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Pokémon STADIUM

That long-awaited day has finally come: Pokémon Stadium has opened its doors to Trainers everywhere. Are you ready to send your Pokémon up against the best? We'll make sure you have all the training you need to become the champ.

12



HydroThunder

26



Throw any pleasant memories of calm boat trips out the window. Now try to imagine going 180 mph through water-inflated waterfalls. Sound fun? It is. Get your feet wet with HydroThunder on page 26.

Perfect Dark

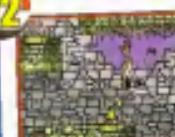
38



We couldn't wait any longer, so we did what anyone would do—break into Rare's headquarters and steal a gander at the game of games. What our agent managed to do without breaking our neck will blow your mind.

Tomb Raider

72



Jessica Dark isn't the only adventurer out there this month. That's right, folks—Lara Croft has found a new home on the GameDay Color, and you won't believe how many chores she's got.

Nintendo Power Awards Nominations

92



The best, the brightest...the best performance by a superheroine when it's the time of year when we give thanks to all the great games out there with the Power Award Nominations. Vote for all your faves!

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player's pulse

Some may say, "March? Isn't that a little late to be making New Year's resolutions?" Well, folks, we had to wait because we wanted the expert advice of you, the readers, to guide us into this brave year 2000. We've only just now stopped receiving words of wisdom, so check out what sort of standards we'll try to live up to.

High Res-olutions

Here's a resolution for you to keep: Make another Metroid!

Tony Sauer
Park Ridge, IL

I believe that the one resolution that everyone will want Nintendo to keep in the year 2000 is to release the Dolphin... in 2000. There is



Illustration by Michael Hartman

much speculation on the system and its state of completion, but I just want to make sure you stick to what Nintendo is all about—having the best gaming console at an affordable price. You should also remember that it is not so much the hardware as the software that has made you the distract and popular choice for many console gamers. And I think it should be called "Dolphin." "Nintendo 64" just lacked finesse.

Michael Hartman
Via the Internet

So, you asked for New Year's resolutions! Here's one: STOP THE POKEMONIA! Please, for all of us who are drowning in a sea of Pokemon, stop the flood!

Anonymous
Via the Internet

That should be your resolution. You need to launch the Dolphin with a Super Mario game like you did with Nintendo 64.

Michael Van Winkle II
Belling, MI

Here's something I'd like to see Nintendo do for the new year. If you could put every single NES game onto a single N64 cart, it would give new Nintendo a chance to play all the classic games. It would also give all the veteran Nintendo fans a chance to relive the magic of playing those games again (most of them are quite nice now). You could also spice the games up a bit. Like maybe adding a Rumble Pak or Memory Pak capability.

Vince Parsons
Via the Internet

I believe that a good resolution for you to keep in 2000 would be to focus on making more quality RPGs and adventure games and less sports and kids games.

Brian Mander
Orono, ME

What you need to do is start looking ahead to the REAL millennium issue. Since the millennium starts on January 1, 2000, you should take that issue to look back on the major events that occurred during Nintendo Power's lifetime, like the launches of the NES, the Game Boy, Super NES, N64 and (hopefully by then) the Dolphin.

Anthony Mihnev
Norristown, GA

Andy Caputo • Separation Soft Drink



I think you guys should have one and only one resolution: lower your electric bill. With all of the time you spend on Game Boys and N64s, your bill must be through the roof. Maybe you guys should make a limit for how much time you spend playing your video games.

Adam Hardos
Via the Internet

A limit on how long we play video games? NEVER! WE'll play all day and all night if it means getting you the exact ideal coverage possible of the games we all know and love! And as far as the rest of these resolutions go, we'll do our best. Like any well-intentioned resolution, we probably won't be able to live up to them all in the letter, but we'll try. And we'll exercise more. And eat back on fatty snacks.

Self-Help

My New Year's resolution is to stop spending money until the Dolphin comes out. I'm going to start picking up all the pennies I see, even those grumpy ones in mud puddles.

Erol Chary
Sonoma, CA



Pinky and the Brain © 1995 Hanna-Barbera Productions, Inc.

power charts

March comes in like a lion and looks like

it'll go out like a huge, sweaty wrestler sailing over the top rope. Wrestling games enjoyed a dominating month on the Power Charts, although they didn't have quite enough muscle to take the belt from the champs. This is better than Pay-Per-View!

NINTENDO 64 TOP 20



What's this, Nintendo? Wrestling Month? WWF Attitude manages to put the proverbial sleeper hold on Super Smash this month, while other N64-wrestling games cause chaos in the seat of the navel.



GAME	COMPANY	LAST WEEK	BEST WEEK
1 THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	15
2 GOLDENEYE 007	NINTENDO	2	29
3 WWF ATTITUDE	ACCLAIM	12	3
4 SUPER SMASH BROS.	NINTENDO	3	9
5 POKEMON SNAP	NINTENDO	5	7
6 N64 FORCE GEMINI	RARE	4	3
7 MCV/MVVO REVENGE	TVO	37	6
8 WWF: WRESTZONE	ACCLAIM	—	15
9 N64 BLITZ 2000	MIDWAY	13	3
10 MARIO PARTY	NINTENDO	9	32
11 SUPER MARIO 64	NINTENDO	6	42
12 RAYMAN-KAZOON	NINTENDO	7	26
13 NEW BULBASAUR	EA	—	1
14 ARMY MEN: SARGE'S HEROES	3DO	10	3
15 MARIO KART 64	NINTENDO	11	39
16 STAR WARS: EPISODE I: RACER	LUCASARTS	16	7
17 MARIO GOLF	NINTENDO	25	4
18 GAUNTLET LEGENDS	MIDWAY	26	2
19 TURON 2	ACCLAIM	29	16
20 N64 RUTZ	MIDWAY	—	35

GAME BOY TOP 10



Uh oh. Yet another destruction of Link by one of the Pokemon up-in-arms! It's hardly fair, since the masters of Pokemon far outnumber poor Link, but the Hylian has a way of defying the odds. We'll have to see how he fares next month.



GAME	COMPANY	LAST WEEK	BEST WEEK
1 POKEMON	NINTENDO	1	36
2 POKEMON YELLOW	NINTENDO	—	1
3 SUPER MARIO 64: DOLPHIN'S AWAKENING (N64)	NINTENDO	2	43
4 POKEMON PINBALL	NINTENDO	3	6
5 WWF ATTITUDE	ACCLAIM	—	4
6 JAMES BOND 007	NINTENDO	4	23
7 WWF RAW	ACCLAIM	—	8
8 SUPER MARIO BROS. 64	NINTENDO	5	2
9 SUPER MARIO 64: DOLPHIN EDITION	NINTENDO	6	37
10 POKEMON KONG 3	NINTENDO	8	38

1. POKEMON STADIUM (N64)
2. WWF INVESTIGATIONS: 2000 (N64)
3. DOLPHIN
4. DONKEY KONG 64 (N64)
5. PERFECT DARK (N64)
6. SUPER MARIO 64 2 (N64)
7. RAINBOW 6 (N64)
8. RESIDENT EVIL 2 (N64)
9. HARVEST MOON 64 (N64)
10. POKEMON YELLOW (GAME BOY)

MOST WANTED



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STADIUM TOUR

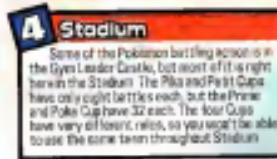
1 Gym Leader Castle

You must make it through three Trainers and one Gym Leader in eight different Gyms to earn the right to battle the Elite Four. Defeat them, then enter the top of the castle, where your long time nemesis waits.



2 Pokémon Lab

Professor Oak's Pokémon Lab is the spot where you receive the Transfer Pak included with every copy of Pokémon Stadium 2. With many copies of Pokémon Stadium 2, organize and play Multi-Player battles on your Pokémon Red, Blue or Yellow Game Pak if you have one.



3 Hall of Fame

Your Pokémons will be enshrined in the Hall of Fame inside Victory Palace once they've been on a team that wins a Cup. If you register all 100 Pokémons to the Hall of Fame, you will be rewarded with a special Pokémon.

5 Game Boy Tower

You can play your Pokéman game on your TV using the Game Boy Tower and the Transfer Pak. If you win the Poké and Prism Cups, you will be able to play your Pokéman game faster in GB tower than on your Game Boy!

6 Free Battle

The Free Battle is another type of battle played with two Game Boys and a Game Link Cable. On the Pokéman Stadium Game Pak itself, up to four players can play in a tag team-style battle with your friend!

7 Kids Club

The Pokéman-themed, cartoon-style emblems you'll find inside the Kids' Club are a surprising change of pace from all of those tough critters inside the Gym Leader Castle and the Stadium. And they're supercute!

TOURNAMENTS

Pick a Cup

Each of the four Cups offers a different challenge to Pokémon Trainers. The Pika and Petos Cups allow only smaller Pokémon, and the emphasis is on strategy. The Prime Cup is for tiny Pokémon including the tough-as-nail, level 100 Charizard, and is more about power. The Petit Cup requires a balance of strategy and power.



The Stadium's four Cups all have different rules and requirements. Luckily, the game allows you to pick only those Pokémon that are eligible for a particular Cup.

Cup Rules

The Pika Cup has a per-Pokémon level limit of 20 and a three-Pokémon level limit of 50. The Petit Cup allows only unevolved Pokémon under 6' 0" and 44 lbs. between levels 25 and 30. The Petit Cup's level limit is 50 or 55 per Pokémon, with a 100-level limit for three levels. The Prime Cup requires all Pokémon, including Charizard.



You can build a Pokémon battle team in three ways: Use your own trained Pokémon from your Game Boy game, rent a team of creatures from the Pokémon Stadium game, or use both trained and rented Pokémon together.

Trained Pokémons

These homegrown Pokémon come from your Game Boy Pokémon game via the Transfer Pak. You can customize them to match your own team. This is a great way to allow you to use a better Game Boy team to play through your Pokémon game quickly and acquire from items and experience.



POKÉMON TEAMS

Rental Pokémons

Only Pokémon that are eligible for the battle you are entering will show up on the select screen. These Pokémon will generally have a great but not greatest selection of attacks to use. If you find a selection of Pokémon you like, however, that you really like, you can register it to the Game Pak.



Pokémon come in many types, and each type has some weaknesses and strengths. To build the perfect Pokémon team, you will need to understand these variables. The chart shows your Pokémon's attack type and the amount of damage you can expect it to do against a specific Pokémon type. Remember, too, that if your Pokémon's type matches the type of attack it is using, the attack will do one-and-a-half times the damage it would normally do.

Pokémon Combat Chart

		Opponent's Pokémon Type										
		Normal	Fire	Water	Electric	Grass	Flying	Psychic	Bug	Rock	Ghost	Dragon
Your Attack Type	Normal	-	-	-	-	-	-	-	-	-	-	-
	Fire	-	-	+	+	-	-	-	-	-	-	-
Water	-	-	-	-	-	-	-	-	-	-	-	-
Electric	-	+	-	-	-	-	-	-	-	-	-	-
Grass	-	+	-	-	-	-	-	-	-	-	-	-
Ice	-	-	-	-	-	-	-	-	-	-	-	-
Fighting	+	-	-	-	-	-	-	-	-	-	-	-
Poison	-	-	-	-	-	-	-	-	-	-	-	-
Ground	+	-	-	-	-	-	-	-	-	-	-	-
Flying	-	+	-	-	-	-	-	-	-	-	-	-
Psychic	-	-	-	-	-	-	-	-	-	-	-	-
Bug	-	-	-	-	-	-	-	-	-	-	-	-
Rock	-	+	-	-	-	-	-	-	-	-	-	-
Ghost	-	-	-	-	-	-	-	-	-	-	-	-
Dragon	-	-	-	-	-	-	-	-	-	-	-	-

□ $\times 1$ - $\times 0.5$
 + $\times 2$ = $\times 0$

Check the Chart

Zekrom and Goliath are fighting. Check the chart and find Electric attack type versus Water opponent type. There's a plus sign, so this attack will be twice as effective as usual, and because Zekrom is an Electric-type, multiply the damage again by one-and-a-half. Goliath is in for a smashing defeat.



Try to Balance

In the Cups, you will need to build a balanced team, with many Pokémon types and attack types represented. Remember that there are only six slots to use, but that there are 10 types of Pokémon. That's about one-third for using. Water types do well against Fire, Rock, and Ground types, making them solid choices for many teams.



BASIC STRATEGIES

Check Your Opponent

At the beginning of a match, you and your opponent will see each other's team of six Pokémons. This is your chance to see what types of Pokémons your opponent prefers. Look for patterns in your opponent's team—if they're not all the same type, there might be something else that ties them together as a team.



Before you jump headlong into the Stadium, take a look at the finer points of battle strategy. These tips will sharpen your focus and will work for the tiny monsters of the Pika Cup, the big brutes in the Prime Cup and any team in between.

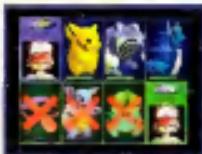
Watch the Weaknesses

Pay close attention to the strengths and weaknesses of your Pokémons in relation to the opposing team. Often, you will have two Pokémons that could potentially battle against a particular Pokémon. In that case, pick the one with the fewest weaknesses against the rest of the opponent's team.



Pick Three Pokémons

When possible, choose three Pokémons that all six of the opposing Pokémons are weak against. If the opposing team is too diverse for that, make sure you have at least some of the attack types that the opposing Pokémons are weakest against.



Lead Pokémon

Since HP and type should factor into your choice for your lead Pokémon, for example, you can pick with a Steel-type if they're hard and can have the sort of special attacks that can start a battle off well, and they have very few weaknesses, making them excellent lead Pokémons.



Spy the Speedometer

It is often to your advantage to be the first to attack. Electric types are generally the fastest Pokémons alive, but other individual Pokémons, such as Starfarer, Dugtrio and Haunter are all relatively fast. Consider training will speed up your trained Pokémons.



Sacrifice Attacks

An Attack like Explosion or Self-Destruct will knock all or most of the opponent's HP—but it will take up all of your Pokémons HP as well. A different sacrifice move involves a Pokémon staying in a losing battle to get a last attack. That way, you want them to lose a battle, springing out the weak Pokémons.



Crippling Attacks

Thunder Wave, Hypnosis, Confuse Ray and other attacks that paralyze or confuse Pokémons can be useful. To sleep or freeze, ways to lead an attack or take some of the advantage away from a Pokémon that is faster or stronger than your Pokémons. Remember that they do not work consistently, and some wear off after a while.



Switching Pokémons

It may seem like a waste of a turn to pull your Pokémons out in the middle of a battle, but sometimes it's for the best. If you brought a Pokémon into a match to battle a particular Pokémon or more than one Pokémon type, you must save it for that battle. If your opponent switches him or her Pokémon to a type your Pokémons is weak against, you should also swap it out. Even one turn against the wrong type could spell disaster for your team.



 **BUILD YOUR OWN**

If you have a Game Boy Pokemon game, you can catch and raise Pokemon to use in *Pokémon Stadium*. It's extremely unlikely that you already have enough different Pokemon to qualify for all of the Cups and Gyms, so you will want to build your own custom monsters to use in this game. It's a lot of time consuming, but the results are well worth the effort.



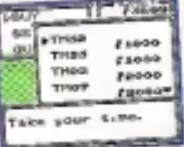
Experience Level

The simplest, cheapest way to boost a Pokéman's experience level to the point required for a Cup is to use your Pokéman in battles within the Game Boy Pokéman game. The upgraded Doctor and Doctor Game Boy levels can appear throughout at once level, but it is, well, nice.



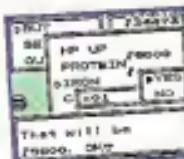
Choosing Moves

Pokeman begin with a few simple moves, and as they grow they naturally learn more. You can also teach moves to Pokeman with Technical and Health Machines (TM's and HM's). Once you know the sort of opponents you are facing in Stadium, you can choose the proper moves for your Pokeman. Your Pokeman can have only four attacks, so choose wisely. You will have to repeat Pokeman to acquire more TM's and HM's.



Use Items to Boost Pokémon Stats

You can purchase Finsa to give your Polimorfo head, with a staff—but there is a limit to how long staffs can be passed, and it varies from creature to creature. You can boost your Special rating with Calcium, Defense with Iron, Attack with Proton, and the number of times you can use an attack with Ether and Ether. Most of these ratings are available at the department stores in Calabor-City and are extremely rare.



Hit Points

Hit Points, or HP, indicate how much damage a Pokémon can take until it faints. HP will increase as it levels up. You can also boost HP with, hopefully, HP Up. As you catch Pokémon, be sure to get a few of each type, as you're choosing them with higher stats to begin with.

1. NAME	2. AGE
2. NAME	3. AGE
3. NAME	4. AGE
4. NAME	5. AGE
5. NAME	6. AGE
6. NAME	7. AGE
7. NAME	8. AGE
8. NAME	9. AGE
9. NAME	10. AGE
10. NAME	11. AGE
11. NAME	12. AGE
12. NAME	13. AGE
13. NAME	14. AGE
14. NAME	15. AGE
15. NAME	16. AGE
16. NAME	17. AGE
17. NAME	18. AGE
18. NAME	19. AGE
19. NAME	20. AGE
20. NAME	21. AGE
21. NAME	22. AGE
22. NAME	23. AGE
23. NAME	24. AGE
24. NAME	25. AGE
25. NAME	26. AGE
26. NAME	27. AGE
27. NAME	28. AGE
28. NAME	29. AGE
29. NAME	30. AGE
30. NAME	31. AGE
31. NAME	32. AGE
32. NAME	33. AGE
33. NAME	34. AGE
34. NAME	35. AGE
35. NAME	36. AGE
36. NAME	37. AGE
37. NAME	38. AGE
38. NAME	39. AGE
39. NAME	40. AGE



We'll use this Cup as an example and show you both a normal team and a trained team. We'll explain our general approach to this Cup, including the logical reasoning behind our decisions. You should be able to apply this approach to the other Cups.



Battle 1: Bug Bay

Bug Bay is not much of a threat, considering that the team is mostly Bug-type and not very strong at that. As long as your Pokémon can do Fire-type or Ice-type attacks for the Flare-type or Reshiram-type attacks for the Reshiram-type, you'll be fine. A single Fire-type equipped with Dig would be enough to eliminate this team. Watch out for standard sleep moves.



#30 Nidoking



Lev. 15

HP 45

Dig

Ground

Dark

Steel

Double Kick

FTD

Ground

Dark

Steel

Double Kick

FTD

#33 Shiny



Lev. 15

HP 35

Shroomish

FTD

Shroomish

FTD

#45 Mandibuzz



Lev. 15

HP 44

Mandibuzz

FTD

Mandibuzz

FTD

#18 Butterfree



Lev. 15

HP 44

Butterfree

FTD

Confusion

Tackle

Iron Spikes

Steel

String Shot

FTD

#41 Poliwhirl



Lev. 15

HP 39

Poliwhirl

FTD

Poliwhirl

FTD

#46 Porygon



Lev. 15

HP 36

Porygon

FTD

Porygon

FTD

#47 Porygon2



Lev. 15

HP 36

Porygon2

FTD

Porygon2

FTD

#48 Porygon-Z



Lev. 15

HP 36

Porygon-Z

FTD

Porygon-Z

FTD

#49 Porygon3



Lev. 15

HP 36

Porygon3

FTD

Porygon3

FTD

#50 Porygon4



Lev. 15

HP 36

Porygon4

FTD

Porygon4

FTD

#51 Porygon5



Lev. 15

HP 36

Porygon5

FTD

Porygon5

FTD

#52 Porygon6



Lev. 15

HP 36

Porygon6

FTD

Porygon6

FTD

#53 Porygon7



Lev. 15

HP 36

Porygon7

FTD

Porygon7

FTD

#54 Porygon8



Lev. 15

HP 36

Porygon8

FTD

Porygon8

FTD

#55 Porygon9



Lev. 15

HP 36

Porygon9

FTD

Porygon9

FTD

#56 Porygon10



Lev. 15

HP 36

Porygon10

FTD

Porygon10

FTD

#57 Porygon11



Lev. 15

HP 36

Porygon11

FTD

Porygon11

FTD

#58 Porygon12



Lev. 15

HP 36

Porygon12

FTD

Porygon12

FTD

#59 Porygon13



Lev. 15

HP 36

Porygon13

FTD

Porygon13

FTD

#60 Porygon14



Lev. 15

HP 36

Porygon14

FTD

Porygon14

FTD

#61 Porygon15



Lev. 15

HP 36

Porygon15

FTD

Porygon15

FTD

#62 Porygon16



Lev. 15

HP 36

Porygon16

FTD

Porygon16

FTD

#63 Porygon17



Lev. 15

HP 36

Porygon17

FTD

Porygon17

FTD

#64 Porygon18

Lev. 15

HP 36

Porygon18

FTD

Porygon18

FTD

#65 Porygon19

Lev. 15

HP 36

Porygon19

FTD

Porygon19

FTD

#66 Porygon20

Lev. 15

HP 36

Porygon20

FTD

Porygon20

FTD

#67 Porygon21

Lev. 15

HP 36

Porygon21

FTD

Porygon21

FTD

#68 Porygon22

Lev. 15

HP 36

Porygon22

FTD

Porygon22

FTD

#69 Porygon23

Lev. 15

HP 36

Porygon23

FTD

Porygon23

FTD

#70 Porygon24

Lev. 15

HP 36

Porygon24

FTD

Porygon24

FTD

#71 Porygon25

Lev. 15

HP 36

Porygon25

FTD

Porygon25

FTD

#72 Porygon26

Lev. 15

HP 36

Porygon26

FTD

Porygon26

FTD

#73 Porygon27

Lev. 15

HP 36

Porygon27

FTD

Porygon27

FTD

#74 Porygon28

Lev. 15

HP 36

Porygon28

FTD

Porygon28

FTD

#75 Porygon29

Lev. 15

HP 36

Porygon29

FTD

Porygon29

FTD

#76 Porygon30

Battle 5: Mr. Fix

Mr. Fix relies heavily on his Psy-type, which has the powerful Psyche attack and the unyielding Conversion attack that allows it to change his type. A Psychic-type will do the trick, as will a strong Electric-type. A Fire or Ground-type attack is also effective with Mr. Fix's Electric-type. Mr. Fix is also by far the toughest opponent you'll face in the Cup, but the Cup's not over!

**Battle 6: Hiker**

Hiker has a fantastic mix of Pokémon, including a thistle-altered Wigglytuff, a big, nutty Gyarados, and a level-23 Rhyhorn! Groudon-types are always good picks when battling tough Normal-types. Groudon-types are very weak against a Psychic attack, and a Water-type will render the Rhyhorn-wielding Hiker completely useless. Think about the rest of Hiker's team. Would he be caving with those three types?

**#5 Voltcelon**

Level: 15	HP: 42	EVs
Water	NRM	
Normal	NRM	
Thunder	ELC	
Steel	STR	

Tackle

Water

Normal

Thunder

Steel

Faint

RECOMMENDED RENTAL POKÉMON

We've put together a rental team that is finely aggressive—and by this, we mean a team that relies a bit more on attacks that directly do damage as opposed to attacks that confuse or paralyze Pokémons. This team is also very diverse in both attack and Pokémon types.

Raichu



Level 15
HP: 47
#26
Electric

Attack	26
Defense	39
Speed	36
Special	36

Attacks

Thunder	▲
Growl	◀
Thunder Wave	▶
Seismic Toss	▼

High Voltage

The bigger electric mouse was chosen because it's an Electric-type. Its high attack power and mix of attacks makes it a good team player. It has a powerful Thunder attack, which misses often—but when it hits, watch out! Seismic Toss is a good utility move, and Thunder Wave's paralyzing capabilities are also helpful.



Gengar



Level 15
HP: 47
#94
Ghost

Attack	20
Defense	27
Speed	42
Special	48

Attacks

Confuse Ray	▲
Metronome	◀
Night Shade	▶
Mega Drain	▼

The Ghost with the Most

While it's possible to craft a good team without a Ghost-type on it, you can't deny the appeal of a Pokémon that is weak against very little and strong against nearly all! Ghost-types are powerful enough to withstand attacks as devastating as Explosion, and they scare the daylights out of most Pokémons.



Arcanine



Level 15
HP: 56
#59
Fire

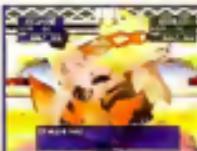
Attack	42
Defense	33
Speed	37
Special	33

Attacks

Dig	▲
Double Team	◀
Bite	▶
Ember	▼

Burning Love

This hot dog has a lot going for it—a Fire-type is useful against Bug-, Flying- and Grass-types, and with a Dig attack in its arsenal, it can even stand up to Rock- and Electric-types. Dig can also help your Pokémon duck out of the way if it can't escape a weak Water-, Ground- or Rock-type Pokémons.



Kadabra

Level 15

HP 41

#64

Psychic

Attack

Defense

Speed

Special

19

40

40

45

Attacks

Psychic

Seismic Toss

Metronome

Double Team

Psychic Phenomenon

The spoon is there because Kadabra is serving up a helping helping of pain—Psychic-types are very powerful! Even Ghost-types are spooked by Kadabra's Psychic. Seismic Toss will get Kadabra through those painful battles against another Psychic-types, and Metronome will often pick a useful attack.

**Starmie**

Level 15

HP 47

#121

Water

Psychic

Attack

31

Defense

34

Speed

43

Special

39

Attacks

Psywave

Substitution

Bubble Beam

Thunder

Starry Might

Once you use a Starmie in battle and understand all that it can do, you will have a hard time creating a team without one. This Pokémon can use Water-, Psychic- and Electric-type attacks with finesse, and this royal Pokémon is outfitted with a good selection of these attacks. Only Grass- and Electric-type attacks can dim Starmie's light.

**Dratini**

Level 15

HP 48

#147

Dragon

Attack

22

Defense

24

Speed

24

Special

Dragon's Flair

Another magically versatile Pokémon, Dratini and all of its Dragon-type kin can learn a whole bunch of different types of powerful attacks. That would be great on its own, but add to that the Dragon's natural resistance to nearly every type of attack—only Ice- and Psychic-type attacks can really hurt it—and you have a winner!



Attacks

Fire Blast

Thunder Wave

Blizzard

Body Slam

CHOOSE YOUR FAVORITES

Many Pokémon would do very well in the Fika Cup. We didn't use Grass- or Ice-types on our team, but they would be helpful in several battles. A team could certainly get along without a Psychic- or Ghost-type. The Pokémon pictured to the right are good picks. Try some out and see for yourself.



RECOMMENDED TRAINED POKÉMON

We've purposefully crafted a team that is similar in Pokémon structure to the rental team but more balanced between aggressive attacks and passive attacks that confuse, paralyze and keep enemy Pokémon from attacking. You definitely need less power when you have the right attacks.

Pikachu



Level 16

HP 44

#25

Electric

Attack

29

Defense

22

Speed

39

Special

29

Attacks

Quick Attack

- Thundershock
- Swift
- Thunder Wave

Diglett



Level 16

HP 32

#50

Ground

Attack

26

Defense

21

Speed

41

Special

27

Attacks

- Earthquake
- Growl
- Dig

- Scratch
- Growl
- Dig

Poliwrath



Level 16

HP 57

#62

Water

Fighting

Attack

38

Defense

41

Speed

33

Special

34

Attacks

- Seismic Toss
- Surf
- Metronome
- Water Gun

It's Practically His Cup, Anyway

Pikachu is naturally a good choice for the 25th Cup. This popular monster's Electric type and matching attacks make it useful when battling Water-, Flying- and Psychic-types, but powerful attacks such as Thundershock can zap Ice-, Ghost- and Poison-types, too. Thunder Wave works well no matter what the opposing type is.



We All Dig 'Em!

Diglett is one fast little ground-dweller. Its speed virtually guarantees it will be the first to attack, even against the fast Electric-types it's so dangerous to. In addition to shorting-out Electric-types, Ground-types can bring Poison-, Fire- and Rock-types down to earth. Use Growl to lower your opponent's Attack power.



Amphibious Achiever

This Poliwrath has more muscle than the rest of our trained team. It also has two wicked Water-type attacks for any pesky Fire-, Ground- or Rock-types. Its Fighting-type makes it weak against Psychic- and Flying-types, but it should stand up well versus a Normal-, Ice- or Rock-type for the same reason.



Alakazam

Level 16

HP 46

#155

Psychic

Attack

25

Defense

26

Speed

48

Special

53

Attacks

Psychic

Body Slam 4 Confusion

Substitute

Gastly

Level 16

HP 40

#152

Poison

Attack

25

Defense

23

Speed

45

Special

45

Attacks

Lick

Psychic 4 Confuse Ray

Night Shade

Dragonair

Level 16

HP 48

#145

Dragon

Attack

35

Defense

30

Speed

30

Special

33

Attacks

Wrap

Dragon Rage 4 Ice Beam

Thunder Wave

Hocus Pocus?

Alakazam has two species—who wants seconds of its psychic power? Not a Ghost-, Fighting-, Poison- or Ground-type, that's for sure. Its Psychic attack will hit even a Dragon pretty hard. Remember that Body Slam may also paralyze an opponent, and Substitute can stretch Alakazam's HP for all its worth.

**Able Apparition**

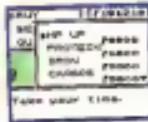
Gastly is the very definition of a major balanced Poltergeist. Two of its attacks, Lick and Confuse Ray, can cause an opponent to miss a chance to attack, while the other two, Night Shade and Psychic, use pure power to make a point. A one-two punch of Confuse Ray followed by several Night Shade attacks will haunt most Pokémon.

**Debonair Dragonair**

This Pokémon is a powerhouse: great stats, a diverse array of attacks and the famous Dragon-type cleanliness. Its Ice Beam attack will give pause to other Dragon-types, while Dragon Rage, Thunder Wave and Wrap work well on nearly any Pokémon. Take a trick from Fisher's book and Wrap any opponents that would normally hurt Dragonair.

**STAT BUILDING**

Go back to your Game Boy Game and purchase plenty of Carbos, Iron, Frozen, Calcium and other items that will benefit your Pokémon. You can battle the Elite Four as many times as you want to earn some quick cash. You may also want to play the game over to get more HM's and TM's to give your Pokémon better attacks.



MORE ACTION AHEAD

The Pika Cup was just the beginning. Many, many more battles await the top Pokémon Trainers. Here's a look at what's to come.

More Cups

As we mentioned before, there are three more Cups to come. The Pika Cup is similar in structure to the Pika Cup, but the Poke and Pika Cups are both divided into four Balls with eight battles each. The battles get progressively harder in these Cups.



The Gyms

There are eight Gyms within Dym Leader Castle. Each has four battles, and when you win the battle with the Gym Leader, you will receive a badge for your efforts. Defeat all eight to open the door to the Elite Four. You can change your Pokémon team in each Gym.



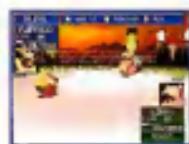
Mewtwo

Mewtwo may have wreaked a lot of havoc in Pokémon. The first Mewtwo, but that fight isn't all that difficult. You can't count on one Pokémon to defeat the last Mewtwo. You can accomplish this task with just the rental Electabuzz and Dratini, if you play your Pokémon right.



The Elite Four

Your team must be both powerful and diverse, and your best fighting skills must be razor sharp if you want to come out of this match against these powerful Pokémon Specialists alive. After you beat the four, you must take on your final match the Elite Leader.



Round 2

Once you've moved through all the cups, the Gym Castle and Mewtwo, you get to dust off again—and this time, it's much, much harder. You can triumph the Round Two battles with rental Pokémons, but it's extremely difficult. These battles are better suited to souped-up, trained Pokémons.



KIDS' CLUB

These adorable minigames will help you unwind from all of those trying battles. Try the "Which is the Best?" Mode on Hard difficulty for a real challenge!

Magikarp's Splash

Magikarp will lunge unless you press and hold A, each time just as it hits the ground.



Clefairy Says

The Clefairy teacher always builds upon previous lessons—make sure you remember it all!



Run, Rattata, Run

As soon as you see the handle appear at the edge of your Rattata's screen, jump.



Shore War

To win the Shore War, keep up with the gradual changes in the pendulum's speed.



Thundering Dynamo

Tap the correct button as quickly as you can to pump up Pikachu or Voltorb. Which the color changes!



Sushi-Go-Round

The most expert sushi-eaters will be orange, red, pink. Try to eat the same kind at least five times in a row.



Ekans's Hoop Huri

Catch as many gold Diglett as you can—they're worth twice as much as the regular Diglett.



Rock Harden

Tanzo will see you through the end of Rock Harden—try to use your Harden attack judiciously.



Digi Digi Digi!

Alternating between L and R as fast as you can to dig your way to victory.



EVENT BATTLE

Battle a Friend!

You can play an event battle according to the rules of any of the four Cups. You can also set a time limit between five minutes and 90 minutes in five-minute tournaments. You also set a time limit for choosing your Pokémons to act on. If no one wins before the time limit is up, the player with the most Pokémons wins. Total HP remains the same.



POKÉMON LAB

Get Organized!

The biggest attraction inside the Pokémon Lab is the computer that allows you to view the data on your Pokémon Battle Log, and rearrange it as you see fit. Finally, you have an easy way to get rid of your TMs, HMs and items in order!



GALLERY

Snap Shots

You can snap every button to move the camera's lens around. There are limits to the camera's movement. As you clear Cups and Gyms, those backgrounds will be opened for use in the Gallery. You can print pictures of your shots at Snap Stations. For Snap Station locations call 1-800-155-4220 or visit www.pokemon.com.



UNLOCK THE SECRETS

We've spilled a few of the secrets within Pokémon Stadium, but there are still more to uncover. A couple of very special Pokémons are given as rewards for completing different areas of the game, such as the phenomenal Arceus. Pepluck you get for registering all 151 Pokémons to the Hall of Fame. Is a certain sunbird-thing electric mouse in your future? Play the game and find out! ☺





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Hydro Thunder

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Wherever there's turbulent water and danger, the elite members of the HydroThunder Racing Association gather to test their extreme machines. Midway invites you to join the best and fastest on the waterways of the N64.

THUNDEROUS OVATIONS

In HydroThunder, Midway combines the speed of Rush with the wild and wet play control of Wave Race 64. The resulting spectacle is just as intense on the N64 as in the arcade, and great touches such as the ability to customize the Rumble Pak make it even more exciting. Like in many Midway racers, players begin with a few vehicles and tracks, opening up more of the 15 boats and 23 courses as they place highly in subsequent races. Multiplayer mode supports up to four human racers, but you'll have to open up courses playing the on-player mode. The one- and four-player modes are supported only if you have the Expansion Pak. With candlepin graphics, blistering speed, cool boosts and the best rumble feature ever, HydroThunder is set to make a huge splash.



Hydro Hints

All H.T.R.A. racers should know these five basic moves and tactics if they hope to compete against the relentless CPU drivers.



BUMP AND RUN

Every boat has a Mighty Boost Shield that's activated with the Booster. When your boat crashes, the shield protects your hull and allows you to plow through obstacles and boats.



TAILGATERS

If competitors' boats (X, Y, and Z) have built up speed on a curve, cut them off if they're catching you, or get out of the way if they're arriving up on the side.

You should also master techniques for turning in the air and using your boosters to fly where you want to go.



DON'T RUN ON EMPTY

When your Booster Tank is empty, it takes several seconds to recharge. If you pick up more juice, it's a good idea to keep some Boost Juice in the tank a few times.



BOOST BALANCE

While speeding up a ramp, you may notice that your boat tends to veer to one side or the other. Release your side logo with a quick burst of your Booster engine.

Lost Island



The best place to start your racing career is with a Tahitian trial around and through a volcanic island in the south sea. Fortunately, you're not a castaway, and it won't take very many attempts to rescue yourself with a top-place finish on this course. Don't miss the two shortcuts shown on the map. You'll find lots of valuable extra boosts along those hidden streams.



THE WATERFALL IS THE WAY

Shortly after the start of the race, look for a waterfall straight ahead of you. Drive straight into the current of water, then prepare to turn slightly to the left into the channel to pickup a nice second boost.



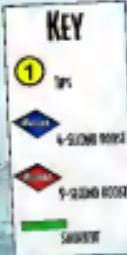
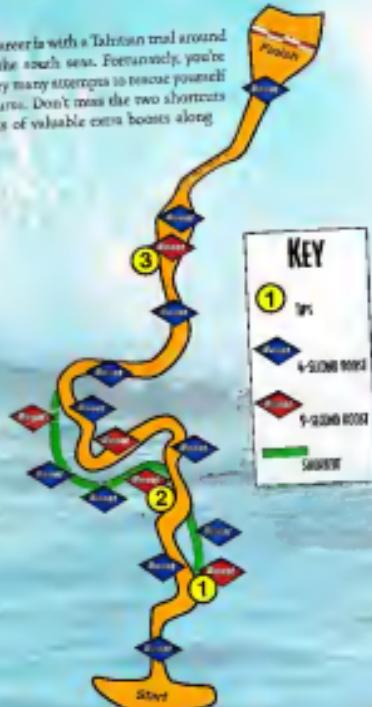
VAULT THE VILLAGE

If you race through the native village, the people welcome you with a hat of respect. Just before you reach the natural arch at the end of the village, turn to the left, over a short path that leads to a hidden channel and lots of boosts.



FEEL THE BURN

Deep in the heart of the volcano you'll find a chasm for the truly brave. Root up the hang and fly through the heart of there. As you enter the flame, you'll get a near-second boost—just what you need to finish the race.



Thunder Park



The theme of this pack is sun and surf. Narrow channels with right-angle turns take the ticket when it comes to challenge. Having enough Boar Juice to keep up your speed and hull shield is vital. And the sun doesn't stop there. Many of the boost items move from side to side, and since you make several laps on the course, the boosts that you take on one lap will be missing the next time around.



LOOSE BOOSTS

Since these boost items move, you'll have to anticipate where they'll be when you reach it. Also, when grabbing boosts when you don't need them, be right, and then ram later for



HYDRO JUMP

Try Hydro-Jumping once you've passed a dozen items. Begin by pushing your brake button, then press your boost button while still holding the brake. Your boat will always do you one finds floating boost items or leap over obstacles.



Arctic Circle

The frozen north isn't all frozen. Enough of the ice pack has thawed, allowing the descendants of the ETRA to hold their chillest race of the year. Whales, penguins, seals and ice breakers may get in your way, but the biggest headaches come from persistent opponents who never quit. Look for three shortcuts to help get you in the lead for good.



THE ROOF RAMP

Now the beginning of the race, look for the village on the left bank. There's a rooftop that sits on the ground. Use that as a ramp to leap over a band in the river and catapult yourself up several positions in the standings.



HOLE LOTTA SHORTCUT

One of the best shortcuts in the game is the ice cavern. Look for a hole above the volcano on the right side of the course, and use the Hydro-Jump to blast into it. Suddenly, you'll jump four or five places ahead in the standings.



PENGUIN SIGHTING

When you spot the flock of penguins on the left shore pass the blue ice step, wear reward them with an item on your Radar. You'll soon make the ship sail red two boost items, not to mention a shortcut to the finish line.

Greek Isles



There's nothing mythological about this course, except for the H.T.R.A. legends of how difficult it is to master. The shortcuts are limited to a pair of side channels with some extra boost icons, but you'll have to make use of lots of Hydro-Jumps to grab all the boost icons that are floating in the air. It all ends with a wild ride down a winding aqueduct.



Pouring Prospects

Look for the waterfall that spills into the hidden channel on the left side of the course. The ocean behind the falls is narrow, followed by a sharp turn to the left. You'll find two valuable three-second boosts in the shortcuts.



CAVE CRUISIN'

Following the long slide into the cave with the status of the Break warning, look for a shortcut on the right side. You'll have to use the Hydro-Jump to leap over the low waterfall and reach the prized three-second boost icons.



SAFE SCRABBLE

In the crowded outset of this and other races, the CPU drivers will try to cut you off in the turns. The safe bet is to follow Closin behind them.

Lake Powell

The canyons of Utah may not seem like a good place for a race, but the H.T.R.A. can't resist the challenge. This course winds through the steep-walled canyons like a corkscrew, and its secrets are hidden in boulder-filled caves and ancient Anasazi ruins. The river runs deep, and the excitement runs high.



HOST SHIP CAVE

Behind the waterfall lies a secret canyon full of lost ships that most have long since forgotten. Use your boosters to power up your shields and perfect your hull during the passage, and don't miss the four supercharged icons in the shortcuts.



THE BAT CAVE

This narrow tunnel opens up to the left of the main course but a little later when you'll see a boulder and two sailboats. These are just one four-second boost icon each—enough to move you up in the standings.



BRIDGE JUMP

As you fly over the final drop-off, you'll notice a train moving and a rare concealed heart icon out in front of you. The only way to reach the launching trophy is to take the ramp between the two blue hearts.

The Far East



In the heart of China, the Arakawa River that winds through misty mountains and ancient temples. Don't let the lovely scenery fool you, though, because this course is as mean as a dragon. The red boosts are few and far between, so resources are hidden. Be measured pearls. If a patrol boat gets a boost up your shields and run it to clear the path ahead.



THE SILVER CURTAIN

The waterfalls near the start of the race doesn't hide a shortcut, but it does conceal a four-second boost icon.



VILLAGE JUMP

This is one of the toughest hydro jumps in the game. As you continue down the narrow, twisted riverbank, use your Hydro Jump on the second star. Watch, you'll boost. You will over the bushes and slide through the village.



FINAL FLIGHT

As you exit a tunnel near the end of the course, you'll see a ramp straight ahead and a red boost just to the left of it. Ignite the boost and take the ramp. You'll soar toward the finish line, passing the silken boats below.

Ship Graveyard



Once a bustling shipyard, this area is now the hotting hulks and overgrown military posts—the perfect setting for an race. The Graveyard course twists between the derelict ships, but it also has long straightaways where you'll need to use your Boosters for extended kick up as many boost icons as you can. Try to get a jump off the rocky boulders, your accelerator button just after the announcement course one.



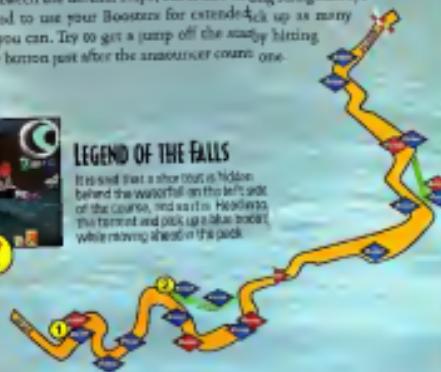
SHIP SLIP

Near the beginning of the Graveyard course, head left after the first turn to pick up the rare second boost icon. It's hiding behind the two resting hulks.



LEGEND OF THE FALLS

It is said that a short cut is hidden behind the waterfall on the left side of the course, red and white. Head there, the torrent and pick up a blue boost, while moving ahead in the pack.



Venice Canals



Sharp corners and narrow canals may be perfect for a moonlit ride in a gondola, but lovers of speed like the members of the H.T.R.A. must be erratic to race in this watery Italian city. The twisted path is certainly one of the most challenging courses in the game, and you should consider a boat with good impact resistance as well as good control and stability. The versatile Tidal Blade might be just the boat you need.



LAWN PARTING

The low-lying hedges along the banks of the canals in this area may look blue when you start only for contrast, but you can smash the party and gain time by Hydro-Jumping out of the canal or using the ramp a little farther down the course.



SEEING RED

Shortly after your lawn-parting exploit, look for a glimmer of red on the left side of the canal. When you see it, veer left instead of the narrow passage between two buildings. Inside you'll find a 100-millisecond boost icon.



SEE THE LIGHT

The second glowing chandelier has a secret: If you Hydro-Jump up and pass through it, you'll discover another red boost.



NY Disaster

Not even the devastation of a meteorite crashing into New York City can dampen the spirits of H.T.R.A. members. The flooded and wrecked city is just another great place to stage a major race. New York's fixes will try to stop the fun, but the sharp turns and narrow channels will probably do a better job of slowing you down. When you finally reach the crater itself, you'll know the end is near.



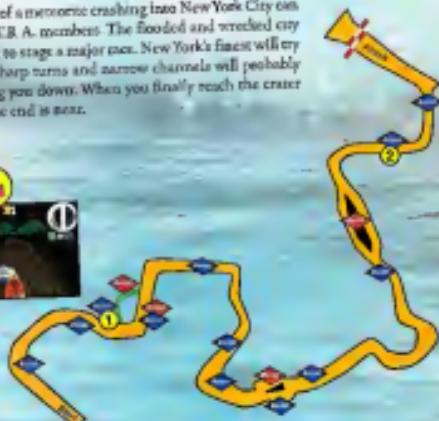
REVOLVING DOOR

These doors may look as if they're made of solid metal, but you can fly straight through them. Pick up one blue and one red boost in the short cut that you'll find behind the revolving door.



DROP IN THE SEWER

After exiting the right-hand branch of the sewer tunnel, look for the blue boost on the left side of the narrow. If you boost over the drop-off, you'll miss the four-second boost icon.



Nautical Chart

Nintendo Power has acquired all of the top-secret technical data on the H.T.R.A. speedboats. Although we recommend the boats with good balance, you may prefer a craft that excels in one area or another. Use this information wisely.

	Boat Information	Motor Speed	Boat Speed	Control	Stability	Hull Activation	Impact Resistance
Barn the Torpedoes	It's a good beginner's boat, because it has such great stability and ease of control. Look elsewhere for speed.	→→→	→→→	→→→	→→→	→→→	→→→
Midway	The Midway flagship is an even better boat for novices. It has twin, V-Drive motors generating a lot of power.	→→→	→→→	→→→	→→→	→→→	→→→
Miss Behave	Miss Behave is a porpoise boat that never stabilizes. It's the best of the beginning three choices.	→→→	→→→	→→→	→→→	→→→	→→→
Banshee	Banshee may handle well, but it can't take as much of a beating as many of the other boats.	→→→	→→→	→→→	→→→	→→→	→→→
Tidal Blade	For a second-round ship, Tidal Blade is a top performer with great motor speed and boat speed.	→→→	→→→	→→→	→→→	→→→	→→→
Thresher	Slow but steady does it. Thresher Consider this tub for extremely winding courses such as Venice.	→→→	→→→	→→→	→→→	→→→	→→→
Cut Threat	The competitor's cutthroat, and it is this boat. It has the many weaknesses to make it a contender.	→→→	→→→	→→→	→→→	→→→	→→→
Razorback	This craft is an all-out speedster, but it starts like a slow cow. Use it in the Ship Graveyard.	→→→	→→→	→→→	→→→	→→→	→→→
Rad Hazard	With better handling and impact resistance than Rockback, Rad Hazard is a solid third-round performer.	→→→	→→→	→→→	→→→	→→→	→→→



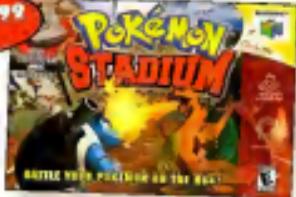
SHIP AHoy!

Midway is shipping a definite winner with this slippery speedster. It's packed with challenge, cool vehicles, hidden shenanigans, and even a touch of humor. Don't forget that there are four courses and boats not covered in this review. It seems that HT has as much depth as...an ocean. ☺



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YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



CODE JUSTICE FOR VIGILANTES

On dusty backroads and shady side streets all across the land, the swindly rogues of Vigilante BE2 and Offense create their own brand of family justice. Now, in true vigilante style, you can bend the rules of the game to suit your own sense of gerriting justice. To enter a password, choose Options, then select Game Setup with the A Button. Press the L, R and A Buttons at the same time, to make a space appear at the bottom of the screen. Most of the codes have spaces in them, which we have indicated by a ___, so don't freak out when you can't find that symbol in the password alphabet. Just skip a space and move on, you vigilante, you.

DESCRIPTION	EFFECT
GO_RAMMING	CARS ARE HEAVIER AND CAUSE MORE DAMAGE
MORE_SPEED	FASTER CARS
NO_GRAVITY	CARS PRACTICALLY FLOAT
RAPID_FIRE	WEAPONS SHOOT RAPIDLY
DRIVE_ONLY	NO SPECIAL WHEEL ADD-ONS WILL APPEAR IN THE GAME
GO_MAX_REZ	ULTRA RESOLUTION ARE UNLOCKED
GO_SLOW_MO	GAME IS PLAYED IN SLOW-MOTION
MIXED_CARS	(MULTIPLAYER) MORE THAN ONE PLAYER CAN SELECT A PARTICULAR CAR
QUICK_PLAY	QUICK START ARCADE MODE IS UNLOCKED
UNDER_FIRE	YOU ARE AN ENEMY MAGNET

MAXED-OUT MISSILES

Use the BLAST_FIRE password to make the most out of your missiles. The missiles will do more damage to your enemies than usual, forcing you to attack from a relatively far distance—if that's your style of thing. They'll definitely do damage up close and personal, too.

BIG WHEELS KEEP ON TURNIN'

Everyone loves a good monster-truck style set of tires. Yes, everyone. Use the password GO_MONSTER for big wheels—and you don't even have to wait until Sunday, Saturday, Sunday.

BYE BYE BAD GUYS

It might seem like some sort of John Hughes holiday flick, code name Mercury Diner (like car contacts!) but unfortunately the HOME_ALONE password simply makes it possible for you to set the number of enemies to zero in the Arcade Mode.

RIDING HIGH

If you like your cars to have superpowers that really keep you suspended, enter the JACK_IT_UP password and ride tall. Add this code to the Monster Wheel code to give yourself one bad motor scooter!

THE END?

If you want to see the ending for each character, enter the LONG_MOVIE password in the way to go. Enter the code then scroll up to one of the characters and select the reading sequence. You will be treated to one long movie featuring all of the different character endings.



ROADSTERS

WHO WANTS TO BE A MILLIONAIRE?

Okay, so, you won't be a real millionaire. But these codes make a Roadsters millionaire with access to all the cars and all the divisions—these are the big dogs. Enter one of these codes as the driver's name in the Driver Select area. If you have to have it all, you can keep renaming the driver. The announcer will congratulate you if you've entered the cheat correctly. The codes are space and case sensitive. For example, to fool the computer into thinking you have two and yet division championship wins, which will let you race in any division, enter "Trophies" as the driver's name with a space before the capital "T."



Tip: Just name your driver EasyMoney to start the game with \$10,000,000 instead of the normal \$48,000. That's quite a raise. Now you can purchase the racecar of your dreams.

Tip: Usually, when you say "genie," you don't get anything except a disappointing look from your master at the dinner table. But if you enter Unimo ALL as your driver's name in Roadsters, you'll unlock all the cars and divisions the game has to offer.

DUKE NUKEM ZERO HOUR

DUKE IN THE FIRST

Tip: Tired of looking over Duke's shoulder? Want a more personal view of the action? At the title screen, press Down, Up, L, Z, top C, right C, left C, Z to play the game from a first-person perspective instead of the normal over-the-shoulder view.



Tip: Look, man, no Duke! The award awards bigger, somehow. When you see it from Duke's perspective (P),

NUCLEAR STRIKE 64

STRIKE BACK WITH THESE ATOMIC CHEATS

Our operatives in the field have uncovered a few codes that will make your terrorist-fightin', nuclear threat-defeatin' work a little easier. To increase your senior by 50% in strength, enter the password PCPNL. For quad damage from your weapons, enter BDGFU. Your enemies will cower in fear from your helicopter of doom.



After you enter CPFL on the password screen, you will have invulnerability. Use it for good, not evil!

NBA Courtside 2: Showdown

NINTENDO-OH NO! PLAYERS

NBA Courtside 2 features a can named Kobe Bryant, and that's all well and good—but if you want to see some real-life game-type stars, you can clone yourself a team of players featuring behind-the-scenes luminaries from the world of Nintendo—or the Left Field development team. If that isn't very exciting, you can clone a team full of Kobs, Griffey's or random basketball players. To send in the clones, enter any Team Select screen, then press top C seven times. Then press bottom C three times for a team of all Kobs, four times for all Griffey's and five times for a random NBA player. Other clones appear the more you press bottom C. Start with 10 taps of bottom C for Nintendo's President Minosuke Arakawa, and end with 45 taps of the bottom C for everyone's favorite New Playing reviewer, Armond Williams. What's in-between? Oh, you'll see.



Tip: Ask Ben what it feels like to be started by pressing 180 C buttons and a double C 34 times.



Look at Ken Griffey Jr. go! He's putting a reverse-in-Jordan, eliciting the best basketball world in fine style.

TOEGEAR. ***RALLY 2***

TOP GEAR+TOP GEAR=TOP SCORES

Gentlemen, start your chest codes. But you have to be swift—the codes go in on the title screen, which might slip into the demonstration mode at any moment. Some give you extra credits or invulnerability, but most are just for fun.

DESCRIPTION	BUTTON SEQUENCE
HIGH-RESOLUTION MODE (EXPANSION PAK REQUIRED)	◀, ▶, ▲, ▼, □, □
NO DAMAGE OR FAILURES	□, □, □, START, □, □
BOUNCY CARS	▲, ▲, □, □, □, □
VOLCANO VALLEY VIEW	◀, □, □, □, □, □
SPEED WARP VIEW	□, □, □, □, □, □
NO DEPTH VIEW	□, ▶, □, □, □, □
SPEED-BASED ASPECT RATIO	□, □, □, □, □, □
CHUBBY WORLD VIEW	□, ▶, □, □, □, □
WOBBLE TIRE	□, □, □, START, □, □
100,000 SPONSOR CREDITS IN SUPPORT VAN	□, □, □, □, □, □
MAX CHAMP POINTS IN SUPPORT VAN	□, □, □, □, □, □



Real racers know the only way to determine the best road is to run a race with nothing but giant trees. Yes. Andretti does this sort of thing all the time. The sequence left: C, the Z, Button, the R Button, Gurn, Gurn will set you the lot. 100.



TOPSY TURVY

 Turn that brown spider down with this silly code—top C, Z, Start, Up, then Down. Then try to race without hanging upside down off the couch—which we won't recommend, anyway.



X-TRA LARGE

8. A TALL DRINK
It's nearly impossible to race in this giant car—mostly 'cause you can't see what's going on. Make it through the race and impress your investors. Enter the R Button, right, C, then R Button, Left, then Up to increase his size.



REPAIR
POWER

So you're a bad driver, eh? What? Enable the code L, Button, Z, Button, R, Button, L, Button, and Start to make the support van repeat all the damage you've done to your poor, innocent car.



DEMOLITION DEMURRAGE

DEMO 1
If you like living dangerously, use this code—right C, right C, Right, Right and Down to make truly horribile CPU jitters with a tendency to crash memory when you close your browser.



SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
PO BOX 97003
REDMOND, WA
98073-8703



PERFECT DARK™

CONFIDENTIAL REPORT

Classified: N-Level Only

The following report compiled by Agent N-23 contains highly sensitive data that, in the wrong hands, may compromise our agents in the field. Please observe all confidential guidelines.

This briefing comes to us by way of Agent N-23, who at this time is still MIA. Composed of transcribed notes taken off a voice recorder and several stills developed off the negatives from his Camcorder, it paints a picture of what we have long suspected-Rare's follow-up to GoldenEye 007 is near completion and as powerful as we imagined.

The mission summary is as follows. After deciding that we could wait no longer for a glimpse at the heralded game, we enlisted the help of our men in the field. Agent E. Lobb, who has been installed inside Rare for some time,

Agent N-23 was air-dropped onto a remote section of the moors outside Tyccross, England, and approached Manor Park (Rare HQ) on foot under cover of darkness. As the shift of guards changed, Agent E. Lobb accessed the internal climate management system and overrode it, sending the heating system into overdrive. As our man had predicted, several windows broke in response to the heat

influx, and Agent N-23 was able to slip inside. At this point, we lost contact until Agent E. Lobb was able to recover these materials at the emergency drop point, a disposal chute. Bear in mind as you review the following notes and images the terrible price our agent might have paid for this. Judging by the look of Perfect Dark at this stage, that price might have been worth it. Simply put, this game looks to be frighteningly good-and we likely don't know the half of it.



Agent N-23
Classification: N-Level
Decorations: Purple Thumb, Peacemaker Award, Silver Medal
Whereabouts: Unknown



Agent E. Lobb
Classification: N-Level, R-Disclosure
Decorations: Golden Gun, Master of Disaster
Titles Decorated: Gray Honorary
Whereabouts: Classified



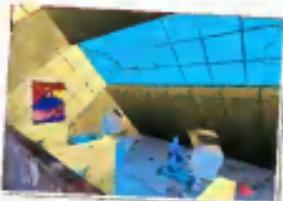
RARE HEADQUARTERS

DRAFT POINT

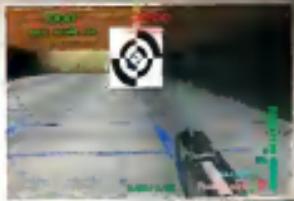


THE CARRINGTON INSTITUTE

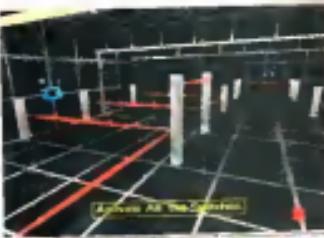
After staring transfixed at the screen, watching the N64 symbol slowly transform into a "PD" while ambient music thumped in Surround Sound, I entered the Carrington Institute. The menu system looks to be based on a digital laser of some kind that projects info onto Joanna Dark's retina. Having no time to fiddle with it, I plunged into training as the agent extraordinaire. Before even entering a mission, I could walk around the Institute where Joanna learns the skills of subterfuge and espionage. That feel of GoldenEye was back, with even more glorious graphics and an exceptional frame rate. Several characters approached me, each of them verbally explaining some essential skill. The voice talent is spot-on, especially that of Daniel Carrington, the Institute's patron, who sounds a bit like Sir Sean Connery as he explains the ways of the spy.



Very cool. But as cool as it is, I have no time for tree training.



The Institute where you train is safe, it feels like it could be a mission-level. A firing range with all sorts of vicious obstacles awaits, combat zone with chief target to hit. There's even a biographic battle simulator for the amateur side of discerning opponents and achieving different objectives.



DARK BACKGROUNDS

This game is stunning. I'll get to some missions, particularly in a moment, but it's important to note the incredible plot that Joanna finds herself embedded in. After graduating with top honors from the Carrington Institute, Joanna's first field experience comes in the form of a nighttime infiltration of a corporate skyscraper. She's dropped onto the roof of the building and must track down a mysterious person known only as "Dr. Carroll". From there things get crazy. As time is short, I've been able to get only a fleeting impression, but it seems as though Dark-Dyne and the Carrington Institute are on conflicting sides of a conspiracy that reaches to the stars. Glimpses of alien life, both benign and frightening, lead me to believe that there is more at stake here than mere earthly concerns. Unfortunately, as the game begins, Joanna is as much in the dark as we are. We learn only as she does.



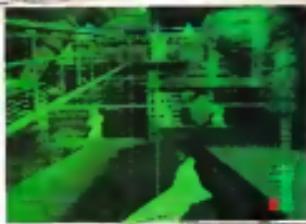
The story of the game evolves not only through the action but through long narrative scenes at the beginning and odd sequences in the middle of the missions. These scenes look amazing and are filled with as many sound bit as one has to wonder how Rorn packed it all into a 256 megabit Game Pak.



COVERT OPERATIONS

From the very beginning, I have no doubt this game will supersede GoldenEye 007 in every way. The control style is the same, with the exception of a quick weapons select menu and a secondary fire control (see *Battalion Report*), and getting around feels easy and familiar to a GoldenEye veteran. There's no jumping, but James can crouch and also hunker down and run hunched over. Another similarity to Bond is the three difficulty levels for each mission. Players can select either Agent, Secret Agent or Perfect Agent, with different objectives for each. I found that the levels—big already by GoldenEye standards—became even bigger when played on Perfect Agent. And Perfect Agent is hard. I was pleased to see that the frame rate is vastly

improved, the attention to detail awe-inspiring and the action relentless. It was apparent right off that this game will get a *Mature* rating. There is most certainly blood involved, and some of the utterances from fallen guards are more suited to an older era. The older gamer, though, will be in paradise. Every level requires a perfect combination of dexterity and intelligence.



The challenges from Agent K. Lake total 17 levels spread over nine missions, but GoldenEye 007's epic scale makes it believe that there might even be more. From what I've seen, the levels will keep getting better as well as harder. If that's true, this game will be unparallelled in the N64 universe.

ARTIFICIAL INTELLIGENCE

Even AI may well be smarter than I am. In my short time studying their behavior, I have seen guards flee for cover, retreat when

they see outmanned, yell into another room for some backup, use flanking positions and even lead James into a trap by retreating into a room full of armed guards. Every guard has a finite number of bullets in his or her weapon, and when they run out, they pull clips from their belts and reload—just like us. When you shoot the gun out of their hands, they either surrender or try to pick up another gun. They're insanely fast; dodging, rolling, blasting away the moment you peek your head out around a corner and panting and licking if you get close. They're even subject to vision problems. When I shot the lights out in a particularly bright room, it became increasingly darker until I was shrouded in shadows. A guard then walked right by without seeing me. Absolutely brilliant. Add to this amazing animations that include keeling when hit in the leg, slumping against walls and tumbling from roofs, and you're golden.



COMBAT SIMULATION

The amazing thing is, the missions aren't even half the game. The Combat Simulator is just as cool, taking multiplayer into a whole new realm. As K. Lobb had briefed me, this mode allows up to four players to fight along with up to eight "simulators," or CPU fighters. You can match up various teams, having a sim on your side or else pitting up to your pals to fight the sims. And you may

need friends. Some sims are simple to defeat, but others are an absolute bear. From the Turtle Sim, which always has a shield, to the Vendetta Sim, which relentlessly hunts down whoever off's it until the end of the game, the AI gets increasingly clever until you're fighting a Perfect Sim that always shoots head shots and can wipe you out before you can blink. They all use radar, and they're all mean. You can play multiplayer straight up, but you can also play through Challenges with one to four players. These basically throw you into various combat situations with requisite accomplishments for victory. As you beat them, you unlock new levels and characters in multiplayer. Pure and total carnage.



BALLISTICS REPORT

Again K. Lobb had prepared me for the moment when I saw the ballistics list, but even I stared agog for a few moments at the 40-plus weapons at Journals disposal! Firing each was an experience in itself, as the sound and fury of each weapon was a testament to Rand's creativity. The reloading animations are particularly nice—instead of disappearing off screen for a second, you

see Joanna physically loading each weapon with a new clip, socket, drug ampule or whatever. Plus, every weapon has a secondary function, accessed by holding down the B button for a second. For instance, the Fatigues, an alien gun that uses x-ray technology, can be used traditionally or set on Target Locater Mode, where it searches through walls for enemies.



Quick Select



Shotgun



Psycho Gun



M-60 SMG



Twin Fusion Blaster



Sniper rifle



Super Dragon



N-Scalp

PERFECT
DARK

REF WAR WEAPONRY

PRIORITY: ACQUIRE INTEL

There are so many things I've glimpsed that suggest other facets to this game, but I have no time to explore them further. One is a vehicle I stumbled upon outside Area 51



that appeared to be a sort of Hover-bike. One can only assume it will play a vital role in a later mission when a speedy retreat is necessary. There is also the small matter of codes. If Agent K. Lobb speaks the truth, then there will be tons of codes, accessed by the same mission time trial method that GoldenEye 007 employed. It appears, however, that any multiplayer codes will likely be accessed through achievements in the Combat Simulator Challenge Mode. I hope our analysts can confirm what I believe I'm seeing, as the game also appears to have a Co-Op Mode for the one-player missions—meaning you'll be able to play the whole game with a friend. Even more incredible than this is a Counter-Op Mode that lets a second player continually regenerate as a random enemy in the level who must try to stop Joanna from completing her missions. We must have more information in these fields, as what I've seen can hardly be believed.



Having no time to spare, I can't beat the one-player game and content our agent's request that halting the game gives you access to CPU "badges" that will award you playing the higher level missions. This shot from Rare's in-game certainly seems to back Agent K. Lobb's report.

END TRANSMISSION

Rare's systems have just gone back online, and by the increased activity in the halls, I can only guess that my position has been compromised. After recording this last transmission, I will drop the tape and the Camcorder into the garbage chute at the north end of the building, where Agent K. Lobb, with any luck, may recover them to pass along these impressions. As you can see for yourselves, Perfect Dark will redefine the first-person shooter genre in April, just as GoldenEye 007 revo-

lutionized the world several years ago. Everything that was good about Bond is still here, only better. And everything that couldn't fit inside that first engineering Pak has found a home with Joanna. From the pure, white-knuckled

tension of the missions to the multiplayer innovations that will undoubtedly destroy all preconceived notions of deathmatches, this game sets a new standard. Begin counting the days until it is finished. Agent out.



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Welcome to the scenic road tour of lovely South Park, Colorado, a quiet little burg where livestock roam the streets and the motorists are friendly and not at all abusive. People smile, wave and yield to traffic—and if they don't, you can just blow them off the road with an explosive cow.



AMPLE PARKING DAY OR NIGHT

Everybody should know by now that South Park is not a place for kids. You'll be surprised how many naughty things Adlams was able to pack into this M-rated Pak, and if you're the type that offends easily, do not bring this game anywhere near your N64. Of course, if you're old enough, you're in for one side-splitting, high-speed joyride.

MATURE MP. HOW IT RATES

M NOT FOR CHILDREN
Naughty language, adult themes and some of the most disgusting violence ever seen in a video game prepared South Park Rally for mature rating from the ESRB.

©1999 Comedy Central
©1999 Aquilant Entertainment, Inc.



One way to get your kicks is a straight race—just proceed through the checkpoints as fast as possible to win. Self-boozing encouraged.



South Park Rally's a true multi-level action beat-'em-up, the other racers, most of whom involve a bit of real combat of racing and bashing on your opponents.

IT'S EASY, M'KAY

What Speed Limit?

Of course, anyone who obeys the posted speed limits around South Park isn't going to win any prizes. Even in races that focus primarily on bashing the other drivers, driving fast is key. Whether you're pursuing someone who has the blues or you're trying to keep the cure for Mad Cow Disease from other infected drivers, you need to move.



The more contact you have with other drivers, the slower you'll go. At the start of a race, swing wide to give yourself breathing room.



Learn where the heavier speeds are an enemy. Hitting them will knock you into the wall in a wave of fuel gas. Sober sweet!



Power-sliding through corners is a useful tool—just hold down the handbrake and the accelerator and use the Control Stick to maneuver.

Offensive Behavior

In keeping with the South Park philosophy of hate thy neighbor, many races boil down to causing your opponents as much grief as possible. You'll often have to force other drivers to cough up some essential goody. If you can for the hills with it, everyone will come after you. That's the price of popularity.



If you hold down the handbrake and the accelerator and pull the Control Stick to one side, you'll do a quick spin into firing position.



Ambushing whoever hits the prime also vital. Look by one of the check points, then run the offender off road with a weapon.



When a bunch of drivers is fighting for another hang-out on the peninsula, the prime often has to change, and you can't find it.

Defensive Driving

The flip side of the coin is that when you have the item that everyone wants, you'll be driving around with a huge target on your back. It's no joke when there are five angry South Park commenters slinging insults and Cheesy Pools at you, so it behoves you to adopt some safe driving maneuvers to help you avoid all that road rage.



You've mastered the art of the ambush, so don't think other drivers won't try it as well. Watch your radar for cars coming the other way.



Build up a huge lead at all costs, even if it means going the long way around to a checkpoint. The fewer drivers you see, the better.



If thanks someone right in your tail, you've to avoid attacks. Climbing the slopes on the sides of a road will help you avoid damage.

Get Nasty

Troy Parker and Mac Stone have come up with some of the most disgusting weapons ever conceived of, and you'll have to get your hands dirty mastering every one of them to survive. The colored boxes contain specific selections of items, so choose accordingly:



One item appears after claimin' in all the colored boxes: Spocky-Vision instantly fills the screen with a dozen peeing images designed to distract you. Don't be real, gay!

**Mr. Mackey's
Balloon Head**
Mr. Hankey
Kitty
Bert

Alien Probe
Explosive Diarrhea
Weight Gain 4010

Chocolate
Salty Balls
Rats
Terrance
Turbo
Frida

Cheesy Pools
Mexican
Staring Frog
Philip Phart
Underwear Gnomes

Water Balloons
Decay Cow
Caffeine
Spunkie the Dog

WELCOME TO A QUIET MOUNTAIN TOWN

Well, enough Driver's Ed—it's time to get you out on the roads! You'll be driving in seven different areas in and around South Park, and since many of the championship races revolve these several times, you'll need to get to know them intimately. Remember that as you unlock races and tracks, you can stage any race on any track.



Every race will have hazards that you'll need to avoid. For instance, in the city, which put the bus as it makes its rounds.

City of South Park



Hitting your first races will be inside the city limits. Because the maniacally driven school bus, you'll also have to deal with the train as it passes. Inough power—try hitting a turbo and jumping the track. Also beware of the huge snowflakes as they clear the roads.

The Farm



The Farm is much more compact than the city, and you'll soon find that you need to know every square inch of it to avoid your competitors. Watch out for the psychotic farmer on his tractor, and look around in the barns for secret paths that others might not see.

Big Gay Al's



Big Gay Al has himself quite a pad, and apparently he doesn't mind letting in his drivers to do donuts on his own roof. There's a spacious upstairs and downstairs, a den room, a sitting room and, of course, the Big Gay bar! Psh. It's super. Thanks for asking!

The Sewer



The Sewer is really place to race, with walls that can send you out on tracks of stone and some huge stone craft that crested into the sticky option. It's also one of the easiest tracks, as the pattern is very simple—just jumping into the stone craft is a good start.

The Forest



You'll need an array of driving skills to get the job done in the forest, because it's a combination of tight corners and wide open spaces. So for both speed and agility, learn where the turnarounds are—you'll especially need to find the police station for a fast Book Off.

The Mountain



The Mountain is where Mysterio makes his home (and shows off some and an enjoyment of wheelchair changes). From huge jumps to short edges that plummet you for below, you'll want to go through a slowdown. Find the charged boost—it makes for a sweet of start.

The Volcano



The last track is the Volcano, and yet you'll find it's more unpleasant place to sit in a race. As if the hot lava of lava that you absolutely can't through the road weren't enough, there are no guardrails to keep you from hurling over the edges to your Ascan Driver safety belt!

YOU WILL RESPECT MY AUTHORITY!

As we said earlier, as you unlock race types and tracks, you'll be able to go into Arcade Mode and rig any race you want on any track you want. You have to unlock everything first, though, and that means beating all the races in Championship Mode. As you win races and more, you'll also unlock new characters to race with.



You'll have only five continue to last you the whole championship circuit, but never fear! Every track contains a check-in that will give you another continue.

Cow Days

Unfortunately, Cow Days have gone horribly wrong this year. Everyone has become infected with Mad Cow Disease, and since there's only one bottle of antidote, it's up to you to hoard it all for yourself. Find the potion and then run for your life.



Once you have the antidote, you'll have to avoid everyone for a little time, and that can be tough on the tight course. Try stamping up the map for a mega-jump.

Spring Cleaning

We don't want to hypothesize about who flushed some ickies down the toilet or not, but the fact remains that several poos are scattered in the Sewer. Make tracks to a pair and race through the checkpoints three times to win.



If you don't have max, head down one of the straightaways and ambush someone to be Gornit at the last spot. Take them along the alien ship to lose poos.

Easter Egg Hunt

The Mountain is the toughest course yet, and it's easy to get lost in the ups and downs as you pursue the Easter Eggs that appear all over the roads. You'll have to collect 20 eggs to win, but remember, you can't steal eggs from other drivers.



Lots of Easter Eggs seem to spawn close to the railroad tracks, so try hanging out near them to catch eggs as they appear. The train tunnel is also a hot spot.

South Park Rally Race 2

South Park Rally Race 2 is just a straight-up speed contest, but once you get past it you'll get your first taste of the innovative races that make South Park Rally unique. You have to capture the trophy and take it over four checkpoints.



Since all you have to do is take the trophy over checkpoint 4, you can ambush someone there and try to poach. A better strategy is just to get to the trophy first.

Valentine's Day

Passion is in the air, and what better place to stage a Valentine's Day race than at that bastion of love and tolerance, Big Gay Al's. Big Cupid's Bow and Arrow sing, then shoot all of your competitors with it to be the most popular deity in all of South Park.



Using the quick stick by pressing your accelerator into your brake at the same time will be key, but the location makes shooting even easier. Just spa and fire!

Read a Book Day

Californi Lover and his Book-tastic Bus are racing the streets on parole, so to be safe you need to protect all the available chickens out there. Cruise the streets picking up chickens and depositing them at the Police Station for safety.



Instead of driving around looking for ten chickens, visit by the Police Station with some weepies and steal anyone's chicklets as they drag them off.

Pink Lemonade Race

Everybody likes pink lemonade, right? Several tables are set up throughout Big Gay Al's pad, and as they request a glass of the pink delicacy, you need to be the first over there to deliver it. You'll win after you supply four glasses.



Run around the second floor of Big Gay Al's until you find a super-secret alter boy in a wall. It's filled with tabebiscuits and will give you an instant lead.

Memorial Day

No one in her right mind would stage a race on an active volcano, but the Mayor has done exactly that on Memorial Day. The setup of the race is exactly the same as that of Rally Race 2, except that you have to cross all four checkpoints.



The second checkpoint can be accessed by only a very narrow bridge, so the entry or exit is a perfect place to overturn whatever currently has the laser device.

Halloween

Halloween's all about grabbing candy off the spooky slopes of the Mountain. The rules are basically the same as Read-a-Book Day. Collect up to four candies and drop them off at the checkpoint. Watch the clock, though—there's a curfew.



Once again, lurking near the candy check and peeling everyone else's candy isn't nice, but it sure is effective. Just keep time in mind so you don't stay up too late.

Christmas Day

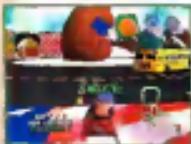
Yeah, yeah, it's Christmas, so where are the presents? There's only one, and you need to grab it and start racing for the checkpoints. This game is the same as Rally Race 2, since you have to negotiate the perils of town with the goods.



As with the second Rally Days race, the only important checkpoint is the last one. If you can ambush someone right before Checkpoint 4, you'll win the day.

Independence Day

On the Fourth of July, you'll return to the town proper for another basic speed race. Like in the first Rally Days race, you'll need to do three laps, racing each of the four patriotic checkpoints in proper order. Keep the pedal to the metal!



Since you'll basically be doing that Rally Days race in reverse, the bus suddenly becomes a more annoying obstacle. Don't get stuck behind it or you'll be sorry.

Thanksgiving

It's Thanksgiving time, so you know what that means: turkeys. Lots of 'em. You'll make a return trip to the farm, but even without Mad Cow Disease it'll be a hectic race as you try to catch as many turkeys without stealing from other players.



This is a tough race, so keep moving. If you can keep finding the hidden Pink-Eye bonus, you'll incapacitate the other players and give yourself an easy victory.

Millennium New Year's Eve

Yep, the world's going to end all right. Satan's doing his evil best to change up his Dismemberment Key and unleash horror on the world, and unless you hang onto it for two minutes, everyone loses. The rules are basically the same as Cow Days'.



Once you get hold of the Key, stick to the outer perimeter of the Volcano. You'll be slow to build up a big lead and should encounter many obstacles.

I HATE YOU GUYS

Don't Make Me Hurt You

As with everything South Park, this game is much more enjoyable with friends. Nothing quite compares to blasting your buddies with meat weapons and hearing their angry sound bites as they vow revenge.



Any track or race type you unlock in Championship Mode you'll be able to play in Multiplayer Mode. Take a look to find a Divorce.



There's also a control battle mode that puts the term "turns of steel" in a whole new light. Tight battles tends only one driver left.

Come on Down and Have Yourself a Time

If you're a South Park fan, you won't be able to do without this one. Full of great sound clips and more players than we can name here, the game immerses you in the sights and sounds of South Park while departing from the traditional confines of ordinary racing games. Just watch out for exploding livestock. ☺

HARVEST MOON 64



Return to the simple life of a farmer in this new Harvest Moon title. You will be back in a lush green farm. Work the land, raise the animals, and get to know the neighbors. The game features many new items and numerous holiday festivals to keep your schedule busy. You'll soon find the charm of the original Super Nintendo game, with many new



• Tons of vegetables and livestock featured

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

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

www.natsume.com



Super Nintendo
NATSUME

Ogre Battle 64

Person of Lordly Caliber



Following the liberation of Zenobia, it seemed as if the world had seen the Ogre Battle to end all Ogre Battles. And yet the creators at Quest were restless. Tactics Ogre explored the intricacies of unit-to-unit combat, but another, greater tale stirred and grew. Now, the ultimate Ogre Battle has ventured across the ocean thanks to the might of Palutus. Prepare for battle!

© 1998 Nintendo. © 1998 Quest. Ogre Battle is a trademark of Zenobia. Used and to be and published by Palutus.



The Holy Ogre Empire

Whispers of war and revolution were heard throughout the Kingdom of Palutus in the days before the hero, Magnus Gallant, came to liberate the down-trodden masses. The Holy Lodus Empire, bristling with its armies of ogres and other fierce fighters, had subjugated much of the continent of Zenobia. The lower orders of the populace were treated like cattle while the nobles fought and bickered among themselves, trying to court favor with the evil empire. Once this stage stood a young man—a leader of great caliber and intelligence—who saw the signs of oppression and discontent when he was stationed with the Southern Division of the Palutinean Army. When



No one knew what dangers lurk in the forests and mountains, but in the cities of Zenobia you may find friends and allies.

nestled like cattle while the nobles fought and bickered among themselves, trying to court favor with the evil empire. Once this stage stood a young man—a leader of great caliber and intelligence—who saw the signs of oppression and discontent when he was stationed with the Southern Division of the Palutinean Army. When

a group of rebels attempted to abduct the Prince, Magnus realized that there would be no peace or justice until the Holy Lodus Empire was utterly destroyed. And so the scene was set for another great campaign. Magnus has the strategic talent and will to free the people, but he can't stand alone. He must rely on the fighting ability of many characters and soldiers as he crosses a vast, 3-D continent filled with castles, enemies and elemental forces. Soon the great battle must be joined or surely all will be lost.



Real-time battles play out swiftly and automatically between groups of legions of units that march in the fields or in towns.



Right-hand controls create the tactics for strategy and an involved plot that changes depending on the choices players make.

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24" • Cool for Vert, Pump, or Street.



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ALEXRIMS

TIOGA

KOOL STOP

ATI

FICK 'N' TRICK

SHIMANO

Brunswick CIRCUIT PRO BOWLING™



Lace up your red and green shoes. It's time to head for the lanes in THQ's new bowling sim for the N64. There are plenty of ways to keep the good times rolling in this game, so hit the ball return.

CALLING ALL PIN HEADS! >>>

Virtually every aspect of professional bowling is on display in THQ's second foray in to everyone's favorite indoor pastime. Lace up a Brunswick Danger Zone bowling ball with Powerled, 18 Reactive, then fire a seven hook down the lane. The crowd will cheer as you get strikes on your score sheet, and feel pure pain on a seven-ten split. As with the real deal, virtually anyone, at any skill level, can enjoy Circuit Pro Bowling. Move from Rockies contests—with its forgiving player interface—to Pro tactics as you progress

in the game. You'll be rewarded with better scores as you pick up techniques. Brunswick has provided a handful of real pros to play with, but you may want to create your own bowler to take through a virtual career. It's all the sights and sounds of the bowling alley, without that shoe sanitizing smell.



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PICK A LANE >>>

The game play doesn't change much in the different modes, but the competition can heat up in some variations. It depends on

whether you're looking for a quick game, a long-term career or black-lighted colors.

Exhibition

This is bowling at its most fundamental level: ten frames, then you're done. Of course, you can play as many exhibition games as you like, but save your best stuff for the tournaments.

Rolling Solo



Feel free to bowl by yourself, or select a beginner or CPU player selected from the pool.

Friendly Game



Challenge up to six friends to a single game—or use up to four controllers.

Skins Game

This is bowling's translation of the golf game. Each player gets a chance to roll a strike on a rotating basis. Whoever rolls a strike can roll again for a chance to claim a skin.

Strike Ahead



Bet two strikes in a row to win the money—if no one else rolls two strikes.

Payday



If nobody wins a frame, the money carries over until there is a clear winner.

Tournament

Travel to exotic locations around the world to compete against the pros. You can tailor the complexity and length of the tournaments by choosing the number of required qualifying rounds.

Pack Your Bags



These pro events are spread out across the globe, from California to Seoul, South Korea.

Bag a Trophy



You'll face some tough competitors in each play before you win a trophy made of polygami.

Career

Create your own player or use a Brunswick pro as you travel from tournament to tournament. If you complete the pro circuit in the U.S., you'll be ready for international competitions.

Set Ranking



Set your ranking in the qualifying rounds. A higher ranking makes it easier to win a tournament.

Matchups



The lowest-ranked player must beat all the bowlers above him to get to the championship.

Practice

It's good to get in there and play, but some controlled practice also will help you. Set up any pin configuration and oil pattern, then keep trying until you get it right.

Oily Choices



Try to experiment with the different oil patterns to have your accuracy for tournaments.

Pin Picks



If you're having trouble picking up a particular spike, you can try it until you get it right.

Cosmic Bowl

Bowling in the dark with glowing pins and music has become a popular variation on the sport. This mode is visually identical to Electronic Mode but has crazy colors.

Black Light



Since those fluorescent, colored pins are any easier to knock down than the plain old white ones?

Challenge a Friend



As in Exhibition Mode, you can challenge a friend to a single game.

WORKING IN OILS >>>

Oil is actually a lane conditioner, a substance used to control ball movement on the surface of the lane. Spin will not alter the ball's course as much where there is oil on the lane. Oil patterns force bowlers to adjust their play—and the patterns vary among the different arenas. Most patterns have more oil distributed at the near end of the lane, and many have more in the center to let bowlers put more hook on the ball.

Blend Oil Pattern



This pattern puts heavy oil at the top and center of the lane, so a strong hook will not begin to move until it gets about halfway down the lane. You'll find it at Lanes & Events Center in Elko, Nevada.

Top Hat Oil Pattern



It may look extreme, but the "Top Hat" pattern—as found in Tokyo's Budokan Arena—is one of the more forgiveable patterns. The light oil on the edges keeps hooked shots out of the gutter.

Flat Oil Pattern



An even distribution of oil in the first two thirds of the lane will cause trouble for you if you have "lateral" the edge of the lane, so watch out for the gutter. Rhodes Arena in Akron, Ohio, uses this pattern.

Pyramid Oil Pattern



The arrowhead-shaped pattern will cause your ball to hook early unless you settle down the center of the lane and don't put very much spin on it. Try it out at Olympiaturm in Munich, Germany.

Ramp Oil Pattern



As on a Flat pattern, an extreme hook on the Ramp pattern could put your ball in the gutter. Unlike with the Flat pattern, your hook will get progressively sharper as the ball travels toward the pins.

BOWLING FOR DOLLARS >>>

Brunswick has some of the best bowlers in the world on its Pro Staff. You can step into their shoes as they compete for titles at some of the most prestigious tournaments around the world. All

of these bowlers have the Pro-level interface, so you may want to practice with easier Rookie or Amateur bowlers before moving up to Mike Aubley or Parker Bohn.

M. Aubley



Title: 25 Earnings: \$1,465,075
Years in Circuit: 19

C. Barnes



1998 Rookie Season

P. Bohn III



Title: 14 Earnings: \$1,060,150
Years in Circuit: 14

S. Jaros



Title: 2 Earnings: \$508,945
Years in Circuit: 14

J. Petraglia



Title: 14 Earnings: \$912,820
Years in Circuit: 20

R. Ward



Title: 3 Earnings: \$297,951
Years in Circuit: 6

W. Williams



Title: 24 Earnings: \$2,366,000
Years in Circuit: 16



BUILD A BETTER BOWLER >>>

Bowlers come in all shapes, sizes and ability levels. It's entirely up to you what type of bowler you use in Circuit Pro Bowling. Choose from a wide variety of faces, clothing and other features. Then

you'll need to choose the ability level of your player—Rookies can see the entire path of the ball before they roll it, while Amateurs and Pros rely more on skill.

Aiming Guides



Rookie



Amateur



Pro

This setting lets you aim your shot almost all the way to the pins. You can see the curvature of the ball's path as you adjust your hook.

The Amateur setting is for more control by shortening the length of the line but still showing you the start of the curve.

You'll need to have your skills under control if you want to succeed at the Pro level—you can aim only at the start of your shot.

Bowler's Birth



Build your bowler from the ground up by choosing from among ten options categories. Give him a name then tam line looks on the circuit.

Adjust Levels



The most important option you can control is your bowler's ability level. You may want to start at the most forgiving Rookie level.

Test Drive



Try out your bowler in an Exhibition game to see if you want to take him into the circuit, or change his look and ability level.

The Drawing Board



After you've decided on a final version of your bowler, you can choose Edit Player on the Bowler Registry menu to reconfigure him at any time.

GET IN THE GROOVE >>>

Once you've aimed the ball and set the degree of hook, your next step will be to execute the shot, which is largely a matter of timing. You'll need to stop the moving cueball as it moves to the right

on the Power scale and to the left on the Accuracy scale. Try to stop it in the green sweet spot to make the ball do what you intended it to do with your settings.

POWER



Power Up



Sometimes it pays to hit the pins as hard as possible on your first shot. So just move the red bar on the Power bar most to the far edge of the green area on the Accuracy bar for a power shot.

ACCURACY



Sharp Shooting



If there is a specific target to hit—like one pin you need to pick up to go to the next level—then you should try to hit the middle of the green portion on the Power and Accuracy bars.

PIN POINTS >>>

Most of the variables in real bowling are right there on the screen in Circuit Pro Bowling. You can line up your bowler anywhere within the regulation area, use a variety of balls and get as much curve on the shot as you like. Exactly how you use these variables in your play can mean the difference between winning and losing. Try your techniques out in the Practice Mode, so you'll be able to call upon them when there's money riding on your shot.



Severe Hook



Line up your bowler on the opposite side of his shooting hand. If you want to get extreme, look to the shot. Adjust the hook with the left and right C Buttons. The severity of your hook is represented by the red stripe below your ball. The Danger Zone will give you the best curve.

Off the Wall



A powerful shot can sometimes do you more good than an accurate shot. Sometimes your ball will send pins bouncing off the wall, knocking over standing pins in the process. Try to hook the ball toward the outside wall with a high-speed ball, such as the Speed Zone - Speed Demon.

Turkey Shoot



Hitting three strikes in a row is known as a turkey, and you'll be able to hit more strikes by honing your hook technique. Aim for the pocket on either side of the 1 pin to get a turkey. If you're right-handed, try to hook your shot between the 1 and 3 pins. Lefties should aim for the 1 and 2 pins.

Don't Leave It Hanging



Try to avoid hanging pins—a situation that often comes up on the first shot in a frame. You'll appear to hit the pins perfectly for a strike, but you'll leave one pin standing still. The frustrating situation is avoided by hitting the pins at an angle—yet another reason to hook the ball.

Granny's Dentist



The annoying game situation illustrated above is known as "granny's teeth." There is little you can do about this unusual pin combination—it's an inherent 7-10 split. If you're looking granny in the face, try to hook the ball as hard as you can to one side and angle it for a wall shot.

Baby Split



A baby split is a diagonal row of three pins on the outside—the 3, 5, and 10 pins or the 2, 4, and 7 pins. If you hit the lead pin correctly, they'll all go down. Try to line up on the opposite side then send your shot straight at the lead pin without any hook.

ROLLING ON >>>

There are plenty of nuances and complexities in Circuit Pro Bowling that you'll need to discover on your own. Learn to adjust to the oil patterns as they degrade throughout the game. Figure out which ball will work the best in certain situations. No single tip will give you the touch needed to become a great bowler, but if you practice all our power tips, you'll challenge for the championship. ☺





NOW AVAILABLE TO GO.



biochemical analysis of the following species in the genus *Ulmus* with the exception of *Ulmus glabra* (30 trees), including some results of *Ulmus* *sp* and *Ulmus* *glabra* (10 individuals).

“...SURREAL LANDSCAPES, INGENUOUS
SMOOTH ANIMATIONS, AND OVERALL
VIBRANT USE OF COLORS.”

- Blanks 100

RAYMAN



GAME BOY
Color

¹⁰ See also the discussion in the section on the 'Economic and Social Consequences' of the 1997-98 financial crisis.

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* For 4-player game play available on NGP version only.

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"Great graphics, great tracks, need we say more!" *Next Generation*





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RALLY CHALLENGE 2000™



Rain, snow, sleet and dead of night don't stop the postman, and they won't stop rally drivers, either. South Peak Interactive sets the pace with a rugged rally racer that takes on some of the world's most challenging roads.

Driven To Traction

No matter what mode you play in Rally Challenge 2000, it's always a challenge staying on the road. Custom settings will help you achieve the perfect balance between driver and machine, but

treacherous tracks and treacherous weather may crush your chance for victory. With power as your co-driver, you'll learn about the road hazards and stay on a winning track.



The Arcade Mode in Rally Challenge 2000 divides the nine courses into three stages. Beginning in ninth place in the first race, your goal is to reach first place at the end of each three-stage stage.



The Championship season consists of nine races around the world. By placing among the top drivers at each race, you'll earn Championship Points. The top point-winner is the champion.



Up to four players can race head-to-head in the Vs. Mode, beginning in Australia. You can open up the other Multiplayer and Practice courses by taking first place on that track in the Arcade Mode.

Rally Dream Machines

To win it all, you'll have to choose the right car to fit your driving style. Check out the key attributes of each car in the data boxes below. Speed shows the top speed a car can attain.

Torque rating indicates a car's quickness off the line. Steering is a measure of how a car will hug the corners. There are real differences between these machines, so test them all.

Mitsubishi Lancer Evolution V



SPEED	80%
TOQUE	90%
STEERING	80%

This is one of the better cars. Racing against it, you'll notice that it's usually in a top position. The steering's a bit loose.

Subaru Impreza WRC



SPEED	70%
TOQUE	80%
STEERING	70%

The Impreza is balanced and quick. You'll need the high-torque rating, though, because you'll be bouncing off the walls.

Toyota Corolla WRC



SPEED	80%
TOQUE	90%
STEERING	80%

The Corolla is a lot like the Impreza, and it often sits among the leaders. That says something about the importance of torque.

Nissan Minica Kit Car



SPEED	70%
TOQUE	80%
STEERING	70%

Can a little car really compete in international competition? This Minica does, but the soft suspension makes it a challenge.

Seat Cordoba WRC



SPEED	70%
TOQUE	80%
STEERING	70%

Like the Impreza and Corolla, the Cordoba WRC has good balance and quick acceleration, but it handles even better.

Skoda Octavia



SPEED	70%
TOQUE	80%
STEERING	70%

Great top speed combined with 80-90 steering and suspension leaves the Octavia out in the cold when it comes to winning.

VW Golf GTI WRC '99



SPEED	80%
TOQUE	90%
STEERING	80%

The low torque rating on the Golf may look bad, but the VW handles far it with great top speed and solid steering.

Proton Wira



SPEED	70%
TOQUE	80%
STEERING	70%

You'll get around the corners with this car, but it may be hard to turn in the turns you'll need to win Championship Points.

Hyundai Coupe EVO II



SPEED	80%
TOQUE	90%
STEERING	80%

This little Hyundai is a popular top choice. The steering can be beaten, and the top speed's off you'll need to win the race.

High Performance

Picking your car is just the beginning. Every course demands customized settings that take into account the type of terrain

and weather conditions you'll face. And once you're on the road, you'll have to watch the condition of the car itself.

Car Settings

CHAMPIONSHIP

TIRES	STANDARD
STEERING	STANDARD
SUSPENSION	STANDARD
DRIVE	STANDARD
TIRES	A B C D
STEERING	A B C D
SUSPENSION	A B C D
DRIVE	A B C D
TIRES	STANDARD
STEERING	STANDARD
SUSPENSION	STANDARD
DRIVE	STANDARD

Before each race, customize the four switchable settings of your machine. The Tires, Steering, Suspension and Gear Ratio each have a wide range of settings. Power lets the optimum settings for every track on the following pages.

Weather Conditions



Weather conditions affect the surface of the road. Rain causes slippage, so 90% should via water tires and suspension in the rain. It's not as easy to compensate for right conditions, but corners can catch up on you, so good handling is essential.

Damage Meter



The diagram of your car on the left side of the screen indicates damage to critical car components. Blue indicates unchanged while red indicates that a part is about to fail. As parts become damaged, you'll feel the car become less responsive.

Australia

Whether it's sunny or wet, the soft soil setting is best for driving in the outback. The course is a



BEST TIME: 2:50.10

VEHICLE SETTINGS

TIRES	SOFT	SOFT
DRIFT	ON	ON
STEERING	SOFT	SOFT
DRIVE	DRIVE	DRIVE
SUSPENSION	SOFT	SOFT
ANTI	ON	ON
HEADLIGHTS	ON	ON
WIND	LOW	LOW



If you're about to some major turns, let off the gas before you enter the turn. When you absolutely must brake, it's best to do the brake repeatedly.



Two jumps on the back stretch of this desert course will send your car flying. Ignore your cockpit's warning and go all out. The jumps won't damage your car.



The puddle that follows the jump isn't deep, but it will slow you down. Drive straight through the water on the left side to set up for the right-hand turn ahead.

Spain



BEST TIME: 2:47.51

VEHICLE SETTINGS

TIRES	SOFT	SOFT
DRIFT	ON	ON
STEERING	SOFT	SOFT
DRIVE	DRIVE	DRIVE
SUSPENSION	SOFT	SOFT
ANTI	ON	ON
HEADLIGHTS	ON	ON
WIND	LOW	LOW



This track features four right-angle turns on pavement. Approach each of them from the side of the road and cut across the corner.



Woods and grass border much of the road on this course. Your traction will be almost nonexistent if you drive on the green, so avoid them like the plague.



When your car moves from one surface to another, there's a tendency to slip, particularly on corners. Watch for the changes and slow down when entering turns.

Brazil



BEST TIME: 2:39.60

VEHICLE SETTINGS

TIRES	SOFT	SOFT
DRIFT	ON	ON
STEERING	SOFT	SOFT
DRIVE	DRIVE	DRIVE
SUSPENSION	SOFT	SOFT
ANTI	ON	ON
HEADLIGHTS	ON	ON
WIND	LOW	LOW



How do you judge who's ahead on this rainy course? Well, by checking other cars. Look at the lap times as you pass the Start/Finish line to see your position.



On narrow, slick tracks like this one, steering control isn't easy. Every collision adds to the total damage of your car, and you'll lose speed and time, as well.



There are lots of puddles on this course. Your car's initial speed will suffer if you drive through them. Pass them on either side, keeping at least two wheels dry.

USA

This is one of the toughest courses in the game. The canyon walls loom close to the roadway on both

sides and don't allow for mistakes. Gravel and sharp turns make every turn a gamble.



BEST TIME: 0:53.10

VEHICLE SETTINGS	
TIRES	SOFT
SUSP.	SOFT
TIRES	SOFT
TIRES	SOFT

**Tiresome Gravel**

The dark patches of gravel may seem to offer you a wider track, but if you enter the loose stuff, you'll lose control and speed. Stay off the gravel!

**It's Side Effect**

If you repeatedly slip one side of your car against the canyon walls or other cars, you'll start to lose control. Your car will pull to that side, making turns difficult.

**Big U**

About 40 seconds into the course is a long U turn. Start slowing down on the red gravel. You should be going about 70 mph when you enter the turn.



BEST TIME: 0:52.10

VEHICLE SETTINGS	
TIRES	SOFT
SUSP.	SOFT
TIRES	SOFT
TIRES	SOFT

**Tops**

The first downhill, right-angle turn follows quickly after another turn. If you know where it is, decelerate by tapping the brakes before going into the turn.

**Slow Is Better**

Don't accelerate as you enter that turn. The incline will naturally slow down your car. When you reach the sharp part of the turn, stand on the gas.

**A Taste of Venice**

If you're in a mini-tam, look for patches like this one on the road and avoid them. If the racing dry and sunny, you'll find that there's little to worry about.



BEST TIME: 0:52.60

VEHICLE SETTINGS	
TIRES	SOFT
SUSP.	SOFT
SUSP.	SOFT
SUSP.	SOFT
TIRES	SOFT
TIRES	SOFT

**More U-bents**

U-turns slow you down, but they don't have to send you off the road. Watch the speed of other cars going into this turn and try to match it.

**Outside In**

Series of turns offer you the chance to cut from the outside of one turn through the inside of the following turn. This is a good place to pass other cars.

**Gravel Circumstances**

The white gravel has a very slick surface. You can spin through the fast gravel turns, but then you'd better slow down to 50 or 60 mph for the second turn.

Germany

The many road surfaces of the German rally course make things interesting. The soft tire setting

should help your traction even on the loose dirt roads. Expect less-than-ideal conditions.

Canada



The icy conditions of the Canadian race make it one of the most difficult courses in the game. If your

steering control is too tight, you may skid and slide whenever you try to turn.

BEST TIME: 3:48.140

VEHICLE SETTINGS

FRONT	LOW
REAR	HIGH
SUSP.	SOFT
TIRES	SOFT TIRES
DRIVE	4WD
CLUTCH	DRIVE BRAKES
SHIFT	LOW



After plowing through the slush, look for a sharp left turn. You'll lose some speed on the winter, but don't accelerate until you're through the next bend.



It's better to stick to the middle of the road than to risk slowing down in the deep powder on either side of the track.



Near the end of the course, on the left side of the road, you'll find black rocks. If you pause over them, expect tire and engine damage.

Great Britain



This course winds through the English countryside like a meandering river, but there's nothing lazy

about it. These quick steering and soft suspension settings help your car lean around the corners.

BEST TIME: 2:06.41

VEHICLE SETTINGS

FRONT	LOW
REAR	HIGH
SUSP.	SOFT
TIRES	SOFT TIRES
DRIVE	4WD
CLUTCH	DRIVE BRAKES
SHIFT	LOW



After passing beneath an archway near the starting line, you'll come to a sharp turn. Head through the center of the two turns as straight as you can.



Your best bet is to stick to the inside of this curve, leaning into the turn, decreasing speed without braking. If you go outside, you'll likely rub along the stone wall.



The grass along the shoulders of the roads is not quite as dangerous on this course as you can cut corners on the S-curves without losing much speed.

France

Deceptively long turns, lots of slick grass and a hidden jump add up to make the French course one of the toughest in the game. You'll need all the turning and traction power you can get with our Power-customized settings.

BEST TIME: 3:47.35

VEHICLE SETTINGS

FRONT	LOW
REAR	HIGH
SUSP.	SOFT
TIRES	SOFT TIRES
DRIVE	4WD
CLUTCH	DRIVE BRAKES
SHIFT	LOW



The first section of this course heads between rocky hills and grassy terrain. Cut the corners as tight as possible, but stay on the pavement at all costs.



As you near the end to the terminal, tap the brakes several times. If you eat at full speed, the middle of the road will act like a jump and you'll fly into a wall.

The Checkered Flag

Rally Challenge may lack glamour, but it's a solid play with a nice surprise. If you take first place in the last course of each of the difficulty levels in Arcade Mode, you'll open a Mirror Mode.



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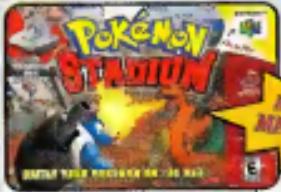
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NUCLEAR STRIKE 64



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912858905

154789566

NUCLEAR STRIKE



Andrea



Cash



Hack



Naja



LeMondo

Fire in the Sky



A madman with malice is looking to turn the earth into a cinder. THQ puts the world's fire in your hands in Nuclear Strike 64. As a top pilot for the Stellar Team, an international fighting force, you'll need to execute critical missions to stop an apocalyptic war. Race across realistic terrain to reach your objectives, guided by radar and a compass. There are multitudes of enemies along the way who want to blast you out of the sky, so keep your trigger finger ready to empty your missile pods.

Vehicles

You'll have access to a powerful arsenal of seven helicopters, two jets, a tank and a hovercraft. The two jets behave more or less like helicopters, so you won't get much of a speed boost.



AH-6



Super Apache



Sea Apache



Huey



Mokum



PAC V Hovercraft



AV-8B Sea Harrier



AH-1W Super Cobra



RAH-66 Comanche



M1-HX Abrams Tank



A-100X Warthog

Level 1 - Delta

Eliminate Informants

The jungle may all look the same from your vantage point, but you'll need to quickly learn the difference between friend and foe. There are plenty of enemies to blast and a single agent to rescue. Be sure to knock out the radar sites or you'll be overrun with enemies.

I Smell a Rat



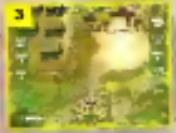
Let your compass guide you to the informant village, then unleash your shotgun on the hats there.

Nab Naja



You'll get a status call after you finish blowing the village. Put your shadow over Naja to pull her up.

Air Support



Escort Naja as she flies to safety, blasting any enemy tanks or soldiers that get in her way.



Liberate Town of Ashon

Keep that mosquito repellent handy—your work in the Delta is far from over. Fly air support in your Super Apache as Naja and her loyal forces battle to liberate the town of Ashon. They'll be forced to evacuate the town by boat but will fight another day with your help.

Ashon Attack



LeMondé's traps are sprung! Bring up Naja's freedom fighters. Return the favor with rockets and balloons.

Up the Creek



Najadon is trying to escape but is on every target for LeMondé's tanks, so stay clear to prevent it.

POW Patrol



Arrest POWs to safety from LeMondé's traps. Remember you can carry only six at a time.



Capture LeMondé's Generals



If you've got a problem with the organization, take it to the top. That's the logic behind your final series of missions in the jungle. Trackdown LeMondé's generals to their fortified bunkers, then knock them from the ground. You'll still have to clean up the remaining ground forces, however.

General Arrest



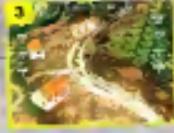
Blow up the bunkers, but stay clear once you spot a general! Use your switch to pull the generals up.

Naja Ninja



Look for the vehicle drop zone near the admin center. Use the purple for a commando mission.

Derail Convoy



A column of LeMondé's armor is moving into the zone from the south. Stop them in their tracks.

Level 2 - Island

Contact Cash

You've got the firepower to get the job done, but you'll need the expertise of a local to complete your mission. Steal some treasure from LeMondre and drop it off at Cash's island fortress. Pay attention to his instructions. He's the only one who knows the area.

Intelligence reports indicate LeMondre has moved his operations to an archipelago. The rogue general has amassed plenty of firepower in the area, but you have some resources, too. Buy some help from a mercenary and look for hidden aircraft.

Cash Payment



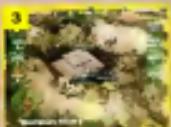
Drop off a crate of treasure to make friends with the mercenary Cash, then fly off your heart.

ASAT ASAP



Get over to the shoreline as fast as you can. Then use your most powerful ordnance to destroy incoming.

Bunker Blast



Bust the ASAT bunker with missiles and rocks after dropping off Cash at a nearby landing site.



Octad Airfield

Time is running out on your effort to pacify the islands. You need to knock down heavily defended air base before you can stop LeMondre's fleet later in the level. You may want to try out the Harrier jet on the airfield after the shooting stops.

Airfield Assault



Hit the hangars or follow them take off, then quickly dismantle the airfield defenses with rockets.

More Junk



A fleet of LeMondre's pirates is scheduled to leave port. If you let them go, your mission is over.



Destroy Hwong's Infantry Base

LeMondre is training his shadow army at a crucial run by the infamous General Hwong. The more difficult target in this mission is the oil derrick that the general uses as his headquarters. You'll need to find some extra firepower to stop him.

School's Out

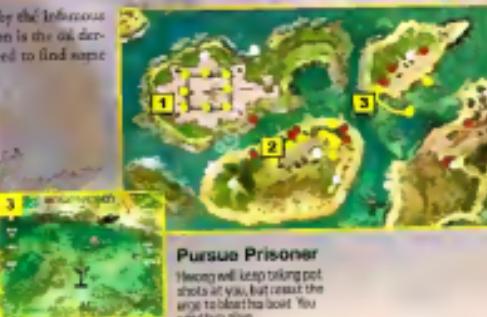


Drop off Cash near this training center so he can infiltrate. Make sure you don't heat him in the battle.

Hidden HQ



Build a bomb from pieces you pick up, then drop it on the oil rig near shore. Heaving will scare away.



Pursue Prisoner

Hwong will take pot shots at you, but resort the urge to blast his boat. You might also

Level 3 - Peace

Rescue SIROK Agents



It becomes clear that LeMond's scheme somehow involves breaking the uneasy peace on the Korean border. You'll need to infiltrate North Korean airspace in a specially equipped civilian helicopter to discover the full scope of his plan.

South Korean agents with vital information about LeMond's are being held in separate North Korean detention facilities. You'll need to pull them out one at a time, while under heavy fire. Avoid using lethal methods, if possible.

Pyongyang Airlift



Find some. Bring 'em into the planes to force people outside, then use radar to find the SIROK agent.



Stay out of enemy fire while you wait for the SIROK agents to land in clear trees for pickup.

APC DDA



You won't be able to stay the armored personnel carriers with your weapons, so follow HQ's instructions.

Escort Bus of Dignitaries

As the clock ticks down on LeMond's plot to explode a nuclear device, news reaches you that several dignitaries are trapped in Pyongyang. Fly cover for them as they flee the city in an armored school bus, then help out a nearby strike operation. Try not to destroy the rescue helicopters.

Bus Business



Stay close to the bus and escape through the city. You need to know where enemies will pop up.



Prepare for an ambush just before the bus reaches the escape ship. Stay just far enough away.

Cover Chinooks



Break free and all targets on the ground until two Chinook rescue helicopters are safely away.



Escort Diplomats



Yet another group of diplomats is escaping town—this time by train. Clearing their path is not as simple as it might initially seem. You'll need to remove a guard train and destroy some hidden enemies waiting behind fortress walls. Afterward, turn your attention to destroying the enemy fortresses.

Crazy Train



Drop Aviax at a landing pad near the station. See it? Get the train moving for the tough part of your mission.



Move ahead to clear the path, but don't stay too far—enemies are waiting in ambush behind walls.

Fortress Fight



A fortress belonging to LeMond's ally Kyon needs to be destroyed before you leave.

Level 4 - DMZ

Collect Andrea and Protect South Korean Border

Assist Andrea



Andrea is barricaded by LeMondel's tanks. Race to the courtyard, then search her from the outside.

Invasion!



In case you haven't noticed, there is a war going on. Try to stop North Korea from taking over.

Aerial Orders



If you've killed tank bases to today, deploy your orders. You can't automate without their help.



Level 5 - Fortress

Protect Agents Naja & Cash



Locate & Destroy EMP Radars



Friends in Need



Cash is fully as far north as Naja and Cash will tell you during your mission. There's no time to look for instakills.

Radar Removal



Do you will a lever—destroy LeMondel's radar array indicated by your mission compass to stop the flood of missiles.

Cash Out



Cash has been holding out for a while as you complete your duties, but time is running out for the necessary

The endpoint is at hand. The stakes are high as you follow Naja's while through the war-torn cityscape. She'll identify the buildings that have Electromagnetic Pulse radar sites. After destroying them, you'll need to take out Guardian Guns and LeMondel's tanks.

Pulse Pounding



Naja will show you the EMP sites. Be very careful not to blow up her vehicle and her identity.

Ice the ICBMs



Drop Naja at the ICBM site. Wait for her to expose the missile, pick her up, then destroy it.

Next Nuke



LeMondel has positioned a nuke at the center of the city. Destroy it or you won't see tomorrow.

The Finishing Blow-Up

Now that you've saved the world, you can go back into the different missions and try out some new vehicles. See how much damage you can cause with a Harmer or an M-113 Abrams tank. After what you've been through, however, you may just want some R&R.

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TOMB RAIDER



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LARA SHINES
ON GAME BOY
COLOR

SHE'S BEEN EXPLORING HIDDEN WORLDS FOR
YEARS, BUT NOW EIDOS INTERACTIVE AND
CORE DESIGN ARE SET TO BRING TREASURE
HUNTER LARA CROFT TO GAME BOY COLOR.

New Discovery

Games familiar with other platforms need no introduction to Link, but Nintendo fans will get their first glimpse of the much-unique adventure in a world shockingly similar to home. *Link's Crossbow Training* is very much alive and kicking in gamester fiction.



Restoration Work

When developers started on the new title, they wanted to create a 16-bit experience on the 8-bit hardware inside the Game Boy Color. Perhaps as a result, daunting tasks were to live up to the reputation the game has earned at the 16-bit level. "I think the new hardware is a tremendous job," says Mike Schmitz, the project's producer for Eidos Interactive. "The new GBC version definitely feels like a proper 16-bit title's dynamics." That means the game had to be big, complex, and pretty.



Developers at Core Design have been putting the finishing touches on the game.

Rereading the Ancient Side-Scrolls

While the game harkens back to the side-scrolling shooters of yesteryear, Core Design has taken pains to add contemporary elements. Eidos promises more than 50 cut scenes to tell the story—although they were not yet included in an early version of the game. "Core is using an advanced music player for samples, music and perhaps even speech," Schmitz says. Core's most impressive accomplishment, however, is its animation of Link's Craft.



She's No Mummy

"All of Link's 2,500 animations from the existing 16-bit model...have been rendered specifically for the GBC version," Schmitz says. Typically, characters on GBC are 16 to 30 pixels tall, but Link is 48 pixels tall, allowing for greater physical expression. Direct Memory Access, which translates each frame of animation directly from the Game Pak into video RAM, makes her fluid movement possible. Coupled with the interactive nature of the game environments—collapsing walls, vines to grab, pools of water—the effect is almost eerie.



Link's movement was rendered from the original Tomb Raider animation.

Despite the limited controls of the GBC, Link has dozens of moves.

Some moves like her returning back flip/move enabled 3-D movement.

Her 48-pixel height allows Link a wide range of physical expression.

ENTER THE NIGHTMARE

Like all Tomb Raider adventures, this one begins with a legend: Upon their arrival in the New World, Spanish conquistadors discovered an ancient manuscript concerning the legend of a "Nightmare Stone." As you might guess from the name, it isn't a good thing. Many years ago, priests from Mayan, Aztec and

Inca cultures banded together to defeat an evil god named Quasen, imprisoning him in a crystal orb. The orb was supposedly sealed away in a hidden Peruvian temple, but now unscrupulous treasure hunters are after it. The stone could unleash great evil on the world, if Lara doesn't find it first.



Peruvian pyramids (that's right, *pyramids* from Peru are on the pizzi!



Lara will journey into the heart of darkness before she's finished.



This adventure is filled with danger, but there are also rewards.



The many important structures are definitely not to stop you.

JUNGLE FEVER!

The game begins in the jungles of Peru, then takes Lara deeper and deeper into the dark chambers of antiquity. Summoned by her friend, Professor Igor Borshevich, Lara goes to the jungle-empire to check on Borshevich's research. Instead of meeting Igor, she discovers a tragic scene—the signs of a struggle and Igor's lifeless body.



Scorpions are a real pain in the neck but are easily eliminated.



These jungle insects are full of the bite, move quickly, victory!



the ground, later follows the down-sloping to the wall of the temple, then (and here's where to open a secret door. There's where you ride over. The boardwalk is covered with bats and



mosquitos, so you'll need to be on your guard from

the start. These relatives of your enemies will help you

in your quest for the secret door to the temple.

UNCHARTED TERRITORY

GOALS: 100%

TIME: 1:00

LEVEL: 1

DIFFICULTY: 1

ARMOR: 100%

WEAPONS: 100%

ITEMS: 100%

POWERUPS: 100%

MONSTERS: 100%

ENEMIES: 100%

<

TOMB RAIDER

MAPPING LARA'S WORLD

The game is made up of five large levels, each with several sublevels. The levels may not seem very big until you discover methods for activating doors and getting through thin walls. Dynamite is always a handy tool in this adven-

ture, as you might expect. Never assume that you can't move, grab or swing from objects or structures. Often there is more than one way to get from point A to point B, which gives the game a more open-ended feel to it than a typical side-scrolling

PERILOUS JOURNEY

Enemies can chip away at Lara's life meter if you aren't careful, abruptly ending your quest. As with other Tomb Raiders, there is no shortage of gunfire. The guns also act as an early warning system, vertically tracking enemies off screen that may be moving toward you. The tracking feature also allows you to shoot enemies lurking above you from a safe distance.



Try to get a jump on enemies, or they'll jump on you...



...You guns' tracking feature follows targets as they move.

USEFUL FINDS

Health and health-potion capsules are the best items to use. Health capsules are useful for temporary boosts, but you can do better by using the more durable



Health capsule
Health capsules are useful for temporary boosts.



Health potion
Health potion capsules are useful for temporary boosts.



Health potion
Health potion capsules are useful for temporary boosts.

PITFALLS

Be wary of traps that require the use of special items, like the sword and shield when jumping from the wall to the floor.



Stone darts are
a valuable resource.
Don't be nervous.



Traps that fire back
in a zig-zag pattern
are the most difficult
to avoid.



An ill-conceived jump
can lead to a painful fall.



Don't underestimate
the power of a single
stone dart.

HER TRUSTY PALS

Lara's twin automatic pistols are the only guns she needs in the game, thanks to special ammunition she discovers along the way that transforms them into shotgun and machine guns.



...Pistol...to shotgun...to machine gun...
Lara's guns change their function
depending on their ammunition.





TINKER BEFORE YOU LEAP

Tomb Raider is an action-packed game, but that doesn't mean you always charge forward with your guns blazing. You have a task ahead of you: finding the Nethercore Stone. Shooting at skeletons and mummies is just a side benefit of your main gig. The most difficult

part of the mission is solving problems you discover along the way. Usually the problems are a matter of finding an item. In other cases, they are a matter of finding the right lever.



LEARNING ABOUT LEVERS AND LATCHES

If you want to install a new garage door, call the Antics Antimop. Most of the levers and switches they installed still work after sitting idle for thousands of years. They usually open up a nearby

trapdoor or raise a wall—often for a limited amount of time. Sometimes the trick is to figure out exactly what the levers do after you've activated them. Took for now by gates.



Where you stand is your goal, it's usually good to look like a clown.



Many levers have levers. When you activate one, don't hit the A button.



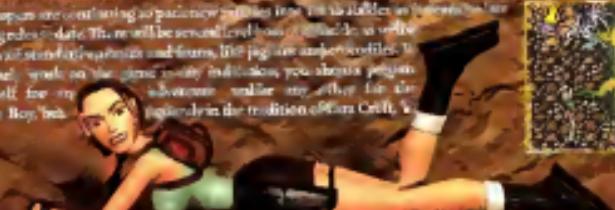
Open bolts with bolts. The gate may close again, so don't open them until you're ready.



A note on the note: If you're not sure what to do, just do it. You can't break anything in Tomb Raider.

TREASURE TIME

Developers are continually pushing the limits of what's possible in Tomb Raider. The latest update, due this spring, adds a new feature: the ability to collect a slow-down statuette and freeze, like jaguar and crocodile. To play it safe on the glacial snowy institution, you should program yourself for an adventure similar to the one in the Game Boy title, *Chrono Trigger*, which is based on the tradition of *Chrono Critter*. You



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Take a Trip to the Stadium

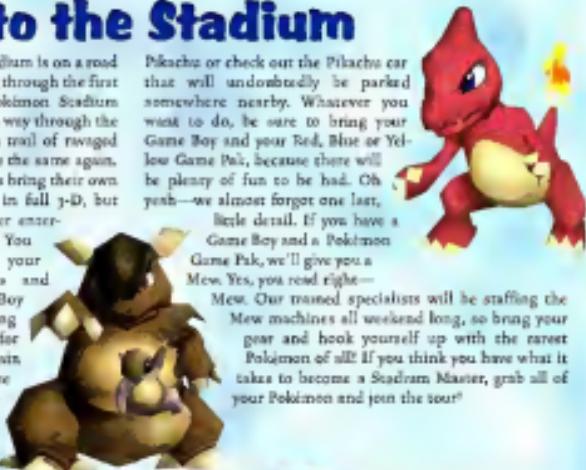
As many of you already know, Pokémon Stadium is on a road trip. Starting in early February and running through the first few weeks of April, the Pokémon Stadium Tour (2000) is battling its way through the United States, leaving a trail of ravaged malls that will never be the same again. Not only can Trainers bring their own Pokémon to battle in full 3-D, but there's tons of other entertainment as well. You can bring in your Game Boy games and compete in Game Boy tournaments, fighting through the Pika, Poke and Prime Cups for cool Nintendo badges. If you're wanting to gain admittance to the Stadium, you can assure yourself by playing Pokémon Snap or Pokémon Pinball, wander around looking for

Pikachu, or check out the Pikachu car that will undoubtedly be parked somewhere nearby. Whatever you want to do, be sure to bring your Game Boy and your Red, Blue or Yellow Game Pak, because there will be plenty of fun to be had. Oh yes—we almost forgot one last,

little detail. If you have a Game Boy and a Pokémon Game Pak, we'll give you a Mew. Yes, you read right—

Mew. Our trained specialists will be staffing the Mew machines all weekend long, so bring your gear and hook yourself up with the rarest Pokémon of all! If you think you have what it takes to become a Stadium Master, grab all of your Pokémon and join the tour!

To find out if the Stadium Tour is coming to your town, use the handy-dandy chart to the right. Keep in mind, though, that dates and places are always subject to change, so be sure to call your local mall and confirm that the tour is on before you make the trek. You can also log on to www.pokemon.com to get the latest and greatest tour location updates.



WEST COAST

February 26-27	Dell Anne Fashion Center Torrance, CA
March 4-5	Westminster Mall Westminster, CA
March 11-12	Paradise Valley Mall Phoenix, AZ
March 18-19	Arden Fair Mall Sacramento, CA
March 25-26	Washington Square Mall Tigard, OR
April 1-2	Rosedale Center Rosedale, MN
April 8-9	Independence Center Independence, MO

EAST COAST

February 26-27	The Plaza at King of Prussia Mall King of Prussia, PA
March 4-5	Woodbridge Center Woodbridge, NJ
March 11-12	South Shore Plaza Braintree, MA
March 18-19	Tin County Mall Cincinnati, OH
March 25-26	Lakewood Mall Sterling Heights, MI
April 1-2	Woodfield Mall Bchaumburg, IL
April 8-9	Chesterfield Mall Chesterfield, MO

Pokechat

Pokémon questions? Interesting discoveries? Big rumors? Idle chitchat? This is the place for any and all of the above. Remember that you can also find the latest Pokémon news on the Internet by heading to www.pokemon.com.

Q: How is it possible to play with four players on Pokémon Stadium? Do you all attack one another, or are there different teams?

A: Well, to get the full scoop on Pokémon Stadium, flip over to our comprehensive review starting on page 12. But to answer your question in brief, you play a tag-team style match with a teammate.

Q: I heard that *Pokémon: The First Movie* is coming out on video soon. Is this true? And do you think there will be a second movie?

A: It certainly is. The box office smash will be arriving on video and DVD on March 21. We don't have an official title or release date for the sequel, but the word right now is that it'll premiere this summer.

Q: I was battling my friend in the Celestadium, and his Charizard used the attack Fly! I have a Charizard too, but the game says it won't learn that HM. What's going on? Did my friend use a cheat?

A: No, no, no—give your friend a little credit! His friend must have caught that particular Pokémon on a *Yellow* Game Pak. Several Pokémons in the *Yellow* game learn attacks at different levels than they ordinarily would on *Red* or *Blue*, and some Pokémons can learn attacks that they couldn't learn at all on

the other versions. Other examples of color sensitivity are Diglett, which can learn the HM Cut in the *Yellow* version, and Kabuto, which can learn a slew of HMs and DMs if caught on *Yellow*.

Q: Do I need more than one Transfer Pak to play against a friend in Pokémon Stadium?

A: Nope. You can upload your own team onto the Pokémon Stadium cartridge, then plug your buddy's game into the Transfer Pak and load it as well. And then, the battle begins. You will need two Transfer Paks, though, if you want to take advantage of the easy trading interface within Stadium.

Q: Do you think something similar to the Japanese Pokémon game "Genki de Chū" will come out in the United States?

A: As far as we'll be darned, we don't have any particulars *bliss* a date or official source of the project, but we have *confirmed* that the voice-recognition game will show up in North America sometime this year. This project, for those who aren't familiar with it, uses voice-recognition technology to allow you to speak to the Pokémon in the game. The game will undoubtedly be reminiscent of *Interactive Pokémon Swap*, and is sure to become another star in the Pokémon universe. We'll fill you in with some details the moment we hear more.

Bundle of Joy

You want Stadium but don't have an N64? Never fear! A massive bundle set hits stores in early April. It'll retail for \$149.95, and just look at this laundry list of stuff that comes with it. An N64 with a grey Controller, an Atomic Purple Controller, Pokémon Stadium, A Transfer Pak, For you collectors out there, a brand new Pokémon Trading Card. A huge poster. Tired of reading this stuff yet? We're not done. There's also a Trainer's Journal from the Pokémon geniuses at Nintendo Power and a \$3 coupon for printing stickers on Bloddybomber. What a Poké-deal!



Pokémon
Linh Huu
Pleasanton, CA



Merill
Chris Hahn
Newhope, PA



James
Eric Seltzer
Philadelphia, PA



Gengar vs. Tentacool
Justin Wilkins
Manchester, MD

Ask the Professor



It's the calm before the storm in my office right now. I know that, come this time next month, I'll be buried under questions about *Pokémon Stadium* as well as my usual crop of Red, Blue, Yellow, Pinball and *Snap* queries. You can't stop progress!

When I battle Brock in *Pokémon Yellow*, I don't stand a chance! What can I do?

The problem with *Pokémon Yellow* is that Pikachu, your first *Pokémon*, is completely useless against your first Gym Leader in Pewter City. In Red or Blue you could bring in your Bulbasaur or Squirtle to make mincemeat of Brock's Gyarados and Onix, but you don't have that luxury. Your best chance is to spend some time building up *Pokémon* other than Pikachu. Raichu's Normal-type attacks aren't very strong against the Rock-and-Ground-types, but if you have a high level one, it'll do some serious damage before it faints. Pidgey is also a decent option—although its attacks won't do a whole lot of damage, it won't be affected by many of Gyarados and Onix's attacks. Your best bet may be to trudge around Viridian Forest until you find a Caterpie or Metapod with good stats, then raise it until it evolves into a Bug- and Flying-type Butterfree.



If you're playing *Viridian*, Pikachu will be your highest-level *Pokémon* by the time you face Brock. Unfortunately, it'll be useless.

Abra always Teleports! How do I catch it?

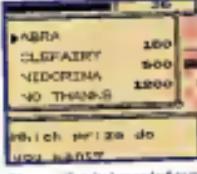
Abra can be a pain to snare, and I should know—since it's one of the best *Pokémon* to bring into the *Pika Cup* of *Pokémon Stadium*, I caught about six of them to find the one with the best stats. Just lead with a fast *Pokémon* and paralyze Abra or get it to sleep. After that, you'll catch it easily.



You can find Abra on Routes 5, 6, 7 and 8 in Yellow and Routes 24 and 25 in Red and Blue. Paralyze it immediately.



Butterfree can avoid many Ground-type attacks, and if you've raised it to level 100, it'll know Confusion, Poison Powder and Stun Spore.



Of course, if you're lazy and rolling in the dough, you can buy almost any version of the Coloron Exchange Center

How do I take a picture of a Muk in *Pokémon Snap*?

It's not tough to get a picture—the problem is taking a good close-up. If you've been throwing *Pester Balls* around in the Cave, then you know that three direct hits to a Grimer will cause it to transform into a Muk. Unfortunately, it's practically impossible to make contact with those far-off Grimer, and even if you do, the picture will be almost worthless. Instead of chucking *Pester Balls* at the first Grimer you see, snap pictures instead. If you shoot three pictures of a perfectly centered Grimer, a second pair of Grimer will appear in the next cavern. Toss *Pester Balls* at either one to glimpse a Muk evolution—the one on the right will give you the closest close-up.



You need three centered pictures, so make sure the red target light is glowing when you snap.



Look down and to the right as you cross into the second cavern, then toss *Pester Balls* for all you're worth.

How do I snap Sandshrew's picture before it digs?

If you're looking downriver as you go around the first bend of the Valley, you'll see those elusive *Pokémon* dive headfirst into the beach and tunnel under. Don't worry—these creatures are extremely curious about earth tremors, so all you have to do is shake up the beach a bit. Aim the ZERO-GUN so you hug the left bank, then start tossing *Pester Balls* at the two Gyarados clinging to the cliff wall. If you knock them both off, a Gyarados perched high up will tumble to the beach. The shock of its landing will cause the sandshrew to pop back up.



Both Gyarados have to be off the wall at the same time for the Gyarados to fall, so aim well.



As soon as the Gyarados fall, look back upstream to get your close-up of the Sandshrew.

Colosseum

Finally, the time has come! Starting this month, you'll be able to stage your battles in three dimensions as *Pokémon Stadium* hits stores. Let the games begin!

In the Colosseum this month we have the team of one Mason Doermann from Fairfax, Virginia. Mason has a seriously loaded team to share with us, and like most others who send their teams in, he believes that he can take all challengers. One thing makes his team stand out in our minds—almost all of his *Pokémon* know a move that recovers health. Now that's planning for a long battle!

Articuno

Mason's favorite *Pokémon* is not necessarily his **Entei**, but with such a high Attack rating it's something to be feared. *Articuno* is a powerful weapon in the hands of *Articuno*. Mason dares to have *Articuno* two *Mew*s in his team. Last year's Summer Team, and it works well against Fighting- and Bug-type. *Reflect* is there for defense, and *Hyper Beam* is the powerful finisher.



- Hyper Beam
- Blizzard
- Reflect
- Fly

Mewtwo

Ah, year **Mewtwo**. The genetically enhanced power enhanced his own personality as well as everyone's. It's a pity that *Mewtwo* is the only *Pokémon* that's uninterested in stats. Both *Blizkrieg* and *Thunder* are brutal against most anything (unless they connect), and *Psychic* is likely to knock all but the most powerful opponents out with a single attack. With *Recover* Team *Mewtwo* during long battles, it's almost impossible to defeat.



- Blizzard
- Psychic
- Thunder
- Recover

Snorlax

Snorlax can take a beating, and it's very high Attack rating makes a **Flareon**-type attack like *Hyper Beam* a serious weapon. With all that grit, *Snorlax* does substantial damage, and has a 20% chance of paralyzing the opponent with *Rock* and *Earthquake*. *Mawile* uses *Earthquake*, and since *Snorlax*'s HP meter is off the charts, using *Rest* to recover it all could well sustain *Snorlax* indefinitely.



- Hyper Beam
- Body Slam
- Earthquake
- Rest

Hypno

Mason put *Hypno* on his team without a purpose, though his opponent's *Mewtwo* is too strong to stop it. It's resistant to *Mewtwo*'s *Psychic* attacks, and as *Mewtwo* says, "Hypno can carry any *Pokémon* to sleep." *Hypno* can recover lost HP with *Dream Eater* and if *Psychic* with *Dream Eater* and if *Psychic* with *Thunder Wave*. Although it's one of the slowest *Psychic* (*Poliwrath*), *Hypno* makes up for that deficiency with high HP.



- Hypnosis
- Dream Eater
- Thunder Wave
- Psychic

Zapdos

Every team could use an *Electric*-type, and *Zapdos*' Flying-type is a perfect fit. It's invulnerable against Ground-type attacks. *Thunder* is the obvious choice against Water- and Flying-types, and it'll use *Drill Peck* against *Hypno*, *Bug*, and *Dragon*-Types. Mason protects his *Zapdos* from Special Attacks with *Light Screen*, then uses *Rest* to fully recover its HP.



- Thunder
- Drill Peck
- Light Screen
- Rest

Starmie

Obviously *Starmie* is the *Pokémon* of choice against Fire-, *Seadra*- and *Rock*-types, but since it is a dual water/Water- and *Psychic*-type, it also works well against Fighting- and *Poison*-types. With its *Psychic* attack, it's effectively combining *Light Screen* and *Recover*. It's nearly impossible to knock off *Starmie* in a long battle. Unless his opponent can paralyze it, Mason can fight long enough to win.



- Hydro Pump
- Recover
- Psychic
- Light Screen



#2 **Hydra**
Dove and Anne Koedinger
Calgary, AB



Evolution Plan
Mike Arias
Simsbury, CT



#150 **Murkyviper**
David Johnson
Indianapolis, IN



Voltorb Evolving
Kenny Udo
St. Charles, IL

Want to see your *Pokémon* in print? Send drawings, comments and art to: *Mindless Zone*, P.O. Box 76712, Bellevue, WA 98073.

Send questions, comments and art to:
Mindless Zone,
P.O. Box 76712,
Bellevue, WA 98073.

Hot off the Press



Okay, well, not steaming hot. But the reaction to Brock's departure from the *Pokémon* cartoon was so heartfelt, we just had to tip our collective hats to this popular character with a gallery of some of the finest pieces of Brock art.

Bye-Bye Brock!

By now it's old news that Brock has left the *Pokémon* cartoon. From the Saturday that Brock decided to stay on Valencia Island with Professor Oak, e-mail messages of shock and disbelief have flooded the Pokécenter, along with a few sad good-byes—and no one is happy that this upstanding role model for young people everywhere has said farewell. We're going to miss him, too, and between bouts of crying we put together a tribute to Brock that shows just how much everyone cared about this fine young man.



THE HURT MODE' OF BROCK
Jojo Sollano
Pittsburgh, PA



Mason DeVos
Battle Creek, MI



Megan Anne Lopez-Busto
Makawao, HI



Dan "Dan" Thomas
Palatine, IL



Quinn D'Arcy
Bay City, MI



Brock Plaster
Truth or Consequences, NM



Wax with Brock
Elizabeth Hendrickson
Moose Jaw, SK



Enola Harris
Philadelphia, PA

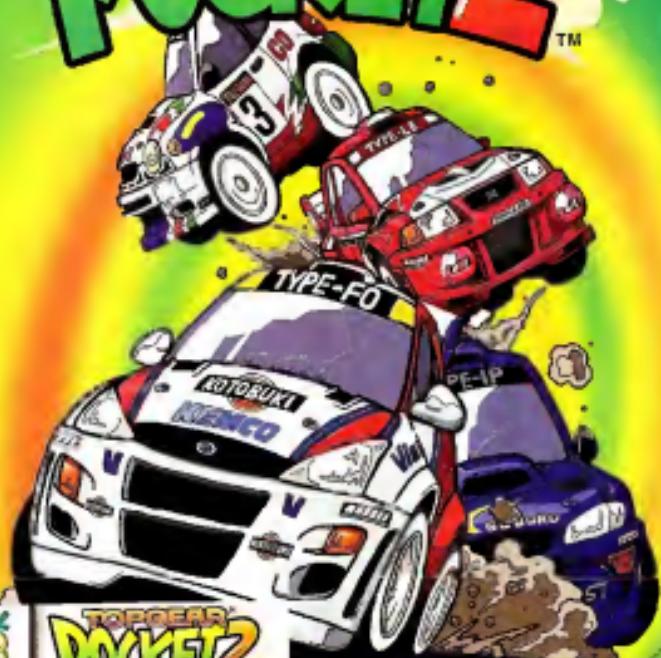


Veronica Lemon
Tallulah, LA

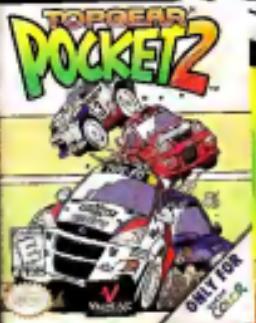


For more *Pokémon* news, be sure to check out www.pokemon.com/!

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FEBRUARY 1, 2000

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GAME BOY COLOR

KEMCO



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VATICAL
ENTERTAINMENT

Game Boy a-Go-Go

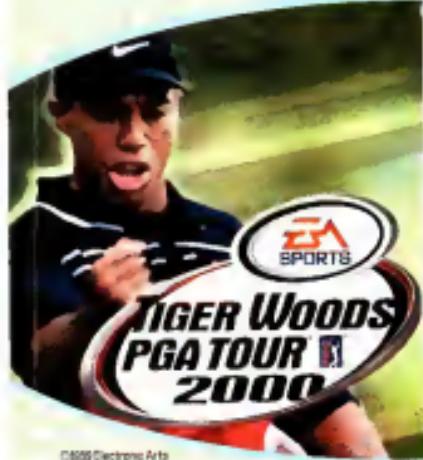


SPRING-CLEANING

It's time to chase away the winter blues. Maybe playing two new snowboard games for Game Boy isn't the only way to leave those chilly months behind, but at least spring is in the air. In this month's spring-cleaning sweep of Game Boy games, you'll clean house with tips for car games, sports games, a side-scroller, a puzzle compilation, as well as those two winter holdovers. Sure, it's a mixed roundup, but when we get through with our spic-and-span reviews, the potpourri of Pals will seem more inviting...not to mention lemony-fresh.

Up and at 'Em, Tiger

In his record Nintendo outing, Tiger Woods trades in the cartoon arcade-style play of the N64's CyberTiger for the good-*if nothing explodes-in-this-sport* approach to golfing. Back to reality, Tiger Woods PGA Tour 2000 is a bit more technical than Mario Golf. But then, it takes more than overalls and a red cap to win you a PGA title.



THE SWING OF THINGS

Aiming to please golf fanatics who hunger for a satisfying sim, Tiger Woods PGA Tour 2000 serves up a three-course game topped off with intricate controls that allow you to micromanage every element of your swing. The game gets down to the nitty-gritty of the sport, and it even features four ways for deflers to take on the green. Access PGA Tour 2000's Settings Menu, then select Mod of Play to determine how you want to get into the swing of things.



Stroke

Stroke is the usual way to play golf. In this traditional scoring a la L.A., the winner is whoever used the fewest strokes to finish all 18 holes. Use backhanded power up shots to keep your strokes to a minimum.



Tournament

Up to four players can take turns golfing a mode like the amateur Tournament. And don't think you all have to be Tiger—PGA Tour 2000 boasts five other pros, including Ding Shuhai and Lee Janzen, as well as two generic characters.



Skins Game

In the Skins Game, you compete on a hole-by-hole basis for skins, or money. Whoever reaches the hole using the fewest strokes takes the prize. If golfers tie on a hole, the skins carry over to the next hole's jackpot.



Shootout

Shootout is a four-player elimination competition. Players golf on a hole-by-hole basis, and whoever takes the longest to hole out has to sit out for the remainder of the match. Golfers keep putting until only one person is left swinging.

Tiger Tips

Once you've warmed up to the complex interface, the controls will seem more like a user-friendly way to name the Tiger.



Player & Game Options

You can tweak just about every little detail in the game, including your golfer's set of clubs. In the Options Menu, you can enable multi-touch, or do overs, as well as activate the shot clock.

Courses

Now you can enter golf's finest country clubs without ever having to slip into plaid pants and a sweater vest. All of PGA Tour 2000's greens are based on real Tournament Players Club courses.

SUMMERLIN



Summerlin

If you go pro in golf, you've got to have a cool name, like, say, Tiger. Fuzzy Zoeller's a pretty nifty handle, too, and the golf here degrades the bunker-ringed Summerlin course that plays host to the Las Vegas Invitational.



Sawgrass

Golfers and gallons of water hazards flood Florida's Sawgrass course. The fairways are narrow, and they're usually lined by trees, so pay close attention to the wind so your ball doesn't veer off course and into the drink.



Scottsdale

If you want to see more doglegs than a fire hydrant, pack up your clubs and take them to Arizona's Scottsdale course. The toughest of the three sites, Scottsdale's fairways barely any room for error or errant shots.

Summerlin, 15th Hole



The map above depicts the lay of the land for Summerlin's par-four 15th hole. You'll tee off from one of two spots depending on your difficulty setting. The numbered spots above show the prime places to shoot when aiming for par.



Taking a Swing

By hitting B, you'll access the overhead map and swing interface. Use the Control Pad to highlight a meter, then tap A to make your adjustments: club selection, aim and point of impact.



Tiger Power

The green's swing shot uses the basic three click menu: Tap A to begin swinging, right-click when your meter gauge enough power, then tap it a third time to hit. If you pull a perfect shot, "Tiger Power" will appear on screen.

DISCO DRIVIN'

Disco will never die, and if you think otherwise, the polyester-clad drivers of Vigilante 8 will be quick to unload their car-mounted arsenal of dy-no-mite destruction on your groove thang. That '90s game is back and so are all the funky characters, levels and action (for one or two players, even) that made the N64 version a hit.



STAYING ALIVE

Road Trip

In story mode, you'll take a cross-country tour of oil-rich America. Enemy gun-poppers will pursue you with Max Max vengeance, but you can take a peek at their whereabouts before you reach them by pressing Select, A, and B simultaneously.



Arcade

Rather than fight your way frantic city to city, you can play a specific round of Road Trip in Arcade Mode. When you start, you'll be able to choose the character and the city/mission you'd like to take a stab at conquering.



Timed Attack

Set the length of your march (anywhere from one minute to two hours), then blast as many cars into enemy oil tanks as you can. Repair power-ups reappear in the same spots, so roll them to survive the entire round.



Progressive

Progressive, like Timed Attack, is another variation of the original game's Survival Mode. But instead of staying in one level with fixed objectives, you'll progress to a new area once you've eliminated all of the local enemies.



WHERE IT'S AT

Hoover Dam

The dam features plenty of trenches you'll become an easy target when you run them, so avoid taking too much road time.



Casino City

Casino City is perfect for two-player Game Link competitions, since you'll have many places to look into. The catch is that they're also hard to steer out of.



Valley Farms

Trouble creeps up at the Valley Farms. Put your thumbs out to圃t with the power-ups hidden behind one of the trees.



Oil Fields

For a sick performance in the Oil Fields, guard the wrenches that repair your damage—enemies can use them for a quick fix.



Ski Resort

Since the snowy level takes place on a slope, use for safety at the bottom. Traversing downhills easier than fighting gravity.



READY 2 RUMBLE BOXING

© 1999 Midway Home Entertainment Inc.

Ways to Rumble



Arcade Mode

For a single bout against the fighter of your choice, get in the ring with Arcade Mode. Seven fighters will be at your disposal, and you'll be able to use the other three only after you've unlocked them in Championship Mode.



Championship Mode

For those who like Ready 2 Rumble... and rumble and rumble... put on your gloves. Championship Mode. To win the title, you must fight your way up a grueling ladder of lightweight, middleweight and heavyweight contenders.

AND IN THIS CORNER...



Spell "RUMBLE"

Simple contests between your special shovels. When you lend a goonie, you'll earn a letter. If you score enough of them and spell "RUMBLE," you'll be able to deal your most brutal blow.



Fists of Fury

When "RUMBLE" begins bashing, close in on your opponent, then press A and B at the same time. When you do, you'll unleash a quick flurry of punches. If your opponent hits you before you can unleash it, you'll have to spell "RUMBLE" all over again.

Game Boy Color

Game Boy translations of NBA games don't always measure up, but Midway didn't throw the match with this lightweight GBC exclusive. A graphical knockout, Ready 2 Rumble Boxing also sounds like a champ. The voice samples are stellar, but the real star is the game's hyperactive, over-the-top boxing action. And that aspect definitely floors like a buster and stings like a bee.



AND IN THIS CORNER...

Ready 2 Rumble for Game Boy Color features 10 of the boxers from the original. Only seven fighters are available at the get-go, but by winning fights, you'll eventually unlock the remaining characters, Reno Clew, Nat Daddy and Damien Black.

A. Thunder



B. Brown



Salua



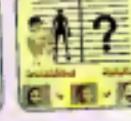
B. Knockdown



S. Strike



L. Valentine



Big Willie J.



? Mystery?



You can earn the three hidden boxers by winning prize fighters by using certain unlock codes. To unlock Clew, highlight Arcade Mode, then tap Left, Left, Left, Right, Right, Right, Left, Right, Right, Left and Right.

What's Up, FOX?



When it first came out for the GBA back in 1999, *Tails* was touted as the first platform game to feature a two-player cooperative mode. Seven years later, the landmark side-scroller returns in fiery full color, but it's also comparable with the original GBA. Two players can play in tandem via the Game Link, and GBC players will be able to access a couple of Color-only bonus levels.



ON the Sly

On his journey to Marrakech, Tails somehow must reach high ledges to nab prized Diamond Boxes. By cleverly rearranging items so they'll give you a boost up to hard-to-reach places, you can overcome standstills. Or, you can offset the game by teaming up with a partner. The second player will control Zorna, Tails's cousin. As a team, both players will be able to lend each other a helping hand. Or is it a paw? Whatever the case may be, two heads (we're positive that those foxes each have one of those) are better than one, and teamwork more than doubles the fun.



Fox-trot

This fox has no weapon, and he can't pump canaries to defeat them. Instead, you'll have to leap over them or risk becoming a fox canary.



Fox Hop

During this 10-level journey, enemies will throw projectiles at you. Use carefully timed leaps to dodge them.



Bad Dog

It's just your luck that enemies like patrol the roads that you need to take. Time your approach for a dead confrontation.



Balloons

By hopping on a green balloon, you can bounce up to higher areas. You can carry them to ledges by approaching one and hitting the B button.



Ponf!

Dead ends may not be where they seem. As soon as you reach the apparent end of the line, a hidden area there may be the treasure.



Mean Greens

These fly traps are hardly a threat in real life, but in Tails's world, they're always lurking and will snap over him once they've shut their traps.



Diamonds

Your main goal is Tails the Fox to collect the Diamond Boxes. For every 100 you collect, you'll earn one extra life.



Box Stop

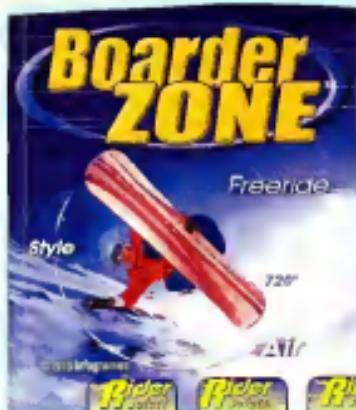
This isn't armed, but he can pick up crates that litter the levels. Press B to pick one up, then hit it again to unload it.



Bonus Rounds

After every two regular levels, you play a bonus round. Collect as many boxes as you can before the 10-second time limit expires.





Stoked and Ready



Race

To compete against other boarders to see who can reach the bottom first, enter the Race Mode. Once, logs, moguls and other hazards proper the course, be ready to avenge or out race.



Time

For a solo race against the clock, enter the Time Mode. Each course has a target time for you to beat, and all are tough records to shatter. The only way to do it is to ride out a perfect session, free from spills and clumsy maneuvering.

From Infogrames comes the perfect game for anyone who's ever wanted to bust out phat air off the coochiey or onto looking grassiness would think they're sick and not sneaked. Hah! It's a good thing Boarder Zone is also for anyone who didn't understand a word of that last sentence. A cool ride for all, BZ is the fun and uncomplicated way to ride.

No Skiers Allowed

Boarder Zone



Before you leave the slopes, you must first decide how you want to ride. BZ opens up runs for riders who specialize in speed, stunts and finesse. With so many modes, it's nice to know that it's winter all year round in this game...Dude.



Trick

In Trick Mode, you'll ride on a timed run to best out as many tricks as possible. You'll score points for every stunt that you land. The more difficult tricks, which will be more complex button combos, will earn you the most points.



Slalom

The Slalom Run tests your steering ability. Weave around the flags as quickly as you can. You're not allowed to miss any of the flags, so you'll have to be quick with the controls and careful enough not to oversteer.

What to Ride, Where to Go Bust a Move



Four Courses

You can hit Boarder Zone's slopes in four different courses. Each run is steeper and longer than the last, so you'll want to register each course before moving on.



Board Horde

In addition to the handful of boy and girl riders in every obstacles and air, Boarder Zone offers a variety of boards. Every snowboard is sleek in one department or another, as part of its own unique personality for your board's short comings.



Stunt Work

Select Practice to try the tricks on the tutorial checklist. The combos won't really make, but you'll need to catch a lot of air to clear most of them off. Of course, pulling off a lengthy target credit for a move is another matter.



Close Encounters

Trees, logs, rocks and just about anything else you wouldn't want to smack into just so happens to clutter everycourse. Well, but don't worry too off course-wide turns are difficult to recover from.



©2000 Konami

Out in the Cold

Some sports work your arms, while others work your legs. In Konami's Millennium Winter Sports, you'll work your fingers...so the bone. Konami has cornered the market on button-mashing deatilities, pentameters and any-other-number-thlons, just like its Nagano Winter Olympics '98 and Track & Field games. Konami's MWS pushes your finger dexterity to the limit with events that'll give your thumbs a gold-medal workout.

COUNTRY SELECT

USA FRA

GBR AUS

ESP SWE

ITA FRA

What, No Curling?

Maybe curling and the like aren't cracked up for the new millennium. Neither sport made the cut for Konami's game, but skiing, skating, snowboarding and sledding events all managed to secure a spot. Then again, the eight challenging events are more than enough to keep your fingers busy through the millennium and then some.

Ski Jumping

Ski Jumping counts as two events, since you'll rocket off two different jump ranges. Building your speed during either approach isn't much of a concern, but learning it at the perfect angle will. If you point your skis slightly up, you'll be able to pull it off.

Ski Rerials

The Ski Aerials is a stunt run. Build your power to maximize your air time when you do off the jump flight before you land. If the action will pause, and you'll have a split second to press the Control Pad sequence that appears on screen.

Downhill

In the Downhill competition, you'll ski down a mountain slope of finishing the run in record time. You must pass between the flags that flank your path, so keep your speed for the arrows that point out speaking flags.



Giant Slalom

In the Giant Slalom, you must weave around the blue and red flags on a downhill ski run. If you can't ski by the angled side of a flag, you'll be disqualified.



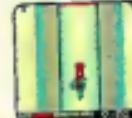
Half Pipe

The snowboarding Half Pipe works like the Ski Aerials. As soon as you catch air off the edge of the ramp, build up the combo that appears. If you can't finish the sequence correctly before it disappears, you'll perform a stunt.



Speed Skating

Speed Skating requires plenty of coordination and good timing. Synchronize your button taps with the factors to pick up the pace and stay in the race.



Bobsled

To win the Bob sled competition, rapidly hit A and B to build speed for your approach. Once you reach the start, your team automatically will hop in the sled, and you must then control the steering. Stay on the curve while paid for maximum speed.



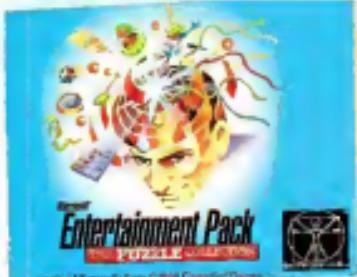
Ski Aerials

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Downhill

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© 1996 Microsoft Corp. GBC Entertainment Collection

Developed by Conspiracy

Entertainment Pack PUZZLES COLLECTION



I DON'T DO WINDOWS

Did you ever notice that whenever you're goofing off, playing a game on your PC, you can never bring up another window before you're booted? Thanks to Conspiracy, the developers of Microsoft's Puzzle Collection, you won't have that problem anymore. Banging a half-dozen of the PC Entertainment Pack's brain-busters in the easy-to-control GBC, Conspiracy has made it possible for you to be more discreet when you goof off—or, "take a break."



Brain Benders



Jewel Chase

While traveling along winding tiles, switch the gemstones, then eat the ones that the dragon's eye can't see if you play on the Beginner setting!



Finty Flush

Distribute the ball combinations to your four grids to fill each one with balls of the same color. Switch your grid to find the perfect fit.



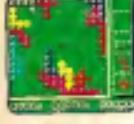
Spring Weekend

Spin sections of the dragon to match the example formation in your arena. Finish with the target number of moves to progress.



Color Collision

As your meandering carrier changes color, sheer it into matching faces to fill up your collision quotient.



Lineup

Lineup plays like Tetris except that you can park your pieces anywhere on the field. Form complete rows or columns to eliminate the pieces.



Rat Poker

Interact rats on their circular path to rearrange them into the correct color combination that will allow the rat to exit.



Tonka Tough



Terrain

The game features only one set of tracks, but you can change the environment to a tropical, desert or winter region.

BUILT TO LAST

Tonka heavy-duty trucks, dozers and race cars roll out in a Rumble-equipped GBC-only racer for younger gamers. Tonka Raceway is easy enough for novice drivers, and so curving tracks and vehicle upgrades will keep racing and my fave revving in high gear.



As you compete against the three CPU-controlled cars, you'll race for points, which you can trade in for vehicle upgrades. Ten points seem to be the going rate for improved parts, and Turbo and Engine upgrades are the best ones to start with.



Roadblocks

Obstacles like lava and snowman block your path, and you'll find them in the center of the road. Hug the shoulders to avoid them.



Gridlock

You'll often get tangled up with other racers. To break away from the pack, make a sudden and severe turn.



1999 NINTENDO POWER AWARDS NOMINATIONS



VOTE FOR THE BEST OF 1999!

Now that 1999 is history, it's time for last year's games to take their place in history, too. Honor the best of '99 by choosing your favorites from the critics' choices.

After polling Nintendo's game play counselors, testers, producers and magazine staffers, we've come up with what we think are the best games of 1999. Now it's your turn to narrow our nominees and single out which nominees you think should emerge at the top of the heap. Each of the categories was limited

to nine nominees, so plenty of deserving games weren't always able to make the cut in every category. Maybe that's why no one has a critic, but at least the biggest prize, Category A, gives you the most freedom of choice.

MAIL IN YOUR BALLOT OR VOTE ON-LINE

To cast your ballot (and enter this month's Player's Poll Contest), fill out the Player's Poll Card inserted between pages 98 and 100. You can also cast your votes online at Nintendo's official website, www.nintendo.com. As an added bonus, internet voters will have a few extra categories to vote for at the website. But don't feel left out if you're not wired—all readers are encouraged to make up new categories and mail their write-in nominations to Player's Pulse. Results will appear in Volume 132.

THE CREAM OF THE CROP

Did your favorite game get the shaft? Do you think *Pokemon Yellow* beats the pants off any N64 game out there? For the NP Awards' top honor, you can vote for any game, be it N64 or Game Boy, that came out in 1999.

A BEST OVERALL GAME

To vote, pick five favorites from the "1999 Releases" section of the Games List on page 136, then write their numbers on the Player's Poll Card ballot.

A LIKELY STORY

A game's story is what helps draw you into the scenario. It's so integral to good game play that Acclaim turned to a comic book to create *Shadow Man*, while fellow nominee *Rainbow Six* was developed by best-selling novelist Tom Clancy. Which story do you like to unfold?

B BEST STORY

1. Army Men: Sarge's Heroes (N64)
2. Castlevania: Legacy of Darkness (N64)
3. Hybrid Heaven (N64)
4. Jet Force Gemini (N64)
5. Rainbow Six (N64)
6. Resident Evil 2 (N64)
7. Shadow Man (N64)
8. Vigilante 8 (N64)
9. WinBack: Covert Operations (N64)



MARIO GOLF



NFL BLITZ 2000



GAME & WATCH: MARIO BROS.



MONSTER TRUCK MADNESS



KEN GRIFFEY JR.'S MAJOR LEAGUE



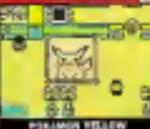
MARIO PARTY: PIRATE BATTLE

REINVENTING THE WHEEL

Games should never hit you with that been-there, done-that feeling. New ideas and fresh approaches keep gaming exciting, and the following ambitious and innovative games add new twists to establishment.

D MOST INNOVATIVE

1. Hybrid Heaven (N64)
2. LEGO Racer (N64)
3. Mario Party (N64)
4. Pokémon Snap (N64)
5. Rainbow Six (N64)
6. Rayman 2: The Great Escape (N64)
7. Resident Evil 2 (N64)
8. Rocket: Robot on Wheels (N64)
9. Super Smash Bros. (N64)



POKÉMON YELLOW



JUST A MOVIE



HARVEST MOON

PUT ANOTHER DIME IN THE JUKEBOX, BABY

From elegant symphonies and chamber music to techno- and thrash-charged rave-ups, 1999's game music keeps fingers snapping instead of poised on the mute button. Tune into the soundtrack that scores big with you.

E BEST MUSIC

1. Castlevania (N64)
2. Donkey Kong 64 (N64)
3. Hot Wheels Turbo Racing (N64)
4. Jet Force Gemini (N64)
5. The New Tetris (N64)
6. Road Rash 64 (N64)
7. Shadow Man (N64)
8. Star Wars: Episode I Racer (N64)
9. Vigilante 8 (N64)



RAYMAN 2: THE GREAT ESCAPE



GRAND THEFT AUTO: THE BEAST: A HARRY GAME ADVENTURE

HEAR'S LISTENING TO YOU, KID

Music sets the mood, but it's the sound effects, voices and overall aural ambience that maintain it. Which of the following ear candy resonates with the crystal-clear realism that you want to hear?

F BEST SOUND

1. *Armorines: Project S.W.A.R.M.* (N64)
2. *Castlevania* (N64)
3. *Donkey Kong 64* (N64)
4. *Duke Nukem: Zero Hour* (N64)
5. *Jet Force Gemini* (N64)
6. *Pokémon Snap* (N64)
7. *Shadow Man* (N64)
8. *Turok: Rage Wars* (N64)
9. *Zebco Fishing!* (Game Boy)



ALL-STAR BASEBALL 2000



VIRTUA FIGHTER 2



SUPER MARIO 64



SUPER MARIO SUNSHINE



JET FORCE GEMINI

NINE REASONS TO GET SIDETRACKED

Sometimes it's the minigames and secondary modes that keep you coming back. The following second-banana diversions definitely are inspired, but only one of the games within a game will steal the spotlight.

H BEST MINIGAME/MODE

1. *All-Star Tennis '99: Bomb Tennis* (N64)
2. *Donkey Kong 64: Donkey Kong Arcade Game* (N64)
3. *Donkey Kong 64: JetPac* (N64)
4. *Mario Party: dumper Ballz* (N64)
5. *Mario Party: Crazy Cutter* (N64)
6. *Mario Party: Running of the Bull* (N64)
7. *Monster Truck Madness: Soccer* (N64)
8. *NBA Courtside 2 Featuring Kobe Bryant: Three-Point Contest* (N64)
9. *South Park: Chef's Luv Shack: Spank the Monkey* (N64)



SUPER MARIO SUNSHINE



SUPER MARIO SUNSHINE



SUPER MARIO SUNSHINE



SUPER MARIO SUNSHINE



SUPER MARIO SUNSHINE

CRAZY, MIXED-UP GAME

The best games never get old, and it's usually because they boast enough variety to keep even the shortest of attention spans entertained. With ever-changing action and objectives, the following nominees mix up the best cocktail of genres and jumble of things to do.

G BEST GAME PLAY VARIETY

1. *Disney's Beauty and the Beast: A Board Game Adventure* (Game Boy)
2. *Donkey Kong 64* (N64)
3. *Gex 3: Deep Cover Gecko* (N64)
4. *Jet Force Gemini* (N64)
5. *Mario Golf* (N64)
6. *Mario Golf* (Game Boy)
7. *Mario Party* (N64)
8. *Rayman 2: The Great Escape* (N64)
9. *South Park: Chef's Luv Shack* (N64)



SUPER MARIO SUNSHINE



SUPER MARIO SUNSHINE



SUPER MARIO SUNSHINE



SUPER MARIO SUNSHINE



SUPER MARIO SUNSHINE



LEGO RACER



ROCKET: ROBOT ON WHEELS



SOUTH PARK: COGS 'N' SHACK

1999
NINTENDO POWER
 AWARDS
 NOMINATIONS



DANGER'S MY MIDDLE NAME

Hang on tight, because all of the following entries dole out roller-coaster fun, smash-'em-up action and supersonic racing. Granted, the best part can be the thrill of the chase, but capturing one of these nominees to bestow it with an NP Award could be just as fun.

I BEST ACTION GAME

1. *Armorines: Project S.W.A.R.M.* (N64)
2. *BattleTanks: Global Assault* (N64)
3. *Duke Nukem: Zero Hour* (N64)
4. *Gauntlet Legends* (N64)
5. *Jet Force Gemini* (N64)
6. *Rayman 2: The Great Escape* (N64)
7. *Rocket: Robot on Wheels* (N64)
8. *Super Smash Bros.* (N64)
9. *Vigilante 8* (N64)



WCW MAYHEM



THE NEW TELES



NHL BLADES OF STEEL 99



YA LIKE GRAPPLERS?

YA LIKE GRAPPLERS? HOW YA LIKE THEM GRAPPLERS?

Who would have guessed that games involving big, sweaty guys in spandex and capes could grow into such a monster genre? Goldberg and Stone Cold probably could have, and we wouldn't dare question them. We'll leave it to you to pick sides.

PLAYING THE FIELD

Rather than physically exerting themselves in real-world athletics, gamers give 1999's sports video games a workout instead. Whether you're an armchair quarterback or golfer, be a good sport and award the MVP to your favorite competitors.

J BEST SPORTS GAME

1. *Ken Griffey Jr.'s Slugfest* (N64)
2. *Knockout Kings 2000* (N64)
3. *Madden NFL 2000* (N64)
4. *Mario Golf* (Game Boy)
5. *Mario Golf* (N64)
6. *NBA Courtside 2 Featuring Kobe Bryant* (N64)
7. *NBA Showtime* (N64)
8. *NFL Blitz 2000* (N64)
9. *Ready 2 Rumble Boxing* (N64)

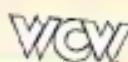


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K BEST WRESTLING GAME

1. *WCW Mayhem* (N64)
2. *WCW Nitro* (N64)
3. *WWF Attitude* (Game Boy)
4. *WWF Attitude* (N64)
5. *WWF WrestleMania 2000* (N64)
6. *WWF WrestleMania 2000* (Game Boy)



GAUNTLET LEGENDS



WCW MAYHEM



WWF WRESTLEMANIA 2000



MARIO GOLF

FANTASTIC VOYAGE

The worlds to be explored in video games are expanding into larger, more dangerous landscapes every year. Something may lurk around every corner, but last year's adventures have managed to keep you trekking into the unknown.

L BEST ADVENTURE GAME

1. *Donkey Kong 64* (N64)
2. *Castlevania* (N64)
3. *Castlevania: Legacy of Darkness* (N64)
4. *Conker's Pocket Tales* (Game Boy)
5. *Jet Force Gemini* (N64)
6. *Rainbow Six* (N64)
7. *Resident Evil 2* (N64)
8. *Shadow Man* (N64)
9. *WinBack: Covert Operations* (N64)



EPIC PICKS

Is *Pokémon Yellow* the standout RPG of last year? Or is it *Hybrid Heaven* and its new spin on menu-based fighting and character building? Last year saw RPGs and strategy games at their most diverse. Which role do you prefer to assume?

M BEST ROLE-PLAYING/STRATEGY GAME

1. *Command & Conquer* (N64)
2. *Déjà Vu I & II* (Game Boy)
3. *Harvest Moon 64* (N64)
4. *Hybrid Heaven* (N64)
5. *Pokémon Yellow* (Game Boy)
6. *Revelations: The Demon Slayer* (Game Boy)
7. *Shadowgate 64: Trials of the Four Towers* (N64)
8. *Survival Kids* (Game Boy)



WINBACK: COVERT OPERATIONS

WHAT FRIENDS ARE FOR

When your friends come over, there's got to be one game that you're all itching to play together. Maybe it's *Tetris*, but why *stab* your spine when you could play head-to-head-to-head in one of the following party favorites?

N BEST MULTIPLAYER GAME

1. *Beetle Adventure Racing* (N64)
2. *Gauntlet Legends* (N64)
3. *Mario Party* (N64)
4. *NFL Blitz 2000* (N64)
5. *Super Smash Bros.* (N64)
6. *Turok: Rage Wars* (N64)
7. *Vigilante 8* (N64)
8. *WWF WrestleMania 2000* (N64)
9. *Xena Warrior Princess: The Talisman of Fate* (N64)



SHADOW MAN



WINBACK: COVERT OPERATIONS



GRAND THEFT AUTO



EARTH OCEAN ADVENTURE



MONKEY ISLAND 2: LECHUCK'S REVENGE



RESIDENT EVIL 2



DONKEY KONG 64



SUPER SMASH BROS.



NBA 2K01 FEATURING MICHAEL JORDAN



PINBALL FX



EARTHWORM JIM: MISSION 2 - THE GALAXY

LIFE IN THE FAST LANE

New Beemles. Monster trucks. Toy cars. Podracers. All are fast, but only one will win this race for the NP Award. Perhaps the only thing that's for certain in the driving world is that true racing fans steer clear of that pesky B Button that operates those things called "brakes."

O BEST RACING GAME

1. **Beetle Adventure Racing** (N64)
2. **Hot Wheels Turbo Racing** (N64)
3. **LEGO Racer** (N64)
4. **Mickey's Racing Adventure** (Game Boy)
5. **Micro Machines 64 Turbo** (N64)
6. **Monster Truck Madness** (N64)
7. **Star Wars: Episode I: Racer** (N64)

8. **Top Gear Rally 2** (N64)
9. **World Driver Championship** (N64)

1999
NINTENDO POWER
AWARDS
NOMINATIONS



ARMY MEN: SARGE'S HEROES

SUPER MARIO BROS. DELUXE

LEGEND OF THE RIVER KING

TOY STORY 2

WORLD DRIVER CHAMPIONSHIP

YOU'VE COME A LONG WAY, BABY

History repeated itself last year as gussied-up and revamped vintage video games of the '80s came back with a vengeance. The new resurgence acquainted gamers with forgotten favorites, and the answer to the test of time depends on your vote.

P BEST UPDATE OF A CLASSIC

1. **Asteroids Hyper 64** (N64)
2. **Gauntlet Legends** (N64)
3. **Lode Runner 3-D** (N64)
4. **Namco Museum 64** (N64)
5. **Paperboy** (N64)
6. **R-Type DX** (Game Boy)
7. **Space Invaders** (N64)
8. **Super Mario Bros. Deluxe** (Game Boy)
9. **The New Tetris** (N64)



IF ONLY GAMES AWARDED STYLE POINTS...

It's not whether you win or lose, it's how you win. Overtaking rival racers is fine, but barbecuing them as you pass is primo. The following nominees would score big if games would only award points for style...because nothing says style like an inflatable orangutan.

Q COOLEST WEAPON OR MOVE

1. **BattleTanks: Guided Missiles** (N64)
2. **Donkey Kong 64: Lanky's Baboon Balloon** (N64)
3. **Gauntlet Legends: Super Shot** (N64)
4. **Jet Force Gemini: Tri-Rocket Launcher** (N64)
5. **Knockout Kings 2000: Ali's Uppercut** (N64)
6. **Star Wars: Episode I: Racer: Sebulba's Flame Jet** (N64)
7. **Super Smash Bros: Kirby's Swallow Attack** (N64)
8. **Turok: Rage Wars: Chest Burster** (N64)
9. **Turok: Rage Wars: Inflator** (N64)





ALTERED STATES

For every aspiring grease monkey, city planner and Dr. Frankenstein, there's an edit mode to help them customize cars, racetracks and characters. Everyone has a creative side, and these edit modes are the perfect means for expressing it.



R BEST EDIT MODE

1. Bassmasters 2000: Create-an-Angler (N64)
2. LEGO Racers: Build Car/Recrec (N64)
3. Motocross Maniacs 2: Track Editor (Game Boy)
4. NBA Courtside 2 Featuring Kobe Bryant: Create Player (N64)
5. Penny Racers: Track Editor (N64)
6. Re-Volt: Track Editor (N64)
7. WCW Mayhem: Create Wrestler (N64)
8. WWF Attitude: Create Wrestler (N64)
9. WWF WrestleMania 2000: Edit Mode (N64)

SLIPPING UNDERNEATH THE RADAR

This category of coarse begs the question: Can the game that wins the title, "Most Underated," still be considered underated? Whatever the case may be, don't let any of the nominees go unnoticed, because all are worth your attention.

T MOST UNDERRATED GAME

1. Disney's Beauty and the Beast: A Board Game Adventure (Game Boy)
2. Goemon's Great Adventure (N64)
3. Harvest Moon 64 (N64)
4. Hot Wheels Turbo Racing (N64)
5. Motocross Maniacs 2 (Game Boy)
6. Rayman 2: The Great Escape (N64)
7. Rocket: Robot on Wheels (N64)
8. Shadow Man (N64)
9. Starshot: Space Circus Fever (N64)



HOME OF THE BRAVE

Mano, Donkey Kong and Duke Nukem will always be revered, but the new heroic upstarts who recently descended on Nintendo systems keep things exciting, too. Give a hero's welcome to the newcomer who saved your day.

S BEST NEW HERO

1. Army Men: Sarge's Heroes: Sgt. Hawk (N64)
2. Donkey Kong 64: Tiny Kong (N64)
3. Jet Force Gemini: Lopush (N64)
4. Rayman 2: The Great Escape: Rayman (N64)
5. Resident Evil 2: Claire Redfield (N64)
6. Rocket: Robot on Wheels: Rocket (N64)
7. Shadow Man: Shadow Men (N64)
8. WinBack: Covert Operations: Jean-Luc (N64)
9. Xena Warrior Princess: The Talisman of Fate: Xena (N64)



THE YEAAARRRRGH! AWARD

Sometimes, no matter how hard you try, you just can't figure out or overcome a game objective. Instead of throwing down your Controller for the umpteenth time, vent your frustration by giving it the nod for biggest pain in gaming.

U TOUGHEST LEVEL/TASK

1. Donkey Kong 64: Beaver Bother! (N64)
2. Jet Force Gemini: Winning Gold Medals in Floyd's Missions (N64)
3. Mario Party: Slot Car Derby (N64)
4. Mickey's Racing Adventure: Pluto's Digging Puzzles (Game Boy)
5. NBA Live 2000: 1-on-1 with Michael Jordan (N64)
6. Pokémon Snap: Photographing Mew (N64)
7. Quake II: Mission Zero (N64)
8. Star Wars: Episode I Racer: Oovo IV (N64)
9. Super Smash Bros.: Yoshi's Bonus Practice 1 (N64)



COUNSELORS' CORNER

Your Questions—Our Experts!

Harvest Moon 64

HOW DO I WOO A WIFE?

There are five available women in the vicinity of Flower Bed Village, and it's up to you to win one of them over. You can't just call up the computer dating service, however. You'll need to woo them with your thoughtful gestures of affection. If they don't think your gestures are very thoughtful, you may not be paying attention to their personalities. Each of them is a unique individual, with her own interests. You can learn quite a bit just from where you find them, what they do for a living and what they say to you when you meet them. Ann, for instance, works at the ranch, likes animals and is close to her older brother. Need a gift idea? How about an animal you found in the trees? How do you impress her? Perhaps if you impress her older brother in a sporting competition, he may put in a good word for you. Also, if you treat your animals well, it may earn her respect. Maria, the shy librarian, is just looking for company. She responds favorably to just about any

gift. Karen, on the other hand, may be hostile to you when you first meet her. You'll need to keep making an effort with her just to get on friendly terms with her. She works at the vineyard, so it may impress her if you help out there during a crisis. If you think about what each one of them needs, it may point you in the direction of proper gifts. Because Elli is a baker, she may like some of those eggs you have back at the farm or perhaps some milk. Buy some of her cakes if you want to

make her feel good about herself. The same goes for Papun—she likes it if you buy seeds from her mother then plant them in a flower garden. Listen carefully to what they tell you when you run into them around town. Go ahead and woo all of them, but remember that only one of them will marry you. There is no right decision, but you'll eventually need to pick one of them. Then you'll need to start thinking about a family—so you'll also need the midwife.



You'll find Maria at the local library. She may be timid at first, but if you take the time to keep her company, she'll appreciate it.



Elli is a woman of the soil with a keen interest in her husband. Give her wool, corn and animal feed to win her over.



Karen may have a difficult personality at first, but she responds well if you're friendly to people she cares about.



Keep planting flowers—you may attract the attention of Papun, the sweet-natured worker at the Flower Shop.

Ellis usually has her work in her bakery. Make her the easier with eggs and milk. She may show her appreciation later.

Jet Force Gemini

HOW DO I DEFEAT THE TAWFRET BOSS?

The coldlike monster at the end of Juno's Tawfret adventure may seem impossible at first, but you can beat it by shooting at its vulnerable body parts in the correct sequence. Start with the mandibles below its eyes. Avoid the batlike creatures it spews at you, then jump over the rings of energy. Move on to its antennae, shooting them as they flash. When they're gone, target its eyes. The boss will continuously fire energy bolts at you, so you'll need to aim on the move.



Step over the circles of energy that radiate from the boss in your direction. Target the body parts that are flashing.



The monster will change tactics after you blast off its mandibles. You'll need to dodge devastating energy bolts.

HOW DO I ENTER MIZAR'S PALACE?

It's easy enough to get into the lobby of Mizar's Palace, but you'll soon discover that the adjacent rooms lead nowhere. Collect the weapons upgrades, then go back to the relative calm of the main

lobby. You'll see an electronic diagram that should give you all the information you need to escape. Jump into the flame pit as indicated. You'll drop down into a lower-level lobby containing a lava pool.

Fight your way through the rooms, then walk across the molten lava to the courtyard—Juno's body armor will protect him from the heat. There's a job for Floyd outside.



Somebody has conveniently obscured an electronic map in the lobby that shows Juno how to get inside the palace.



Take a leap into the flame pit—either the flame or the fall will beat you. You'll find yourself in another lobby area.



After fighting through some enemies, you'll find a small room full of magma blocking the exit. Go ahead and walk through.

WHAT DO I DO AFTER GETTING THE TRI-ROCKET LAUNCHER?

After Vela has gotten the Tri-Rocket Launcher at the beginning of the Carelton Level, your only mission is to use it to get off a planet filled with tough enemies. Cross the large microscope, then defeat the enemies on the other side to open the door. You'll find the Yellow Key, a Bonus Arachnet and some Tribals. Then the trick will be to find the way out. In the final section, the exit is along the right-hand side of the tunnel. Use the Tri-Rocket Launcher against the Infantry Weevils.



In the case with attacking Arachnets, ignore the flight path of the Cyclops Drives, then move them down with the Machine Gun to open the door.



Use the Tri-Rocket Launcher against the tough enemies near the level exit, or just turn to oil drums to blow them up.

Armorines: Project S.W.A.R.M.

HOW DO I ACTIVATE THE MONORAIL?

You'll need Facility Administrator Delaney's help if you want to take the Monorail to the next level of the game. To get to him, you'll need to deactivate the electric field by hitting a button in the observation tower. Go up a ramp off the trail to a building where Delaney is under attack by a big bug. Rescue him, then follow him when he runs back to a building near the transport hangar. He should get the monorail started without your help, so head to the hangar and jump in the back of the car.



Delaney is in a control room at the top of the ramp off the main trail. Rescuse him, then follow him back to another control room.



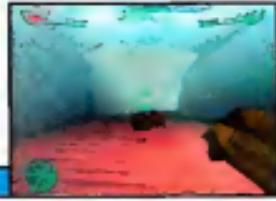
He'll automatically activate the monorail. Jump in the back to gain control of the mounted gun. You'll move down the track.

HOW DO I EXIT SIBERIA?

Getting out of this icy mess will be even harder than getting in. You'll soon find that the way out is blocked by a wall of snow. Use the mover you found next to a fallen soldier to blow it up. Next, you'll go up against a many, invisible bug. Let's hope you saved your rockets, because you'll need them to blow up this monstrosity. Try to avoid its energy blasts in the process. When you find the large transport vehicle, search the walls around it for the exit tunnel in the snow.



You'll come up against the world's strongest snow fort on the path out. Pick up a mine off the ground, then throw it at the wall.



No, it's not your imagination—there is a big bug moving around out there. Use your individual body part with the rocket!

WHERE IS THE EXPERIMENTAL WEAPON?

After you've found the entrance to the Aster temple, you'll need to start looking for a Chemical Gun that shoots toxic green goo. On the wall inside the first room, hit the fourth switch from the left to lower a pillar.



After you exterminate all the bugs that screech from the alcoves, hit the switch inside to lower the pillar.

Jump down the hole, then make your way to a room with a pillar and a water channel. As the sleeves in the room open, defeat the anemone, then hit the square switch inside. When the pillar lowers, jump down



Jump down the hole in the ground after the pillar drops. You'll find a partially submerged tunnel and a switch on the wall you need to switch.

the hole. Swim down the tunnel as it branches to the left. When you get to the room at the end, shoot the switch on the wall, then dive down to the door it opened. The gun is inside the room.



If you dive down under water, you'll find a room that contains the experimental weapon—the Chemical Gun.

Mickey's Racing Adventure

WHAT'S THE BEST WAY TO GET A BETTER CAR?

If you're having trouble progressing in the game, maybe you need a better car or upgrades to your existing car. Keep racing on an easy track that you can win so you'll build up the cash you'll need. Take your Disney Dollars over to Ludwing Van Drake's garage, where you have the option of upgrading your top speed, acceleration and handling. If you have enough money, you can also buy a brand-new car. The first four cars are available from Professor Van Drake, but you'll need to open Mickey's garage to get the fifth vehicle.



If the tougher races are giving you trouble, keep trying the ones you know you can win. You'll get Disney Dollars for each victory.

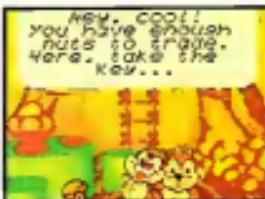


Professor Van Drake has what you need, for a price. Upgrade your vehicle or car for more on to a better model.

WHERE DO I FIND CHEATS?

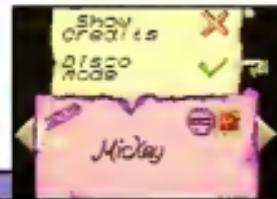
Cheats are earned the hard way—by beating the boss car in a race at the end of each level. Every character gets specific cheats for winning these races. To use the cheats, however, you'll need to go to the post office. Your first job is to open it up for business. It's a relatively simple matter of completing Chip's Secret Challenge 1: finding nine sevens that are scattered throughout various places. Once the Post office is open—and you've won a level—go inside then open the Check Mailbox option. Your cheats should be waiting for you there. The

cheats vary from Disco Mode, which lights up the racetracks in funky day-glo



In this game, you have to pick up your charts with the mail. Open up the post office by completing Chip's Secret Challenge 1.

colors, to Submarine Mode, which allows you to pass through objects.



Each character gets different cheats in his or her mailbox after beating Disney's in the final race of a level.

Q&A FAST FACTS

Struck? Pick up the phone and give our customer a call.
Or write to: **Commodore** Customer P.O. Box 97833, Redmond, WA 98073-9733

MARIO PARTY 2

Q: Why do I fall down in the Pilot Balloons?
A: You're probably going too fast down the incline slopes.

Q: Why is my bumper car steering incorrectly?
A: It's off. You are steering as if you were in the driver's seat.

Q: Why can't I get money out of the Kaspo Bank?
A: You need to land directly on the Kaspo Bank spot.

TURBO: RAGE WARS (GB)

Q: Is there a way to continue my game after losing my last life?
A: Yes, but you must enter a password to play the same level.

Q: What are the blocks with "T" on them?
A: Shield stones. Press the game to access them.

Q: How do I switch weapons?
A: While playing, toggle through weapons with the Select button.

In the USA Call:
1-900-288-0707

640 per minute. Callers under 18
must have permission to call.

In Canada Call:
1-900-451-4400

950 per minute. Callers under 18
must have permission to call.

COMMAND & CONQUER

Q: No one is shooting at my artillery. Why are they losing health?
A: Don't let them stand in their lines. They will slowly lose health.

Q: Why are these celebs in my marriage?
A: The celebs mean the transmission is golden. You'll have to figure out the music on your own.

It's time to follow the bouncing tank into battle once again. Back in the heady days of the NES, Sunsoft introduced Jason and his gravity-defying tank to a grateful public. Their new version for Game Boy Color captures the frenzied feel of the classic.

BLASTER MASTERTM

ENEMY BELOW



MONSTERS AMOK!

Jason and his tank, Sophia, had long ago rid the (under)world of evil subterranean creatures, but now the threat is back. The seed-planted scanner has been called out of retirement by the very scientists who resurrected the... um... scars. Sunsoft puts you in the driver's seat as Jason plunges into the cold, cold ground for a frenzied battle.



You know Blaster Master is a side-scrolling adventure, but you'll spend as much time going up and down.



Sophia was built to go... where no tank has gone before, which means you'll do under water and fly through the air.



Despite Sophia's versatility, sometimes Jason needs to work on foot. Dead, comfily... it's buggerman down.

A BOY AND HIS TANK



The common image of a tank is a slow, lumbering pile of steel, but the agile Sophia defies expectation. Her cannon fires either straight up or straight forward, so you'll need to learn how to jump and shoot to hit many of the less accessible enemies. She also carries an unlimited supply of standard ammunition, so fire away.

BONUS UPDATES



Some of the coolest upgrades—like Spider and Hybrid Armor—are just lying around, waiting for you to pick them up. You don't need them to complete the game, but they help.

Swiss Army Tank

As you progress in the game, you'll find that Sophia will need a few upgrades to accomplish your goals. The changes will be automatic after you beat bosses at various levels of the game. In most cases, you'll need the new ability in the next stage of the adventure.

HIGH JUMP



This upgrade—which lets you reach new heights—might be called Higher Jump. It's awarded to you after you defeat the Giant Cannibal Flower.

ENGINE UPGRADE



Beat the Grand Banks in Area 2 to ratchet up your engine's power. The only place you'll need the boost is in areas where you fight big worms.

HOVER



This upgrade allows you to float through the air. You can activate it by pressing the A button during a jump. Defeat the Parasite Frog to get it.

DIVE



Destroy the tough hard Shell Fish to turn Sophia into an aerial assassin, which will let her dive to new depths in pursuit of aquatic enemies.

WALL CLIMBING



Spider tank, spider tank, does whatever a spider can. With this final upgrade, you can climb as well. Defeat the Scorpion to climb on the ceiling.

Weapons & Ammo

There's nothing wrong with the standard ammunition Sophia has, but you can do a lot more damage when you grab these power-ups in your travels. They won't give you a permanent weapons upgrade, unfortunately. Each item you pick up gives you ten rounds of ammunition.

HOMING MISSILES



These little beauties let you fire directly at destroy enemies, eliminating the need to get down on their level.

THUNDER BOMB



This attack discharges a bolt of electricity from the undercarriage of your tank, hitting enemies beneath you.

3-WAY MISSILES



It's destruction times three when you use these cluster rounds. Save them for when you face real big enemies.

TIGHT SQUEEZE



These enemies are impossible to defeat if you can't get into the Gaterocks. Your tank is too big to drive through the area.

CRAZY CLIMBER



Use the ladders to ascend different levels. If your power meter isn't low, you can climb back to Sophia to reposition yourself.

Driver, Exit the Vehicle

There are plenty of reasons to step in the tank. It's cold outside. Your legs are tired. You don't want to get blasted. Quit being a baby and pop the hatch. You'll need to get your hands dirty when you enter a Gaterock area.

SUBTERRANEAN HOMESICK BLUES

You'll need to take Jason and Sophie through eight underground levels to your quest to rid the world of the man-made monstrosities. Each area is made up of sub-levels, including Catacombs areas that you negotiate on foot. Some Catacombs contain level bosses, some contain the keys to the boss of the Catacombs and others just have upgrades.

AREA LAYOUT



HP KEY

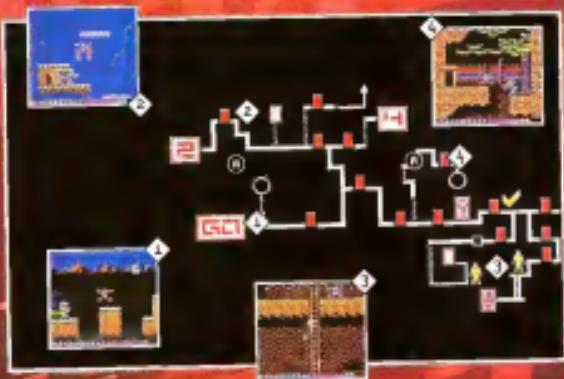
■	Level Entrance	—	Water
■	Door	■	Ladder Access
■	Catacombs	↔	Passage Blocked
■	Key Location	→→→	Wolf Tread
■	Puzz. Location	✓	Checkpoint
■	Power Access	↑	Exit Vehicle
■	Power Access	↙	Well Guard

Area 1: The Forest

The first level seems small the first time you visit it, but you'll soon know there are hidden portions of it you can reach with upgrades you'll get at later levels. Revisit the level to get to Area 4 after you get the Hover upgrade in Area 3.

CANNON FLOWER

Study the movement patterns of the fast flower in detail. It sends its deadly projectiles while targeting its eye with your gun.

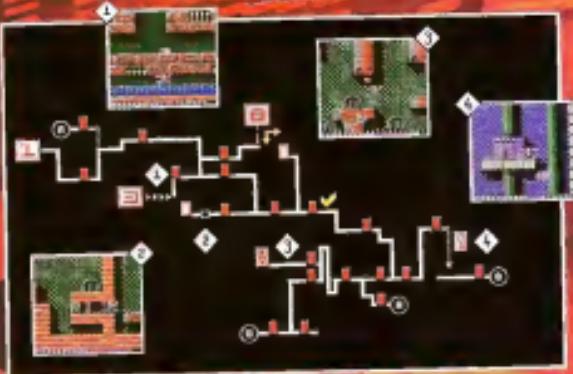


Area 2: The Castle

This area, like Area 1, has portals to two different areas. Unlike Area 1, it's an enclosed stage with more difficult jumps and tighter quarters with your enemies. You'll need to be more precise on your landings, or you'll run into spikes.

GROUND SNAKE

This snake enemy is less predictable than the previous ones—keep moving to avoid its attack. Run at its head to destroy it.



Area 3: The Factory

This industrial area is more dangerous than your average work zone. The many small pits in the area could be your undoing if you fall into them, but they also provide you with opportunities to lure enemies into the sewer traps.

POISONOUS FROG

This enemy isn't difficult to defeat if you avoid its poisonous fangs. However, above the frog or beside it, there's a secret shooting.

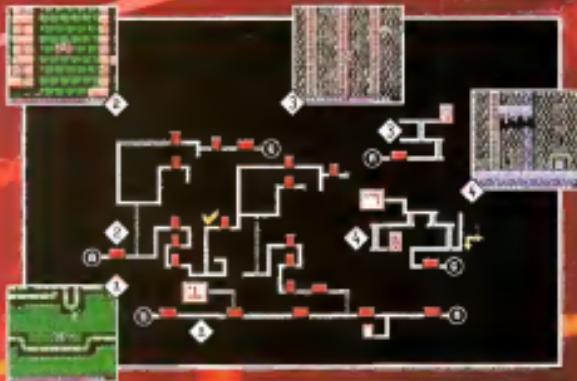


Area 4: The Sewers

You'll receive the Hover upgrade after defeating the Frog. You won't get very far in the sewers without it. After clearing the area, you'll drop into a continuous loop that requires you to bounce up to another passageway.

LOBSTER

This sneaky crustacean will try to take you out with its claws and by shooting bubbles. Aim for its weaknesses to cause damage.



The Catacombs

You become more vulnerable the second you step out of the tank and into the Catacombs. Enemy attacks that would take only one power point away from the tank cause two points worth of damage to Jason on foot. On the other hand, collecting a power item gives you two points instead of one.

Sometimes the Catacombs are dangerous even without enemies. Watch out for slippery tiles that limit your shielding arts options.



Some enemies have blind spots. For example, an enemy may not be able to shoot diagonally, so approach it at a 45-degree angle.



Striving is a useful technique to master. You can keep Jason's gun pointed the same direction by holding down the A button.



The Catacombs are 100% accessibility hostile places. Since all three are one-right hostile places, located with bonus upgrades and power-ups.



Area 5: The Secret River

Sophia can go only so far in this level before she sinks underwater like a stone. You'll need to exit the tank to swim through this aquatic world. After you defeat the boss, you will receive the Dive upgrade necessary to make Sophia amphibious.

SHELLFISH

The Shellfish are actually multiple bacteria, rather than a single creature. Take them out one at a time while dodging their blasts.

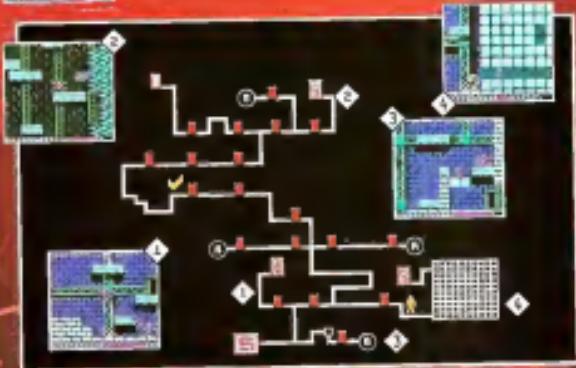


Area 6: The Ice Station

It's too bad Sophia isn't equipped with tire chains—you'll find it tough to get traction on this frosty level. Be careful that you don't slide right into splashes or enemies. You'll also need to blast the ice blocks to create your own runways.

DINOSAUR

The Jurrasic [sic] apparently they do things in pairs, but it's fairly sensible while you fight it. Aim for the head, but don't get bitten.



IN THE BELLY OF THE BEAST

Area 7: The Caverns

At first it will seem like you're going in circles, but eventually you'll find a key that will break the monotony (try to map your route so you can find it again). Use Sophia and blast your way through blocks with Jason to advance.

This area is filled with enemies that will last you forever. Stock up on power-ups—your health needn't be lower than when you find the way out.



Area 8: The Hive

You've finally worked down the mountain's underground stronghold, but the accomplishment won't mean much if you can't survive once there. Those pesky pill bug enemies may be urging you to leave the passageway.

Let's take a look at other blocks. Some are important, others are just...you know... You may have to take some damage to get past them.



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FEATURES

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- Play solo or create fun games by recruiting in battle and breed with your friends' monsters.
- A come-out-of-left-field selling ABC game, *Dragon Quest*.



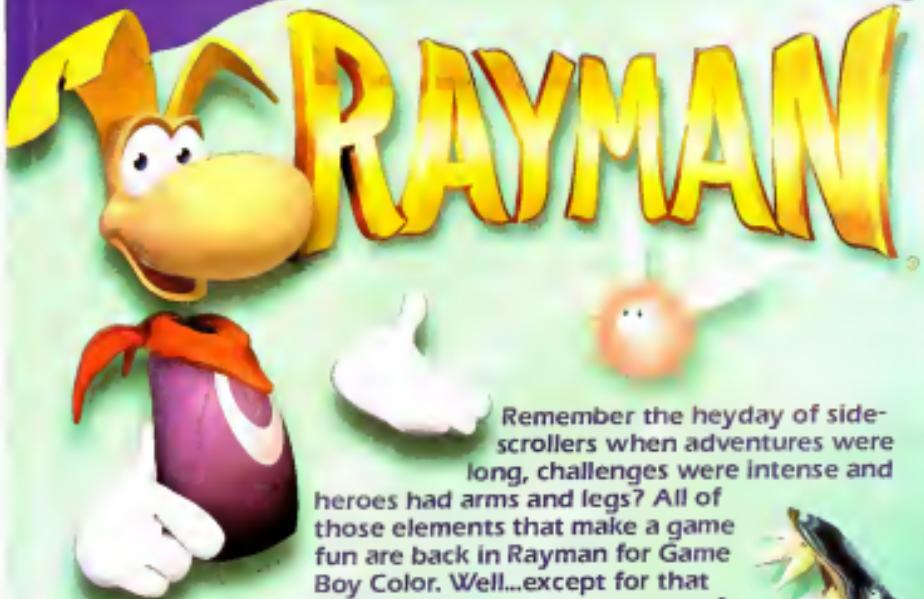
Learn with
Color

E

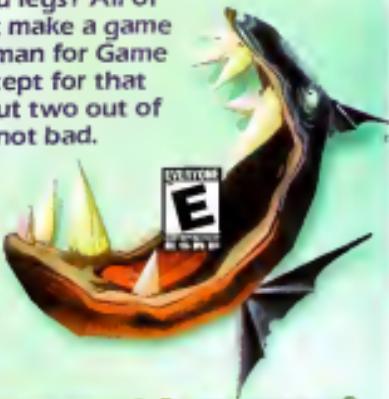
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Remember the heyday of side-scrollers when adventures were long, challenges were intense and heroes had arms and legs? All of those elements that make a game fun are back in *Rayman* for Game Boy Color. Well...except for that arms and legs bit, but two out of three's not bad.



THE ADVENTURE BEGINS

For those of you who didn't miss out on last year's amazing *Rayman 2* for the N64, you already know that its creator Ubi Soft skimps on nothing. So maybe the game's hero is short a few body parts, but nevertheless he managed to rub elbows with danger and get up to his nonexistent neck in trouble during his critically lauded and downright fun 1999 adventure. Living up to the high standards set by the N64 game, *Rayman's* GBC-exclusive side-scroller is a vibrant eye-popper that's equally fair and famous. And it's big, too. *Rayman* spans 30 spritely stages, and we can barely touch on a fraction of them.



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Key



Unlock your Ubi's enhanced gear feature with the hidden Ubi Key.

Heart



Consume a Heart to refill all five switches of Rayman's health meters.

Life



For every Rayman Egg you collect, you'll earn an extra life.

Plum



Collect plums to increase your speed. Get one moving by throwing your Fist at it.

Cage



Young Gollum is in the Cage. Break them open to free your friends.

Fist



To capture Rayman's friends when using his grappling ability, grab a Fist.

Hoop



When Rayman uses his grappling ability, shoot a Hoop to swing from it.

SPELLBOUND FOREST: LEVEL 1

Rayman's adventure spans 30 whimsical stages spread over multiple worlds. Each world contains an average of four levels,

so Level 1, in this case, refers to the first area you'll explore inside the world called Spellbound Forest.

The Secret Ubi Key



Once you've nabbed the Key, you can't Select To infinite how many Ubi's you can find. If a friend is also playing Rayman on Ubi, you can use the Feature to trade keys.

AIRY TUNES: LEVEL 4

Rayman earns new powers after completing some worlds. At the end of the sky-high Airy Tunes world, Rayman will win his

Helio magic power that enables him to hover. Once you've earned it, use it by pressing and holding A while in midair.



Drum Drop



Shortly after you land on it, the drums will drop a night, down. Roll past it, then hang to the cloud on the left before you crash into the spiky musical notes.

Air Horns



To get it out of the irritable horn, land on it. When it lets you go, jump on it again to make it go higher. By throwing your Fist at the wall while on the horn, you can steer your ride sideways to dodge obstacles.

The Answer, My Friend, Is...



To reach the ledge high above the horn on the right, a ribbon in front of the ham stop the slope on the left. If you jump and blow to the right, it just will give you the momentum you need to reach the ledge.

Back for More

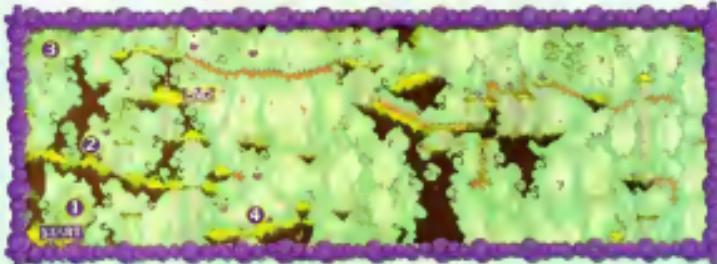


You can revisit this section and use your hover power to float to a previously unexplored area.

ANCIENT FOREST: LEVEL 1

In the Ancient Forest, Rayman's new grappling ability will come in handy, since he'll spend much of his time swinging

and hanging around. To use it, throw your Fist at a Hoop. When your punch connects, you'll lurch on to the ring.



First Hoop



Swing to this first platform to make a red appear by the Start. Grapple to it to collect the Hoop.

Plum Plop



Hidden 1-Up



Jump-Start the Plum Swing



Shoot your Fist at the Plum when the explorer walks beneath it. When the fruit lands on his head, he casts his plumheated noggin for a safe ride to the next platform.

Leap off the edge of the blue polygoly's platform to grapple to a hidden 1-up.

To reach higher ground, you must ride the Plum Swing, but it needs a good push first. Your Fist will get things moving, so let the horn blow you skyward for a start at it.

FIERY DEPTHS: LEVEL 2

Things heat up in the underworld of the Fiery Depths. If Rayman had any knees, they'd be knocking by now, since Level 2

of the cavernous area is flooded with molten lava, scorching bats and unpredictable geysers that spit up fire.



Hanging Around



Since the platform spews out fire, design off its edge and you can land a safe landing.

Get a Lift



If you grab the fiery ball on the platform with the geyser and spike ball, a bit with a hoop will descend! point 2

Start the Ball Rolling



The spiked ball on a pink foam that you need to land on. Moved out of your way by throwing your Fist at it.

Head Down



Swing from the left to the top, but quickly jump off it when it begins moving up. While not gone, fall to the right to land on the lower head.

ARCANE FOREST: LEVEL 2

Bayman's not out of the woods yet. Instead, he's deep in the thick of trouble as he enters the Arcane Forest, a woodland

region wrought with spikes and other hazards not normally found in the wilderness.



Head to Head



Hover on the yellow head for a ride to the top. Fire right during your ascent to spy the next head to land on.

Falling Heads



The yellow heads that have eyes sprouting from the top of their noggin can't support your weight. Land on them briefly, then quickly jump to safe ground.

Gold Fist



The Gold Fist will extend your grappling reach. Climb the vine to grab it and upgrade your ability.

Swing Jump



Swing off the Pira to clear the vine by jumping and throwing a gummie inside, then quickly fall after it to catch onto the next head.

Lie Low and Jump High



Hide the head to the right, then hop onto the stationary head. Before the head can drop, hop to the platform.

Plum Punch



To cross the spiky ground below, you must rats the Plum Knock it off the vine by jumping and throwing a gummie inside, then quickly fall after it to catch onto the next head.

MR. DARK

At the end of your travels awaits Mr. Dark, the villain who imprisoned the precious light-giving sprites of Bayman's world. As the one shining hope who can defeat him, you must dodge his every attack. Hover then zigzag in flight for the best escape.

Lights Out for Mr. Dark



Dodge Mr. Dark's fireballs by hovering and jumping from level to level. When he turns into a sphere, throw punches at it to diminish its size, then repeat the process.

MORE TO COME

Since you weren't always able to hover and grapple, you weren't always able to explore every nook in the earlier levels. If you revisit them then clean out the Dark Legacy Extras levels, you'll score 100% to complete the game. 



ARENA

are you game?

THE CHALLENGES



Mario Party 2

Party Crashing

While any good party guest would be careful not to break anything at Mario's Party, you're invited to shatter the Minigame Records at this month's shindig. Check in with top scores for the Bob-ombs, Ikus and any of the other games, then send us a photo to show us what's the life of the party.



Disney's Tarzan

Jungle Boogie

To prove you're Lord of the Apes and not just a random savage who hangs out with monkeys, send us a photo showing 100% completion for every level of Disney's Tarzan for the N64. Also include a snapshot of the Story Screen showing that you've finished the game on the Head setting.



NBA Courtside 2

Featuring Kobe Bryant

Nothing but Net

One of the cooler modes of NBA Courtside 2 is its Three-Point Contest. In this month's challenge, draw as many shots as you can, then photograph your top score. The best b-ballers will be honored on a future Arena Challenge Scoreboard.

1

2

3

free Apparel
check inside

10 points

TWISTED CHALLENGES

WIN WITH STYLUS PEN, 50
points
check inside

IN NBA LIVE 2000 for the
N64, can you beat Michael
Jordan using a created
player who has a
rating of 11?

Challenge Scoreboard

STAR WARS: HOME SQUADRON

Mark Heaton, Festus, MO
Mitchell Hu, Edina, Minnesota, MN
Dusty Hollings, Glendale, AZ
Nick Hyman, Grand Rapids, MI
Robert Huff, Madison, WI
Jonathan Jones, Carpenteria, CA
Cassad Jones, Indianapolis, IN
William Karamatz, Glendale Park, IL
Chris Karmes, Dallas, TX
Gloria Kao, Port Huron, TX
Jacob Katsenbach, Greenville, SC
Gordon Krawch, Greenwood, IL
John Lomax, Wrentham, MA
Denny Lau, Bedford, NY
Michael Lee, Mission Viejo, CA
Matt Lopez, Norridge, IL
Josphon Lowmyer, Patterson, MD
Jason Mackay, Mechanicsburg, PA
Jonathan McRae, Ferguson Park, MA

THE LEGEND OF ZELDA: SCOURGE OF TIME

Todd Belford, Centerville Park, MD
Edward Bequelin, San Jose, CA
Matthew Bergman, Lancaster, PA
Tom Blackmon, Washington, DC
Jeffrey Brinkman, Fayetteville, GA
Brian Brundrett, Colorado Springs, CO
Patrick Brewer, Cinnaminson, NJ
Steve Brewster, Bala Cynwyd, PA
Alex Bruskin, Endicott, NY
Danyo Bruce, Baton Rouge, LA
Frederick Brusque, Peabody, MA
Matthew Campbell, North Highlands, CA
Joseph Caputo, M. Sayville, NY
Derek Crotz, Carrollton, GA
Jerome Cue, Hillsboro, OR
Harrison Doyle, Killeen, TX
Erica Cuban, Munster, IN
Galaxy Concorde, Park City, UT

BEETLE ADVENTURE RACING

Clinton Potts, Orlando, FL	4:46.54
Jon Coker, State College, PA	4:58.41
William Rasmussen, Irving, TX	4:54.23
Adam Young, Columbus, OH	4:57.48
Clinton Potts, Orlando, FL	5:55.82
Steve Davis, Pittsburgh, PA	5:29.01
Kevin Lucy, McHenry, IL	5:33.25
Troy Walker, Grants Pass, OR	5:19.95
Clinton Potts, Orlando, FL	6:23.97
Andrea Steg, Alhambra, CA	7:04.28
Byron Oliver, Clarksville, TN	7:33.52

POKÉMON PUZZLE PIECES

When you're not proving how fierce they can be in battle, you can prove how phasmatic your favorite combatants are by snapping pictures of them in *Pokémon Stadium*. Displayed below are snapshots of eight different *Pokémon* that we've composited into two *Pokémon*-iges. See if you can identify which pictured in each quadrant of the *Pokémon* particle.



TRY THIS!

ST. PATRICK'S DAY QUIZ

Are things greener on the other side? They might be greener down below in this month's St. Patrick's Day quiz. Grill yourself on what's green in gaming by identifying which of the following entries are emerald. More than one entry per category may qualify and the answers will appear in next month's issue.

Which of the following are green?

• *Banky Kong* 64:

- a. Tiny's bushes
- b. Lanky's bushes
- c. Chunky's bushes

• *Jet Force Gemini*:

- a. Grendel's pants
- b. Sniper Drones
- c. Racing Models Old Token

• *Pokémon* TV series:

- a. Ash's glow
- b. Brock's vest
- c. Jessie's earrings

• N64 Game Pak:

- a. *The Toy Story* 2 Game Pak
- b. *The Rayman* 2 Game Pak
- c. *The Earthworm Jim* 3-D Game Pak

• *Star Wars: Rogue Squadron*:

- a. The Empire's Inferno
- b. The Rebellion's Inferno

WHO AM I?

Jake Lloyd, who played Anakin Skywalker, isn't the only actor from *Star Wars: Episode I The Phantom Menace* to lend his voice to an N64 game. The actor who supplied the voice for this mystery character in a recent movie-based N64 game also starred in *The Phantom Menace*. Can you name the mystery character and game, the actor and the role he played in *The Phantom Menace*?



ANSWERS TO QUIZ PAGE 102

Qualified Games: **Star Wars: Episode I The Phantom Menace**
1. 3 2 3 4 5 6 7 8

- *Star Wars* 64
- 1. *Star Wars* 64
- 2. *Star Wars* 64
- 3. *Star Wars* 64
- 4. *Star Wars* 64
- 5. *Star Wars* 64
- 6. *Star Wars* 64
- 7. *Star Wars* 64

Win **100** points
by 4/15/01

Photo Contest: Who's That? Photograph your favorite *Star Wars* 64 mod and show it off in the *Answers* Challenge. Then mail your entries or challenge photo to: *Star Wars* 64 Answers, P.O. Box 30750, Redmond, WA 98077-0750. Enclosed please and challenge photo to: www.starwars64.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), and the challenge photo you're entering. The deadline for this month's challenge is April 10, 2001. If we use your suggestion or photo for our top qualifiers, you'll receive **1000** bonus good toward merchandise or our Super Power Sweepstakes. For information, visit www.starwars64.com for a complete list of qualifications.



WHAT SMOKE COLOR are you?



SMOKE



WATERMELON



JUNGLE



ICE



GRAPE



FIRE



WHERE THERE'S SMOKE,
THERE'S FIRE, AND ICE,
WATERMELON, GRAPE AND
JUNGLE. THE FUNTASTIC SERIES OF N64 CONSOLES IS
PACKED WITH PERSONALITY—WHICH ONE SUITS YOU?

Yes, you read correctly: The Nintendo 64 consoles that you know and love will be bursting with translucent color on March 6, when the Funtastic Series arrives in a colorific score near you. The suggested retail price for these glittering gems is \$99.95, and that includes one Controller in the same Funtastic color. As you can see from the colorful collection on the left, the N64's future is clearly bright.

Decisions, Decisions...

It's great to know that the N64 now comes in six Funtastic colors. But how can anyone possibly settle on just one?

The darkly mysterious Smoke would blend in anywhere, but then again, the frosty-blue Ice is nice. Watermelon's pinkish red color looks good enough to eat, and Fire's orangy glow is, well, hot! Let's not forget Jungle's wild green hue, which made its debut with the DK 64

bundle—and who doesn't like the pretty purple haze of Grape?

Before you resort to empty-meme catfis, take our personality test, which, in the spirit of color-coordination, matches a colored console with a type of video game—and a type of gamer. Each question has six color-coded answers that will clue you in to your gaming personality. When you're finished with the quiz, flip the page to learn more about your gaming personality. Then you can enter the contest to win the Funtastic N64 that matches your type and a great game to go with it!



FUNTASTIC COLOR QUIZ

1. You dropped Baby Bowser's favorite cuddly toy, so he has transported you into Yoshi's Story. You are:
 A) Classic green Yoshi. **E** Baby light blue Yoshi.
 C) Invisible. **D** White Shy Guy. **E** Poofy.
 F) Jumbo Shy Guy.

2. Mario calls and invites you to another one of his famous parties. You can bring guests. You bring:
 A) Navi, Zelda and Toad. Toad knows how to party.
 B) Duke Nakama, Tusk and Adan. I like to live dangerously.
 C) Kuma, Gabumaru and all the Snowboard Kids.
 D) Captain Falcon and Princess Ruto. Race you to the pool!
 E) I know it's unlike me, but that Gex guy makes me giggle.
D As many polygons and sprites as I can jam into my Pokémon beetle.

3. You're sitting around a campfire in the Lost Woods with your Kokiri buddies, and someone asks you to play a song on your ocarina. Your first song is:
 A) Nocturne of Shadow. **B** Before of Egg. **C** Scarecrow's Song. **D** Requiem of Spirit. **E** Yuletide of Forest.
 F) Serenade of Water.

4. If Bowser and Ganondorf got in a fight, who would win?
 A) If they were racing, I would say Ganondorf.
 B) It doesn't matter, because I would infiltrate the fighting complex and capture them both.
 C) It would be a tie and a great game!
 D) That question is illegal, but Bowser is pretty tough.
 E) I haven't collected enough super-star-hamana-fun-takers to reach that level.
C Who cares? The X-games are on! Ganondorf and Bowser should shred instead.

5. The weekly poker game is going well, until you accidentally knock Murelio Jumbo's chips over. Enraged, he tosses you into:
 A) Katsuie. **B** Snader. **C** A cauldron.
 D) patties. **E** the pink Jinfo.
F a little alligator in yellow sheets.

6. If you were a Pokéman, which type would you be?
 A) Can I be 'em all? **E** that Surfin' Pikachu is pretty rad, so I would be an electric-type. **C** Grass-types rule! **D** Water- and ice-types heat my butt. **E** Ghost-types are mysteriously purple. **F** Psychic-types often have a tactical advantage.

7. You can bring only two games to a get-together. You bring:
 A) Beetle Adventure Racing and Super Mario 64.
 B) Super Mario 64 and Donkey Kong Racing.
 C) Wrestlemania 2000 and 1080° Snowboarding.
 D) Space Station Silicon Valley and Command and Conquer 64. **E** All my games. You are not the boss of me. **F** GoldenEye and Mario Party 2.

8. You finally get control of the remote! What do you watch on TV?
 A) Whatever is on the Sci-Fi Channel. **B** Blank, because it makes me laugh. **C** The X-files—unless Scooby-Doo is on.
 D) ESPN2 or ESPN. **E** Discovery Channel. **F** I like flipping channels more than watching a whole show.

9. I like to use codes that:
 A) make your character faster or stronger. **E** Go it all!
 C) make the game stiffer with stuff like big heads and goofy computer players. **D** help you get all the items or weapons.
 E) open up all the levels—especially the tricky ones. **F** reveal hidden items or special, unusual items that change the game.

10. You and your friends attend a costume party dressed as the cast of Super Smash Bros. As you reach the refreshments table someone asks you about your favorite candy. You say:
 A) "Raisins are nature's candy, but I like Green Jolly Ranchers." **B** "Candy makes me jittery and throws my aim off, but Snickers really satisfies." **C** "Milky Way bars. Must...have... Milky Way." **D** "I love candy and soda pop. As long as I get my sugar." **E** "Wild Cherry Life Savers, the red Pray Stix, and those cool was lps!" **F** "Candy will rot your teeth. I'll take some ice water."

11. The doodles in the margins of your old issues of Nintendo Power say:
 A) Wave Room 64 Real!! **B** I think, therefore I am.
 C) Airboarding, snowboarding—skateboarding?
 D) Mario deets. **E** Bond, James Bond.
F Nintendo Power pages are not to be scribbled on!

funny
series of
series of

WHAT'S YOUR COLOR?

To score your quiz, simply figure out which color answer you chose most often. If no color was the clear winner, you are an all-around gamer—and a Watermelon.



ADVENTURE
PLATFORM
SEEKING
COLLECTING
DISCOVERING
PERSISTENT

JUNGLE

Games: Super Mario 64, Tarzan

You love the challenge of a good adventure game. You solved The Legend of Zelda: Ocarina of Time without breaking a sweat—although you did pick up the Official Nintendo Power Player's Guide to check for anything you might have missed. You like the idea of having to collect items just for the sake of completing every game objective. You finish every adventure game before your friends do.



EXTREME
RADICAL
SPORTY
INTENSE
TRICKSTER
ATHLETIC

FIRE

Games: Wrestlemania 2000, Tony Hawk Pro Skater

You leap before you look, and you still pull off a perfect landing. Your friends try to make you play weak characters or teams just so they'll have a better chance of beating you, but you have the skills to win no matter what. You learn all of the coolest moves, throws and tricks way before your buddies do, and you won't spill all of your secrets—you like having that edge, at least for a while.



ACTION
SUSPENSE
SNEAKY
LURKING
SNIPER
CLOAK AND
DAGGER

SMOKE

Games: GoldenEye, Perfect Dark

You probably played "Super Spy" when you were younger—masking around corners and scaring the daylights out of the annoying kid next door. You like the thrill of wandering around a guarded complex, just waiting to make the first move. Your enemies don't see you coming, unless you want them to. You also enjoy playing most multiplayer games for the competition.



OTHER-
WORLDLY
PLANNING
THINKING
MYSTERIOUS
DELIBERATE
STRATEGY

GRAPE

Games: Command and Conquer 64, Starcraft 64

You like a game that makes you think. You don't attack without considering the consequences of your actions, and your decisions are usually sound. You like a good puzzle and you are no stranger to RPGs, but you really love the complexity of a great strategy game. You can juggle several plans at once, and you always have a backup plan. You are rarely caught off-guard, because your mind is open to any possibility.



SPLASHY
QUICK
SLICK
COOL
SHORTCUT
RACING

ICE

Games: Wave Race 64, HydroThunder

You love all racing games, and some of the wet ones have really captured your attention. You like the extra challenge of a superslick track, and you don't care if there is marine wildlife in the way—you will still be the winner. You master the little tricks that give you a big advantage on the race-track, and you're just plain fast. Your name is at the top of every racing game's high-score list.



HAPPY-GO-
LUCKY
VARIETY
OPEN
ENTHUSIASTIC
GAMER
EXCITING

WATERMELON

Games: You like 'em all!

You have been playing video games for as long as you can remember. You might have one aka-favorite game, but you have a diverse collection and you don't stick to one type. You can find a challenge in nearly any game, and you are willing to give them all a shot. Your friends know you as an all-around gamer, and you can hold your own no matter what game you're playing.

ENTER
TO
WIN

THE FUNTASTIC BUNDLES CONTEST

ENTER TO WIN

WIN A BUNDLE OF PERSONALIZED FUN!

Choose the **Funtastic N64** console and game that match your type—and win!
Sixty lucky winners walk away with a **Funtastic prize**!

10 winners



Ten winners will receive a
Funtastic Nintendo 64
console in Purple and a
StarCraft: Brood War
Game Pak.

10 winners



Ten winners will receive a
Funtastic Nintendo 64
console in Jungle and a
StarCraft: Brood War
Game Pak.

10 winners



Ten winners will receive a
Funtastic Nintendo 64
console in Fire and a
StarCraft: Brood War
Game Pak.

10 winners



Ten winners will receive a
Funtastic Nintendo 64
console in Ice and a
Hydro Thunder Game Pak.

10 winners



Ten winners will receive a
Funtastic Nintendo 64
console in Watermelon
and a Hydro Thunder
Game Pak.

10 winners



Ten winners over the age
of 18 or under 18 with
written consent of a parent
or guardian will receive a
Funtastic Nintendo 64
console in Savanna and a
Perfekt Gekk Game Pak.

GENERAL CONTEST RULES

RECOGNITION PERIOD: Entry 01/02 (Census) to 02/02 (Census) to 03/02 (Census), New York, Florida and Rhode Island, who will not accept entries from residents of America Int'l. (AMI) or its affiliated sector, a new company that has not yet begun to enter. Void where prohibited. To enter, print your name, address, telephone number, "Funtastic Bundles Contest" and only one of the following: Strike, Waterman, Jungle, Ice, Fire or Gekk on a piece of paper and mail the entry to this address:

ENTERING POWER:

Funtastic Bundles Contest

AMI, 800 776-2622

BRONX, NY 10452-0002

One entry per household. Entries must be received by March 21, 2000. AMI is not responsible for lost, late, illegible, or misdirected mail, damaged, delayed, or otherwise lost or delayed beyond the control of AMI. AMI is not responsible for typographical or electronic errors in contests or for being placed in a winning list for promotional contests. On or about April 15, 1999, 60 winners will be randomly drawn from eligible entries. Canadian residents may be required to correctly answer a skill testing question within a specified time period on the drawing date. AMI will attempt to notify every entrant by mail by May 16, 1999. Prizes will be awarded to the 60 winners of the notification or until all prizes have been awarded to 60 winners selected at small random. Unless otherwise indicated, winners will receive their prizes in the form of a check or direct deposit to their bank account. Prizes are not redeemable for cash. Prizes are not transferable. Void where prohibited by law. No transfer or sub-division of prizes is permitted, except that N64 may subdivide a prize of equal or greater value for any reason. For a copy of these rules, or for AMI's privacy statement, or to request a copy of these rules, request to the address above. AMI/AMI residents may only submit one entry.

Grand Prize: Ten winners over the age of 18 or under 18 with written consent of a parent or guardian will win a Funtastic Nintendo 64 console in Savanna and a Perfekt Gekk Game Pak. Ten winners will receive a Funtastic Nintendo 64 console in Watermelon and a Hydro Thunder Game Pak. Ten winners will receive a Funtastic Nintendo 64 console in Jungle and a Tenso Thunder Game Pak. Ten winners will receive a Funtastic Nintendo 64 console in Ice and a Hydro Thunder Game Pak. Ten winners will receive a Funtastic Nintendo 64 console in Fire and a StarCraft: Brood War Game Pak. The winners will receive a Funtastic Nintendo 64 console in Gekk and a Perfekt Gekk Game Pak.

PRIZES ARE NONREFUNDABLE. NO RESPONSIBILITY: Prizes will be given as stated and awarded to a person or persons named on their behalf. All prizes are awarded "AS IS" and VAT/GST EXEMPT. EXCEPT FOR AMI AND WINNERS LEND IT TO A FRIEND, THEIR POWER SOURCE, QUALITY, DESIGN OR FEATURES OF ELIGIBILITY AND EXCLUSIVENESS OF PRIZE IS IN A CONDITION OF USELESSNESS.

By entering, you (and, if you are a minor, your parents or legal guardians) release AMI, Funtastic, its affiliated, directors, officers and employees, collectively, "Funtastic Parties", from any liability for any claims, costs, losses or damages incurred in connection with the receipt or use of any prize or any part(s) including those related to personal injury, death, damage to property, negligence of parties or breach of contract. IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY FUNDAMENTALLY THE FUNDAMENTAL PARTIES (PRIMARILY SUCH CLAIMS, COSTS OR LIABILITIES, OR DAMAGES) UPON DEMAND BY YOU.

Contest winner must be 18 or older and a resident of the United States or Puerto Rico, whichever, at the time of entry. Void where prohibited. The sweepstakes is open to individuals 18 years of age or older, except that contestants under 18 years of age must be accompanied by a parent or legal guardian. Void where prohibited by law. The Funtastic Parties are not responsible for any damage to or loss of entries. All sweepstakes materials are copy-right © 1999 AMI. All rights reserved.



NINTENDO

POKÉMON STADIUM

The best Trainers in the world battle in *Pokémon Stadium*.

GRAPHICS: Two things stand out in *Stadium*—the 3-D Pokémons and their cool attacks. The Pokémons really come to life, swaggering, snarling, fighting and fainting. Their attack illustrations often include special effects such as the rolling wave of the Surf attack or the cracked ground of Earthquake, and the Pokémons' reactions to the attacks are just as much fun.

PLAY CONTROL: The battle and menu selection controls are all very simple and intuitive. The play controls for the minigames vary widely, and some of these take time to master.



GAME DESIGN: Essentially, *Pokémon Stadium* brings to life the battles of the *Pokémon* Game Boy titles. You'll play in tournaments against the computer, using your own Pokémons or rentals, or battle against your friends. The minigames are designed for younger players.

SATISFACTION: The fact that you can import your own Pokémons, or even play *Pokémon* on the N64, is totally cool. The tournaments are fun and challenging.

SOUND: The announcer gets tiresome and the music and sound effects are nothing

spacial.

COMMENTS:
Andy—It's impressive—*Jennifer*—I loved the Gallery feature, and the ladder and secret features are very cool.



OVERALL
8.8
RATING

GRAPHICS
9.0

JOYSTICK
8.8

GAME
DESIGN
8.4

SAT.
8.6

SONG
7.8



HOW IT RATES
The solid animated minigames in *Pokémon Stadium* was noted by the ESRB, which gave the game an E rating. The worst that this can happen to a *Pokémon* is the E rating.

NINTENDO
POWER
STAFF
SCORES

8.7—Andy
8.2—Nate
8.5—Jason
8.3—Scott
8.3—Jennifer

TOP GEAR HYPER-BIKE

The Top Gear series loses its training wheels.

GRAPHICS: Hyper-Bike sports some of the sharpest graphics on two wheels, though some of the dingy dirt tracks are hard to distinguish from the surrounding area that isn't part of the track.

PLAY CONTROL: Gravity is on your side in this game, so you can make fairly sharp turns without sliding or wiping out. The stunts are a tad trickier to ride out, but rattling off the combos is manageable.

GAME DESIGN: On the off-chance you get bored of the existing courses and still competition, you could always enter Trick Editor Mode to distort the looped course into

a personalized raceway.

SATISFACTION: Motocross fans will dig Kenoco's use of Honda, Yamaha and Kawasaki bikes, not to mention courses that undulate and bank aplenty. The Trick Editor takes some tinkering, but it pays off big in making Hyper-Bike a very replayable ride.

_SOUND: The looped drum-and-bass soundtrack sounds ready for clubs, though it may tend to get repetitive. If so, you could always crank up the sound effects to hear the realistic revs and puffs of your motor.

COMMENTS: Note—Plenty of noisy revs

and sound bytes for the discriminating bike wiz. Jason—it's fast and fun with just the right touch of realism so losing your balance isn't a frustrating hassle.



OVERALL
8.3
RATING

GRAPHICS 8.0

PLAY CONTROL 7.8

GAME DESIGN 9.4

SAT 8.0

SOUND 7.4

NEWSPAPER POWER STAFF SCORES

1.0 — Hate
1.5 — Jawn
2.0 — Chro
2.5 — Sord
2.5 — Awey



HOW IT RATES:

Aside from the cheap bike try-physics, there's nothing really objectionable in Top Gear Hyper-Bike. And while the users can fall off their cycles, they'll wear helmets, so none of them will end up dead example.



HYDROTHUNDER

Midway makes a splash with HydroThunder.

GRAPHICS: The boats are very cool, and the mecourses are watery fantasies set all over the world. Although the courses are a lot of color, you can still see the important turn buoys and boost items clearly. The frame rate, resolution and sense of speed suffer in the multi-player mode.

PLAY CONTROL: Players familiar with the arcade game will expect a solo control feel, which is what gives the game the sense of swimming in water. It's simple and intuitive.

GAME DESIGN: HydroThunder is set up like Cruisin' USA. If you finish the Easy

courses, you'll open the Medium courses, and so on. The four Rumble Pak setting sliders allow players to custom-tweak the feedback.

SATISFACTION: To win you'll need to find shortcuts and grab all the boosts, making the game deeper than it seems at first. Next to Wave Race, this is the coolest game in the N64 pool. Unfortunately, you must have the Expansion Pak for three- or four-player races.

_SOUND: There's always something going on, from the sound of the powerful engines to harbor police trying to pull you over.

COMMENTS: *Chro*—The boats and levels have a fast feel, and the courses are well-designed.



OVERALL
7.7
RATING

GRAPHICS 7.0

PLAY CONTROL 7.6

GAME DESIGN 7.6

SAT 8.0

SOUND 7.8

NEWSPAPER POWER STAFF SCORES

1.0 — Hate
1.5 — Chro
2.0 — Sord
2.5 — Awey
3.0 — Jawn
3.5 — Nice



HOW IT RATES:

HT gets and rating from the ESRB, which is much more than this game contains mild, unvoiced violence. That violence is suggested by bursts of popping and crashing. There are no weapons or attractions in HydroThunder.



BRUNSWICK CIRCUIT PRO BOWLING

THQ bowls 'em over with this 3-D simulation.

GRAPHICS: THQ included some of the standard video techniques used in the coverage of flashier sports such as basketball and football, including replays and multiple camera angles. Overall, the graphics are simple, fairly clean, and quite realistic.

PLAY CONTROL: Each toss involves placing your bowler, aiming the throw and setting the amount of spin. After that, two power bars control the power and accuracy of the throw.

GAME DESIGN: There's a lot of bowling here, including Exhibitions, Tournaments,

menta, and even the colorful Cosmic Bowling Mode.

SATISFACTION: This is a great game for bowling fans, particularly if you want to experience the thrill of getting high scores. It's a lot easier to break 200 here than in real alley. Brunswick is a good party game, as well, and you don't even need four controllers.

_SOUND: The music is synthesizer funk, which is interrupted by cheers or moans from the crowd depending on the success of your throw.

COMMENTS: *Drew*—People who already love bowling will find plenty to love in this game. But if you don't love bowling nothing in it will change your mind. *Scott*—You've got all the controls of the real thing.



OVERALL
7.3
RATING

GRAPHICS
8.8

PLAY
CONTROL
7.8

GAME
DESIGN
7.6

SAT.
7.2

ROUND
8.6

REVIEWED
BY
STAFF
SCORER

7.2 — Jason
7.6 — Nate
7.6 — Scott
7.0 — Drew
6.9 — Chris



HOW IT RATES
The game gets an E rating all the way. This purely American sport of bowling is family fun for everyone according to the ESRB.

SOUTH PARK RALLY

Buckle up with offensive driving, South Park style.

GRAPHICS: Probably the only clean thing about this game is its look. Just like the first South Park game, this one maintains the show's appearance, while sprucing things up in 3-D.

PLAY CONTROL: The rally rolls along with a nice kart game feel, while juggling your multiple power-ups is never a struggle.

GAME DESIGN: Besides its hot-carrotivity license, what sets South Park Rally apart from other kart racers is that victory is based on accomplishing objectives. Tasks like smashing collectibles, and scenarios inspired by capture the flag definitely make

the mad dash from Point A to Point B an exciting one.

SATISFACTION: Even if you memorize the courses, the racing objectives keep things unpredictable.

_SOUND: The South Park kids at least sound like they're old enough to drive. With plenty of trash-talking voiced by the show's original cast, the game will bombard you with more blasphe-mies than a mouthful of soap could ever clean.

COMMENTS: *Chris*—This is really designed for die-hard South Park fans. *Jason*—Mountain racing is an innovative approach, but I wouldn't touch most of those collectibles with an un-gloved hand. *Scott*—It's still pretty much a Mario Kart experience with rude drivers and silly weapons.



OVERALL
7.3
RATING

GRAPHICS
7.2

PLAY
CONTROL
6.0

GAME
DESIGN
7.0

SAT.
7.4

ROUND
8.0

REVIEWED
BY
STAFF
SCORER

7.2 — Nate
7.6 — Scott
7.5 — Andy
7.5 — Jason
6.9 — Chris



HOW IT RATES
If the show offends you or it's not your taste, then you're allowed to watch it in clear. *Velma*—It's questionable whether the South Park boys' ratings and many power-ups find this game the ESRB's most interesting of all.



NUCLEAR STRIKE 64

THQ strikes back on the N64!

GRAPHICS: Realistic maps and machines are the highlight of this frag fest from THQ. The choppers and other vehicles look sharp, and the landscapes and buildings are incredible. The only real drawback is that it's hard to see where some of your shots are going.

PLAY CONTROL: Controlling most of the vehicles is fairly intuitive. There are detailed maps that lead you to ordinance and mission objectives.

GAME DESIGN: The classic Strike series of games hasn't changed much over the years. Players pilot a helicopter (or other

vehicle) over enemy terrain while attempting to destroy facilities, rescue hostages, and uncover supplies of fuel, arms and armor. All of these elements come into play in the first N64 Strike game.

SATISFACTION: The game looks good and is full of explosions. This N64 version has been simplified somewhat from the PC series of Strike games, but even so it has lots of action.

SOUND: The music and sound effects are very dramatic and appropriate. Messages reach you via voice transmissions—a nice touch.

COMMENTS:

Andy—A bit of nuclear terrorism adds a nice touch to any day...

Sonja—That bleeped up real good!



OVERALL
6.9
RATING

GRAPHICS

7.4

PLAY

CONTROL

6.4

GAME

DESIGN

6.8

SAT.

6.8

ROUND

7.2

NINTENDO
POWER
STAFF
SCORES

7.2 → Jason

7.2 → Scott

7.1 → Andy

6 → Dave

5 → Segea

THQ 256 Megabits

- 1 player

- Controller and Rumble Pak compatible

- Express Pak enhancement

- 12 Missions



HOW IT RATES
Nuclear Strike 64 gets an E for everyone rating from the ESRB. Even so, it's about war and the arts, although overall, it's mature. You won't see blood, but you may hear the day figures howl.

ESRB

ESRB Rating: E

From the ESRB: Even so, it's about war and the arts, although overall, it's mature. You won't see blood, but you may hear the day figures howl.

South Park Interactive/256 Megabits

- 1 to 4 players simultaneously

- 8 courses

- 8 cars



OVERALL
6.6
RATING

GRAPHICS

6.6

PLAY

CONTROL

7.2

GAME

DESIGN

6.1

SAT.

6.0

ROUND

6.0

NINTENDO
POWER
STAFF
SCORES

7.5 → Scott

7.1 → Nate

6.2 → Chris

6.2 → Segea

6.1 → Andy



RALLY CHALLENGE 2000

A trial by fire from South Peak Interactive.

GRAPHICS: Although the cars have nice reflections on the back windshield, the overall graphics are in the middle of the pack. Some realistic touches, such as thick dust clouds and splattering mud, add to the fun and challenge.

PLAY CONTROL: The feel of the cars differs widely, and you have several settings to fiddle with. Road surface effects are weird but don't seem to make much difference to the controls.

GAME DESIGN: This rally racer pits you against the clock in the nine-course Championship Mode. In Arcade Mode, you'll

begin in ninth place and try to move up to first over a series of one-lap races. Players can adjust four critical settings before the race, which gives Rally 2000 a bit of strategy.

SATISFACTION: Top Gear Rally 2 certainly looks and feels more polished, but Rally 2000 has more environments, which keep things interesting. It will probably appeal more to casual racing fans.

SOUND: An announcer warns of upcoming turns while a rock soundtrack rives in the background. It's nothing new.

COMMENTS: *Andy*—Dust clouds detract from your view, adding a realistic feel. *Chris*—This game isn't ambitious enough. The graphics and sound are so-so. At least South Park got the real drivers.



HOW IT RATES
You may want to do something violent after crashing into a wall or skidding off the track. But this game is a simple racor than cars and racing from the card.

ESRB

ESRB Rating: E

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RAYMAN

It's a call to arms as Ubi Soft brings back the limbless wonder.

GRAPHICS: There, it's easier to imagine a hero who has no arms or legs, but even so, Rayman is an impressive graphical feat. Lush scenery and rich blends of color liven up the Game Boy game with a look as vibrant as Rayman's z on the N64.

PLAY CONTROL: After levels like the escape to higher ground from a flood, are forced-scrolling levels. You'll have to be quick to jump, climb, hover and throw, but the play control occasionally stumbles when you're on the go. Precise jumping is key.

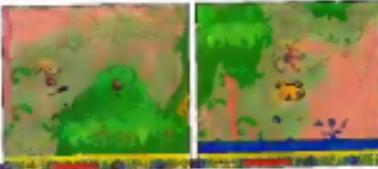
GAME DESIGN: With 30 levels, Rayman is a sizable adventure. Better yet, you'll have to reexplore most areas once you've entered the special abilities that will gain you further access.

SATISFACTION: Action and platform fans are likely to see much of the fun for Rayman, since it

previews a big, big world with big, big challenges.

_SOUND: The inspired music goes beyond mere beeps and bleeps to evoke a fantasy mood. Your ears also will be treated to audio cues that point out when you're close to important collectibles.

COMMENTS: *Andy*—As a 3D title for 1997, *Rayman* comes through again as a superior side-scroller with plenty of room to explore and reexplore. *Jennifer*—It takes a while to learn how to jump correctly—a pretty big letdown in a platform game. *Chris*—The levels are challenging while still being loads of fun.



OVERALL
8.0
RATING

- UBI SOFT/Magnit
- 1 player
- infrared port capability for linking games
- Passwords
- 30 levels
- 8 languages
- Game Boy Color exclusive



HOW IT RATES
Rayman.com
Horror
requires only basic
and simple tactics.
Decent, but not violent.
Content appropriate for
everyone, the GBC version
of the game won't offend.
Besides, it's unboxed
anyway.

GRAPHICS
8.4
PLAY
CONTROLLING
7.8
GAME
DESIGN
8.2
SOUND
7.8
GRAPHIC
QUALITY
7.8

AMERICAN
POWER
STAFF
SCORES

9.0 — Jason
8.3 — Chris
8.1 — Andy
7.7 — Nate
6.8 — Jennifer

OVERALL
7.6
RATING



- Banzai! Magnit
- 1 player
- Passwords
- Game Boy and Game Boy Color compatible



HOW IT RATES
Blaster Master
may sound like a
game full of mayhem
and violence, but the
reality is that it's a fairly
mild, unoffensive platform
game. The ESRB ruled that
Blaster Master is deemed
nothing more than an E
rating.

GRAPHICS
7.8
PLAY
CONTROLLING
7.8
GAME
DESIGN
7.8
SOUND
7.8
GRAPHIC
QUALITY
7.8

AMERICAN
POWER
STAFF
SCORES

8.3 — Chris
8.1 — Nate
7.4 — Drew
7.3 — Brett
7.0 — Andy

BLASTER MASTER: ENEMY BELOW

It isn't the end of the world.

GRAPHICS: This classic from the 8-bit world of the NES has been remastered for Game Boy Color with exciting attention to detail and some new elements. The tanks, your main character and the many enemies look amazingly like the originals. *Blaster Master* looks pretty good on regular Game Boy, as well.

PLAY CONTROL: The feel of the play control is very precise in both the side-scrolling and overhead perspectives. You shouldn't have any problems missing jumps. Submissives are used for accessing items and extra powers.

GAME DESIGN: This is a traditional action game. You're in a ruined world, with all sorts of baddies trying to stop you. The areas are large, and the challenge is very good for a Game Boy offering.



VIGILANTE 8

Disco is stayin' alive and well on Game Boy Color.

GRAPHICS: Resurrected into a three-quarter view version of last year's *Pulp Fiction*/1970's-inspired smash-up, the Game Boy version manages to keep the arena, cars and power-ups familiar-looking to N64/V8 fans.

PLAY CONTROL: Steering—especially making tight turns—is problematic, so you'll probably spend more time than you'd like tangled up with obstacles or parked in corners.

GAME DESIGN: Vandal did a bang-up job shrinking the original N64 game to a likewise likable Game Boy game. The settings, characters and missions are just as fun, and two-player mode rages like a disco inferno.

SATISFACTION: This version is sure to please fans of the N64 version or any other game who enjoys

cool weapons and vehicles, offbeat scenarios, hip chicanes and demolition derby action.

_SOUND: The disco music pipes in at the game's intro, but during game play, the music stops and things become curiously quiet. The explosive sound effects and impressive voice samples break up the silence and keep things exciting, but the funky music is still oddly missed.

COMMENTS: *Chris*—The car is hard to drive—I kept passing it in reverse by accident. *Jason*—Steering and getting a good shot are not available as a solo comeback. *Andy*—If you take the *V8* on the road, don't get too fancy, *Chris*.



GAME BOY COLOR

OVERALL
7.0
RATING

- *Violent 8*移植
- 1 to 2 players simultaneously
- Game Link compatible
- Rumble feature
- Game Boy Color exclusive

GRAPHICS 7.0

PLAY CONTROL 6.0

SOUND 7.4

BALANCE 7.4

GRAPHIC DESIGN 7.2

OVERALL 7.0

SOUND 7.2

BALANCE 7.4

GRAPHIC DESIGN 7.4

OVERALL 7.4

OVERVIEW

POWER STAFF

SCORES

3.7	—	Nate
7.5	—	Andy
6.7	—	Scott
4.5	—	Jason
4.4	—	Chris

HELLO KITTY'S CUBE FRENZY

Who knew puzzles could be so huggable?

GRAPHICS: Hello Kitty fans will be tickled pink (and not just because the game is awash in bubblegum colors and pastels), since Pandaba, Badza Maru and other Sanrio characters spring up. The only problem is that they're way too tiny.

PLAY CONTROL: Cube Frenzy plays like *Tetris* with sugar on top, so gamers of any skill level should easily get the knack for rearranging the falling blocks.

GAME DESIGN: The gat is that you must arrange the dropping blocks so they open up pathways or form strategies for a passing Hello Kitty, who's trying to gather flowers, umbrellas and everything nice. All the while, cool characters try to waylay her. Since everything's always on the go, Frenzy more than captures the urgent feel of puzzle busting.

SATISFACTION: The puzzles are tougher than you'd think, and the game is even harder to put down.

_SOUND: The simple music box tunes suit the game, and the ditties maintain the charm that the characters bring to a traditionally faceless genre.

COMMENTS: *Jennifer*—Hello Kitty throws down a solid challenge to puzzle busters. It's the cutest mess. *Chris*—The game puts a nice twist on *Tetris*-style games, emphasizing stacking blocks in a special way rather than just knocking them. *Andy*—It puts me to my this, but it's not rate enough.



GAME BOY COLOR

OVERALL
6.9
RATING

- *Hello Kitty 8*移植
- 1 player
- Passwords
- 11 worlds
- 3 difficulty settings
- Game Boy and Game Boy Color compatible

GRAPHICS 6.4

PLAY CONTROL 6.4

SOUND 7.2

BALANCE 7.0

GRAPHIC DESIGN 7.0

OVERALL 6.9

SOUND 7.0

BALANCE 7.0

GRAPHIC DESIGN 7.0

OVERALL 6.9

OVERVIEW

POWER STAFF

SCORES

8.6	—	Jennifer
7.4	—	Jason
6.7	—	Chris
6.0	—	Scott
6.3	—	Andy

NBA SHOWTIME

Midway takes the NBA to GBC.

GRAPHICS: Whether you're playing on the Main, Practice, Street or Jungle Court, the graphics are always crisp and the colors are always held. The animation also scores big, since the players have a wide variety of ways to slam a meteorite dunk.

PLAY CONTROL: To activate your Turbo, you have to hit the Start Button, and the awkward setup makes for bunglededged plays and bunglededged shots.

GAME DESIGN: You compete 2-on-2 in NBA Showtime, and the CPU players can play quite well. Though the game makes it easy to go above the rim, Showtime caters more to the rim fan, since its Season Play is the main b-ball mode.

SATISFACTION: Showtime's major drawback is that it's for one player only. The action is fast, but it could heat up even more if



you could link up and play against a friend. **SOUND:** Surely the sound won't melt the roof. The simple sound effects of the dunks and dribbles and the plinking music miss the hoop by a mile.

COMMENTS: Scott—It's got everything the N64 game has, and you can take it with you. Jennifer—The control is definitely not a slam dunk. **Chris:** Play control is a little rough, especially having to use the Start Button as one of the main controls. **Nate:** The ability to play through a rotation adds some replay. **Andy:** Unlike Blitz, Showtime is a sports game that translates fairly well to GBC.



GAME BOY COLOR

OVERALL
6.8
RATING

GRAPHICS
7.0

PLAY
CONTROL
7.0

SUPER
PERIOD
9.8

NATE
7.2

SOUND
5.4

NOTE: LOWER POINTS
STAFF
SCORES

7.8 → Scott
7.2 → Jason
6.7 → Andy
6.6 → Chris
6.1 → Jennifer

TIGER WOODS PGA TOUR 2000

Catch a Tiger by the tail.

GRAPHICS: Tiger Woods PGA Tour 2000 uses real courses, like Sawgrass, and does a good job of portraying them. And sure, green and earth tones are going to be the color scheme for the graphics, but the overall coloring seems to be overly bland. Even more disappointing, the game seems to feature one carned image of Tiger taking a swing. Seeing it over and over gets old fast.

PLAY CONTROL: PGA Tour 2000 is a sim, so don't expect outrageous CyberTiger action. Instead, things get technical. Maybe too technical, since figuring out your power meter and swing interface isn't a quick learn.

GAME DESIGN: THQ has also packed in a few other PGA pros along with the usual golf modes, like Stroke and Skins Play. The Shootout elimination competition is also a win-



ning inclusion.

SATISFACTION: Once you figure out how to aim and swing, PGA Tour 2000 turns out to be a decent day on the green.

SOUND: THQ gets a golf clap for effort, but not for standing ovation in the sound department. The plonking ball sound effect is very annoying.

COMMENTS: Chris—This game isn't up to par with MicroGolf. **Nate:** The interface for selecting clubs is way too confusing. **Bad Tiger!** **Andy:** The interface is kind of awkward, but once you figure it out, it gets the job done. **Scott:** Featuring real courses is a plus!



GAME BOY COLOR

OVERALL
6.6
RATING

GRAPHICS
5.8

PLAY
CONTROL
5.8

SUPER
PERIOD
7.0

NATE
6.6

SOUND
4.0

NOTE: LOWER
POINTS
STAFF
SCORES

6.7 → Andy
6.7 → Nate
6.6 → Scott
6.5 → Jason
6.4 → Chris

BATTLESUIT ZONE

RISE OF THE BLACK DOGS

In Stores March 2000

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"The tension and excitement... is matched with impressive AI that will have the enemy barking down your neck" - IGN.COM



"Think of it like Doom meets Command and Conquer" - IGN.COM



Three Modes of play, pure action Arcade Mode, mission-based Pilot Mode or strategic Commander Mode.

Play for up to 4 players.

Play as an American, Soviet or "Black Dog" renegade.

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ALSO PLAYING THIS MONTH

MICROSOFT PUZZLE COLLECTION

- **Released:** January 1993
- **1 player**
- **Rating:** E

Six games in one, MS-Puzzle Collection features puzzles created by Alvy Ray Portnoy, the inventor of Tetris. The new games mostly involve manipulating colored red rectangles into puzzle pieces, but none can stack up to Portnoy's original hit. Besides one, the others will hold your attention for only minutes at a time.



GRAPHICS 8.0
PLAY CONTROL 8.0
GAME DESIGN 8.0
EAT 8.0
SOUND 8.0

TUNKA RACEWAY

- **Released:** January 1993
- **1 player**
- **Rating:** E
- **Genre:** Spy Color exclusive

Definitely intended for the young audience that thinks with Totski toys. Heeling In Totski's racing game wheels out the tough trucks, bulldozers, and race cars in a circuit of tropical, desert and winter roads. The courses should entertain novice drivers, but things often get sticky since the cars tend to tangle up in a pile.



GRAPHICS 7.0
PLAY CONTROL 8.0
GAME DESIGN 8.0
EAT 8.0
SOUND 8.0

MEILLEUR WINTER SPORTS

- **Released:** January 1993
- **1 player**
- **Genre:** Spy Color exclusive

Konami's eight-event button-masher sports two ski-jumping, two slalom, snow skiing, beach skating, downhill and giant slalom runs, and additional fun for the sliding events and the snowboarder half-pipe. Though the graphics and animation are won't look, the game's two-way control interface is far from gold-medal quality.



GRAPHICS 8.0
PLAY CONTROL 8.0
GAME DESIGN 8.0
EAT 8.0
SOUND 8.0

BOA'DER ZONE

- **Released:** January 1993
- **1 player**
- **Rating:** E
- **Genre:** Spy Color exclusive

Gameplay will have plenty to do in Boa'der Zone's over-the-shoulder snakebiting romp, including riding in Train, Truck and Shovel camp vehicles. The music borders on comical, but trust the cartoonish character design is attractive. Strongly, the rating shows you just never know who you're facing when you're going downhill.



GRAPHICS 8.0
PLAY CONTROL 8.0
GAME DESIGN 8.0
EAT 8.0
SOUND 8.0

TITUS THE FOX

- **Released:** January 1993
- **1 to 2 players**
- **Rating:** E
- **Genre:** Spy Color exclusive

Originally released in 1990, Thus the Fox returns for Super Nintendo and Game Boy Color. If you plug the large action arcade-style controller in GBC, you'll be able to adjust a couple of bonus levels. Otherwise, the 17 levels are the same. To make things up, two players can help out another player with items in the two-player cooperative mode.



GRAPHICS 8.0
PLAY CONTROL 8.0
GAME DESIGN 8.0
EAT 8.0
SOUND 8.0

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

ANDY:**ARMOND:****CHRIS:****DAN:****DREW:****HENRY:****JASON:****JENNIFER:****KYLE:****NATE:****SCOTT:****SONJA:**

RATINGS

GRAPHICS

AVERAGE: 8.0

PLAY CONTROL

AVERAGE: 8.0

GAME DESIGN

AVERAGE: 8.0

SATISFACTION

AVERAGE: 8.0

SOUND

AVERAGE: 8.0

AGE RATINGS

According to the Entertainment Software Rating Board, the following are the minimum ages recommended for the following software categories. Software with an E rating is designed for children ages 10 and younger. Software with a T rating is designed for teenagers ages 13 and younger. Software with an M rating is designed for teenagers ages 17 and older. Software with an A rating is designed for adults 18 and older.



Early Childhood



Teen (13+)



Adult (18+)



All Ages



Mature (17+)



Rating Pending

COMPLETELY ADDICTIVE, DECEPTIVELY SIMPLE,
OUTRAGEOUSLY GOOFY!



Three modes of play: Guest Mode, Game Collection Mode and 2-Player Mode.

Features 4 different versions of Tetris

JOIN DISNEY'S MICKEY, DONALD AND GOOFY AS THEY EMBARK ON A NON-STOP ADVENTURE FULL OF CHALLENGING FUN AND EXCITEMENT. COMPLETELY ADDICTIVE, DECEPTIVELY SIMPLE, YOU'LL GO WILD IN A KALEIDOSCOPE SHOWER OF FALLING TETRIS PIECES.



CAPCOM
CAPCOM.COM

Duck Dodgers in the 25th
1/2 Century



Marvin makes a looney threat.

THIS MONTH

HERCULES



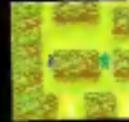
The strongest game from THQ.

ALL-STAR BASEBALL 2001



Can you top the record.

METAL GEAR SOLID



Kanei packs it in.

RENA



The warden presides in brick.

PAK WATCH

The inside source for all
Nintendo News.

LINCOLN LEAVES LEGACY AT NOA

This month, Nintendo of America says goodbye to Chairman Howard Lincoln, who is retiring to take over the Seattle Mariners baseball team as CEO. Howard has been an integral part of NOA for nearly 20 years, playing a vital role in every aspect of the company, from acquiring the rights to such blockbuster games as *Tetris* to championing the fight against software pirates around the globe and helping create the industry ratings system and the ESRB. Howard has even been a voice behind the scenes at *Nintendo Power*, giving the magazine and on-line site direction and inside news on upcoming products. Nintendo of America will not be the same without Howard, but he has caught as well and his legacy will live on at NOA and throughout the video game industry.

At the same time that Howard took his final bows, Nintendo announced further release plans for the rest of 2000 for N64 and Game Boy Color. The biggest shocker came during NOA's *Gamers' Summit* on February and when Conker's Bad Fur Day

was shown on video for the first time to the gathered writers. *Gone* is Bart's east and cuddly squirrel, scampering in a woodland paradise. In his place is a dazed and confused rodent lost in a world gone mad. The game is now notable for its mature sense of humor, lots of comic violence to squirrels (and other critters) and a total lack of good manners. We'll reveal more about Conker once we start breathing again.

Other games that popped up at the Summit were Alice's Adventures in Wonderland for Game Boy Color, *Zelda: Gaiden* and *Eaten by the 64*. Nintendo also announced several new *Pokémon* products, including *Pokémon Attack*—a puzzle game—and *Pikachu VRS*. VRS stands for Voice Recognition System, which in this game allows players to communicate directly with Pikachu by giving the cute *Pokémon* commands through a microphone. It's going to be a new era at Nintendo, but the fun will keep flowing your way over the next 12 months. That's Howard's true legacy.



stands for Voice Recognition System, which in this game allows players to communicate directly with Pikachu by giving the cute *Pokémon* commands through a microphone. It's going to be a new era at Nintendo, but the fun will keep flowing your way over the next 12 months. That's Howard's true legacy.

MAD MARTIAN PLANS UNIVERSAL MAYHEM!

Once again, planet earth is held hostage to the Machiavellian machinations of that menacing menace from Mars, Marvin the Martian. In the latest twist on this ongoing story, the mad Martian has built the Ultimate Weapon, which he intends to aim at earth as the culmination of his Ultimate Plot. Recent intelligence suggests that, before Marvin can operate his diabolical device, he must power it with 100 special energy items collected from five different worlds. With Marvin's missiles scorching the solar system for atoms, what hope does the earth have?

Where are you, Duck Dodgers?

The call for Duck Dodgers—tough-as-nails space ace and all-around good duck—has gone out from Infogrames and Paradigm Entertainment. And the word is that the world's most fearless fowl should be ready to defend planet earth against Marvin's Ultimate Plot beginning this June. In a special sneak preview at Pak Wach HQ, Infogrames showed the latest information on Duck Dodgers in the 24th s/a Courtesy for the N64. It's been a long time in the development stage, but we're happy to report that Duck Dodgers is all that it's been quacked up to be, and then some.

Looney Tunes live!

Working closely with Warner Bros., the development team has created 3-D versions of Duffy, Porky Pig, Marvin the Martian and other recognizable characters from the



Looney Tunes family. Duffy, in the starring role, walks, swims, jumps, kicks, trips and solves puzzles by pushing objects with a lot of biffing and puffing. Original characters such as a giant snowman bus were created in addition to the cast of Looney Tunes characters. The characters come alive in wacky, animated, 3-D cinema screens with voice talent provided by Warner Bros. It's a far cry from the flight and driving sims that Paradigm Entertainment is known for—games such as Pilot Wings 64 and E-4 World Grand Prix—but the team has captured the essence of Chuck Jones's classic cartoon and made it interactive.

A pak of instant Martians, please

With five planets and 13 to 15 stages per planet, Duffy has a lot of ground to cover. If he runs into trouble, he can ask for help from his comrade, Porky Pig, who hangs out in Duffy's spaceship. Our hero also has the use of special items, such as the nyanza, ACME raypack, boxing gloves and instant Martian drops. Each stage features enemies to evade or dispatch, make

of skill—like spinning along a narrow beam—or romps like a Space Jam hoop shot or a boxing match. The worlds you'll visit aren't the normal fare of sci-fi, either. One is filled with gangsters from the 1920s, and another is a huge desert world that looks like it could be the home of alien Roadrunners.

That's not all folks

Infogrames has scaled back its Looney Tunes offerings, eliminating Looney Tunes Space Race, so it can concentrate on the important things, like making Duck Dodgers the most amazingly amazing game in the universe. It was still a bit buggy when we played it, but Duck Dodgers had all the earmarks of a classic action game with great characters, a large variety of stages and activities, excellent graphics and sound, and enough jokes to keep you cackling even if you don't have the Rumble Pak plugged in.



"One giant leap for duck-kind..."

Pak Play

Hands-on previews of upcoming games.

A LEGENDARY JOURNEY BEGINS

Ancient Greece must have been a fun place to live, as any fan of Hercules: The Legendary Journeys can tell you. Now, Titus is in the process of bringing the fun and magic of the TV Hercules to the N64. Your Pak Player recently entered the realm of myths to check on the progress of this adventure. In it, we found characters from the show including Kevin Sorbo's Hercules and his sidekick, Iolaus. We also discovered vast portions of Greece—more than 20 areas in the early version we explored

including Mt. Olympus and the city of Thess. Hercules's great strength is his main asset, but he'll get information from helpful characters along the way. He also has four types of magic at his disposal and an inventory of items. In addition to hurling rocks, Hercules can perform many other tasks using an active button control system similar to the one in *Zelda: Ocarina of Time*. The current plan is for Hercules to reach stores this summer, probably in June or July.



MCGRATH BUSTS OUT

Accident's entry in the two-wheeled racing fest is finally ready to catch some air and spray some mud with razor and 250cc bikes. From the soon-to-be exploded Kingdom in Seattle to the hills of Glen Helen, motocross superstar McGrath leads the pack. The game has a seriously rocking soundtrack, but the graphics and play control really aren't up to the competition, particularly with *Excitebike 64* looking like a million bucks and ready to be released in May. Probably the best part of *McGrath Supercross 2000* is the do-it-yourself track editor. Bumps, berms, whoops and turns are all yours to string together into an extreme course where you can test your shenanigans. You'll be able to build a nightmare course in *McGrath* beginning this April.



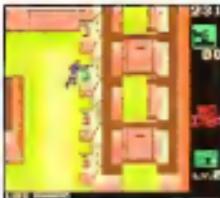
KONAMI'S GEAR

PAK
WATCH

The GDF advocates liberation and independence for the Beas, an ethnic minority in the African nation of Gindra, but the leader of the movement has larger plans of a nuclear nature. As Solid Snake, a special forces operative who shoots firsts and asks questions only when the bad guys are six feet under, you'll head out on a lone-wolf mission to save the world. Konami has packed Metal Gear Solid: for Game Boy Color with more than a dozen, intense, action levels with

multiple angles. Snake must infiltrate bases, dispatch enemies and traps, communicate with his superiors and other agents, and make it out in time for us. The original Metal Gear for the NES spawned the recent high-profile game for PSX, but the Game Boy Color version has a completely new mission, not to mention top production values. The

version we played at Pak Watch featured grueling challenges and large areas filled to the teeth with enemies. Fortunately, Snake was able to gather an impressive set of weapons ranging from pistols to guided Nukla missiles. Konami's ambitious schedule is to release this game by the end of March. We anticipate an April date might be more realistic.



THE FIELD OF DREAMS

This month's Pak Watch gallery revisits Acclaim's Major League Baseball franchise with All-Star Baseball 2001, which has been updated for the N64 and the new millennium. New features include a Quick Start Mode, Batting Practice, and new animations. But the biggest improvement is the inclusion of the Cooperstown Legends team, which lets you play with baseball legends such as Nolan Ryan and Brooks Robinson on a field of dreams—that's right, out in the open. The graphics are still nearly photorealistic, and the announcers are still annoying, but for baseball fans, this one feature makes ASB 2001 a huge step above the previous games in the series.



BATTER UP!



Pak Peeks

What's breaking in the world of games.

A fantasy comes true

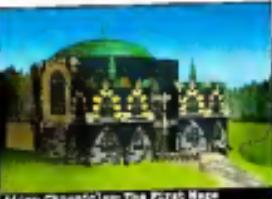
THQ's *Aldyn Chronicles: The First Mage* for the N64, formerly known as *Northern Quest*, is stepping out of the shadows for the first time and leveling in the limelight. HaQ, the creators of *Teragrigori*, have focused their considerable talents on creating a deep RPG led by Chris King, famed as the creator of TSR's *DragonQuest* games. *Aldyn Chronicles* follows the story of a young man named Aldyn who goes in search of his true identity. During his journey, he travels far and wide, meets good people and bad, fights monsters in the wilderness and discovers a hidden ability



name of Turok and his own rebirth as the supreme power in the universe. Players will assume the role of Turok or another character in missions that span five huge worlds and over 20 stages including a ruined, futuristic city, an underwater military base, and the jungles of the Lost Land. To top things off, eight multiplayer modes will take place in more than 40 unique arenas. Although *Turok 3* won't require the Expansion Pak, Acclaim says that the graphics will set a new standard. You can be the judge.

We've also got a first look at Konami's latest hockey game, *Blades of Steel 2000* for the N64. This game just showed up out of the blue in time to save hockey fans from feeling left out in the cold this year.

Pak Weich also has received word of two more unannounced N64 titles. Eidos Interactive is busy working on *Sydney 2000*—a sporting game that will bring this year's Olympic competitions to life with a smorgasbord of events. GT Interactive will bring the uniquely American sport of Indy car racing to the N64 for the first time with *Indy Racing 2000* scheduled for release this summer. IR 2000 will pit real drivers behind the steering wheel of Indy-type, open-wheel cars with 20 drivers this summer.



to control magic. The 3-D characters and world may look like an action game, but the depth of play, four-character parties, menu-based battles and dozens of items and spells make *Aldyn* a true RPG. One interesting twist is that characters may have a day or night bias, making them more effective during that time period. Weather conditions such as storms will also affect play. The more we learn about this promising RPG, the more we can't wait to play it. THQ hopes that *Aldyn Chronicles: The First Mage* will release this summer.

N64 Debuts

This month, Pak Weich gives you several first looks at upcoming N64 titles, and news of even more new titles. We begin with a screen shot of *Turok 3*, which is still just 50% complete and not scheduled to ship until late summer or fall. The story concerns Oblivion, who seeks the destruc-

and eight races including the Indianapolis 500. You can play the entire IRL season, take a practice spin on any oval, or challenge a friend in the two-player mode.

A glimpse of Xena!

Tech has finally revealed screen shots of its upcoming Xena RPG for Game Boy Color. These exclusive photos show a variety of activities, including multiple weapons and Xena's famous jumping ability. The use of color and amount of detail suggests a rich gaming world, and the design of the game calls for trading between Game Paks, including trading characters who can open up new areas of



the games. Although there was a slight delay in development, Tech believes that Xena will release this summer, while a similar Hercules title will follow.

A bear of little brain

Winnie the Pooh Adventures in the 100 Acre Wood introduces Christopher Robin's lovable bear to Game Boy Color players thanks to NewKidCo and Disney Interactive. Although the game is fairly simple and geared toward a young audience, there is enough fun in Pooh that players will have



Winnie the Pooh Adventures in the 100 Acre Wood

COMING SOON

to be able to read. The game involves exploring the 100 Acre Wood, tending a carrot patch and playing board games. All of Pooh's friends appear in richly illustrated cinema scenes. The first *Winnie the Pooh* game for Game Boy will be released this spring.

The monster ranch

Tecmo takes a stab at the *Pokémon* market with an English translation of its *Monster Rancher* game—*Monster Rancher Battle Card GII*. In this game, Card Breeders battle each other using teams of monsters and cards. The RPG is similar in many respects to *Pokémon*, but there are notable differences, including Tecmo's use of Game Boy Color graphics. Players can trade cards.



Items and monsters to build the ultimate team using the Game Link Cable. Will *Monster Rancher* rival *Pokémon*? Doubtful. The monsters just aren't cute enough.

I'd like that to go

If you like your gaming wrapped up and ready to go, you're definitely a Game Boy person. Here's the latest on upcoming Game Boy Color titles: *GT Interactive* has been shrunk down to Game Boy Color dimensions, but it still manages to provide some high-speed excitement. You can pass go for a joyride if you want to or launch into the Undercover missions, which are the heart of the game.

In other news, Rockstar Games is bringing the Muppets to Game Boy Color in a fun, platform action game that borrows heavily from the old *Muppets Show*. *Triple Play Zoo* is the latest installment of EA Sports' baseball franchise. *Cave Entertainment* is working on *Men in Black 2*. *Namco* has *Tic Tocder* in development, and *Croc* is on its way from THQ.

Pokémon Trading Card Game



Nintendo

Kirby 64



Nintendo

Rainbow 6



Rainbow 6

Excitebike 64



Nintendo

Blades of Steel 2000



Electronic Arts

ECW: Hardcore Revolution



Acclaim

PAK WATCH

RELEASE FORECAST

WINTER 1999

- MEET MOUNTAIN 2000
- CARNAGE DOOM II
- SHREK
- TONY HAWK'S PRO SKATER
- ALL-STAR TENNIS 2000
- CASTLEVANIA II
- CROC
- DRIFT ROCK: POWERPLAT
- DRIVE
- FMV 2000
- HANCOCK'S STRIKE CHALLENGE
- HOOD MARS 2
- MUPPETS
- NBA LIVE 2000
- NHL BLITZ 2000
- NHL HOCKEY 2000
- WWE 2000
- WRC
- PRO-CART
- HERO ADVENTURES
- SHREK 2
- STREET FIGHTER ALPHA
- SOCCER 2000
- EXTREME RACERS
- WORLD CHAMPIONSHIP SNOWBOARDING
- WINTER TIME POOL

SPRING 2000

- ALL-STAR BASEBALL 2000
- BATTLEZONE 64
- BLADES OF STEEL 2000
- CRITTERS II
- INTERNATIONAL TRACK & FIELD
- JETSONS MCGREEN
- SUPERHEROES 2000
- OCIO BATTLE 64
- PERFECT DIVE
- METAL GEAR SOLID
- INFERNO RACERS
- SHOOTER CARD 64
- POKEMON TRADING CARD GAME
- EXTRAVAGANZA
- TEST DRIVE CYCLES
- YOUTH RACER
- YOUTH TRAILER
- WINGED LAND 3

SUMMER

- ADVENTURE KIDS
- THE FIRST MIKE
- BARBERSHOP
- CHUBBY'S BAD FOR DAY
- CRISPY COOTIE
- DOCA DOGGER: IN THE 20th & 21st CENTURY
- ETERNAL DARKNESS
- F-1 RACING CHAMPIONSHIP
- FLAMINGO 2001
- FLUZZLES
- FLYBY 64
- HAGGETT'S SPYWARE 2000
- IMAF RACERS
- IMAGINARION: CREATURES 2
- TALENK: ADVENTURES
- SHIRKIN'
- PRINCE OF PERSIA
- WHA
- WUSH 2000
- SPIDER-MAN
- STARSCRAFT
- STUNT RACER 2000
- SUPER MARIO RPG 2
- SYDNEY 2000
- TURBO 2
- X-MEN
- YU-GI-OH!
- ALICE IN WICKEDLAND
- CRYSTALIS
- CRUISE: THE FREEDOM DOME
- DAILYBLAST: ADVENTURE
- HEROES OF ALBERT & MAGIC
- LOOTERS TAKES COLLECTOR: ASHLEY
- ROBIE IN BLACK 2
- RADIO JACKIE'S 33
- POKEMON GOLD & SILVER
- SAN FRANCISCO 2000
- TRIC RACER
- WINGED LAND
- ZELDA: TRIFORCE SWORDS (3 TITLES)

NINTENDO 64 GAME BOY COLOR

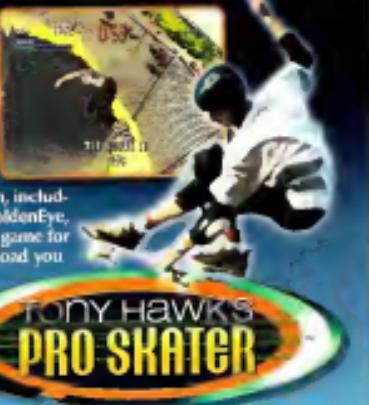
Coming Next Issue...

Volume 130, April 2000

PERFECT
PLAY



There's an April shower of highly anticipated N64 Games this month, including Rare's long-awaited follow-up to *GoldenEye*, *Perfect Dark*, and the first skateboarding game for the N64, *Tony Hawk's Pro Skater*. We'll load you with enough tips to make you the secret agent or pro skater of your dreams, without all those nasty bullet holes and broken bones.



TONY HAWKS PRO SKATER

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MEWTWO JUST FOR YOU!



Mewtwo is one of the most powerful Pokémons, and now it's also a special new *Pokémon Trading Card Game* card that we're bringing directly to subscribers next month! It's an all-new Mewtwo debut!

DAIKATANA



Travel from the near future to the distant past on our tour of Dickensia. Its exotic elements—part RPG, part time-travel fantasy, but mostly sheer—will lead you to its dark and twisted heart. In April, we'll keep you from getting lost.

• 112 •

color

color

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GAME BOY COLOR



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Williams (95, 100); Disney's *Rescuers*, *Rescuers Stadium* Previews; World League Boxes, PGL, *Europa Star* Fights; Disney 2, *Ridge Racer* Cycles; *Stunt*, *Ridge Racer* (SRL); *Stone Commando* (SRL); *NST Game Master*, *Tony Hawk's Pro Skater* Previews; *Crysis* Previews.

Wolman (2003) found that 12.1% of Whole Milk cheese production, Whole Cheddar cheese 6.1% - Cheddar, Brie, Camembert, Gouda, Emmentaler, Gruyère, Swiss, Mozzarella (2003), Munster, Brie, Brie-style, Gruyère, Gruyère-style, Camembert, Brie-style, Gouda, Gouda-style, Emmentaler, Emmentaler-style, Swiss, Swiss-style, and Gruyère-style cheeses were made with rennet.

Williams (1 Dec. 1993) *WWF Worldmania*, 3:30, Top-Story 8, *Card Sharks*, *Legacy of Violence*, *Dunkley Gang*, 8-11, *It's a NBA 101*, *Tip-Off 2000*, *Ready 2 Bumble*, *Top-Gear Bally 1*, *Teenage 80s*, *Discovery Y2K Countdown*, *Motor's Racing Adventures*, *Star Wars*, *Ultimate 1000*, *Space: 1999*, *Goldika: Game Zone* 10-12-13.

Volume 206 (2015): 550-552 Dorothy Kong 114, *Enders' Zellen im Winkel*,
Harvest Moon 14, Jet Force Gemini, VBA Computer 2, *Prinzengang* 10,
Ripley: Banditen sind 1, *Massenpsychopathen* 10, *Die Bande des Cosa* 10,
Die Bande des Cosa 10, *Samurai Kido* 220.

Nakano tag (OBI, 1988) Jet Boats Demolish, Army Men, Stargate Invasion, Banzai 64, Steel Beach 64, Windback, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCF! Mayhem, Knockout Kings, Super Driftman Special (Katsushi Nakano (ED)), Drift King 64, Influent Demolition.

Volume 12/3/97 '98 J. Int. Forst. Gesell. Preissel/Grundlegende
Hybrid-Holzfuß-Fert. NNL-NL 3000-6000-GC1-Durch-Großes
Re-Vak. Standz. Met. Masch. NL 3000-Vr. NL 1000
Club-Spezial-Person. Bausatz-Fert. Tisch-1000-1200
The Demon Stage-(198). Lamey Tisch 1000-Durch Vr. E. D. 1200
Peter's Choice-Bauteile.

Volume 123 (Aug '99). Hybrid Horses, WWF Announces World Deer Championship—Part 1: Army Horse—Sangre Horses Special: Mares—Gall, Command & Control: Star 3: Deep Creek—Gallo: Person: Base Number 64: Duke: Lukens: Army Horse: L2000: Searc, Monolith: Trunk, McFarren: Searc: L201

Volume 100 (July 2005) World Darts Championship, Quirk II, Benito Höglund II, Barry Hearn—Part 2, Christopher & Coopers, Hywel Davies (poems), Inside the Future of Nostalgia, The Silver Thread, Roger's Messenger Wars (Mass Gulf) Present, Shadow Men Present, Ken Goffey Jr (Kingfisher 010), Pakeman's Pastell (020), Duke Values (121).

Volume 123 (June '93) 100th Issue. \$10.00. Non-Golfers Just \$5.00. A Long Life. W.W.F. Awards Presented. See More: Sports & Leisure. Bazaar. Review. L.V. Bally Editions, Inc. Behind the Scenes in Left Field. Production and Visual Design. Championship Extravaganza. General Press. Condensed Poetry. Tales. B-Type Disk. All-Star Baseball 2.0. (330) 344-1111. Join the Fun! Fun! Fun!

Williams (as [May-04] & Guidance Ed, Star Wire, Episode 7) *Reverend* 1978 Minnesota Poem Award WINNER; *Superman*, *All Star* *Baseball* a.k.a. *Ohio's Slugfest*; *Stargazing*; *45: Trials of the Iron Queen*; *All Star Stories* '99; *Baseball-More* '92; *Ken Cosley* (as *Superhero Person*); *Amazeballs USA*; *Relaxation*; *Soap Puppets*; *Center*; *Parade*; *Tele*; *Reverend*; *Quint*; *Star Color Guards*; *Superman*; *Iron, Defense*.

Wolfsberg (Age, 1997) Nordic Adventure Racing, Super Stretch Iron-Triple Play event. CIDE, Global/Gaming Special Geometric Geotag Adventure (MEGA) Systems of the 90s. Last Runner-Go, Benroth: Space Comm-From-NBA To the Zinc (1997) A Bug's Life Disney/Marvel Annuals: Iron, Re-Volt, Perseus, Full Express, First Edition of Rick-Comics.

Volume 101 (Mar. 1993) from Soule, Virginia R. *Cardiovascular Review: Test 3, Duke Probes, True Heart, Chemotherapy Test 3, California Special, NEB, Studies of Test 3, Rampage 2, University Test, RIA One-Step One-Hour Assays, Significance, Comparison and Distinctiveness, Endocrinology, Hospital Death, Endograft, Biliary Disease.*

Volume 100 (1993) Maria Piazzai MCW Show: The Legend of Zeld
Opposited Time Review: East 1, Palomino Link Cable Review: Penny
Review, Luminous Review: Part 2, Shadowed Kali o' Berrie
Adventure Racing Preview: Hostile, Highway 8 Preview, Search & Rescue
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