shots with your powered-up pistol will blast through these ancient doors. Once they're open, don't rush through. Move slowly and steadily, looking for waiting Biomechs.



Foil the Floater

The final stage on Green Planet is occupied by a leery biomech who floats around on a hovering Ely pad. This green menace drops acid water toward Turok, who can dodge the drops while shooting up at the base.



Squeeze Play

In the Ancient City, Turok can find biomech caught between a scrapping wall and a hard place. Try to stay near the center of the scrapping area and never place Turok in a position where he could be squeezed out of existence.



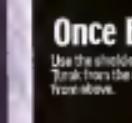
Time Out

Pause the game to reflect weapons and shields, then head back to the battle with the right equipment.



Out of Sight

Are enemies raining at you from off-camera, slinking into you and causing damage? If so, use the newly-learned Black-o-Matic technique. Shoot straight ahead as you walk forward. You'll hit enemies even if they're out of sight.



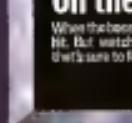
Once Bitten

Use the shield/grenade bolas to protect Turok from the problems that drop down from above.



Shields Up

Turok collects shield icons as he moves through the game. Different types of shields prevent damage from specific types of attacks. Equipped shields take damage instead of Turok as long as they last.



On the Blink

When the bioturbines, you've become a hit. But watch out for the Blue Fire that's sure to follow.

Desert Planet

Turok's second mission is on a desert world where an elite force of Endtrials is being trained. You'll receive the Blade-Launcher at the beginning of the mission to help you battle through the storm of bolts. This mission also requires some demolition work with TNT, and Turok must be disguised by a holographic projector to infiltrate the base. Watch out for the many traps.



Power to Turok

The first level of the Desert Planet has many obstacles and areas cracked through-out the massive territory. If you explore every area and jump over all the boulder spikes, you'll find all the goodies.



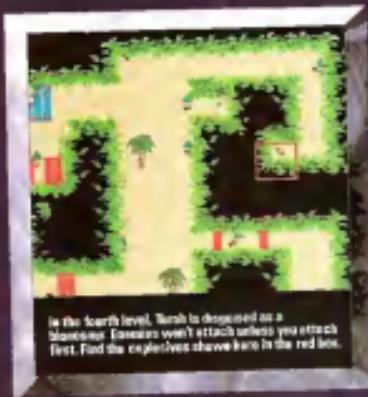
Keeping Up

The second level uses a forest vertical scroll to keep Turok hopping. Don't let him fall from the ceiling and don't mess around over everything here. Don't fall behind or you may not clear the obstacles.



Big Gulp

Gargantuan jaws of doom try to chomp Turok in the third level. At the same time, you'll have to dodge many fire from multiple sources. Although this level scrolls vertically, you can also explore territory to the left and right.



In the fourth level, Turok is disguised as a blossom. Endtrials won't attack unless you attack first. Find the explosives above here in the red box.



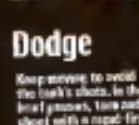
The Big Bang

After retrieving the explosives, retrieve your shotgun and head north, where you'll find the TNT barrels. Touch it to blow it up vertically and open up the boss level.



Top the Tank

Back in Turok's regular form, you'll meet this terrorizing tank. Its three turrets fire almost constantly, giving you little room for dodging.



Dodge

Keep moving to avoid the tank's shots. In the last few seconds, tank and shoot with a rapid fire weapon.



Shoot

Target the three guns to score his a new, this technological tyro. After getting a hit, dodge up or down to safety.



Victory

When you've taken out the tank, it will turn a reddish color. Just a few gun shots will finish it off.

Frozen Planet

The Axarmethine Accordance has built a robotics factory on a frozen planet. Armed with the Rocket Launcher, Tusk will face warrior robots, thin ice, strong winds, polar bears and other maniacal menaces when he storms the base in search of its giant, robotic boss. When the action is this hot, it's definitely no time to chill.



Cold Dip

In the first level, the ice floes have concealed weak spots that break when Tusk steps on them, plunging our hot-blooded hero into a frigid bath. Although the pools slow your progress, they don't cause damage. A little dip never hurt anyone...



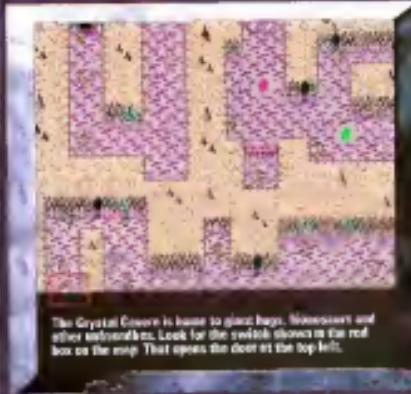
Grab the Gun

This stage of Tusk's odyssey journey takes him to a snow-covered village where falling snowflakes can give you a moment's blindness. Look for the Uo in the far northern corner; its rapid-fire capability will come in handy in a blizzard.



Windy Weather

Further up the mountain, Tusk must smash into a wild cyclone. The force of the gale pushes our hero toward enemies and hazards such as waterfalls. More Uoos prove these windy slopes, so be prepared for battle.



The Crystal Caves is home to giant bugs, minotaurs and other monstrosities. Look for the switch boxes in the rock box on the map. That opens the door in the top left.

Rout the Robot

The mighty mechanoid at the end of the Frozen Planet loses its head in anger when Tusk shows up in the lab. Agility will keep you ahead of the game.

Head

Aim for the robot's head as it flies around the room. It's the only vulnerable spot.



Blink

When the robot blinks, it means that you've scored a direct hit. Watch the eyes.



Shields

The Shield Against Blows protects Tusk from the head beats.



Wind Power

The high winds on the mountain assist Tusk in leaping across the towering peaks. Get a good running start when the strongest gusts are at your back, then jump just as you reach the edge of the ridge. You'll sail right across.



Bear Stopper

These bearlike creatures on the mountain don't take too kindly to strangers, and they don't just lie down when you pounce away with your pistol or sword. Instead, above them the door by introducing them to your Shuriken. That's one thing they can't bear.



Door Switches

The switch on the floor is easy to overlook once you find it. Just walk over it to open the door. Of course, after activating the switch you still have to find the door.

Volcanic Planet

The heat gets turned up when Turok invades the final stronghold of the Amazonsphere. According to a seething world of volcanoes. Once again, Turok must use the holographic projector to sneak into the base. Your job is to track down a hideous beast that has been trained especially to destroy earthlings. You'll face rivers of lava, pools of acid, bombing robots and more fun than you can imagine.



Hot Feet

The auto-scrolling action keeps you hopping from platform to platform. If you step in the lava, expect to take damage. And because you're running, it all gets hotter.



Thick Skin

The holographic projector hides Turok's true nature in this level. No one will recognize him as long as he doesn't reveal himself. Unfortunately, you'll be given away every time you open a door lock.



Bombing Run

When Turok arrives on the volcanic world, he enters a habitat room filled with numerous red defective robots that fly about dropping bombs on intruders. You can't destroy these enemies, so just dodge them while running for the exit.



Defeat the Dragon

This biomechanic bad boy is burning to blast. Stuck out of his boots. Watch out for the blue fire and otherboars. It can take a ton of hits, so it's best to have extra life.



Weapon

The Triple-Shot Shotgun almost ensures that every time you shoot you'll get a hit.



Pounce

After the beast has taken moderate damage, it will pounce on Turok. Keep moving.



Flash

The boss flashes when it takes a hit. It won't take more damage until the healing stage.

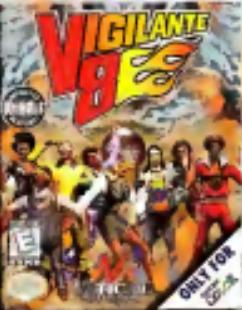
Earth Is Saved

Turok: Rage Wars packs in the action and is full of surprises. Creating combo weapons is a great concept that adds to the fun. The graphics, sound and play control all live up to the high standards of previous Turok games. In short, if you like action, Turok: Rage Wars for Game Boy Color delivers. 

GAME BOY COLOR®

VATICAN ENTERTAINMENT PRESENTS

GAME BOY COLOR



- The **ONLY AUTO-COMBAT GAME** on Game Boy Color
- Includes **REAL VOICE PLAYBACK, RUMBLE, and MULTIPLAYER** features
- **ADVANCED PHYSICS** and collisions never before seen on Game Boy Color
- **"NEW" HUD (Heads Up Display)** for the Game Boy Color version
- Includes **TWELVE** unique characters and weapons to choose from
- **CUSTOMIZABLE CONTROLS** and game play modes

ACTIVISION.



from
VATICAN
ENTERTAINMENT

From the mists of time (way back in 1990) comes an adventure for Game Boy Color. Nintendo Software Technology Corp. is recreating SNK's *Crystalis*, capturing the magic, mystery, and excitement of the epic NES game. Take a look into our *crystalis* ball.

Crystalis

THE DAY OF DRAGONIA

Following a devastating nuclear war and a sleep of 200 years, the hero of *Crystalis* wakes to find a world where technology and magic coexist, a world that is threatened by the ambitions of the Kingdom of Dragonia. Swept up in a noble quest, you'll learn to fight, use magic and help the deserving people you encounter on your journey. The Game Boy Color version features some enhanced graphics, digitized speech and new areas to explore.



Real-time fighting will keep heroes on their toes. You'll control a sword and magic ability simultaneously so you can attack foes and heal yourself at the same time.



The people of the future know a lot about what's going on. You'll have to talk to everyone to solve puzzles and learn about the tasks and dangers that lie ahead.



As you progress through *Crystalis*, you'll earn eight magic powers, including the ability to transport between regions or speak to the four auges who protect you.

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ARMED FOR ADVENTURE

Swords & Sorcery

Four elemental swords provide most of the fighting punch in the game. Once you find all four, you'll combine them to create the fifth sword—the Crystals Sword. Some enemies are more likely to take damage from particular swords. Swords can be powered-up, as well, once you find special items.

The Mightier Sword

Every sword has a built-in power attack. If you hold the B button, the sword will roar with full fury and juice up your attack. The most basic power-up lets you fire sword-shells at distant enemies.



Super Swords

As you explore the world, you'll find special items that give your swords even better powered-up abilities. Many of the special attacks will allow you to progress beyond particular stages or obstacles.



The Sword of Wind

The first weapon the game is only slightly more powerful than a blast of hot air. Fortunately, it's strong enough to deflect the weak enemies near the town of Leaf.



The Sword of Flame

You'll receive the burning sword once you reach the town of Dak. The Flame Bracelet activates the sword's third level of power, creating a circle of fire.



The Sword of Water

This sword helps you clean up enemies and break frozen ledges for crossing water or lava basins. You won't find this powerful weapon until you reach Ambition.



The Sword of Thunder

Found in the City of Shok, the Sword of Thunder can blast through iron gates and move down every enemy on the screen, but only if you find the Bell of Thunder and Storm Bracelet.



The Sword of Crystals

Once you have all four swords and find Mana in the Tower in the Sky, the swords will combine to form the Crystals Sword. Its only purpose is to attack the CYMA computers that guard the end of the game.

Save Your Skin

With dangers and enemies lurking behind every bush and stone, it makes sense to protect yourself with defensive items and magic. In Crystalis, players will use items as well as spells to heal themselves and prevent damage to their hero from enemy attacks.

Armored Uprising

Players search for or buy armor and shields. Once equipped, they'll help reduce the amount of damage you'll suffer from attacks. Some of these items have extra powers, such as the restorative power of the Psycho Armor.



A Charmed Life

Spells can be an excellent resource for protecting yourself in the battlefield. Spells such as Barrier protect you from attackers while Refresh helps heal your wounded and return depleted HP.



You Can Take It With You

Items of many types are an important part of Crystalis. The answers to many of the game's puzzles require that you find key items. Other items add to your abilities or help you stay alive in this dangerous world. A large inventory of items is accessible at all times.

Survival Supplies

Visit shops to restock on important items such as Healing Herbs, Antidotes and Frost Oil. Use these to buy useful items such as Warp Beads. You'll earn a tough gold for these purchases by defeating enemies.



Antiques Road Show

No amount of money can buy you some items. You'll discover these one-of-a-kind treasures when you listen to legends and explore the world. Many of these antiques have magical powers.



MAGIC AT WORK

Wonderful Wizards

One of the unexpected aftereffects of the nuclear war is the resurgence of magic and wizards. Although you'll learn just eight spells in Crystals, they are all very powerful. They're also easy to use—just one button casts the spell.

Master & Pupil

You'll have to learn and earn the wiles of magic once you undertake this quest. Four wise sages and wizards teach the eight basic skills, but only after you prove your worth by performing good deeds.



The Source of Magic

Just as your character has a limited supply of HP, you'll also have limited MP, or Magic Points. These points are depleted each time you cast a spell. Staying in the sun or using the Crystal Power helps restore MP!



Refresh

Restores a measure of health with the spell of Refresh. This is the first spell you'll learn, and it's one of the most useful in the game.



Teleport

Although it costs 20 MP per use, the spell of Teleport can pay you lots to any town that you've visited except the Town of Jesters.



Telepathy

Once you receive this spell, you'll be able to speak to the people in Crystals. You'll also have the power to contact with the four sages at any time.



Paralysis

When the battles become tiring, try putting enemies to sleep for a short time with the spell of Paralysis. The spell wears off in about five seconds.



Recover

Recover is just what the doctor ordered! You've been poisoned, paralyzed, turned to stone. The spell costs an expensive 81.24 MP per spell.



Barrier

The barrier blocks all enemy shots from hitting you, but it costs a few MP for every second that you hold the A button.



Change

Someday it'd be nice to become somebody else. Change allows you to transform into Sora, the Soldier, the Warini, and Akarina.



Fly

Once you've gained the Fly magic, you can cross barriers by flying over them. The spell costs a three MP for every second of flight time.

AFTER THE END OF THE WORLD

Future Imperfect

Helping those who can't help themselves is the key to success in this world. Many people you meet will have vital information, so it's important to listen (or read the messages) with care; in some cases, if you help the people, they'll help you in return.

Loose Lips

Instead of asking ships, neighborhood gossips in Crystals tend to relay information more often than not. Talk to everyone in every town, and return to them after accomplishing tasks.



Fabulous Friends

If a character asks for help, or even mentions a problem, you can bet that it'll be the beginning of a good task. The task may involve finding an item or person. It's always best to help out.



The Journey

Although the main form of transportation in Crystals is walking, heroes will learn several other methods to help them get where they want to go. It's not always easy. The types of terrain that you'll cross include swamps, volcanoes, seas, mountains and other dangerous locales.

Tempting Travel

Two magical spells help you move from place to place. Flight lets you hover and move over objects on the screen. The Teleport magic instantly warps players from one town to another.



Swamp Things

Hazardous conditions exist in several places of the Crystals world. In the swamps, for instance, you'll have to breathe through a gas mask to protect yourself from the poisonous fumes.



A World of Wonders

Crystallis sprawls over ten regions, each with distinctive terrain, towns, people, enemies and challenges. You'll move back and forth between these regions, solving problems and completing tasks. Exploring the worlds will help you discover a wealth of secrets. Here's a quick overview of just a few of these magical places.

Wind Valley



Your journey begins in Wind Valley near the town of Leaf. The broken Windmill is one of your first concerns, and the local energists are easy to charm so that they'll let you use their windmills.

Mount Sabre



Nature's fire is found in Mount Sabre along with several challenges including the battle with the Great Kettle-Strike. You'll find valuable items such as the Tomato and Flare Brackets on these cold slopes.

Portoa



The town of Portoa is home to the gnomes and the place where you'll find the magical flute of Lure. You may also encounter a purple-cake here, or try looking behind the waterfall nearby.

Swamp Forest



Some of the regions are treacherous for several reasons. The Swamp Forest is filled with poison fumes. It's also home to the vicious Siving Bug, and it's where you'll find the village of Oak.

Angry Sea



The sea coast is full of strange places. Here you'll find the town of Zombiak and the Village of José. There's a lighthouse, too, and the Sea Altar. You can ride around on a friendly dolphin to search the area.

Twisted Worlds



Neck of war and 100 years of change have left parts of the world almost unrecognizable. The Village of Amazonas allows only females to enter. And in another one, you can have a conversation with a robot.

Fearful Foes

Vampires, tigers, witches, bugs, a dragon and even a megaromatic computer will try to stop you from creating the Crystallis Sword. Some of the enemies wander about the overworld areas while others are boss characters that put up major fights. Building experience and getting the different swords and power-ups is the way to win.

Minor Mutants

The effects of radiation have created weird enemies out of familiar critters. You'll encounter these monstrosities as you explore the overworld areas. You may have to deal with several lots of them.



Major Madness

Boss characters of this have a specific weakness, and exploiting that weakness may be about the only way to beat them. You'll find 13 major bosses in Crystallis, and some of them are quite more than crafty.



The Crystallis Watch

The development team at NST plans to have the game finished and ready for release by this spring. Virtually all of the parts, people and places were present in our preview version. Although there are a few small differences from the original N64 game, the game is essentially the same. Crystallis is as good, or better, than ever. ☺



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EXTINCTION POWER

entry you requested. Entries must be submitted to the *Journal of Health Politics, Policy and Law* at the address below. Please do not send entries to any other editor.

There should probably not be too many of them or there will be trouble, but if you have a few, you can use them to good effect. For example, if you are going to do a lot of work on the hillsides, you may want to have some extra equipment to use in case of an emergency. Another use of the tools is to help you with your work. For example, if you are working on a hillside, you may want to have a shovel to help you move dirt and rocks.

the 1990s, the number of people with disabilities in the United States increased by 1.5 million, or 10 percent, according to the U.S. Census Bureau. The number of people with disabilities in the United States is projected to increase by 1.5 million, or 10 percent, by 2010. The number of people with disabilities in the United States is projected to increase by 1.5 million, or 10 percent, by 2010.

BIONIC COMMANDO™

ELITE FORCES

The perfect blend of humans and machines. Sure, we could be talking about the half-organic, half-synthetic guerrillas that debuted on the NES. Or, we could mean the alliance between Nintendo Software Technology and Game Boy that has brought a classic back.



the bionic brains

Nintendo Software Technology (NST) has taken the classic Captain Armband and used it to create an all-new Game Boy Color game, stuffing it with 3,000 colors, voice samples

and high-res visuals that stretch the platform's limits. You can read all about NST on page 46—trust us, this team is for real.

go commando

Remember the Bionic Commando? About yah high, laid-back, heavily armed, digital ocular interface, telescoping grappling hooks instead of right arms? These uber-soldiers are your only chance against Arumas.

THE BIONIC MAN OR WOMAN

That's right, folks. The days when Bionic Commando Acrobatics' days were cleared to women inductees are over. You can take it male or female commando into the fray, and whether you're chosen, you'd be wise with the save feature—NST worked 16 frames of animation into the bionic mettle.



prepare thyself

Of course, when we say that the commandos will be heavily armed, we don't mean their steel limbs. As you hunt for the Alberors in a race against Arturus and the Autons, you'll slowly

accumulate plenty of weapons and items beyond your standard-issue gun. You'll have to make choices, however—you can take only one weapon, item and piece of armor into each stage.

WEAPONS OF CHOICE

No matter which gun you take into battle, you'll have two different shooting styles. You can either fire day-glo rounds at a time, or hold down the trigger and keep up the weapon for an extra powerful blast.



EXTRA GEAR

You'll also accumulate pamphlets, items and armor which will aid you in your quest. Helmets and Visors, rapid-shots, while items like the Steel Boots take your feet into lethal weapons.



a call to [bionic] arms

State-of-the-art weapons and devices will give you an extra edge in the war with Arturus and his massive army, but nothing will be more vital than your trusty bionic arms. Since the

commandos have no means of propelling themselves into the air in the traditional manner, they must instead count on precision grappling to negotiate the varied battlefield terrain.

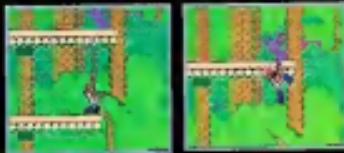
NEVER STOP SWINGING, BABY!

This most simple maneuver is swinging over short gaps. Just press A to launch your bionic arm on a diagonal trajectory. Once near its plateau, press the direction you want to move. Pressing that direction again will release your grip.



UPWARD (AND DOWNWARD) MOBILITY

Your arm has longer reach straight up, and you'll find that many platforms permit you to climb onto them from below. Press Up and A to lock on to the platform above you, then press Up again to climb. Press Down twice to drop and hang below.



REACH OUT AND TOUCH ANYTHING

If you fall, repeatedly launch the arm out in the hopes of latching onto something solid—this will save you time and time again. As you progress in the game, you'll have to use this technique to get across seemingly insurmountable gaps.



THE BIONIC KNUCKLE SANDWICH

You can use the arm for more than just getting around, too. It won't dislodge any enemies, but if you can land a solid steel boot on the chin of an opposing soldier, it'll stun him long enough for you to make your escape or blow him away.



level ONE

As you parachute behind enemy lines, try not to think about the fact that you're completely cut off from outside assistance with only a gun and a mechanical arm to help you. Enemy presence is relatively light this early on, so take your time.

THERE ARE NO BOTTOMLESS PITS IN THESE EASY LEVELS, SO TAKE THE TIME TO PRACTICE YOUR SWINGING TECHNIQUE. YOU WON'T USE A LIFE EVEN IF YOU MAKE YOUR SWIP AND FALL.



CONTACT HEADQUARTERS

The Avian soldiers have communication experts in every base, and your initial orientation operator should be to find such ones and get advice from your CO. Sometimes you can even try into the enemy's base.



SNIPER HUNT

Keep an eye on the sky above you in the NS3. When you see the sniper icon appear, press B to go into Sniper Mode. If you pick off all the enemies in these, you'll get some nice sniping trophies.



EMBRACE LIFE

Keep your eyes (and basic logic sense) open for out-of-the-way areas—often they will be repositories for health regeneration supplies or extra lives. In this case, it's a free life. Grab it and rejoice!



DUST UP THE JOINT

Your goal is to knock every enemy you pass through, so when you find the missile site, start blasting the enemy control box. Listen on to the coding to avoid the periodic bursts of them.



level two

Level Two will present you with some new-tricks, like spiked pits and platforms of angry Avars that attack en masse. Stay cool—you're a commando!

TAKE THE LOW ROAD

This is also the first place that boasts a second area. If you press Clove twice to drop through the platform at location 1, you can effectively fall and save yourself just before you hit the spikes.

1



Crouch and use the barrel to pull yourself toward your prey. The Red Cartridge is worth two of the ordinary ones—the selfless ones, and if you collect enough of them, your health capacity will increase.

2



TO A

TO B

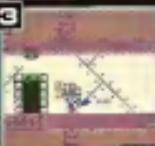


TO C

PHONE HOME

Even if you don't think you need my advice, step in and contact headquarters anyway. If you don't, the door leading deeper into the level will never open. As always, tap into the phone lines for extra information.

3



DESTROY THE REACTOR

The central platform is the ideal spot from which to blast away at the reactor core, but you'll have to contend with a phalanx of Avars. Use them to the lower level so they won't attack you, then climb up and face them for the big bang that precedes each assault from the reactor.

4



5



enemy attack!

Chances are, you'll be ambushed by one of the trucks moving around on the map before you can reach Level Three. Ambushes will be frequent as you navigate the map, but the top-down battles won't present much of a problem.

GIVE YOURSELF NEW LIFE

The enemies are easy to defeat or avoid, and the large tank at the end of the level will always provide you with an extra life. Back these combatants whenever you're low on success chances.



level three

Level Three drops you into the depths of the jungle, where you can encounter paid predators. Show the predators who's boss with these agility tips.



SHIELD BOSS

At the end of the level a large enemy with an even larger shield will make you feel invincible. As the villain levels up, his deflector can repel all of your shots. Check up high to make him fire toward you, then drop down to shoot him while his shield is raised. Use Energy Pulse to recover.



level four

In the lofty heights of Level Four, your security net will finally be removed. Falling off these high platforms will mean the loss of a life, so you'd better have your bionic arm operating at peak efficiency.



A COMMANDO IN NEED

Apparently Arcturus has begun tracking the signal from your decoder. After finding this out from R.D., head up to the temple heights to find another commando. Your partner-arm will direct you to the waterfall's pool.



IT'S EASY IF YOU'RE GREEN

You'll have to complete the level to earn the Green Decoder, but once you do, re-enter the level with the device and use some creative maneuvering to reach a secret communications room at the base of the waterfall. You'll open Level 10.



CRASH THE AWR PARTY

Another day, another reactor to destroy. Use the same tactics as the last time, being sure to distract any soldiers who drop in from above and avoiding the triple blast trap below whenever you hear a warning tone. It should be simple if you have any Energy Pile left.



secret base

If you use the Green Decoder to open the way to Level 16, you'll stumble on a Secret Base midway to your destination. This small outpost presents the same top-down conflict as the truck ambushes do, and the level of difficulty is about the same.

STOCK UP ON LIFE

There's no truck holding the extra life in the Secret Base—the bonus item is neatly cached in the remote upper-left corner of the hideout. Be sure to remember whenever you run low on lives.



obstacle course

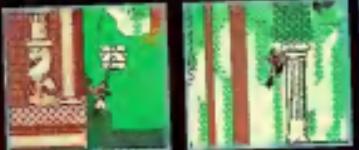
Level 16 is completely brawn of life hostile or otherwise. All you have to do to complete it is walking your way to the top of a pin-striped obstacle course. If you make it to the top, you'll earn a promotion point, which will change the color of your uniform.



EVEN PARTIAL HUMANS HAVE TO GET PIND-ARMED ENERGY GEAR IN A VEHICLE!

LET'S SEE YOUR SKILLS

You might as well practice the assault until you succeed, because you'll need these skills to survive the later levels. Climb on to a pillar or overhang, then swing out and press sideways to launch yourself into space. When your end target appears, press A again to grab it and proceed.



elite techniques

That's as far as we can take you for now—this game is expansive, and the levels only get bigger and more difficult. You'll get radient weapons like the Flamethrower, Wide Gun, and Pulse

Gun, so add you in your quest, not to mention bionic goodies like Body Armor and a Rapid Fire modifer. These will help immeasurably, but of equal value are some tricks of the trade.

LOOK HIGH, LOOK LOW

As always, your bionic arm will be your main transport, but you may come to areas that seem to prevent any purchase for the climbing. Look a little harder. You can knock-on to and swing from many things that seem to be just part of the scenery.



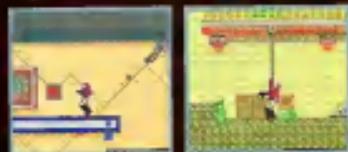
THE OLD DROP AND FIRE

This technique is absolutely essential. If you're being minibombed from a platform that you can't climb, press Down to release the rope then press A quickly to run back at an angle. You'll start swinging and will be able to move literally.



NEW AND NASTY IMPEDEMENTS

You'll run into a number of obstacles in your travels that aren't exactly *Aero* obstacles. The upper levels are rife with mounted barrels and stuff that will try to send you underground. When it does, grab something stationary and open fire.



AMARICIOUS ANTAGONISTS

It goes without saying that the bosses get much harder as you go, and once the foot soldiers get tougher, you'll run into with project specialists, paratroopers, snipers and those throwing-bombing bunnies. Approach them all with caution.



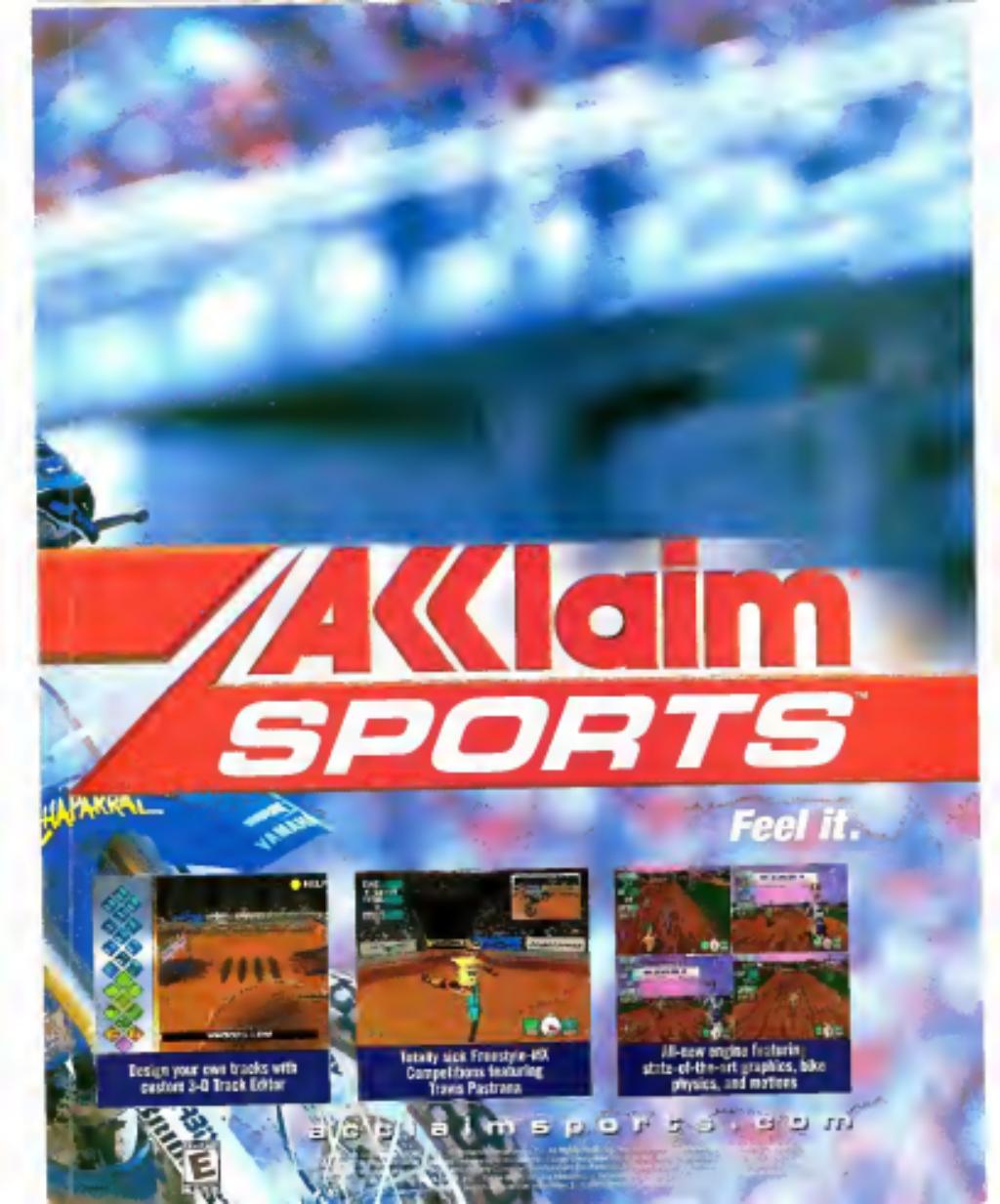
the albatross awaits

As you can see from these screenshots, NSI has done an amazing job of stretching the Game Boy Color to its limits. What the screens don't show, however, is how fun and fine-looking this game is in action. If you're a new recruit to the bionic martial arts or an NSI veteran looking to cut your teeth on a new and improved adventure, it's time to go commando.



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Game Boy a-Go-Go

Boy CRAZY!

Game developers are smitten with the Game Boy Color, which is good news for all Game Boy owners. This month's selection of games includes an old game revitalized for a new generation, a giant lizard, twin detectives, plenty of cars and much, much more. It's easy to see why so many people and game companies have developed a crush on the Game Boy Color—it's good looking, easy going, and fun to hang out with. C'mon, you know you're a little Boy crazy yourself...so read on!



KING OF THE MONSTERS

You are the Lizard King in this attractive game based on the modern animated series. Godzilla attacks like a monster should, with stomps, swipes, bites, tail swings and good old fashioned radioactive Fireballs as he makes his way through this sidescrolling game. Finally, you can play as Godzilla without wearing one of those rubber suits!

Godzilla: The Series
© 1998 Adelco
Productions, Inc./Godzilla
© 1998 Toei Co., LTD



G-Force

Big amphibious lizards are always being attacked by tanks and planes when they're trying to take a walk. As a defense, the giant salty monsters tend to develop a good act of defensive mutations. All abilities go up in level as you earn points.



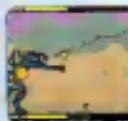
Fireball

Bracing fire (A Button) is a Godzilla maneuver, and our hero begins the game with this ability. Fireballs can knock out a small tank or plane with one hit. You can move Godzilla's head to aim the salvo fire.



Bite

Godzilla's bite (Right and A Button) is good for attacking enemies that fly a little too close to the mighty lizard's head. Because of its limited range, you won't have many opportunities to use this attack.



Claw Swipe

Press Right and the B Button to slash out, and swipe someone. Claw swipes reach only things having an S-Mario arm level, but many things seem to have an S-Mario arm level.



Tail Whip

The second move Godzilla starts the game with is the Tail Whip, which you perform with the B Button. The Tail Whip can't be aimed, but it has good range at its height.



Foot Stamp

Another classic Godzilla action is the Foot Stamp, under which many cardboard and computer-generated set pieces crumble. Once you learn this move, you will use it for all your ground-level needs by pressing Select.

Be ON Guard

Godzilla can throw his arms up over his head to protect himself from attacks, no matter where they land on his body. Use the left arrow to put up Godzilla's guard. Godzilla can't block fire forever—but on up on the guard meter.



Godzilla's Revenge

This new jerk Godzilla doesn't attack unless he's attacked first—but when he does attack, watch out! Something or someone has Godzilla in an anger, and he stomps through the various levels searching for the cause of his angst.

Level 1



Godzilla comes to move in Level 1. The big scaly one starts off with a tiny health meter and only the Tail Whip and Fireball to protect him. Aim the Fireball low robot attackers on the ground, and try to Tail Whip the planes that fly overhead. Use the new moves as they become available.

Level 2



Normally Godzilla would enjoy a stay on a tropical island—but under no circumstances, but come on! Aim Fireballs at the subs when they're out of swaying distance, and foot stamp the unlesss the water one bit—and in areas that radioactive Fireballs are water proof.



Buzz Off

The big G is a big helicopter. It will move around, making it harder to aim in—but if you get in enough Fireballs while blocking the attack from the helicopter, you likely won't the monster machine.

The Mysterious Electromagnetic Fiend

No one is quite sure where the Electromagnetic Maniac comes from, but it sure doesn't like Godzilla. Apparently to make sure you don't visit to a single Fireball, and block as many of the massive electric attacks as you can to earning a transplant.

Destroy ALL Monsters

The big G is now monster level and several tough bosses to take on, including a really sticky creature that will have Godzilla stuck in web-like gunk and unable to attack. Could it be that a large company is deliberately attacking Godzilla for its own gain?



The New Adventures of MARY-KATE & ASHLEY



SLEUTHING SISTERS

The Olsen twins, stars of sitcoms, books and TV movies, finally make the transition to video game stars with this puzzle-solving game based on the popular book series featuring the twins as junior detectives. Mary-Kate and Ashley are not identical twins, and it shows in this game, which emphasizes the differences between the girls and their need to cooperate.

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A FULL House

Mary-Kate and Ashley, and their annoying dog, Clue, have to cooperate to solve any crime before dinnertime. Each character has special abilities, which you will need to combine if you want to solve the mysteries.



Ashley

You will encounter many switches within the puzzles, and Ashley is the only character that can flick them. She can also pick up the dog and throw her, allowing her access to areas she normally couldn't reach. The twins look alike, but Ashley's ponytail points up.



Mary-Kate

The more athletic twin, Mary-Kate, can jump much higher than any other character in the game. She can also boost the other characters up to higher levels, when necessary. Mary-Kate's ponytail points down.

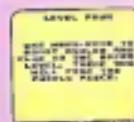


Clue

Clue is really very useful. In addition to his protective abilities, Clue acts as a step stool for the girls to reach new heights, and he can warn Ashley and Clue can stand on Mary-Kate, so don't feel too bad for the dog.

TWO OF a KIND

The New Adventures of Mary-Kate and Ashley is a puzzle game at heart, and each character is equally important. In most puzzles, all three must cooperate to solve the mystery.



Pick up the Clues

When you pick up all of the torn pieces of paper suspended around each level, you will get a clue. The clues will help you figure out what each character has to do to reach the required puzzle piece in one of the levels.



Pest Control

Ashley can hurt Clue if enemies to clear them out and make the level safe for the girls. You have to throw him at the enemies—but he can't simply walk up to them and then politely go away.



Watch Your Step

Mary-Kate, Ashley and Clue sometimes have to fall to get to a different part of a level. Try not to fall too far, however, or you will lose a life. You can't tell the twins or the dog much once they are falling.



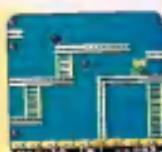
Collect Hearts

Snag as many hearts as you can within the levels. The hearts aren't exactly lying all over the place, and for good measure—they're worth an extra life. It's not too easy to run into an enemy accidentally or fall into some spikes—you'll be needing those extra lives.



BONUS Game

After you have picked up all the extra pieces and completed the puzzle, you will play one more level where the goal is to find and collect 100+ Valentine's hearts within the puzzle—for the first level, it's a bittersweet. Then you can a bonus—a level filled with hearts to pickup within the time limit.





The Pong Show

Game Boy
a Go-Go

The great-great-granddaddy of all video games, Pong, has come out of semi-retirement to teach the young folk a thing or two about how it was done back in the good old days. As with many video game classics, the premise is simple and the game play is repetitive but very entertaining.



© 1998 Radius Interactive, Inc.

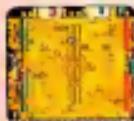
Theme Pong

Pong has certainly come a long way since the '70s, when two white rectangular paddles and a square for a ball were considered to have revolutionized high-tech entertainment. The three new modes each put a different spin on the game.



Classic Pong

The original version of Pong is completely faithful to the simple electronic table tennis concept. The ball can bounce off the top and bottom of the screen, throwing a few more possibilities into the game play.



Jungle Pong

The exotic Jungle Pong uses a larger ball than classic Pong, and there are lags in the middle of the playing field that can affect the speed and movement of the ball. A small green whirlwind will grant you one of several different paddles if you land.



Arctic Pong

On this icy playing field, players are solely interacting with the action as they slide along. The ball can bounce off the penguins, and once it's a while a penguin will drop a snowball onto the playing field. The whirlwind is pink in this level.



Soccer Pong

In the football-esque Soccer Pong, each player has two paddles that move in unison—but the second paddle is on the other player's side of the field. You can score only if you land the ball in the goal—otherwise, it bounces. The whirlwind is also pink in this level.

ALL Day Pong

Each version of Pong has its special attributes, but a lot of the same strategy is used for all four games.



Keep Your Eye on the Ball

The ball starts in the middle of the court and will sometimes be served to you first, sometimes to your opponent. When playing Arctic Pong, you also have to watch for the second ball. To pop out of the middle of the court.



Know the Court

The four different courts have different boundaries and areas, which affect the way the ball is played. You should also watch those walls when a ball is bouncing off them to get yourself in the right position to land it back to the other side.



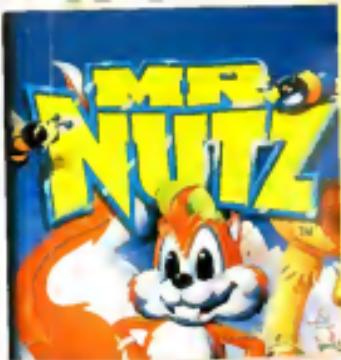
Shooting at an Angle

The best way to hit the ball, if you can, is to pull the paddle down or quickly as the ball can react to it. This will send the ball flying back toward your opponent at an angle, which isn't easy to prepare for. If you can get it to bounce off the walls, that's even better.



Snag or Avoid Power-Ups?

These pink and green whirlwinds bottom, for a limited amount of time, different paddles upon you. One will catch and hold the ball, and you can choose where to shoot it back. The other is started to give you a better angle. Both change the way you hit the ball—so you may or may not want to get there.



Super Squirrel

Mr. Nutz is a squirrel with a problem—his world is getting colder, and he isn't sure about the idea at all. It seems a yeti has decided to turn Mr. Nutz's planet into a frozen kingdom, and that just won't do. The yeti clearly didn't realize that Mr. Nutz is a super squirrel, and no one should ever cross a super squirrel.

© 1998 Infogrames



In a Nutshell

Mr. Nutz's journey in search of the yeti covers a wide and varied terrain. Some roads lead to the forest, others lead to the house of a witch. Mr. Nutz swings from ropes, climbs trees and throws acorns on his quest to stop the chilly monster.

1 Woody Land



Woody Land is a dense, dark forest teeming with centipedes and walking plants intent on making Mr. Nutz's journey a short one. There are four separate sections in Woody Land that Mr. Nutz must make it through. Pick up plenty of acorns to throw at the pesky insects.



Mr. Spider

The arachnid invader, Mr. Spider, has a few bunch spiders that will drop down from the ceiling to help their master. Get to the boss spider and end his thievery by jumping on top of them. Don't allow them to touch Mr. Nutz or his life meter will quickly drop.

2 Adventure Park Journeys



This outdoor obstacle course has plenty of platforms to jump across, ropes to swing on and trees to climb. You'll need to be cautious in Adventure Park, as there are three places to fall. Take special care against the purple birds, which will follow Mr. Nutz and try to knock him off the higher perches.



The Witch

At the very end of the Adventure Park is a house. A witch lives inside, and she is not in the mood for visitors. She will throw rocks and pumpkins at Mr. Nutz. Dodge the objects and wait for the witch to away, then jump on her head. Repeat this pattern to defeat her.



3 Witch's Room



This world is broken up into several small levels inside the witch's house. Most of the time is spent in the three sink levels, where a shaken Mr. Nutz rides sponges and tanks through the plumbing. This world has more of an arcade feel with a bit of puzzle-solving thrown in.



The Octopus

The eight-tentacled enemy is the toughest boss yet, and let's face facts—squirrels aren't known for their swimming prowess. Attack the Octopus like you did the other bosses—if you swim and land on its head, but can't let it catch you, you will prevail.

Even More Nutz

On his journey to save his home, Mr. Nutz will encounter three more levels, each more dangerous than the last, and he reaches the final level of the year. Stumble across—tripping them is the easiest way to take out enemies, and they won't plentiful in many places.





HUNTING FER LOVE

Game Boy
nJoy

Well, ya'll, that Billy Bob has finally found a little money to call his own. He's in love with Daisy, but she's one of those red ladies. He needs to impress her with his gentlemanly skill at Huntn' and Fishin'. Seems that Daisy has worked herself up a mean of appetite, and to make her happy, Billy's gonna have to catch her some dinner.

© and ™ 1995 Midway Home Entertainment



FISHN' and HOPIN'

"You can choose the path that Billy Bob takes to earn love. To choose fishin', walk down the road designated by the drawing of a fish on a signpost. You will have to earn a license, dig up some bait, and choose a boat before you can show off!



License to Fish

Initially Billy's neck of the woods, Fishing Licenses are given to anyone who can catch enough fishy sacks soon before they fall into the fishin' pond. The park ranger will arrest you if he catches you fishin' without a license.



Worms

Use the A Button to shovel up the worms as they pop up out of the ground. Move even more left—the worms won't just keep popping up at the same hole. You can catch up to 10 worms.

HUNTN' PECK

If Huntn' is more your speed, take the road with the little feathered creature in it to the lodge. Daisy will want three rabbits in the first round. Huntn' is a little different from fishin', so read on.



License to Hunt

The goal to get your Hunting License is more directly related to hunting. You have to shoot 12 rabbits within a time limit if you shoot anything else, you will not get your license. Luckily, the rabbits are the only white creatures that appear, so it's not that hard to do.



Take a Bath

The rabbits will catch your soap if you take a bath with you go hunting! A bunch of pigs will try to get you in the bathin' hole, but if they get ya, you'll smell worse than before you jumped in the water, so don't let the pigs follow. That's a good rule of thumb any time you're bathing.



Crawdads

You catch crawdads the same way you catch worms. Sometimes, if you dig rapidly in the same spot, you will catch more than one crawdad at a time. You'll need to dig for crawdads as well.



Winners

Some folks claim winners are the best bait there is. It's certainly the hardest bait to get your hands on. Move up, down, left and right with the Control Pad when you think a winner is about to pop out of its tank. If you move quickly, you should catch your limit of 10.

GO FISHN'

Finally, it's time to fish. Use the A Button to cast your line and to reel it back in. Your rod will bend a bit before you get a bite in the first round. There's a bite there, but there's a hole in your boat, and you're sinking slow. So, if you'd better catch 'er fast, you'll catch a lot of junk, but it helps to plug the leak in your boat, giving you more fishing time.



Rimmo

You get only one load of rimmo—the bullet load. A convert-style shooting gallery will appear, and once again, you must shoot only rimmos. You get one bullet for shooting a rimmo, and you get a bullet taken away for shooting anything else.

GO HUNTN'

Well, I apen't it about time you go huntin'! You will drive around in a little A.V. (lookin' for solid tracks). When you see them, hop out of the vehicle and slowly follow the tracks. A new vehicle will appear—quickly shoot the little b*tch before it runs away.





DIMINUTIVE DETAILS

Twin Turbo has all of the fine details that make a great MicroMachines game—from the racecourses made from real-life household environments to the variety of vehicles to race with.



Many Machines

All sorts of races happen in the MicroMachines universe. Tankis, speedboats, cars and leap bats are just some of the small craft you'll get to pilot. Each MicroMachines is a bit differently, so a bit of practice certainly won't hurt.

Tiny Transportation Game Boy Color

The classic MicroMachines games are miniaturized even further and are now a two-for-one deal on the Game Boy Color. Because two games are packed into one cartridge, the action in these lil' pals is actually bigger than ever!

© 1999 THQ, © 1998 Esteban Toys



Tons of Tracks

The inventive and playful tracks are quite easy to race on—each is well-thought-out and witty. We'll road boats on the bathtub or cars on the kitchen table, but did anyone ever take the time to build the bath tub caravans with bubbles or the kitchen course with cereal?

2 PLAYERS, 1 Game Boy

Two-Player Twin-Player Mode is rather unusual—two players share one Game Boy, which should be placed on a table and 3' apart so as that player one using the Control Pad to steer and player two using the A, B and Start Buttons to do the same.



HighWay Robbery

Grand Theft Auto is a different sort of car experience. You are a gangster, and you steal cars on a freelance basis. You may be called upon to deliver packages to drive the car to a shop shop.



Auto Insurance

At the start of your life of crime, you're pretty much on your own. You begin on foot and must find a phone in another part of town to get your assignments.



Run Over Crates

You're a criminal without any way of protecting yourself. Once you've managed to commandeer a car, run over the gray grunts to pick up a weapon. You can use the weapons only when you're outside the car, however.



Dealing with the Man

The cops are out to get you for some reason. Obviously, you should try to avoid being arrested, and you don't want the police getting you down. You can fight back, especially if you have a weapon.

Pick Up the Pace

The towns you are "working" in are very large, so to save time you should run in front of the first passenger car you see and, well, steal from its owner. Once you have wheels, it's easier to get to your other assignments.



TOPGEAR[®] POCKET 2TM

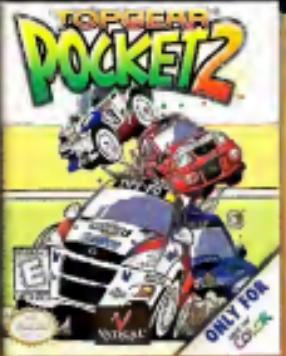


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GAME BOY COLOR



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GAME BOY COLOR

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ARENA

are you game?

THE CHALLENGES



Donkey Kong 64

Crystal Caves and Creepy Castle

To be the top banana in this month's DK64 challenge, swing into Crystal Caves or Creepy Castle, then clean out the area. Send us a photo of your All Kongs Menu showing 500 bananas, 25 Golden Bananas, five Banana Medals, two feathers and one Crown.



Namco Museum 64

Arcade Achievements

Saving you from spending quarters in the arcade, Namco has dusted off Pac-Man, Ms. Pac-Man, Galaga, Galaxian, Pole Position and Dig Dug and faithfully reproduced them for the N64. See just how far 25 cents can take you by racking up a high score in any of those classics.



Xena: Warrior Princess: The Talisman of Fate

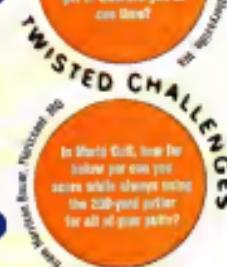
Battle on, Xena

The fighting on the TV show blazes by in a flash, but can you battle just as quickly in the N64 version of Xena? Set your game to the God difficulty level, defeat Despair in Quest Mode, then send us a picture of your record time.

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2



3



POKÉMON

Jeremiah Weik, Worcester, CT
 Joel Weik, Wilton, CT
 Betty Weisz Murphy, Fair Oaks, CA
 Michael Sholekoff, Towson, MD
 Joe Wiley III, Indianapolis, IN
 Greg Williams, Colgate, WI
 David Williams, Milltown, NJ
 Diane Williams, Englewood, CO
 Peter Wong, Peabody, MA
 Gary Wu, Scranton, PA
 Craig Yelon, Pittsburgh, PA
 Kelvin Yoo, Temple City, CA

STAR WARS: ROGUE SQUADRON

Robert Dahms, Alexandria, VA
 Steve Berger, Lakewood, MD
 Craig Daugherty, Delaware, OH
 Raymond Eng, Poughkeepsie, NY

THE LEGEND OF ZELDA: OCARINA OF TIME

Andrew Fader, Newmarket, NH
 Andrew Fader, Newville, PA
 Devin Felt, Connecticut, CT
 Scott Freck, Freeland, MI
 Greg Frest, Kirkland, WA
 Justin Grisham, Festus, MO

THE LEGEND OF ZELDA: OCARINA OF TIME

Doug Garett, Lemoore, CA
 Stephanie Flynn, Salt, CA
 Jason Kornack, Lake Jackson, TX
 Michael Liu, Mission Viejo, CA
 Mike McKinley, Stockton, CA
 Josh Meltzer, Hermon, ME

THE LEGEND OF ZELDA: OCARINA OF TIME

Eric Alessandro, Independence, KY
 Ben Anderson, Mechanicsburg, PA

Challenge Scoreboard

Los Angeles, Sacramento, CA
 Jonathan Saenz, Lourdes, HI
 Adam Beatty, Pittsburgh, PA

BEETLE ADVENTURE RACING

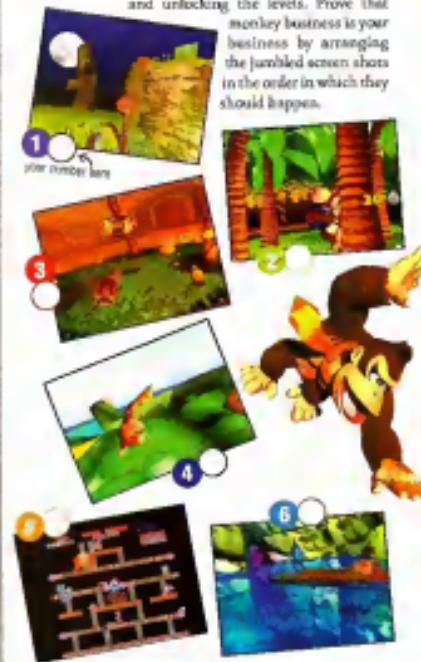
William Rasmussen, Irving, TX	4:56.16
Clinton Pali, Orlando, FL	5:00.10
Byron Oberst, Clarksville, TN	5:30.17
Andrea Sung, Aurora, CO	5:22.35

BEETLE ADVENTURE RACING

Clinton Pali, Orlando, FL	4:00.25
Stephen Evans, Frederick, MD	4:35.75
William Rasmussen, Irving, TX	4:38.18
Byron Oberst, Clarksville, TN	4:04.61
Andrea Sung, Aurora, CO	4:36.09

SCRAMBLED SCREEN SHOTS

To finish *Donkey Kong 64*, you must determine which characters you use first and which tasks take priority. The order in which you play is the key to completing and unlocking the levels. Prove that monkey business is your business by arranging the jumbled screen shots in the order in which they should happen.



Who am I?

You may think you're ready to trill in *PokéArena*.
But, are you any match for our sleepy
photography skills? *PokéArena* isn't all about
combat since the game also features a photo
studio. See if you can identify which
Pokémon we asked to say "cheese."



Do you think what I have? Photograph your achievements for one of this month's three *Photo Challenges*, then mail your creation or challenge along on Power Playpark Avenue, P.O. Box 43944, Renton, WA 98043-0211. E-mail digital photos and challenges along to pmag@timeinc.com. Please include the following info on the back of your photo(s) or on your card: Name, Address, Membership number (if you have one), ZIP/Postal code and Challenge number. The deadline for this month's challenge is March 15, 2000. If we use your suggestion or photo one of our top *PhotoChamps*, you'll receive these: Sharpie good reward; everybody on our *Super-Contributing* list gets a *SuperChamp* Seal to www.time.com for a complete list of qualifiers.

TRY THIS!

ODD GAME OUT

Could skateboarder Tony Hawk have something in common with toy cars or monster trucks? Though games are getting more and more diverse, they still share some of the same elements. The following clusters are grouped because they share a common trait, but one member of the group isn't like the others. Cross out the entry that doesn't belong.

1. Features an appearance by Mr. Potato Head:
 - a. Toy Story 2
 - b. Micro Machines 64 Turbo
 - c. Monopoly
2. Contains music by Primus:
 - a. Hot Wheels Turbo Racing
 - b. Tony Hawk's Pro Skater
 - c. Monster Truck Madness
3. Spots a level called Jungle Japes:
 - a. Donkey Kong 64
 - b. Disney's Tarzan
 - c. Space Station Silicon Valley
4. Has blue hair:
 - a. Jet Force Gemini's Vela
 - b. Army Men's Vika
 - c. Castlemania's Carrie
 - d. Mystical Ninja's Cannon
5. Is a special attack used in a game:
 - a. Smelly Beet
 - b. Stinkin' Creepout
 - c. Lovely Kiss
 - d. Crazy Legs' Kneading
6. Is originally from a comic book:
 - a. Shadow Man
 - b. Superman
 - c. Rayman
 - d. Tarik

ANSWERS TO VOLUME 120

Where Am I?	1. Miami	8. Michael Jackson
1. What's the Word	2. Mr. Potato Head	9. Billie Hollist
2. Where's Wal-Mart	3. Where's Wal-Mart	10. Mu Man
3. Micro Madness	4. Micro Madness	11. Miss Money
4. Legs Men	5. Legs Men	12. Miss Minnows
5. Mackey Madness	6. Mackey Madness	13. Micro Machines
6. Giga Men	7. Giga Men	14. Metal Maniac
7. Mackey Maniac		

THREE-WORD TRIVIA

1. (1971-1972) 10
2. (1973-1974) 400
3. (1975-1976) 1200

8. Michael Jackson
9. Billie Hollist
10. Mu Man
11. Miss Money
12. Miss Minnows
13. Micro Machines
14. Metal Maniac

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NINTENDO 64

DISNEY'S TARZAN

Tarzan swings onto the N64.

GRAPHICS: Tarzan's movement takes place mainly in two dimensions, but the perspective creates a sense of 3-D. It seems as if all the wildlife in the jungle is above, and much of it is impressive. The wonderful animation of Tarzan and the many jungle creatures make this game experience as rich as the Disney movie.

PLAY CONTROL: Running, jumping, climbing, swinging and using weapons are very easy to master because of the precision feel of the play control. Players of all skill levels should have no problems.

GAME DESIGN: Where was it written that

all games have to be 3-D? Tarzan is proof that platform games can be just as rewarding.

SATISFACTION: You can't argue with quality. Tarzan looks, feels, and sounds great. Hardcore gamers will find it a bit too easy, but the game is really designed for a younger audience.

SONO: The music and background sounds are incredible. If you think sound in a game doesn't make a difference, listen to Tarzan.

COMMENTS: Note—this makes a good case for why interrolling gutter should never be abandoned.

Jason—Tarzan always feels like it's 3-D. The levels are very well-designed—the cleverly disguised bonuses aren't too obvious.



OVERALL
8.5
RATING

GRAPHICS

8.8

PLAY

9.3

CONTROL

8.3

GRAPHIC DESIGN

8.5

RATE

8.2

ROUND

8.5



HERE IT RATES
It's based on the Disney movie, so you know that.

Tarzan will have any child 100% absorbed. Tarzan is the masterpiece, as the ESRB has no legal reasoning used by an acknowledgement of the animated violence.

POWER STAFF STAFF
SCORERS

U.S. — Spin

U.S. — Scott

U.S. — Andy

U.S. — Jason

U.S. — Mike

RIDGE RACER 64

The best Ridge Racer on the planet is on the N64.

GRAPHICS: N64 did a great job of capturing the excitement of the RR series and pumping it up with potent graphics and incredible cars. Fog, pop-up and jiggies are words that definitely won't come to mind, since they don't appear on the screen. It's a fast, smooth ride.

PLAY CONTROL: The cars vary widely in their control characteristics and driving attributes. Some vehicles are speed demons with loose grip while others are slower but steadier. The drift technique can be set for Classic, Revolution or RR64.

GAME DESIGN: Players in the Grand Prix

win the chance to challenge for new cars, and those new cars will make it easier to challenge in the next round of Grand Prix races. The game also features Time Trials and multiplayer modes.

SATISFACTION: There's a lot of game here for racing fans (60 races in all), and best of all, it's fun and fast. The Z class races are mind bending.

SOUND: The fast-paced music gives players a sense of urgency, which is just what you want in a racing game. Road and engine noises are fairly realistic.

COMMENTS:

Scott—It continues the best of previous Ridge Racers and adds more challenge and hidden goodies. Dan—The racing stages are brilliant.



OVERALL
7.9
RATING

GRAPHICS
8.6

PLAY
CONTROL
8.2

GAME
DESIGN
7.3

SAT.
7.8

_SOUND
8.2

AVERAGE
POWER
STAFF
SCORES

8.5—Andy
8.5—Scott
7.4—Nate
7.4—Serge
7.0—Kyle



FIGHTER DESTINY 2

Does FD2 score on the N64?

GRAPHICS: Although the graphics are a step up from the original Fighter Destiny, they don't compare to today's best N64 games. The animations are good, including special moves with some cool effects. Replays follow each scoring round, which add to the cinematic feeling.

PLAY CONTROL: Fighter Destiny uses the Cross Pad and limited buttons on the Controller. Pulling off special moves consistently is tricky. You can learn the moves in the Training Mode.

GAME DESIGN: Each match in FD2 is judged, with points being awarded for

takedowns, ring outs and so on. Fighters don't try to rip each other's spines out. FD2 has plenty of one-player modes including a unique Fighter's Arena in which players challenge the Master to learn moves.

SATISFACTION: Fighting fans should be happy to see a quality game like this, because there haven't been many recently.

SOUND: Most of the music is forgettable, but some matches the setting. The typical grunts and groans are to be expected. The announcer actually sounds pretty good.

COMMENTS: Andy—Parties will appreciate the technical fighting system. Jason—The Round Attack and roulette/gambling attack for scoring makes each fight exciting to replay.



OVERALL
7.5
RATING

GRAPHICS
7.2

PLAY
CONTROL
8.0

GAME
DESIGN
7.7

SAT.
7.3

SOUND
7.0

AVERAGE
POWER
STAFF
SCORES

8.1—Spike
8.0—Jason
7.3—Serge
7.3—Andy
6.5—Nate



ELMO'S LETTER ADVENTURE

Elmo learns the alphabet on the N64.

GRAPHICS: Big Bird, Grover and Ernie take Elmo to three special worlds to learn his ABCs—there's a farm, a space world and an underwater world. The bright graphics and cartoonish animation are suitable for the Sesame Street characters and themes. The letters are large and easy to recognize, but there is some confusion between the mix of lowercase and uppercase letters.

PLAY CONTROL: Elmo acrobats dives, drives a car and pilots a spaceship in his search to identify letters. Players merely push the Control Stick in the direction they want to

go and steer left or right. It's easy and intuitive.

GAME DESIGN: Like Elmo's Number Journey, the Letter Adventure focuses on recognition of symbols. In this case, kids learn to recognize letter shapes and put those letters in simple words.

SATISFACTION: There's a lot of positive feedback in the game, and the development team at Real Time Associates did a good job with the Sesame Street license.

SOUND: All the characters speak, which is essential in a game for the pre-reading crowd, but the clarity of the voices could

have been better. The music is light and friendly.

COMMENTS:
Scott—For the right audience, it's fun and angelic.



- N64/64 Megadrive
- 1 player
- Entertainment
- 3 levels of difficulty
- Sesame Street license

GRAPHICS **7.0**

PLAY CONTROL **8.2**

GAME DESIGN **7.4**

SAT. **8.8**

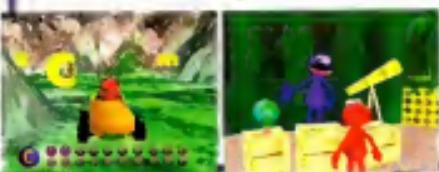
ROUND **B+4**

MAXIMUM POWER STAFF SCORES

8.8 → Jason
7.8 → Andy
7.5 → Nate
7.0 → Scott
6.4 → Dan



HOW IT RATES
This educational Sesame Street game earned the E rating from the ESRB. E stands for Early Childhood. There's no violence of any kind, but expect some foul play with Big Bird.



ELMO'S NUMBER JOURNEY

You can count on Elmo for fun with numbers.

GRAPHICS: Elmo and his friends—Cookie Monster, the Count and Ernie—come alive in 3-D settings with expressive animation. Camera motion is automatic and a bit slow. At times, young players could miss things because the camera didn't swing around far enough.

PLAY CONTROL: The game pretty much tells young players which buttons to push and when. It's as simple and intuitive as you can imagine, which is just right for this type of product.

GAME DESIGN: Youngsters will learn to

identify numerals and numbers of objects and perform simple calculations by playing the game. The approach is simple, but there are some fun stages, such as the bumper car ride and the snowboard course on Candy Mountain.

SATISFACTION: This product will appeal to youngsters who are just learning about numbers—and to parents. More variety in the areas and tasks would have been nice.

SOUND: All the characters talk, so young players don't have to read to get through the game. The quality of the sound is not very crisp.

COMMENTS:
Jason—Cookie Monster is fabulous to watch and hear. The sticks, snowboard and bumper cars are fun for running around.



- N64/64 Megadrive
- 1 player
- Entertainment
- 3 levels of difficulty
- Sesame Street license

GRAPHICS **7.0**

PLAY CONTROL **8.2**

GAME DESIGN **7.2**

SAT. **8.6**

ROUND **B-22**

MAXIMUM POWER STAFF SCORES

8.8 → Jason
7.8 → Andy
7.5 → Nate
6.4 → Dan
6.4 → Scott



HOW IT RATES
Like its predecessor in education, Elmo's Number Journey received the E—Early Childhood—rating from the ESRB. It's suitable for preschoolers or superintelligent three-year-olds with ample math.

PGA EUROPEAN TOUR

Go golfing European-style with Infogrames.

GRAPHICS: The trees look nice, the fairways are lovely, and the golfers exhibit perfect form, but all of this is only half the story for PGA European Tour. Several graphic elements detract from the game, including greens that are difficult to read and swing bars that are confusing for beginners.

PLAY CONTROL: Infogrames includes four methods for controlling the swing. The default is the best. Players also control the type of swing from a menu, which seems awkward at first but turns out to make things much easier in the long run. The

camera controls are excellent.

GAME DESIGN: The idea behind this Linkster is to provide a European golf setting with European pros. They included the standard match and team modes, plus four-player capabilities. Players can even edit their on-screen hacker personas.

SATISFACTION: Golfers will appreciate the shot-making emphasis of this game, but casual players probably won't get beyond the awkward initial feel.

_SOUND: Expect very nice sound effects and announcing.



OVERALL
6.9
RATING

GRAPHICS
8.2

PLAY
CONTROL
8.6

GAME
DESIGN
7.0

RATE
7.2

ROUND
7.6

AMAZON
STAFF
REVIEWS

8.2 — Scott
7.2 — Scott
8.5 — Kyle
8.4 — Nate
8.8 — Andy

- Infogrames/T20
- Megabits
- 1 to 4 players simultaneously
- 4 courses
- 4 modes
- 4 Controller options

COMMENTS: Scott—

I started it at first, but after getting to know it, I think it's probably one of the most golf you around.

Andy—Partially informative.

NOW IT RATES
Unless you throw your clubs at another golfer, there's not much you could do to complain. Thing more than on *Erving*, and the ESRB gave *European Tour* just that.



OVERALL
6.9
RATING

GRAPHICS
7.2

PLAY
CONTROL
8.6

GAME
DESIGN
8.6

RATE
8.8

ROUND
7.6

AMAZON
STAFF
REVIEWS

7.8 — Andy
7.2 — Scott
7.1 — Nate
6.7 — Scott
6.1 — Kyle

WORLD LEAGUE SOCCER

South Peak is in it for the kicks.

GRAPHICS: The smooth animation and graphics in WLS may not be as crisp or detailed as the most recent FIFA games from EA Sports, but they're pretty good just the same. Players make some unrealistically stops and turns, however, so if you want ultra-realism, you might be disappointed by this one.

PLAY CONTROL: The on-field player controls in WLS are very simple, making it ideal for beginning players, but the menu system should be easier to use.

GAME DESIGN: This is a standard soccer game without any major licenses, so the

names of teams and players won't match with your favorites. It includes all the modes that soccer fans have come to expect, including custom leagues, national leagues and international tournaments.

SATISFACTION: The biggest thing going for WLS is no easy play controls. If you can move the Control Stick and push a button or two, you'll have some fun.

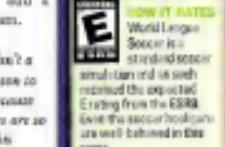
_SOUND: The announcing is accurate. Some of the background sounds, such as thunder during rainy matches, add a sense of realism.

COMMENTS:

Scott—There isn't a compelling reason to get this one, because the FIFA games are so dominant in this category.

- South Peak/T20
- Megabits
- 1 to 4 players simultaneously
- Controller and Remote Pad compatible
- 8 play modes
- 3 languages

NOW IT RATES
World League Soccer is a standard soccer simulation and in such remained the expected. Rating from the ESRB gave the soccer highlights are well behaved in this game.



CYBERTIGER

Tiger Woods rules the fairways on the N64.

GRAPHICS: Somewhere between simulation and cartoons you'll find CyberTiger. The courses and the physics model that controls how the ball bounces are realistic. You'll also notice bunnies and skunks, and your ball may don a cape that turns it into a Super Ball. The free-swinging camera is a nice touch.

PLAY CONTROL: CyberTiger retconned golf controls, making use of the analog Control Stick to deliver a more intuitive feeling. Players can also choose from three levels of power for each club. On the greens, a curving line running out from

the putter clearly shows your lie and the break.

GAME DESIGN: This game is loaded with seven play modes, including Driving Range and Battle Modes. But the big news is the presence of power-ups, which you win by making great shots.

SATISFACTION: The extra months of development have truly paid off with a fun golf game that lies somewhere between Mario and the PGA.

SOUND: The music has a hard beat, which gets to be too much for a golf game.

COMMENTS: Kyle—An original control

interface and the power-ups set it apart from your dad's golf video games. Nate—it's impossible to make precision shots.



OVERALL
6.8
RATING

GRAPHICS
7.6

PLAY CONTROL
6.0

GAME DESIGN
7.0

SAT.
6.8

LOUDNESS
8.6

• Electronic Arts/128 Megadrive

• 1 to 4 players simultaneously

• Controller and Rumble Pak compatible

• 3 courses

• Expansion Pak enhancements



HOW IT RATES
The ESRB give Tiger a 10 rating and consider rating mild animated violence. Besides hitting the occasional worm-humper, the worms belong to the Battle Mode in which you can occasionally attack other golfers.

NINTENDO 64 STAFF SCORES

7.7 — Scott
7.0 — Nate
6.8 — Sora
6.7 — Kyle
6.3 — Andy

BIONIC COMMANDO

The classic action game gets a bionic face-lift.

GRAPHICS: Without a doubt, Bionic Commando is one of the best-looking Game Boy Color titles to date. The characters move fluidly, and the backgrounds have an amazing level of detail. But it's the cinematics that are the biggest eye-poppers—that's what 3,000 colors get you.

PLAY CONTROL: Once you forget about jumping and feel comfortable with the grappling bionic arm, BC turns into an awesome action game. New features such as the sniper rifle add even more variety to the controls.

GAME DESIGN: Bionic Commando may be a side-scrolling action game for the most part, but it's well designed and full of action, and it has enough variety to keep things interesting. Overworld

maps and overhead perspective areas add even more to the mix.

SATISFACTION: The challenge level may be a bit much for some, but if you like action, this is the best game on Game Boy Color. Start building up your thumb strength.

SOUND: The quality is good for music and sound effects. There's even some use of digitized voice, but it's pretty cruddy.

COMMENTS: Scott—It's about time we had a game that pushes GBC and provides a great play. Nate—The use of color is amazing, and fans of the original won't be disappointed. Andy—a platformer purist's paradise!



OVERALL
8.3
RATING

GRAPHICS
8.2

PLAY CONTROL
8.4

GAME DESIGN
8.6

SAT.
8.4

LOUDNESS
7.4

• Midway/128 Megadrive
• 1 player
• cartoonish art style
• 10 Stages
• bonus Areas



HOW IT RATES
The animated violence in Bionic Commando was noted by the ESRB when they rated the game E for everyone. While your commando blasting enemies, there's nothing particularly bloody about it.

NINTENDO 64 STAFF SCORES

4.3 — Nate
4.2 — Scott
4.2 — Andy
5.0 — Kyle
7.9 — Sora

TUROK: RAGE WARS

Turok rages on Game Boy Color.

GRAPHICS: Colorful graphics and simulated 3-D motion for Turok make Rage Wars more than just another platform game. Some of the stages scroll to add to the challenge. The level of detail, use of color and quality of animation are all quite good for GBC.

PLAY CONTROL: Turok uses angles of attack to make his way through these dangerous worlds. The controls include jumping and switching weapons on the fly. You'll also have access to submenus for adding shields or changing weapons.

GAME DESIGN: As always, Turok is on a desperate mission to prevent Dinosoids and Biomassors from ravaging the earth through dimensional portals. In this case, they're building invasion bases on four planets. Turok must penetrate

the bases and destroy a boss on each world. The worlds consist of multiple stages that vary widely, some with forced scrolling. Players battle enemies and pick up weapons and ammo.

SATISFACTION: If you like action, Turok packs a lot of it into this game.

SOUND: The music is fast-paced but well-suited to the Game Boy system.

COMMENTS: Scott—Nice control and pretty graphics are a winning combination. Note—The diversity of weapons was nice, but it wasn't enough to keep me interested. *Andy*—It's the best of the Throki handhelds.



GAME BOY COLOR

GRAPHICS
5.0-2

PLAY
CONTROL
7.0-8

GAME
DESIGN
7.0-8

SAT.
7.0-8

_SOUND
7.2-8

OVERVIEW
POWER
STAFF
SCORES

5.4—Kyle
7.7—Andy
7.4—Scott
7.1—Sasha
6.5—Note



HOW IT RATES
Turok received an E rating with a descriptor of "animated violence. There's no blood or gore, but Turok has his way through lots of biomassors."

MR. NUTZ

A super squirrel saves the world.

GRAPHICS: Mr. Nutz features large characters and rich stages filled with interesting enemies. Although the game action is run-of-the-mill platform stuff, the graphics are very appealing and worth a look.

PLAY CONTROL: Your squirrelish moves may be limited to walking, jumping, whipping your tail about and throwing nuts, but the precision of each of those moves is quite good. The learning curve is very gentle in this game.

GAME DESIGN: Indigames probably figured that the fury-tailed hero would appeal to young gamers, and accordingly they made the game fairly easy. In his quest to save the world from freezing, Mr. Nutz must hop and bop his way through more than 30 levels and six

stages to reach the cold-hearted Yeti.

SATISFACTION: Die-hard gamers will want more heat with their games, but newbie action fans who want a good-looking game will find it all in Mr. Nutz.

SOUND: The music is suitably bouncy, and the sound effects are Maracasque.

COMMENTS: Scott—Like the original Mr. Nutz for the Super NES, this game is neither that fast, but the game play is pretty standard. Jason—What if Mario were a squirrel? Note—I was pleasantly surprised by Mr. Nutz. The levels were large and often took a little while to figure out. Not bad at all.



GAME BOY COLOR

GRAPHICS
7.0-8

PLAY
CONTROL
7.2-8

GAME
DESIGN
5.0-8

SAT.
6.8-8

_SOUND
6.3-8

OVERVIEW
POWER
STAFF
SCORES

7.4—Jason
7.5—Note
7.1—Andy
7.0—Scott
5.0—Sasha



HOW IT RATES
Not even the watchdogs at the ESRB find the heat to be anything more than the cutest squirrel game ever. We wholeheartedly note that Mr. Nutz has a violent streak: his acrobatic bags and thrower score in spades.

OVERALL
RATING
7.4

OVERALL
RATING
6.8

GRAND THEFT AUTO

The seamiest side of gaming appears on Game Boy Color.

GRAPHICS: Cars, buildings and other large objects in Grand Theft Auto look amazingly good, but the player character is tiny. The overhead perspective may have been fine for the PC game, but it presents some problems of scale on Game Boy. Amazingly, little clues like the shaking of the ringing of pay phones can be seen clearly. The directional pad/arrow is probably the most important graphic element.

PLAY CONTROL: It's hard to grow accustomed to the awkward play control. Simple movement is difficult, and driving around town is even more of a beast.

GAME DESIGN: For a game that involves gangland heists and other illegal activities, Grand Theft Auto seems pretty tame. The actual mission objectives are a matter of finding locations and

performing simple tasks.

SATISFACTION: The only good play control element in Grand Theft Auto is the operation of the power switch. That being said, the game has a lot in it for patient players who don't mind exploration.

_SOUND: The music is pretty good, and it changes frequently enough to keep you from going insane. Controls for music and sound effects levels were included.

COMMENTS: Note—it's a big plus with a for of trouble to get into. The only problem is you couldn't see trouble if it walked up to you and whooped you with a concert ticket.



• Action/3D/Mysteries

• 1 player



HOW IT RATES
Grand Theft Auto is one of the rare Game Boy titles that has a sense of humor. The extended violence in this game is part part of the story. The game is about succeeding at crime.

OVERALL RATING
6.2

GRAPHICS
7.2

PLAY CONTROL
5.2

GAME DESIGN
6.7

SAT.
4.0

ROUND
4.0

INVITATIONAL POWER STAFF SCORES

6.7 → Andy
6.7 → Nate
6.4 → Jason
6.1 → Kyle
5.8 → Scott

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

It's about time for Game Girl Color.

GRAPHICS: Don't expect the sister sleuths to be permanent in the game as they are in their video adventures. The characters are on the small side, but that's not to say that they're too small for the type of game. Likewise, the backgrounds are less detailed than in some games, but the simplicity of the graphics makes it easy to identify people/elements.

PLAY CONTROL: Each character has one special move, so that part is easy to learn. The trick is to use the right character in the right place. Even novice players should master the style in a short time.

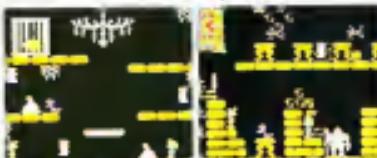
GAME DESIGN: Yes, they'll solve any crime by dinner-time, but you won't finish M-K&A that fast. The puzzles are surprisingly fresh and fun. Players must use the three characters to work their way

through the miasma, enemies and obstacles of each level.

SATISFACTION: Acclaim is targeting this title at female gamers, but the puzzles are right for all players.

_SOUND: The music is okay, but it becomes annoying after extended play. The sound effects and music can be turned off in the Options menu.

COMMENTS: Scott—Regardless of what you might think about the heroines, this game is filled with good puzzle action. Note—While the *lowl* design gets inspired, the graphics could use some improvement.



• Action/3D/Mysteries
• 1 player
• Puzzles
• 3 cases



HOW IT RATES
The young detectives solve their cases predictably, which earn them a glowing E from the ESRB. We would like to add that players should not anticipate the game at home by throwing dogs at spiders.

OVERALL RATING
6.1

GRAPHICS
5.2

PLAY CONTROL
5.6

GAME DESIGN
6.0

SAT.
5.8

ROUND
5.2

INVITATIONAL POWER STAFF SCORES

6.7 → Scott
6.7 → Scott
6.4 → Nate
5.4 → Kyle
5.0 → Kyle

ALSO PLAYING THIS MONTH**MICROMACHINES 1 & 2**

- THQ Reusable
- 1 to 2 players simultaneously
- Game Gear Compatible
- GG and GBC compatible

For racing with cars, trucks, choppers, boats and even tanks, this is no filler game. This surprising *Space Boy* offering from THQ, *Micro Machines* features tournaments and challenges with a great variety of racing styles. The color graphics are excellent, and the control is pretty good, too.



OVERALL
7.2
RATING

GRAPHICS 7.5
PLAY CONTROL 7.2
GAME DESIGN 8.0
EASE 7.2
SOUND 7.2

BILLY BOY'S HUNTER & FISHER

- Midway/Magnets
- 1 player
- Game Gear Color exclusive
- Rewards

Combine every insulting stereotypical you've ever heard about the backwoods—you'll find them in *Billy Boy's Hunter & Fisher*. The numbly popular 1980s game play features target shooting and amputate bass fishing. To top it all, the sophomore appeal of the genre, it's kind of funny to realize this.



OVERALL
6.7
RATING

GRAPHICS 8.0
PLAY CONTROL 8.0
GAME DESIGN 8.0
EASE 7.0
SOUND 8.0

PONG

- Midway/Magnets
- 1 to 2 players simultaneously
- 8 modes
- Game Gear Color only

The first video game ever released is a Game Gear Color exclusive version featuring colorful variations on the original game. Now you can play with special paddles, 8 custom levels and extra options such as portraits and scorekeeping. You can use it by the original—it's just as good as the original.



OVERALL
6.6
RATING

GRAPHICS 8.0
PLAY CONTROL 7.4
GAME DESIGN 8.0
EASE 7.2
SOUND 8.0

GOZILLA

- Midway/Magnets
- 1 player
- Previews
- 3 languages
- GG and GBC compatible

Godzilla's attitude very tall, leaving big attack moves as you stamp through cities and other layouts, such as the bottom of the sea. Your fast attack by land, sea and air. Multiple enemies with both enemies add to the carnage. The pacing is fast, slow for destructive battles, but the graphics are monster.



OVERALL
6.3
RATING

GRAPHICS 7.0
PLAY CONTROL 8.0
GAME DESIGN 8.0
EASE 7.0
SOUND 8.0

TEST DRIVE 6

- Midway/Magnets
- 1 player
- 3 modes

Another driving franchise comes to Game Gear Color now that Accolade has joined with Midway. The graphics are actually reminiscent of *Mickey's Racing Adventure*, but the control is more maneuverable. Players can earn money to buy new cars and power up existing cars.



OVERALL
5.9
RATING

GRAPHICS 8.0
PLAY CONTROL 8.0
GAME DESIGN 8.0
EASE 7.0
SOUND 8.0

BEHIND THE NUMBERS AND NAMES**EVALUATIONS**

ANDY:

ARMOND:

BRYAN:

DAN:

ED:

HENRY:

JASON:

JOHN:

KYLE:

NATE:

SCOTT:

SONJA:

RATINGS**GRAPHICS**

PLAY CONTROL

GAME DESIGN

SATISFACTION

SOUND

AGE RATINGS

M

Mature (17+)

RP

Rating Pending

Warlocked.



Game Boy Color grows up.

THIS MONTH

LOONEY TUNES COLLECTION



How many times do you have to?

BARBIE DOLL



Entertainment is back for the N64.

F-RACING CHAMPIONSHIP



Who's fast pack up speed.

TIGER WOODS 2000



Who's a Tiger is your GOLF.

PAK WATCH

The inside source for all
Nintendo News.

NINTENDO REINVENTS FUN ON THE N64



The N64's classic styling has served it well over the years, but Nintendo has decided that it's time to make some fantastic changes in the dark gray console. In a few months, you'll begin to see six new colors of N64 consoles—the Fantastic Series—appearing at retail locations across North America. Each of the new Fantastic console has a semi-transparent



shell, like the Jungle Green consoles of the Donkey Kong 64 set, so you can see the inner components of the N64. The new flavors include Watermelon, Ice, Jungle, Fire, Smoke and Grape. Of course, although these consoles are quite tasty, you won't want to eat them when they appear on the menu at your local retailer after March 10th.



NINTENDO AND BITS MAKE NEW GAME BOY COLOR STRATEGY

Out of the obscurity of Nintendo's top secret, second-party development projects comes word of a mysterious, real-time strategy game for Game Boy Color. It's called Warlocked, it's in development at Bits Studios in the U.K., and it's scheduled for release in North America in April. Recently, your Pak Watch patrol snagged a copy for an early preview, and we were very nearly bowled over by the scope and cleverness of the game.

Man vs. Beast

Warlocked takes place in a world filled with humans and beasts battling one another for domination. Like most real-time strategy games, Warlocked pits the opposing races in worlds of fog that clear as players explore the unknown. Each side must collect resources, build warriors, construct bases, search for the enemy and engage in combat. In Warlocked, the humans use knights and archers as the basic troops, while the beast race has goblins with similar attacks. Both races search for wizards and dragons to help give them an edge. They also build barracks, work mines to produce gold and other structures and chop down forests to provide wood for construction. You'll even find farms that grow the food that supports your troops.

Wizards in the wilderness

Each wizard has one type of magic for combating the enemy. For example, the Chicken Wizard can cast a spell on an enemy that turns it

into a chicken. If one of your fighters defeats the chicken, you can devour the fowl and regain HP. Other wizards have suggestive names such as Sage, Quake, Sleep, Pox and Gold. More than 20 types of wizards are hiding in the game worlds, but you'll need some extra help to find all of them.

Various links

Trading wizards and other units adds another dimension to Warlocked. When you begin a new game, a random function determines which wizards will be available to you as you progress through a dozen missions. The only way to get any of the other wizards is to trade for them. Trading takes place via Game Boy Color's infrared port. Players can battle each other directly, as well, but must link up using the Game Link Cable. There are six worlds dedicated to two-player linked battles in addition to 12 single-player missions for each race. The types of terrain include snow, forest, tropics, desert and volcano. In the unique Allies Mode, players swap units using the infrared port and the game automatically determines the winner, sort of like in a card game.

Casting the spell

Warlocked packs a lot of fun and strategy into its 16 megs, but perhaps the most impressive part of the game is the size and clarity of the unit graphics. Some PC games in this genre don't do as good a job of distinguishing between different types of units. Warlocked is a Game Boy Color exclusive title that makes full use of the GBC hardware, but a lot of credit has to go to the



development team for creating art that fits the small screen. The result is an original game that's the first handheld for real-time strategy fans. If you enjoyed Command & Conquer, Warlocked should cast its spell on you, as well.



What happens when you trade a Chicken Wizard for a Pox Wizard?

Pak Play

Hands-on previews of upcoming games.

GOTTA TUNE 'EM ALL?

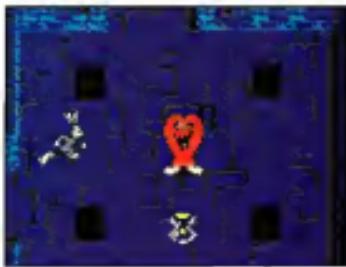
InforGames hopes to cash in on the collectible character craze with a new series of Game Boy Color games starring a hagi cast of Looney Tunes favorites such as Bugs Bunny, Daffy Duck, Tas and Elmer Fudd—47 of the beloved characters in all. InforGames gave *Pak Watch* an exclusive look at the first adventure, which is up to be called *Looney Tunes Collector: Alert*. The game, or games, consists of several parts. In the one-player adventure, you'll have 12 initial stages, eight playable Looney Tunes characters and 25 characters that you'll meet. If you trade characters with another player, you'll open a second adventure of eight missions with six



playable characters and 25 characters to meet. The stages are filled with puzzles and real-time action similar to *Zelda* games, but you'll also find plenty of Looney Tunes wackiness.

Two players can Game Link or access a multiplayer mode, as well. The game isn't just a response to *Pokémon*, as you might think. In fact, the development crew in Lyon, France, has been crafting *Collector* for almost two years with a 12-person team. That's a huge investment for a Game Boy title, but InforGames has a lot of faith in the Looney Tunes

license and the potential of *Collector*. Due out in August, *Alert* will be followed in the fourth quarter by a second *Collector* adventure. No one knows how many there will be in the end.



BACK TO BOMBERMAN

PAK WATCH

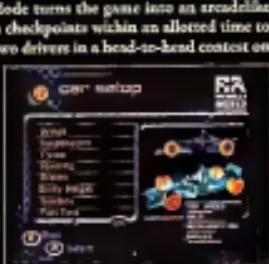
Bomberman's back in a new adventure from Hudson Soft, which he shares with a friendly, Kelpypaque hero named Pommy. In *Baku Bomberman 2*, which is the Japanese name of the game, the B-man and Pommy get sucked into a black hole to begin an adventure that takes them to six planets. The 3-D action

involves typical Bomberman activities such as blowing up enemies and obstacles, but the perspective is a real step up from the previous Bomberman games on the N64, as play control is better. In addition to picking up items in the game, B-man can buy cool gear in a space shop before entering a level. Of course, the traditional multiplayer Bomberman games are included in several variations for up to four players. There's even a Customise Bomberman Mode where players can build their own characters. Although Hudson developed the game, they're looking for someone else to publish it in North America, so we can't say when BB2 will explode onto the scene.



UBI'S BEHIND THE WHEEL

F-1 fans will soon be treated to the finest F-1 experience you can get without actually climbing into an open-wheeled car. *F-1 Racing Championship* was created by Video System and Paradigm Entertainment as the sequel to 1998's *F-1 World Championship*, which was distributed by Nintendo. This time, Ubi Soft gets the checkered flag. As for the game, it's been improved in the areas of graphics and play control. There are some new game play options, as well. The Arcade Checkpoint Mode turns the game into an arcade-like racer that requires you to reach checkpoints within an allotted time to continue. The Duel Mode pits two drivers in a head-to-head contest on any of the international F-1 tracks, and the smooth animation doesn't drop a frame. F-1 is pretty and fast, but this type of racing still isn't as big in North America as in other parts of the world. You'll be able to check it out for yourself by the end of next month.



Ubi wheels out another winner...

VOLUME 129

133

Pak Peeks

What's breaking in the world of games.

A Serious Tiger

Tiger Woods may seem more like a playful kitten than a tiger on the N64, but on Game Boy and Game Boy Color, Tiger Woods PGA 2000 has a big bite. This game is a true simulation compared to the



arcade look and feel of CyberTiger. Even so, you'll still have a great round of golf. Joining Tiger on the PGA tour are other top pros such as Davis Love III and Craig Stadler. You can challenge the CPU pros in Stroke Play, Skins, Shootouts or Tournaments on real courses including Sunken Meadow and Sawgrass. THQ has picked up the license from EA Sports and should have Tiger on the fairway any day now.

Say "Hello Kitty"

Pokémon isn't the only Japanese phenomenon to reach North America recently. Hello Kitty has appeared on all sorts of products, and now she's starring in a Game Boy Color game from NewKidCo. Hello Kitty's Cube Frenzy is a simple, Tetris-like puzzle game with a few twists. Players use blocks to build steps or eliminate obstacles so Hello Kitty can reach all the prize items. It will whisker you away.



Build it and they will play

Marchbox Caterpillar Construction Zone from Maxis for Game Boy and Game Boy Color promises to put players behind the levers of giant yellow Caterpillar bulldozers, cement trucks, excavators and other types of heavy construction machinery. The game consists of 10 levels of construction projects. You'll flatten terrain, pour concrete, lay pipe and till fields, to name a few of the tasks. For construction fans, there's also a descriptive entry for each type of equipment.



menu with listings for things such as engine type, rated payload and body capacity. It's a hard-hat paradise, and Maxis should be available by the time you read this.

Loonies racing

Infogrames has a huge Game Boy Color lineup in addition to the Collector series, and Wacky Races will be just the first of many titles featuring the Looney Tunes characters. Taken from the Wacky Races cartoons, classic characters such as Muttley, Daffy Daredy, and Penelope Pitstop race across the country in eight wacky races using vehicles like Peter Perfect's Turbo Terrific. There are four modes, including



Arcade, Endurance, Championship and Time Trial, and nine tracks for testing your skill. And that's not all folks, because the colorful graphics look like they were pulled straight out of the cartoons.

Game Boy happenings

Game Boy Color games, whether they're deal or deflated, continue to feed the faster growing category in the video game world. Most of the industry's growth through 1999 was a result of the huge increase in Game Boy Color sales. Pokémania was part of that success but certainly not all of it, and developers and publishers around the world continue pouring creativity and dollars into the development of new Game Boy titles.

Here are a few of the upcoming games. Midway is working on a GBC version of its arcade hit, NBA Showtime. Interplay is working on a game starring Casper the Friendly Ghost while GT Interactive is developing a GBC version of its hit PC game. Driven A new developer/publisher called Wimba Entertainment B.V. has two



games in the works—Rock Bottom and Drix. Longtime Game Boy publisher Sunsoft is working on Robopon as well as other games like Blaster Master, which should be available soon. At Taito, Taito the Fox for GBC is nearing completion, too.

More on N64

The N64 continues to roll along with major titles scheduled for the foreseeable future. Deltarana, Kenko's massive first-person shooter adventure, has jumped ahead of its schedule and may be ready for

COMING SOON

release earlier this spring than previously thought. Infogrames reports that Duck Dodgers and Tax Express are both on track for early summer releases. Midway has just about inked an agreement on a cool new hockey game, while Cruis'n' Exotica is already in the works for the N64. Midway's Rush 2049 and Stunt Race 3000 will leave their marks later this year, as well. If you've been wondering what happened to South Park Rally from Acclaim, it's still in the



Duck Dodgers



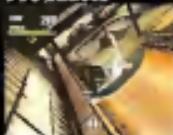
Stunt Race 3000

approval stages, but as soon as the bugs are cleaned out it should be hitting the stores. Jeremy McGrath's Supercross 2000 is also still in the works. We now expect a release date in the summer. Finally, THQ has revealed that the RPG NornQuest, in development at HaQ, has been renamed *Aldyn Chronicles: The First Mage*. The game is a true RPG with a serious look and tone. Along with *Ogre Battle*, this means that RPG fans have a lot to look forward to on the N64.



Duck Dodgers (Infogrames)

Tony Hawk's Pro Skater



Activision

Pokémon Stadium



Nintendo

ExciteBike 64



Nintendo

South Park Rally



Acclaim

Tomb Raider



Eidos

HydroThunder



Kidway

PAK WATCH

RELEASE FORECAST

WINTER 1999

- BEATZATION 64
- BIG MOUNTAIN 2000
- CARAVAN 98
- CARROMINA
- HYDRO-THUNDER
- HYPER-SKATE
- NUCLEAR STREET 64
- PORCH STUMBLIN'
- RALLY CHALLENGE 2000
- RAY ATTAC
- TONY HAWK'S PRO SKATER
- ALL-STARS TURNO 2000
- HEROBIRDS
- ARMY MEN 2
- KEEPE MEANS
- MATTEL RACE
- CARROMINA
- CARROMINA II
- CRASH
- DAFFY TALES-FOOL'S PLAY
- DEER HUNTER
- ENDURANCE
- F-1 THUNDERSTRIKE
- FRA-SURF
- HEAD BUNNY'S ONE-PIECE
- HOT WHEELS STUNT
- TRACK CHIEF
- CRICKET 99ERS
- MANICAL THOM'S CHALLENGE
- MARSHAL CATHERINE
- CONSTRUCTION ZONE
- MINI-JAMZ
- MINI IN THE ZONE 2000
- MINI ZONE 2000
- MINI MOTOCROSS
- MINI BIKES OF STEEL 2000
- MIL 2000
- TH2
- POLARIS SNOWCROSS
- PUSH CART
- 601 ADVENTURES
- RAINBOW 6
- SEASIDE ALL-STAR
- SEATRON RACING
- TEST DRIVE: OFFROAD 3
- TOUR WORLD PGA 2000
- VIGILANTE
- WAVE-SURFING

SPRING 2000

- F-1 RACERS CHAMPIONSHIP
- HEROBIRDS
- MINI RACERS
- WINGMAN CHALLENGE 2
- DEMI CASTLE
- PERFECT PARK
- STRUCTURE 64
- ALICE IN WIMBERLEY
- BLASTIN' MASTER
- CREATURES
- HEROES OF MIGHT & MAGIC
- POKEMON TRAINING-CAMP-GAME
- SATURN
- RESIDENT EVIL
- STREET FIGHTER ALPHA
- TEST DRIVE CYCLES
- TOE TOE RACER
- TOY STORY
- Wacky RACERS
- WHEELS OF CHAOS

FUTURE

- ARMED ORGANIZATIONS: THE FIRST RACE
- BAKU-100K
- CHIRON - EDITION
- DOCK DIVES IN THE 25 V 25 CHAMPIONSHIP
- ETHANIA CHALLENGE
- EXCITER 64
- HAIRDO 2000
- JEFFERY MCGRATH'S SUPERCROSS 2000
- KIDZ 64
- MCFLY'S SPEEDWAY USA
- THE NEW ADVENTURES OF MISTERIA
- ROKA
- ROBOTS: TRINITY OF THE MYSTERIOUS TREES
- SPIDER-MAN
- STREET RACE 2000
- SUPER MARIO 64 E
- X-MEN
- ZELDA GARDEN
- DAKARIA ADVENTURES
- HYDRO RACERS VS
- LINEAGE II: ZEALIA
- LADYBIRD TURBO COLLECTION: A LITTLE
- SAN FRANCISCO RUSH
- STUNIN' VAULT
- NEON LABS 3
- ZELDA: TRINITY OF THE MYSTERIOUS TREES

NINTENDO 64 GAMEBOY COLOR

Coming Next Issue...

Volume 130, March 2000

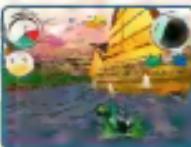
We've got your ticket to the Stadium, where you can take your 150 Pok  mon to do battle. You've trained them in your Game Boy—now it's time to unleash them on your N64 with the Transfer Pak. The competition to become a Pok  mon Master gets even tougher in 3-D. From misgivings to battle strategies, we've got the Trainer tips that will help you get a perfect win.

PERFECT DARK™



In March, we'll give you a briefing on a secret agent who will make you forget about any. Joanna Dark is set to come in from the cold in *Perfect Dark*, Rare's red-hot first-person shooter. The secret agent preview is for your eyes only.

HYDROTHUNDER



Hit the ignition and don't bother raising sail—these boat races are a far cry from the America's Cup. Get your feet wet next month as you tackle out-of-this-world fantasy courses in this high-horsepower version of the arcade hit.

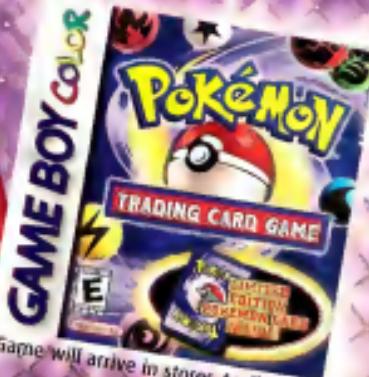
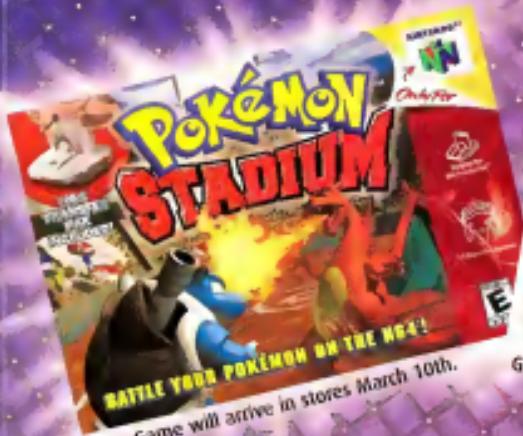
Pokémon STADIUM



NINTENDO POWER AWARDS

Do you have any candidates for the best game of the year? How about best character? Next month you'll get a chance to put in your two-cents as we present the *Nintendo Power Award* nominees. There is plenty of tough competition for the top awards, so keep your fingers crossed.





Reserve your copy of **Pokémon Stadium** or **Card** with a \$10 deposit (ea).

See stores for details.

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FUNTRONICS

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SEARS

NP BACK ISSUES

These Materials Power users are available individually. Add them to your collection. Materials are only those we have learned before.

Nobles 11-2 (See, 100); Micro-Poly 1-17 Wind, Milwaukee; Prokhorov Nobles Armored, Donkey King 64-Tex 3; Rambler Supreme 1950; Remington 2000; Aristocon Doge; Werner Mautens (22); Monza; Imperialistic (21); Gacy 3; Deep Rock Gothic (28); Gene Beck-Gene Beck.

Volume 127 (Dec. 1993) WAY West-Minna series: Tap-Step 2, *Caribbean Legacy of Dedalus*; *Disney King 84*—Part 2, *W.H.A. Min Tap-Off*; *Rocky's Bubble*, *Tap-Goes Jolly*, *Rockin' Six*; *Operation Yank* (Carnivalism, Mackay's Barong Adventure); *Star West* (Transatl 1, Rock Ghoons + Gobons, Ghoon Boy-Git-Go).

Volume 145 (2011) 1-60: First Gomes, Army Men: Sarge's Friends
Stevens 6-14; Bond Ruth 1-1; Windfall, 102 Woods Radio King;
Rapman v. The Great Escape, 142-143; Haydon, Shucko: King 1-10;
Polaroid Special: Marlin Edition (331); Dudley King 6-16; Same
Dense Structures

Volume 149 (Sept., 1953) *Int'l. Forest Genetics Review*—Graziano Segregal
Upland Horseradish—Part 2, 1953, Biot. 20:600. *Gen. & Spec. Crop Revs.*,
Int'l. Potato薯条, 1953, Biot. 20:610. *Int'l. Quart. Quarantine Club*,
Speaker Economic Research Review, *Tobacco* 1953, Reviewer.
The Brown Sheep (GB) *Country Times* (GB) *Dairy* No. 1 & 2 (GB).
Papaya-Chloro Stranglers.

Volume 333 (Aug 1993) Hybrid Buses, WWF Awards, World Disc Championship—1993, Army Men, Ingerik's Women Special, Micro Gulf, Command & Control, Gen 5 (Dove Dove Elekta Frequency Bands), 84, Duke Nelson, Zero Hour, £1000 Baer Meister Truck Medals, Spain (1991).

Wakkerus (July '99) / World Green Championship - Grade D Series
Blue Diamond - 1st Team: Tom & Commissie B. Commissie B.
Hessen Presece Invito '99: The Purse & Nordweste "Die New Total"
Burglar Revenge: Hervé Alain Dell'Prete, Shadow Van Pernis
Ken Grable (no. 14816) / C21, Edelweiss Padel (ED), Dutch Shakers (DS).

Wolfgang Lüd (Dir. '95). Polizei-Susp. Klap. Ken Grille (Dir. in Magien). A Super Lüd '95! Acclaim Review: Star-Killer Episode 11-Serie Review-Start 1: V-Bully Defense '95. Befindet die Serien an: Let's Gießt Sebastian: World Driver Championship-Premiere: Magenta Gaudi 2000, Crooked Teacher-Tales, Philipp XX. All Star Showball neuen SCP-just die Power Band!

Williams 220 (1989, pg. 95) Grants to Esso (Exxon), Imperial Oil, Esso Resources 1991 (Monsanto Down Award Winners, Superfund, All-Canada Pipeline 1990) [NRA], Marathon Oil, Friend of the Four Brothers, St. John's Resources 1991 (Battalion Award, pg. 199, Ken Gaudier, Jr. v. Shaginra Resources, Ashkenazi's USA, Tolko Resources Forests Evidence Toolkit] "Data Services Section, Ken Gaudier, Lawyer, Toronto, Ontario, Canada."

Volume 1 (up to Apr '99) - Berlin Adventure Racing, Super Seven Regatta, 1000m Flyer names, ELDST, Global Sailing Special, Grimmsche Grotte Adventure, MELRA, Summary of the 9th Lohr Incentive '94, Steinbock-Space-Carrier Project, MELRA.de at home, 9.4 A High Life Preview, Meldungen Berliner Flieger, 20-Night Preview, 10.4 Update, First Edition of PolarCross.

Volume 14, No. 3 (July 1992): Board Trouble, Vigilante II, Criminals
Endure — Part 3, Duke Nelson, Toxic Waste Chemotherapy Trials II,
California Special 100, Model of Need 99, Rampage 4, Guerrilla
NRA, One-in-a-Gone, NP Awards (Korvenom), Damned and Conspicuous
Private Violence: The Dark League, Peter Quast

Volume 22(2016) Issue 1: Maria Bang WCN Name, The Legend of 2016 Queen of Time Review; Poetry Collection: Linda Calkins Special 1, Poetry Review; Conference Review: Poetry & Translation: Kaitlin L. Berlin; Adolescent Reading Preview; History: Vigilante 2 Preview; Justice 2016; The Legend of the Sun King: Washington Classics Review; 2 Poems

Volume 2 of *Qura*, 1995, includes 1995 Continuous Stock No. Bestiaria, Tomi 2, HSA, 30 Righteous Crosses-Post-Sparta, College Hymn '95, Ched Colson's Roman MBA (see pg. 34), *MLB: Breakout: The Legend of Fields*, Linda Auskland (20), *Constitutive Resistance: Gay Rights in Canada*, CEDT Presses, (Montreal), 1994, 1995.



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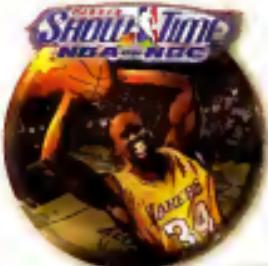
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