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PERFECT DARK: MULTIPLAYER



The Covert Operations Mode in Perfect Dark's groundbreaking shooter is really a separate game in itself, filled with nearly limitless possibilities for multiple players. Part two of our coverage will enter your ranks with a strategy.

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E3 PREVIEW AND PREDICTIONS

E3 2000

NINTENDO POWER'S THREE-PART COVERAGE

When Nintendo and other publishers invite us for the world to do Electronic Entertainment Expo! Our exclusive sneak peek will give you an glimpse of the exciting array of products to be featured during the big top of North America's video game show.

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BOMBERMAN 64: THE SECOND ATTACK



You'll want to thank the good, oldy yall for back to back in black. Bomberman's high and low time to look to save the world from the evil, evil, evil. We'll help you fight the boss.

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1999 POWER AWARD WINNERS



The little old Diddy's return to the Nintendo Power Awards, along with winners for the console, PC, and handheld which you can find in our special awards section. You'll find out who's winning through being accepted into the winners.

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player's pulse

You may recall a **Write Away, Right Away** question a few months ago asking you to pick your favorite Nintendo personality for a pop quiz. Well, the response was a landslide of mail (both of the e- and snail-varieties), so much so that it's taken us this long to sort it all out. Now, we couldn't get ALL the questions answered, but we managed a few...

Posers for the Plumber

I have a question for my good ol' buddy Mario. If you're a plumber, what in the world are you doing wearing white gloves?

*Jennifer Moore
Arlington, NE*

Mario, if you're a plumber, where are your tools? I

mean, sure, you can shoot fireballs, but how well can you fix a leaky pipe?

*Krista Benoit
Rochester, NY*
You make a good point, my friends. I have no time for plumbing for some time, since saving the Princess is a very time-consuming, intricate job not so bad, money-wise, either. The whole plumber thing. It's a necessity for the tax purposes.

I would like to meet Mario and ask him if his brother is as annoying as mine.

*Shawn Leif
Via the Internet*

No, no, Luigi is a great brother, a wonderful brother. A little jealous, sometimes, but what you gonna do, huh?

I'd ask Mario how he feels after wandering around in castles for years, saving the pitiful princess. I would be pretty ticked off by now!

*Carl Heslin
Chicopees, MA*

Hey Mario, what's your relationship with Princess

Peach? I've been wondering about that for years.

*Monica Walker
Mentorville, CA*

For the first question, no, I'm a-thinking I will never tire of rescuing Peach—the girl who get in the trouble, sometimes they are the most troublelike, you understand? And I'm also a-thinking I won't be answering that second question.

I would ask Mario why he never gets any gray hairs in his mustache. I mean, he is getting pretty old, yet now he can do back flips and somersaults!

*Dillon Heath
Crown Point, TX*

Mario's secret is a proper stretching, my friend, and the mushroom is something for the healthy bones and nice a hair.

So Jumpman, why'd you let Mario take over your body, replace your girlfriend Toadette with Peach and change the color of your overalls?

*Ed Price
Anselmie, CA*

This one, is it very knowledgeable about Mario's past, no? The Jumpman, he is like a cousin...or no, more like a step-brother...well, actually...I'm a feeling a little bit tired. No more questions for now. Bye-bye!

Letter for Luigi

If I were to pick a character, I'd go with Luigi. I'd ask him



Lee Miller • Anselmie, Kentucky

how he feels about always being in Mario's shadow and whether he's ever going to do anything about it.

*Josh Spry
San Diego, CA*

I think you fix-a-you concern, but I'm a quite happy Mario, he does all of the work, while meanwhile I've-a been working all of the enhancement desk. Without a my industry connection, my brother, he is just another plumber. Besides, I can still a take him to the school in Super Smash Bros.

Um, Nowtaw?

What's that thing on the back of your neck? Does it help your psychic powers? Does it speed nutrients throughout your body? What?

*Gleese Proser
Via the Internet*

Don't make me hurt you.

Ask Ash

I would pick Ash Ketchum from Pokemon and ask him why he always turns his hat around when going into battle.

*Brett Wender
New Zealand, MA*

Have't you ever heard of a rally cap? If the odds are against you, twist your cap



Stephen Lee • Portland, Oregon



Reiko Kido • St. Louis, New Jersey

power charts

Happy May days, everybody! We figured now was as good a time as any to make a small change to the Power Charts.

Through reader feedback, we determined that it was silly to include released games on the "Most Wanted" charts, so from now on, they'll all be future releases. Enjoy!

NINTENDO 64 TOP 20



We knew it would happen eventually—the great sea has climbed his way onto the elite charts of the Power Charts. If you think he's going to stop at three, you're bonkers.

RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	17
2	GOLDENYE 007	NINTENDO	3	41
3	DONKEY KONG 64	NINTENDO	5	2
4	SUPER SMASH BROS.	NINTENDO	4	77
5	JET FORCE GEMINI	RARE	6	5
6	POKEMON SNAP	NINTENDO	2	9
7	WRESTLERMANIA 3000	TMO	8	2
8	MARIO PARTY	NINTENDO	7	14
9	MARVEST MOON 64	NATSUME	12	2
10	SUPER MARIO 64	NINTENDO	11	64
11	NEL BLITZ 2000	MONYAK	9	5
12	MARIO GOLF	NINTENDO	20	6
13	STAR WARS: ROGUE SQUADRON	LUCASARTS	14	15
14	RESIDENT EVIL 2	CAPCOM	19	2
15	MARIO KART 64	NINTENDO	15	47
16	ARMY MEN: SARGE'S HEROES	200	23	5
17	RAINBOW SIX	BUD STORM	16	2
18	GAUNTLET LEGENDS	MONYAK	17	4
19	STAR WARS: EPISODE 1: THE FORCE AWAKENS	LUCASARTS	18	9
20	STARFOX 64	NINTENDO	—	32



GAME BOY TOP 10



It had to be done. With so much Pokémon suffering the charts, we just had to combine the Red, Blue and Yellow versions into a single category. It's only fair—otherwise we have a feeling it would be all Pokémon, all the time.

RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	POKEMON (R, B, Y)	NINTENDO	1	38
2	THE LEGEND OF ZELDA: OCEAN OF SPIRITS	NINTENDO	4	85
3	POKEMON FIREBALL	NINTENDO	3	8
4	JAMES BOND 007	NINTENDO	5	25
5	SUPER MARIO BROS. GX	NINTENDO	6	4
6	MARIO GOLF	NINTENDO	—	1
7	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	8	89
8	DONKEY KONG LAMB 2	NINTENDO	—	29
9	MARVEST MOON	NATSUME	10	12
10	TETRIS/GX	NINTENDO	—	86



- 1. GOLDFISH**
- 2. PERFECT DARK (NG-1)**
- 3. SUPER MARIO ADVENTURE (NG-1)**
- 4. KIRBY 64 (NG-1)**
- 5. EARTHBOUND 64 (NG-1)**
- 6. DUFFY DUCK (GAME BOY)**
- 7. X-MEN (NG-1)**
- 8. DREAM BATTLE: PERSON OF DREAMS CALIBUR (NG-1)**
- 9. SPIDER-MAN (NG-1)**
- 10. HARRIER 2001 (NG-1)**

MOST WANTED

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- ★ *New and Improved Bombs - such as Fire, Hurricane and Gravity!*
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... with the return of the four-player Battle Mode, this looks like a title that can't go wrong."

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EXCITEBIKE 64



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THE NEXT GENERATION

Do you remember Excitebike for the Nintendo Entertainment System? Chances are, some readers out there are too young to remember the sweet whine of miniature engines as they buzz through the little 8-bit tracks that NES owners grew so fond of. Oh, how times have changed. The new generation of Excitebike fans is about to get a taste of what is easily the finest motorcycle game to grace the N64 thus far, and they'll even have the full experience of the original Excitebike as well! With amazing control and multiplayer to die for, you'll realize these are the new good old days.

EARN YOUR KEEP

We might as well get the bad news out of the way first. See, you're not just going to be able to play whatever you want when you take Excitebike 64 out of the box—and believe us, there's some stuff you'll want to play. Unfortunately, you're going to have to earn the right to play the tougher tracks and unlock the special features of this exceptional pak. How? By racing, of course!



8000

NOVICE SEASON

While the Novice Season isn't that great, it's not a shoo-in either. We recommend racing through the Tutorial first to get some basic skills. Once that's done, you'll open up a world of fun. Soccer, for example.

Place 1st Overall

BRONZE
ROUND

Place 1st Overall

SILVER
ROUND

SPECIAL TRACKS

Delicious! These exclusive features can be so easy as finishing the Tutorial or as tough as beating the Challenge Team on the hardest difficulty in the game. They'll reward you, because they will! Jump to an already done item.

FINISH TUTORIAL:
NES EXCITEBIKE

SOCCER

HILL CLIMB

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12500

AMATEUR SEASON

Like in all the Seasons, in Amateur you might finish first overall in each round to progress to the next. Once you've beaten the Gold Round in Amateur, you'll be able to play the one season you try out the 99 Club.

Place 1st Overall

BRONZE
ROUND

Place 1st Overall

SILVER
ROUND

Place 1st Overall

GOLD
ROUND

25000

PRO SEASON

It should be obvious that the Pro Season is only for... well, pros. Using the "Invited" slots in the game, you'll have to progress all the way past the Challenge Team if you want to play Events 3-5.

Place 1st Overall

BRONZE
ROUND

Place 1st Overall

SILVER
ROUND

Place 1st Overall

GOLD
ROUND

Place 1st Overall

PLATINUM
ROUND

Place 1st Overall

CHALLENGE
ROUND

Place 1st Overall

CUSTOM
ROUND

BRONZE ROUND

It stands to reason that the Bronze Round presents the first challenging courses on the circuit, but if you're a relatively new player you'll find out in a hurry that even these courses have some teeth.

● Kyoto, Japan - 3 LAPS

Your introduction to the world of motocross will come in Kyoto, where the Japanese event coordinators have put together a short, fair, simple track. Get used to the tight maneuvering that'll become essential on all the indoor courses.



Learn to master big jumps first—you're going to be pulling a lot of huge air in the coming trials. Build up your turbo as you approach, then tap turbo and press Down as the Control Stick as you hit the lip for an extra burst. Land on the downhill side to keep your speed up.



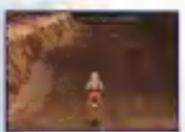
As you learned in the Tutorial, the R Button helps you slide through corners. Hold down R and B to perform a brake slide—perfect for tight corners in R and A for a power slide that'll keep your speed up.



Always try to take the middle of corners to save time. If you've got the skills, you can clip a tighter rider's front tire with your rear tire as you slide through the corner, knocking him from his ride and instantly resetting your temperature gauge.

● Mountain Quarry - 2 LAPS

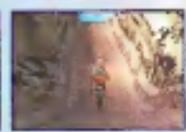
The first outdoor course of your young motor, ding-dong comes in the form of a rocky track cut into the foothills of a mountain. As you'll find on most outdoor tracks, your success largely depends on timing sequences of big jumps.



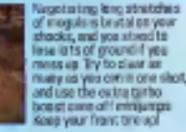
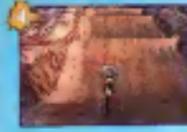
Any time you lead on the front side of a jump, you'll lose speed. When you're trying to hit the second and/or third jumps, try to get enough speed to clear as many as you can. No matter how far you fly, be sure to land on the backside of one of the jumps to retain speed.



On the next set of jumps, slow down as you approach the last one—if you bomb off the lip, you'll fly past the shortest. Come slowly over the top of the hill, then bear left into the tunnel leading into the racetrack to save time.



There's a pair of double-jump jumps along one of the straightaways, and they're murder if you hit them wrong. Try to clear the first one in one jump, then land on the backside to keep your speed up and clear the second one as well.



Water will slow you down considerably, so build up as much speed as you can before hitting right. Right before you enter the water, tap Z and pull back on the Control Stick to ride a while through and keep your speed.

● Houston, TX - 3 LAPS

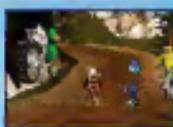
The indoor track in Houston is nice and wide, with long straightaways and the first 45-degree switchback you'll see. Other than two tough turns, the course won't present much of a problem. Of course, your competition is a difficult story.



The pair of switchbacks looks intimidating on the map, but they're actually surprisingly gentle turns. You'll still have to slow down a bit to take them—power slide at the corner and use the Control Stick to rotate your gas line your turbo to punch off the outer berm.

● Lefty's Mill - 2 LAPS

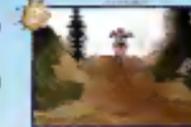
The pleasant, rustic setting of an old sawmill is the backdrop for your next outdoor race. From pavement to thick forest loam and even some wooden platforms, you'll experience just about every course texture there is on this track.



You'll learn a lot about jumping at Lefty's Mill. Although you can use turbo off those jumps, you don't want to—(hence back and try to land on the downhill) in order to keep your speed up and to give the Air Shift control.



An unstable floating bridge of logs gives you passage across the river, but if you get bogged down you'll be done for. Build up speed around a u-turn to clear it easily.



Once you've turned the corner after the log bridge, hit the throttle so you can get leg up off the next jump if you land on the backside; you'll have enough speed to clear the tabletop right after it. Stay left as you go off the second jump.



The reason for staying left is to take a sweet short cut. Head for the grassy patch to the left of the track as you're in the tabletop, then follow it up to the left. Launch off the dirt ramp to clear the second one, then hit your turbo because you go into the wooden ramp. You should have enough speed to reach a wooden platform on the mill race! Launch off the jump at the end of the platform to regain the race where the pavement begins.

● Orlando, FL - 3 LAPS

The final track of the Bronze Round is the most difficult indoor track yet. The horse-shoe section of the track is really more difficult by unexpected elevation changes, so you may need to memorize the pattern of turns before you master it.



As you climb the hill inside the horseshoe, you won't be able to see that the course suddenly banks to the right. Anticipate it and go into a power slide as you crest the rise. When you come out of the corner, be careful not to drift too far left or you'll fall out of the course.

SILVER ROUND

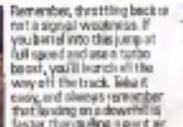
So, the Bronze Round was a snap, right? Maybe so, but these were the easier courses you'll see in the game. The Silver Round tracks are more challenging and will require you to become a master of course management.

● Nashville, TN - 3 LAPS

Nashville's tracks are all right angles, but that doesn't mean it's simple. The jumps in this course have been set up specific. If you can't ride on a video just use momentum turbo off every jump. If you want to race, you'll have to ride smart.



You've probably already mentioned the technique in the Tutorial, but here's your chance to see how useful it is. When you go off the first big jump, use the R button and the Control Stick to turn your bike in the air. When you come back to the earth, you'll be lined up for the corner.



Remember, drifting back to isn't a signal weakness. If you barrel into the jump at full speed and use a turbo boost, you'll launch off the way off the track. Use it sparingly and always remember that landing on a downhill is faster than getting a gear up.



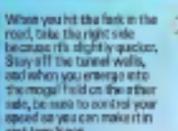
Nashville's track is pretty wide, and as a result you may not have to use the R button to slide on all the corners. Pull right a back end to the side on your Control Stick and slide on the throttle—you should be able to avoid the wall.

● Canyon Chasm - 2 LAPS

This outdoor course not only presents the most winding track yet, it also presents an entirely different terrain. The dry, sand, track surface makes for squirrely turning at best, and if you go off course you'll get mired in drifts.



After you make it through the first set of jumps, follow the track to the left and prepare for another jump sequence. Like the first one, fairly slow—it's about as fast as that you tend on the downhill side so you can keep your speed and clear the next two in a single bound.



The tunnel section is quite difficult, mainly because it's narrow and the supporting beams on the sides take you out in a hurry if you slide into them. Throttle back and remember that the sand makes turning difficult.



The partly rocky hills after the tunnel look simple, but they'll slow you down if you miss a step. Control your speed and take them two at a time, being sure to land on the downhill side of the second one.



It's imperative that your bike's suspension is low when you reach this downhill. You need to keep your top bar jumping if you hope to clear the canyon, so gun it as hard as you can to get airborne. Air turn to the left to prepare for the landing.

● Long Island, NY - 3 LAPS

Long Island's track is a meandering mess of tight corners and miniature jumps. Unlike other indoor courses, where you've had space to open it up and pull big airs, you'll have to stay in control at all times to avoid eating big bushes.



There are tons of tiny meigs that will close up your speed, so try to stay as steady as you can by staying by using turbo boost to. You'll also meet a couple of fierce S-curves that'll punish you if you try to slide through them. Try braking through the corners of them instead.

● Congo Course - 2 LAPS

The long Congo Course is as wild and untamed as the beautiful jungle basin that surrounds it. Huge, unpredictable hills, teen precision jumping into a nightmare, and a small river meanders on the track in some extremely inconvenient places.



Right off the bat, you'll become instantly acquainted with the Congo's unique brand of jump. Use your turbo to get as much speed as possible, then hit Z to get a last boost as you launch. You should have enough speed to clear the ugly jump and land on the backside.



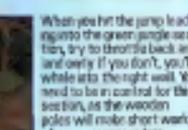
After you speed past some obstacles, be wary of the next set of jumps. If you hit the last one with too much speed, you stand the chance of overshooting the track and flying into the river that borders the right side of this course section.



You can take an early slant on the left side of the next bend, and when you reach the top you'll be lined up perfectly for a descent. Head into the tunnel—you may have to slow down a touch to negotiate the curves, but it's still the quickest route.



When you hit the jump leading into the green jungle section, try to throttle back and land only if you don't, you'll wheel into the right wall. You need to be in control for this section, as the wooden poles will make short work of any casing ingests.



You can bias either left or right for the last corner, but love the inside line, and whatever you choose, be sure to be in control. If you hit the meanderage of rock, your bike will fly into the air and smash into the far wall.

Las Vegas, NV – 3 LAPS

Try not to think about whether anyone's betting on you to win. The Las Vegas track is brutal, complete with tight switchbacks and plenty of unfortunately placed jumps. That's all right, though—because you should be wanting to crash indoors.



You'd better be proficient at both the slide and power slides, because you'll need both. On 80-degree switchbacks, try holding it until you're in the middle of the turn. As soon as you clear the corner, straighten the bike and use your turbo to speed out.



Many of the jumps on this track are located right after corners. Make sure that you come out of the corner all lined up, then go in and hit the jump straight on. If you get airborne and start you're going off-course, try adjusting in the air.



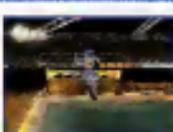
There's no per of going the wrong way, because over various sections of the track, and they aren't just that for decoration. The sides of the rock fall on the track, and they create dangerous bottlenecks.

GOLD ROUND

To access the Gold Round you'll have to finish first in the Amateur Season's Silver Round. If you've done that, you must be getting pretty decent at handling a bike. Then again, the Gold Round is about to humble you all over again.

Phoenix, AZ – 3 LAPS

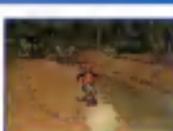
The Arizona course is designed like a chess-fing and hand, which translates into five 180-degree switchbacks and a couple of hard right angles. You'll have to use your turbo in widely spaced bursts to clear the myriad of small jumps.



Among the rocky jumps on this track, you'll have to control your speed and air time to clear multiple jumps, and always avoid a downhill slope if you notice your speed. If you score up the first time through, you'll see the problem spot and adjust.

Rainforest Run – 2 LAPS

This tropical course could be hard enough in decent weather conditions, but (surprise, surprise!) it's raining in the rainforest. Visibility is extremely poor, and the muddy track will make you slip and slide a bit more than usual.



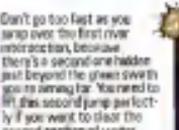
Downed logs bracket the track right off the starting line, so try to shoot around the log and get between them. As you go around the S-burn and onto the bridge, watch out for the pools of water that'll slow you down if you take a wheeler on the bridge, you'll go faster.



A little further on you'll bust up or end up in the middle of an S-curve with multiple jumps. Try to adjust and stay left—you may be able to beatline through the rest of the curve and gain enough speed to nail the next jump perfectly.



When you're seeing along a downhill section, push forward to land sooner. The more time you spend with your bike's tires in contact with the earth, the more control and speed you'll be able to gain.



Don't go too fast as you jump over the first river obstruction, because there's a second one hidden just beyond the green swirl. You need to hit the second jump perfectly if you want to clear the second sectional water.



When you're bombing through this section of enclosed land bridge, you may have to fight for your life with other riders. If you make it through clear, use turbo and hit the ramp on the left side to get radical over the big rock formation.

● Madrid, Spain – 3 LAPS

Spain's track is unlike any other indoor course in the game. Not only does it intersect with itself a number of times, but it also has a split section that presents different jump sequences depending on which side of the track you choose.



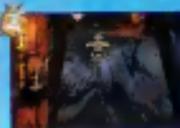
Take the right side of the track during the variable jump section, nearly because it's a little bit easier to handle. There are also several areas of the track split by a guardrail—it's a good idea to stick to the inside section to shave precious seconds off your time.

● The Gravel Pit – 2 LAPS

Don't let the name fool you. This panoramic course is anything but a pit, and while gravel is no doubt produced in this rocky, mountainous region, the dirt consistency gives the same dependable traction you experienced in the Mountain Quarry.



There are a series of jumps right at the start, but you'll also a water rail if you swerved then. Jump off to the left and take the long, narrow straightaway. Once you're over on the other side, take it easy through the winding canyon or you'll lose control.



Make sure you're in control of your bike as you enter the mountain tunnel. You need a lot of speed to clear it and skip around it, so use your tail to right at the mouth of the tunnel to accelerate into the jump.



On your first pass through, there will be a barrier blocking a ramp on the mountain tunnel. When you pass by here a second time, it will be gone. Take the left path to bypass the barrier, then build up as much speed as you can to rocket up to a starburst.



Without a doubt, this part of the track is the most treacherous in the game. Try not to stray to the rocky outcrops, though if you have enough speed, you can clear the entire left section and land on the backside of the very last bump.



Stay in control as you negotiate the long field of rocks as you immediately take the right-hand path. Use your tail to steer as you clear the turn, then tap Z to get a turbo boost as you hit the jump and take a shortcut over the trees.

● Detroit, MI – 3 LAPS

From...the best course of the Gold Round. It stands to reason that this would be the best indoor track, and it is. The track is almost entirely composed of tight switchbacks and difficult jumps, so you'll need to tap in so all of your skills to place.



The toughest thing is to get ahead of the pack early, because if you fall behind, it'll be hard to pass people on the switchbacks. You should also take care to clear the big jump where you cross over another piece of track. If you fall off, you'll fall very hard!

PROFESSIONALS ONLY ^{NR}

Once you tear up all three medal rounds on the pro circuit, your true tests will come. First you must beat the Platinum Round, with five all-new, all-hand courses. Then comes the Challenge Round with indoor tracks and tougher riders. And finally, a Custom Round where you pick whichever five courses you like. For some strategy on these challenges, check out our coverage on www.nintendopower.com.



SPECIAL TRACKS **NR**

Racing is only one part of this exceptional game, and to see everything it has to offer, you'll have to do some serious work. The better you do in Season play, the more features you'll unlock.

Desert Track

The innovative Desert Track is available from the get-go. This is one of the coolest concepts ever—an infinite, randomly generated desert full of dunes in the setting for an open-air race for glory. Your goal is to put out ten laps, so get going!



An onscreen arrow will point you toward the path if you're currently going fast, but you can also just look for smoke on the horizon. When you approach the fire, slow down to make sure you can drive exactly over it. This takes some finesse, so take it easy.

Stunt Course

The Stunt Course is also available from the beginning, and it'll give you a chance to explore a facet of Excitebike 64 that we haven't even mentioned. There are tons of stunts in this game, all of which are accomplished by pressing a combination of bottom C, R and various motions of the Control Stick. For a full list of tricks, check out www.nintendo.com.



You'll get points only if you land your trick, so make sure that you finish the maneuver in time to push down—if you're still leaving the front fender you'll have lost a lot of juice. Keep your eyes on the screen. Once you get good, try combining multiple tricks.

Original Excitebike

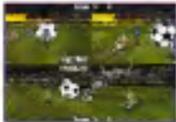
The easiest thing to unlock in the game is the original NES Excitebike game, reproduced exactly down to the last oil patch. All you have to do is finish every lesson in the Tutorial (which you should do anyway). Then you can transport back in time.



Everything is exactly as you remember it, although you may have to practice a bit before you regain your former dominance. There is one excellent upgrade when you change a track, you can save it to the game itself or to a Controller Pak.

Soccer

Once you work your way through the Bronze and Silver Rounds of the Novice Season, you'll unlock a tasty multiplayer feature. Try to picture an enormous playing field, huge goals and one mammoth soccer ball—you'll get the idea. Just run the ball and roll!



You can play with two to four players, and while one-on-one is fun, it doesn't compare to two-on-two. When you have a teammate, one can stand the goal while the other plays offense, or you can put together a mad charge to storm the opponent's defenses. By the way, there are no nets.

Hill Climb

The Hill Climb is tough to beat, but it's an even harder challenge just to access it. To earn the right to climb, you have to finish first overall in the Gold Round of the Amateur Season, which means you also have to work through the other Amateur Rounds.



The hill may not look very tough at first, but it's actually an incredibly difficult balancing act. Try to get a view of the horizon—avoid the dips, barrel-roll over jumps, and try to stay pointed uphill. Don't pull back on the Control Stick too much or you'll overbalance.

Excite 3-D

Imagine the original NES Excitebike game, magically transformed into a three-dimensional landscape. This level is extremely cool, but you won't see it until you gain enough skills to win your way through the Challenge Round of the Pro Season.



The same rules that applied to NES Excitebike apply here. Hit the chevrons on the track to lower your temperature gauge and flip, and avoid clearing oil patches. Tap Z and pull back on the Control Stick to do wheelies over the bumps as you'll get some dirt.

CUSTOM TRACKS **NR**

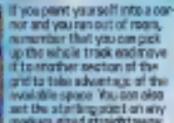
It wouldn't be Excitebike without a track editor, and you won't be disappointed. Although you'll be able to make only indoor tracks, you'll get a ludicrous amount of control over the race environment.

Get Creative

There are tons of different track pieces to play with, so many that we can't begin to list them here. If you want to check out some visuals of available jumps and corners, visit the Excitebike section at www.nintendo-power.com.



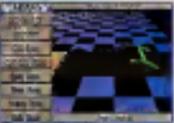
As you select from various straightaways, jumps and corners, colorfully colored and set to get a view of your creation as it comes to life. You can also rotate the view to any angle to visualize how the track is panning out.



You can even switch the kind of material you'll be racing on. There are three types: light-colored sand, which will cause a lot of sliding; the gray-green, gray, hard-packed; and the traditional blue-motorcross dirt.

Make-Your-Own Jumps

As if that weren't enough, the game also gives you the chance to physically mold your own piece of track to add into the mix. By manipulating the various panels making up the piece, you can create a jump that'll throw Excitebike racers off their bikes.



Although you can't save custom-made pieces, you can use more than one when you're making a track. Simply make the piece, exit out of the section, then press the Control/Strik to the right to design another. You can make up to eight custom pieces.

Fine Tuning

Once the grunt work is done, you're going to want to take care of all the little details. Since you'll probably be racing this track with your friends, you'll want to have every last detail of it perfect so you can dominate them on your home turf.



After you've taken care of all the little details, give it an appropriate name and save it to the Game Pak or to a Controller Pak. If you save it to a Controller Pak, that you can play it on a friend's game.



The first thing to do is obvious: Does the track actually control? You'll better hop on your bike and make a spin-around your creation. You'll quickly find all the traps when you completely pass a turn and into the first one of a bend.



Once you've finished product in hand, it'll be time to load the track up and boogie. You can race against CPU opponents, or you and three friends can go head-to-head. You get even add some CPU racers when you're playing with four human players.

excited?

You'll ride for many miles before you a block it all, and even then you'll keep playing because the game is so darn fun. Beating the later rounds is a bear, but once you do, you can roll go for track records. Keep checking www.nintendo-power.com for more on this motorcycle masterpiece!

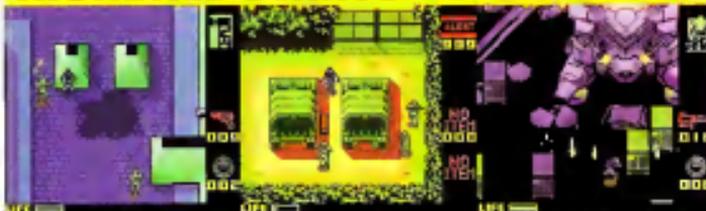




GAME BOY COLOR



**WHEN YOU'RE IN THE MIDDLE OF A FIRESTORM,
WITH THE FREE WORLD COUNTING ON YOU TO SINGLE-HANDERLY FOIL A TERRORIST NUCLEAR NIGHTMARE,
KICKBALL STARTS TO SEEM A LITTLE SILLY.**



GAME BOY COLOR



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HE'S YOUR
HERO!

HERCULES

THE LEGENDARY JOURNEYS™

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Hercules. Just Hercules—no last name required when you're the son

of Zeus. That's right, this hero is more than just a strong, brave and handsome warrior—he's a demigod, too! This famous fighter

has already been the star of a hit TV series, but that's nothing compared to his starring role in a new N64 game coming soon from Titus. We were going to write a fanzine about Hercules anyway, and Titus's announcement of the game gave us a good excuse.



HERC'S
NO, JERK!

THE HERCU-LIST

hercules!

DATE OF BIRTH:
A really long time ago

OCCUPATION:
Hero, Adventurer,
Role Model

HOBBIES:
Travel, Helping
People, Slaying
Monsters

LIKES:
Leather Clothing,
Anachronisms,
Syndication

DISLIKES:
People assuming he's
stuck-up because
he's a demigod;
Cleaning tables

BEST QUALITIES:
Strength, Bravery,
Honesty, Unique
Fashion Sense,
Self-Starter, Royal
Bloodline

THE MAN, THE MYTH —THE LEGENDARY JOURNEYS



Hercules would rather solve the world's problems with a little dialogue, but everyone else just wants to fight.



Wow! Hercules is super strong. He's picking up gigantic boulders as if they were made of polystyrene or paper maché!



Maybe Hercules got a swimming lesson from his uncle Poseidon when he was just a tot. Or did Corbinus teach him?



When Hercules turns opponents to stone, he can pick them up and throw 'em around.

Hercules is having a bad day. Don't worry—not a bad hair day. Things aren't that desperate. But Herk's big daddy, the king of the gods, was poisoned by some spiked Ambrosia that Hercules's wicked stepmother, Hera, handed him. This wouldn't be such a big deal, as the king and queen of the gods are known to squabble, but Hercules's half brother, Ares, has taken advantage of the situation and is trying to take the throne for himself.

AIN'T MYTH-BEHAVIN'

Herk's in a spot tight enough to rival his woven leather pants, because this Ares situation makes all the other gods head back to Olympus, and that puts every last mortal in the ancient world in jeopardy. Ever the hero, Hercules decides to protect all of humanity and put a stop to Ares's plot.

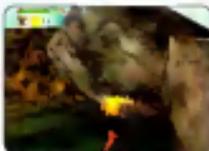


He's no leaver, but Hercules can reach pretty darned damn heights with a single bound.

HERK'S A PIECE OF WORK!



The delightfully dashing demigod has all the right moves to put him in the mythology books. He's strong enough to break boulders the size of houses, and he can pick up stranded enemies and throw them at other opponents. He's a great swordsman, and he can purchase magic potions that send bolts of lightning or waves of fire at enemies. They don't call 'em Herculean feats for nothing!

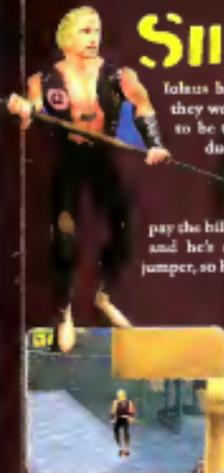


Hercules has a superpowerful punch that he can use to break down even a well of rock that block his way.

Hercules hangs out with the coolest characters, and soon, he'll be hanging out with you and your N4!

HERCULEAN
HEAT

SIDEKICKIN' IT



Iolaus has been Herk's best friend since they were just lil' heroes, and he's proud to be the sidekick of such a righteous dude. But hey, you don't get the sidekick job unless you're something special yourself, and Iolaus has the skills to pay the bills! He's smaller than the demigod, and he's also faster and a much better jumper, so he can reach places Hercules can't.



Iolaus's staff gives him great reach and is perfectly suited to fighting enemy bees at once.

Iolaus!

BLOND BOMBSHELL



BEST QUALITIES:

Agility, Bravery, Loyalty, Sense of Humor, Really Manageable Hair



Iolaus is nimble and also quite quick—he can reach places Herk can't cross Herk's toe tick!



He's not a demigod, but he can still be your kind Iolaus in no time when it's time to fight.

serena!

THIS BEAUTY'S HALF-BEAST!

Serena the Golden Hind has a very special place in Hercules's heart—but this is no time for romance! Serena's on the team because of her mastery with the bow. Her arrows can reach enemies from very far away, something that Hercules, with all his demigod prowess, can't claim. And you know what they say about four legs being better than two...



This beautiful deer-woman was transformed into a regular woman and eventually married Hercules on the TV show.



Serena's enemies can run, but they won't escape her blurring bow and amazing arrows.

BEST QUALITIES:

Excellent Marksmanship, Fantastic Hooper, Kind to Animals, Great with Kids and Fawns, Good Sportsmanship



This woman's a warrior like, and a deer. Well, half-Half-woman, half-deer, all warrior!



Serena runs like a deer but dances like a woman. She even hops her clothes off the rack.



These guys don't care that big of a threat to Hercules. They'll laugh before they attack, but if Athena gets the least laugh.



The boys in blue are a bit tougher. They attack quickly with sharp axes, forcing Hercules to run around a lot more.



Could this make women be less attractive? Ugh. You do not want to meet this lady packade.



Oh, no! Sometimes, even a damaged needs to run away from a fight, if only to rethink his fighting strategy.

BAD COMPANY!

Ares, the god of war and black leather, is responsible for the disturbance in the godly plane of existence. Hercules, Iolias and Serena have to collect artifacts as they save villages, all to put Ares back in his place. You'd think the war god would be too busy with all the messes he creates in the world to have time to overthrow Zeus and cause such a hassle for his little brother.

BAD BOYS, BAD BOYS

Ares is far from the only bad guy in Hercules' way. Hercules has to fight off bad boys and girls of both the mortal and mythological persuasions. Some of the mortal enemies like to swarm out of tents to attack our heroes, but enemies can be anywhere. You'd expect all kinds of creatures to be swimming around a river—but snakes? Women? Beasts?



Ares makes a fearsome foe—but the god of war. Would you challenge the god of wars to a match and expect to win?



The Cyclops is much bigger and stronger than Hercules, but it will take many swings with that big club to take him down.



If Hercules gets enough on it, the Cyclops will sit down and pout, and even his pout can cause damage to Herk if he's too cool!

HE'S GOT AN EYE ON YOU!

The first big enemy Hercules has to vanquish for a village is the big and ugly Cyclops. This guy takes his orders from Hera, and Hera doesn't like Hercules very much at all. Hercules can make short work of this giant by using advantage of his limited vision, but it's still a tough fight.

HERCULES
THE BAD,
BAD GUYS
ares!



Cyclops!



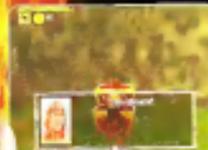
A GREEK TRAGEDY?



His enemies just get stronger and wilder as the game progresses. But you can handle it.



His is everyone you meet—the small favors you perform will benefit you in the long run.



Look behind every boulder and under every massive chest for clues that will help Heracles on his quest.



Yes, Heracles is a demigod. No, Heracles is not immortal. Watch Herk's blood—or it might run red.



Only if you don't play it. *Heracles: The Legendary Journeys* allows you to take control of one of the great legends—Heracles

by itself. It has the irreverent tone of the TV show, plus more psychological moans than you can shake a golden hind at. There's plenty of action—Heracles and crew can punch, kick, sidestep and block as they fend off the scary promises of myth. There's also plenty of RPG touches, with side-stories and miniquests to keep you interested.

SEE THE WORLD!

Heracles, Iphias and Serena explore 12 parts of the ancient world, from the bandit-infested forests of Thracia, where the legendary journey begins, to the seaside haven of Porticus, the snowy peaks of Alpius and all the way up to Mount Olympus itself!



HERK-A HERK-A BURNIN' LOVE

Heracles: The Legendary Journeys has it all—magic, mythology, monsters and muscles, not to mention miniquests, Minotaurs and Mount Olympus! Titus plans to bring the hero to a N64 near you this summer—don't myth it!

Go Berserk for Herk!

Pioneer

On a desert planet scorched by twin suns, bounty hunters scour the planet looking for Vash the Stampede, a gun-slinger so dangerous, a \$560,000,000,000 reward has been placed on his head! Vash, also known as the Human Typhoon, has been credited with the destruction of several towns, but miraculously, there is no record of him ever taking a life, and Vash rarely even draws his weapon. However, only two things ever happen to those who catch up to Vash - they either crawl away wounded (mostly from self-inflicted damage), or they slobber away in disbelief that such a dark could possibly be the man they are looking for!

DVD \$29.98

VHS-Dub \$24.98

VHS-Sub \$29.98

Rated

13
UP

The violence and comedy in the dusty Sci-Fi Western setting of *Trigun*, strongly appeals to American audiences, particularly to the teenage males that remain the core of the Anime consumer market. The lewisi themes and actions of the main character, being both action, relief, commiseration, a wholesome and yet intensely masculine program that appeals to lots of all ages. Pioneer Entertainment is touting this program 13 UP because of the extreme violence, the intensity of some situations, and the high level of violence that may scare younger viewers who may not realize that, for the most part, no one is getting hurt.

TRIGUN

For more information, check out:
www.pioneeranimation.com



WIRNACK

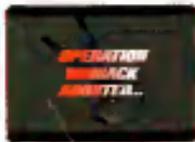
COVERT OPERATIONS

ONLY THE SWIFT SURVIVE

If you've been playing *Wirnack* for a while, you just might have the reflexes necessary to enter these two codes that open up the Max Power and Sudden Death Modes. Doing so is very tricky, and chances are you won't be able to get it all in before the demonstration mode starts up the first few times you try to enter them. Just practice until you don't have to read the code to enter it. Once you enter the code, the demo mode won't come up right away and you'll hear a gunshot sound effect to confirm that the code was accepted. The cheat modes will appear in the main menu along with the regular modes.



Enter L, right C, left C, right C, left C, bottom C, top C, bottom C, top C, wall, plus Start to make the Max Power Mode playable.



For the Sudden Death Mode, enter L, left C, right C, left C, right C, top C, bottom C, top C, bottom C and L, plus Start.

READY RUMBLE BOXING

BRAND-NEW BRAWLERS

Let's get ready to open up three new boxes! Keno Claw, Nat Daddy and Damien Black are some of the most outrageous fighters in a game full of colorful characters. Use these codes in this order or they won't work. Select but don't enter the Arcade Mode and then press Left three times, Right three times, Left, Right, Left, and Right to unlock Keno Claw Next, enter Right three times, Left three times, Right, Left, Right, Left to open Nat Daddy. Finally, enter Right, Left, Right, Right, Left, Left, Right three times and Left three times to open Damien Black. You can enter the Arcade Mode between codes to check your progress, but it's not necessary.



Nat Daddy doesn't walk around the gym yelling "Who's your daddy?!" in your daddy! But he could! he wanted to.



Other boxes are intimidated by Damien Black, thinking "if he'll do that to his own hat, what might he do to me?"

ARMORINES

FRAGMENT 1.1.1.1.1.1

ALL B-B-B-B-B-B-B-BUGGED OUT

It's amazing what one super-simple code can do. At the password screen, enter BBBBBBBB. That's it. Eight "B's." Count 'em. Read 'em and sleep. You'll be asking yourself "Why didn't I try that?" But you didn't try it because no game company would make it that easy, and that's what is so brilliant about this code—you don't expect it to work, but it does. This password unlocks all of the levels and lets you choose your weapon. You can pick up the passwords to every world, too. Not that you need them anymore...



Pick a World, my World. You can pick your favorite weapon, while you're in it.

CONSTRUCTION ZONE

OPERATING HEAVY MACHINERY

Matchbox Caterpillar Construction Zone is jam-packed with all sorts of construction fun on tons of stages, but it might feel like work opening up all of the levels. If you want to bulldoze your way through the entire game in one simple step, just use the code B068 on the Continue Game password screen. Suddenly, all of the level passwords will be filled in, allowing you to choose from any of the dozens of construction sites.



Every level in the game is spanned and the code reveals all of the passwords, too.

ICON KEY:



SUPERCROSS 2000



classified
MAGAZINE

SUPERCROSS FOR THE 21ST CENTURY



It's probably going to be a long wait before there are dirt bike competitions on the other planets in our solar system—even though that will be one of the top priorities once we start colonizing the other eight planets. First, breathable atmosphere. Second, food and water. Third—Supercross, baby! Until that glorious day (and the pay-per-view special) arrives, we will have to make due with these Supercross 2000 codes that give you the effects of the other planets' gravity but with our own lovely dirt. To help you take advantage of the new gravity, we've got one code that will keep you on the track and another code that has new camera views, so you can see all the sweet new moves you can pull under Pluto's mega-low gravity. Press top C at the Select Event Menu to bring up a space to enter these passwords.

CODE	RESULT
M3RCVRY	MERCURY'S GRAVITY
M4RS	MARS'S GRAVITY
V3NV5	VENUS'S GRAVITY
S4TVRN	SATURN'S GRAVITY
JVP1T3R	JUPITER'S GRAVITY
VR4NV5	URANUS'S GRAVITY
PLV7D	PLUTO'S GRAVITY
N00FFTR4CK	ALWAYS STAY ON THE TRACK
N9R3C4M5	EXTRA CAMERA MODES

BACK ON TRACK

This code actually comes in handy for anyone—your mate, your uncor confidant, the brot set, your best friend—who can't seem to stay on the track. It helps keep you grounded when you're racing with little gravity.



I SEE A BLACK DOG RISING



When the Black Dogs start a-rising, you just know that there's going to be trouble. If your own Black Dogs are getting too rebellious, or if you just want that little something extra to keep you going, these are codes for you. You should be able to handle anything in this tank battle once you've got infinite ammo and armor in your arsenal. Enter these codes on the Main Menu while pressing and holding Z, or they're likely to tank.

CODE	RESULT
▲, ▼, ▼, ▼, START	UNLOCKS ALL LEVELS
A, B, A, B	FREE BUILDINGS
B, ▼, ▼, A	FREE SATELLITE
▲, ▼, R, ▲, ▲, ▼, R	INFINITE AMMO
★, ★, ★, ★	INFINITE ARMOR

IT'S E-Z, SO E-Z

Don't forget to hold Z down as you enter every single one of these codes, including the one, which opens up all of the levels.

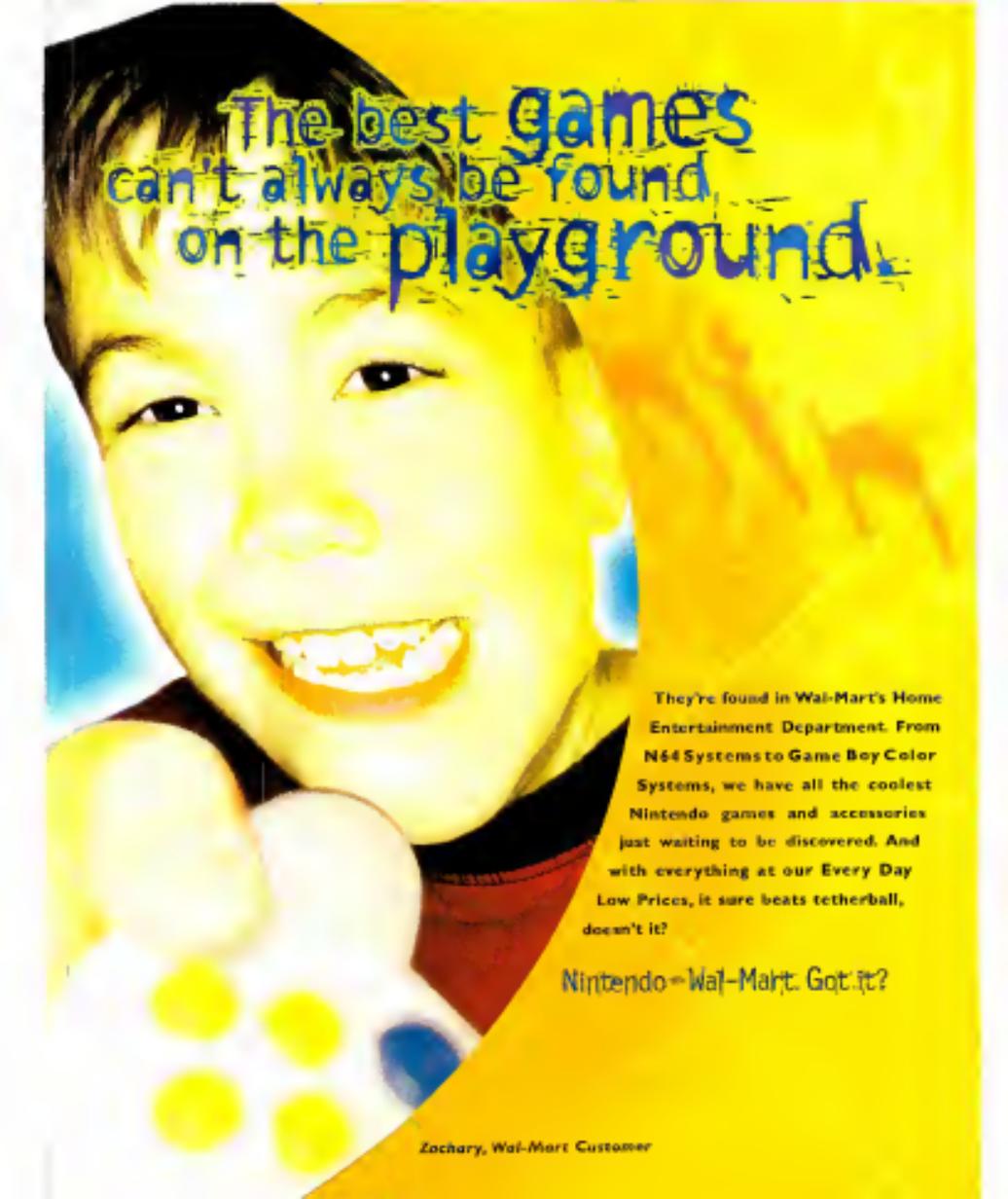


BUILD ME UP, BUTTERCUP

The Free Buildings code doesn't make you a real estate mogul yet. But it does eliminate the need to collect scrap metal to build your buildings. Consider it a home-improvement loan that you never have to pay back.



SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

A young boy with dark hair is smiling broadly, showing his teeth. He is holding a white game controller with yellow buttons. The background is a bright yellow gradient. The text is overlaid on the top part of the image.

The best games
can't always be found
on the playground.

They're found in Wal-Mart's Home Entertainment Department. From N64 Systems to Game Boy Color Systems, we have all the coolest Nintendo games and accessories just waiting to be discovered. And with everything at our Every Day Low Prices, it sure beats tetherball, doesn't it?

Nintendo = Wal-Mart. Got it?

Zachary, Wal-Mart Customer



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\$22.88



Pokemon Red
\$22.88



Pokemon Yellow
\$22.88



Pokemon Pinball
\$27.88



Pokemon Trading Card
\$22.88



Pokemon Stadium
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Pokemon Snap
\$49.96



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Nintendo



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PERFECT DARK™



The golden Age of multiplayer gaming began in August of 1998 with the release of GoldenEye 007 for the N64. So does that mean the Dark Age is about to start with the release of Perfect Dark? The answer may depend on your preparedness. Unless you're armed to the teeth, the world may get very dark indeed.

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MP, HOW IT RATES

Perfect Dark's M rating from the ESRB reflects its high level of violence. Players (17 and over) must down and shoot each other with virtual weapons.



EXPANSION PAK INFORMATION

FEATURE AVAILABLE	ADVANCED	ULTIMATE
Multiplayer Customization	✓	✓
Character Class Modifiers	✓	✓
1 of 4 Multiplayer Game Modes Simulators	✓	✓
1 of 4 Multiplayer Game Modes Simulators	✓	✓
1 of 4 Game Modes	✓	✓
1 of 4 Game Modes	✓	✓
1 of 4 Game Modes	✓	✓
1 of 4 Game Modes	✓	✓
APPROXIMATE % OF GAME AVAILABLE TO PLAYERS	35%	100%

A RARE BREED THRIVES IN THE DARK

Perfect Dark's missions may be brilliant, but the biggest innovations in the game have been reserved for the Combat Simulators. With so many ways to play against friends and simulators, and the best custom-editing features of any multiplayer console game, the Combat Simulator will never grow old.

Humans vs. Simulators

One of the most exciting innovations in the Perfect Dark™ is the use of intelligent simulators. Along with up to four human players, you'll find CPU-controlled characters exhibiting a wide range of behaviors. You can set up the simulators in different ways to track down an intruder.



A Crowded Field

Along with four Dark-wad blood players, up to eight simulators can join in the action to either team members or opponents. Just four simulators can provide early in the game, but as you come up to the Challenge Center, the extra four simulators will become available for action.



Advanced Engineering

Perfect Dark will never grow old primarily because you can design your own controls in the Advanced Setup Mode. You'll choose the scenario, player colors, mission objectives, weapon conditions or levels, and type and number of simulators—and you'll even assign all players to teams.



Shooting Ranges

There are 35 weapons and two special items, not to mention some griffin odds, but you'll have to get up each of this equipment in the Challenge Center. When you fill the six weapon slots in the Advanced Setup, you'll automatically equip those weapons to one of six Special Priests in the arena.

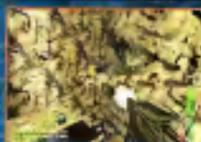


LIFE CHALLENGES

Each of the 30 Challenges has been designed to test your skills, but you won't have to go it alone. Four players can join in the fun, taking on increasingly sophisticated challenges.

Unlock the Best

Many weapons, weapons, arenas and strands you locked away in the game until you won a game. Challenge No. 11 opens many of the options in the first several Challenges—those you'll hit a wall of difficulty and actively have to work to unlock the rest if they get too hard. Being a friend or foe, or three.



Challenge Linklocks

Challenge	Linklocks
Challenge 1	American Academy
Challenge 2	Alibi's Apartment
Challenge 3	Alibi's Apartment
Challenge 4	Alibi's Apartment
Challenge 5	Alibi's Apartment
Challenge 6	Alibi's Apartment
Challenge 7	Alibi's Apartment
Challenge 8	Alibi's Apartment
Challenge 9	Alibi's Apartment
Challenge 10	Alibi's Apartment
Challenge 11	Alibi's Apartment
Challenge 12	Alibi's Apartment
Challenge 13	Alibi's Apartment
Challenge 14	Alibi's Apartment
Challenge 15	Alibi's Apartment
Challenge 16	Alibi's Apartment
Challenge 17	Alibi's Apartment
Challenge 18	Alibi's Apartment
Challenge 19	Alibi's Apartment
Challenge 20	Alibi's Apartment
Challenge 21	Alibi's Apartment
Challenge 22	Alibi's Apartment
Challenge 23	Alibi's Apartment
Challenge 24	Alibi's Apartment
Challenge 25	Alibi's Apartment
Challenge 26	Alibi's Apartment
Challenge 27	Alibi's Apartment
Challenge 28	Alibi's Apartment
Challenge 29	Alibi's Apartment
Challenge 30	Alibi's Apartment

11 weapons
Scenarios
Linklocks

SCENARIOS TO DIE FOR

Think of scenarios as the rules and winning conditions of a Challenge. For instance, a scenario might require you to capture and hold a designated hill. You'll find six basic scenarios described below. Just two of them are open at first.

Combat

Combat is one of the scenarios that is always available. The basic rule is to defeat as many enemies as possible. Every time you take out an enemy, you'll score a point, and so on. You can set limits for time and rounds. The top point winner is the champ. It's basic and best.



Hold the Briefcase

All good thieves seem to have a briefcase filled with top-secret documents, and Perfect Dark is no different. In this scenario, your goal is to find and hold the briefcase until other players come after you. You'll earn a point for every 30 seconds that you hold the case.



Hacker Central

In this complex scenario, you'll have to travel and then attack at the arena. You'll have to take the Data Update to the terminal and download the data. If you defeat a player who is carrying the Data Update, the dance will return to its origin.



Pop a Cap

This scenario, which you'll play when you gain access to Challenge 15, is called Pop a Cap. In Pop a Cap, players take turns being the victim. If you find and defeat the victim, you'll earn two points. If you stay alive as the victim for one minute, you'll score one point.



King of the Hill

There aren't actual hills in these arenas, but there are areas designed as "the hill." When a hill is unoccupied, the surrounding area appears green. When it's occupied it turns red. The color of the hill, if you stay on the hill for 10 seconds, you'll score a point and the hill will move to a new location.



Capture the Case

Capture the Case is like Capture the Flag, but the flag is a briefcase. In addition to capturing the enemy's case to earn points, you'll have to protect your case, as well. This scenario requires a balanced approach, mixing offensive and defensive tactics.



PRESET SIMULATIONS

The Combat Simulator contains 14 preset matches, and players can save four of their own setups on the Game Pak or a Controller Pak. You can modify any of the options in the Advanced Setup Menu.

No Shield

This is a combat match without shields in the Skelter arena. Weapons include the Falcor, CMP150, Cyclone, MagSaw and AFS3. The match ends after ten minutes or if someone scores ten points. This is a common setup, sometimes such as the CMP150 and Cyclone.



Automatic

The Pipes are the setting for this combat scenario with enemies such as the Dragon, AFS3, Cyclone and CMP150. Clevered locations will give you a distinct edge for sniping your opponents. Also, look for ambush points at the tops of ladders.



Rocket Launcher

Repeat Area 01 in Area 52, where you'll experience the thrill of fighting with Rocket Launchers. One hit is all you need with these babies, but you may be better off using a Dragon due to the proximity self-destruct function of the Dragon as an ambush weapon.



Simulators

This Skelter-based combat scenario features a low-level simulator. There are lots of good ambush points, and the weapons include the Rocket Launcher, AFS3 and CMP150. The scenario won't last a match that long, but you'll have to keep an eye out for them.



King of the Hill

This match uses the King of the Hill scenario with mobile hills and radar. The King has got a great weapon, but you'll still find the DF350 Maggun and AFS3 have excellent stopping power. Learn the locations in the Skelter where the hills appear to get an edge.



Complex Fightback

The Complex Fightback is ideally suited to using the Fuzgiga rifle. The two-minute 18-point match also features the Cyclone and K7 Avenger. Learn how to move around in this respect but avoid twisting areas to survive.



Hold the Briefcase

Hold the case, then keep moving through the Skelter arena to stay ahead of your enemies or wait out ambush traps when you see one then approaching. Earn a point for each 37 to evade of possession. Don't waste time on players who don't have the case.



Power-Up-Hit Kills

In this combat match in Area 52, you're on the map with the golden gun. The best is if you'll meet with the Falcor, MagSaw, and DF350 Maggun. There's no time lost on this one, either. This will have two marksmen.



Capture the Case

Your job this time in Area 52 is to grab the enemy's briefcase while protecting a briefcase of your own. The best plan is to wait down your opponent, do last the scores, then go for the case. After that, you're all good your case.



Cloaking

The great emphasis in this match is the Cloaking Device. If you get the Cloaking Device, you'll be virtually invisible for a short time. Use this to move up against the Cloaking Device when you find the first one.



Impulse Explosives

With two Impulse Grenades and Two Super Dragon waiting in the trophy, get a hit for an explosive work it a good. You'll have to be sure to watch lines to stay out of mine. If you can avoid the mine of a score use the usual effects, you'll have the doors opening.



Sieger

The tip for this mode of the Sieger Rocket Launcher gives a big advantage to players who find it since they can shoot around corners, and there are plenty of corners in the Skelter arena. It might pay off to go close with this unique weapon to last the match.



Impregnable

The use of Impregnable makes for an interesting twist, but only if you're out matched by more powerful weapons. Get the best of the CMP150 or Dragon over the Winny. You'll earn points for every enemy you defeat.



Slow Motion

This is another combat scenario with the default setting in the Skelter arena. The match is in slow motion, so you'll have no shortage of pre-fights, and use the Sieger Rifle or the in ambush when you have just one line of approach.



SIMILANTS

Not all similants are created equal. Rarely made the CPU-driven players to fill all sorts of game niches. Some similants are incredibly stupidly full, others exhibit uneasy intelligence. Similants may be assigned as enemies or teammates in present and custom-designed matches. Like other elements in the game, the various types of similants are unlocked by finishing the Challenge matches.

NORMAL SIMILANTS

MeatSim

This name says it all—the MeatSim is your basic lunch snack. It doesn't know how to find you, but once it spots you, it can't shoot straight. This low-level standard is available from the start.

EasySim

The most you can say about the EasySim is that it won't behave like a idiot. Give it a few tries, if it ain't straight, and it exhibits basic tactical intelligence. SMIL, it's not going to worry about.

NormalSim

The NormalSim may not have any special skills to cast fear into the hearts of players, but it doesn't have the glaring weaknesses of a MeatSim. With a NormalSim, you must keep your guard up.

HardSim

This opponent has experience: the art of heading down corridors and unloading them. It knows to watch still, searches for special weapons, and even the bother to find you that it'll draw your guard.

PerfectSim

After you complete Challenge 13, the PerfectSim will show up to test you. If you defeat a PerfectSim as an opponent, don't expect any mercy. It is skilled and smart. It knows where you are.

DarkSim

Created by developer to exceed actual human performance guidelines, the DarkSim provides one of the ultimate challenges. Its skills are well honed, and it is a relentless hunter.

SPECIAL SIMILANTS

PeaceSim

This technical type loves violence, so it tried to collect all the weapons in the game. Since it's busy to be loaded up with special weapons, the PeaceSim makes an ideal target.

ShieldSim

This simulant believes in the power of ink. If you wound the ShieldSim, it will rise every red mark for a while. It's best to defeat it quickly so it doesn't get a chance to ink another hero.

RocketSim

The fanatical RocketSim loves a big bang. It will ignore regular weapons while hunting for explosives such as Rocket Launchers or grenades. When it finds what it wants, it fights by the guns.

KaziSim

The KaziSim has an opponent as coward when the odds are that it will be defeated. It can be very dangerous, but it may be unlearned and present little difficulty to dispatch.

FistSim

Although it isn't a pacifist, the FistSim detests weapons and will fight them. It may even try to disarm opponents and take their weapons. Watch out for these fists of fury!

PredatorSim

Predators prey on the weak and marginal. What you are opposed after losing a life, the PredatorSim will seek you out, hoping to catch you before you find a weapon.

CowardSim

Let's just say that this simulant is motivationally challenged. It runs from most confrontations—unless it has the upper hand. If you're well armed, the CowardSim will try to avoid you.

JusticeSim

Who says that computers don't have a sense of fair play? The JusticeSim fights to give his player what's coming due, so it you're in the lead, watch out for the long arm of justice.

VendettaSim

There's no escape or reason to bow out. VendettaSim picks its victims, but once it chooses a target, it stalks that opponent throughout the game, no matter how often it is defeated.

ChesterSim

This simulant is the fastest character in the game. No one's fast enough to catch you, so it stays your ground. Since it can be difficult to target such a fast-moving object, it's best to use an automatic weapon.

TurtleSim

The well-armed TurtleSim is slow and carries extra protection on its back. This simulant can take a lot of punishment, but it can't move quickly and presents an easy target to hit.

RevengeSim

If you think that's a match, it will turn into a geyser with a mission—to get even with you. It will even search other enemies in its pursuit of its attacker. You best leave it to let it go.

SIMULATING COMPANY

Facing simulant enemies in battle is one thing, but commanding your own team is quite another. Rare created five regular commands and several special commands for controlling each simulant during a match. If you use the strengths of each simulant wisely, you'll be controlling an entire squadron of trained agents.

Command Central



Push and hold the A button, then push the Z button twice to access the command menu. When the duration of your map expires, you'll see: If this command that you can give this simulant. If you push the Z button again, you'll scroll to the next simulant on your team.

Attack

Not only do you get to send your troops out to do battle, but you even get to assign targets. Once you assign a target to your simulant, it will change it if and do its best to defeat the enemy agent. For this sort of assignment, it's best to use a closer simulant such as a PerfectSim or DarkSim.



Follows

The Follow command assigns your simulant to tag along behind you wherever you go. If we want to guide a simulant to a particular place for good or evil, use the Follow command. They will only be tracked. When attacked, a simulant in Follow mode will chase down the attacker.



Protect

The Protect command is a quick way to give yourself a personal bodyguard or two. Any simulant that receives this command will stay nearby, constantly looking for threatening enemies. If it thinks there's a threat, it will take every step to subdue the enemy and keep you healthy.



Defend

If we want a simulant to stand guard over a certain location, we can give the player Defend for a particular place in the Defend command when it is in position. You can also use this command to set up ambushes. If attacked, a defender will leave its post and chase down its attackers.



Hold

The Hold command simply tells a simulant to hold its ground position. This could be useful if you want to use a simulant as a fence or bait. For instance, you could set up a Lightly Disarm or HeavySim that's been given the Hold command then wait for the tanks to hit.



Special Simulant Commands

See a simulant have special orders? Hold the Bole face. Get Case spores. A Download command is added in the Command Central. Key of the H2 includes Defend Hill and Hold Hill. Get Case and Score Case are orders in System the Case. And Fog Cap is added by the Pop a Cap console.



JOANNA'S BUDDIES

Joanna doesn't have to go it alone in the mission segments of the game. You can bring along a human or simulant buddy in any mission that you've opened. If you complete the entire mission on one difficulty level, you can play through it again with an additional simulant—up to four simulant buddies at once.

Two Are Better than One

If you want to control only one simulant buddy, push the Z button twice and command her to get on board or, conversely, there's a buddy or two even better. You can work as a team with your friend to carry out objectives, provide covering fire, or set up ambushes for enemy guards.



BAD BOYS, BAD BOYS...

The Counter-Ops Mode is your chance to play the heavy. You'll appear as one of the four on the selected level. Each time you've defeated, you'll encounter a new bad guy somewhere in the level. All Counter-Ops characters are equipped with a Suicide Kill, which allows you to switch to a new character.

A Shot in the Dark

When you're hunting for Jo, keep these strategies in mind. Don't worry about being a character—there's always more. If you eliminate an objective goal before James can reach it, you'll win the level. Look for subtasks near apartment items or objectives. She'll have to show up sometime.



POWER SET-UPS

To get you started designing your own multiplayer matches, Nintendo Power came up with some incredible matches for you to try. Mix them up further by using different characters, settings, weapons and simulators, then try building your own setups from scratch. Welcome to the world of game development.

Fire in the Hole

Scenario: Combat
Options: No Radar
Area: Complex
Weapons: Proximity Mines, Grenades, Ducking Device, Shotgun, Averager and Minors
Limit: 30 Minutes, Unlimited Score
Simulators: None
Restart: None

If explosive action is what you seek, then this control setup should be a blast. The levels and turns of the Complex add an extra dimension, since you really need to know the area well to make an impact. But what really makes this simulation exciting is the amount of power packed into such a compact area. The winning tactic on the Averager might be the most useful one in the match.



Long-Distance Runaround

Scenario: Combat
Options: Don't Hit Walls, No Radar
Area: Avenue
Weapons: Sniper Rifle, Sniper Rifle, Shotgun, Shotgun, DFRF, Pistol
Limit: 30 Minutes
Simulators: Prodigal Mine preferred
Restart: None

In this match, the Prodigal Mine will be the hero of the game, because they prevent the Assassin's progress with intelligent traps you can't have a radar to detect what they're doing. Your weapon and combat opportunities suggest quick blowing of any lines. You have to be careful of the spot, vertical spaces in the boxes, but you can use them to your advantage to pick off enemies from far away.



I Got Shotgun

Scenario: Combat
Options: Default
Area: All Building
Weapons: Nothing, Nothing, Nothing, Shotgun
Limit: Unlimited Time, Score 2
Simulators: Player's Choice
Restart: None

The strategy in this game is simple. Get to the shotgun as fast as you can, then wait next to the place where the weapon appears. The other players will have to come to you, and they'll be surprised it should be like shooting fish in a barrel. But if you don't get the shotgun, your only hope is to draw the lucky one-of-a-kind who has it. Good luck.



Fly Like a Falcon

Scenario: *Play a Cop*

Options: *No Restrictions*

Area: *Felicity*

Weapons: *Falcon II, Falcon II, Falcon II*

Falcons II: *Falcons II (copied), Falcon II (copied)*

Limit: *Default*

Simulator: *I Revenge, I Vengeance*

I Justice

Team: *Humans vs. Simulants*

This is a good match if you love freestyle in work with, because the simulators going up on base houses. You'll need to make every shot count. The slow reload time and limited rounds in eaching area work against players who tend to spray their pistols with lead. There are plenty of good nook points in this area. The hallways are a nice spot for cleaning up the simulators.



Sea, Seagulls, Simulants

Scenario: *Isle of the Deafones*

Options: *Fast movement*

Area: *Vik*

Weapons: *Automatic pistol with no silent*

Limit: *Default*

Simulator: *Some number of*

Knives are human

Team: *Humans vs. Simulants*

You won't get plenty of money in this match, but the Knives will just keep coming and with the Fast Movement option activated, they'll come very quickly. For a challenge match, set the simulators to the Hard Perfect or Dark level of difficulty. Easy and Most Knives won't even a chance. You might want to increase the limit to 10 simulators and two-team play.



Killer in the Night

Scenario: *Coastal*

Options: *Default*

Area: *Sevens*

Weapons: *Shotgun, EMP50, Gunfire, Dragon, M400, Sniper*

Limit: *At least 5000*

Simulator: *3 Easy Simulators, 3 Dark*

Simulator

Team: *Humans vs. Simulants*

Facing three Easy simulators may seem like a breeze, but the Dark simulators will turn this match into a storm. Fortunately, you can weather the onslaught by picking up weapons such as the Cyclone and Dragon. The real challenge comes from the tight corridors and vertical levels of the Sevens where the rifle is all limited use. Although the simulators using the Sniper, M400 and Snipers.



Alien Tech

Scenario: *Hecker Control*

Options: *No Restrict*

Area: *Hulk*

Weapons: *Gunfire, Sniper, Machine, Phoenix, Colibri NTS, Farlight*

Limit: *Default*

Simulator: *1 HardSim, 1 ProbotSim*

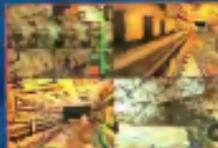
Team: *Humans vs. Simulants*

An invasion of earth from outer space might play out something like this match. Okay, the Cyclone isn't alien technology, but it still looks cool. The ProbotSim is skillful enough to give you a hard time, and the HardSim is no pushover. The many openings in the walls of the Hulk provide opportunities for spying and sniping the simulators, but they can see you, too.



LET THERE BE DARK

The multiplayer experience of *GoldenEye* was incredible as it was—don't even scratch the surface of the Combat Simulator in *Perfect Dark*. Rare has raised the bar again, creating the best multiplayer shooter ever. What makes it even more remarkable is that the Combat Simulator is an awesome solo game, as well. For master players who want the best, step into the Dark. 



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The Power of Pokémon

Few people were prepared for the impact of Pokémon in North America last year, but in 2000, there are no excuses—Pokémon will rule. This year will see new Pokémon games for Game Boy Color and the N64, a new animated movie, and more card decks and licensed products of all kinds. The biggest event is the upcoming release of *Pokémon Gold and Silver* for Game Boy Color this October. With more than 300 new Pokémon characters, a new region to explore, new challenges and adventures to be had and new skills for trainers to master, the two GBC games will likely make the success of *Red, Blue* and *Yellow* look like a mere drop in the vast Pokémon ocean.

That's Gold in Them That Pokémon

The rush for Pokémon products around the world could be filmed on a gold rush, and nowhere is that popularity more apparent than in Japan. The promise of finding new characters including Marni, Toppo and Lugia was more than most Japanese fans could take. So when the *Gold* and *Silver* games for Game Boy Color were released in Japan last fall, millions were sold in just the first few weeks. Now, more than eight million copies have been sold.

As the *Gold* and *Silver* versions of Pokémon are introduced to North American retailers and gamers at E3 2000, Nintendo expects even greater anticipation on this side of the Pacific.



film featuring eight Pokémon from the *Gold* and *Silver* games. Opening July 21st across North America, *Pokémon The Movie 2000* will include a main feature—*The Power of One*—and a 22-minute cartoon, *Pikachu's Rescue Adventure*. At E3, the world will learn more about the movie and the many licensed products that will accompany it, such as a line of plush Pokémon characters from Hasbro.



Pokémon The Movie 2000

Nintendo, 4Kids Entertainment and Warner Bros. are teaming up again to bring you the second Pokémon movie. *Pokémon The Movie 2000* features Pikachu and Ash Ketchum in an animated



Pokémon Pikachu, Too?

For Pokémon fans who feel lost and alone when they see deprived of their Pikachu, hope will arrive with the E3 debut of *Pokémon Pikachu 2 GS*. This new color version of the portable Pikachu companion has the capacity to transfer stats to *Gold* and *Silver* Game Paks via the Infrared Port on Game Boy Color.



For an inside perspective, Nintendo's own valued with renowned Pokémon expert, Professor Oak.

Q: Professor, what do you think will be the biggest Pokémon hit of 2000?

Professor Oak: Everyone expects *Pokémon Stadium* and *Gold* and *Silver* to do well, and I agree that these products are economically significant. But I think the big surprise will be *Who's a Hero?* of *Pokémon* show toys for kids.

Q: Oh, why is that?

Professor Oak: Because dogs represent a vast, untapped market for Pokémon. Inevitably, we have already seen the effect that plush Pokémon dolls have had on most breeds of dogs. The levels of substance are right off the charts. It's impressive.



PROFESSOR OAK'S PREDICTIONS

The N64's Finest Year

The N64 development community will turn in its finest performance this year with an all-star lineup of games from Nintendo, Rare, Electronic Arts, Midway, THQ, Acclaim, Infogrames, 3DO, Acclaim, Ubi Soft, Titus, Atlas and other publishers. Although we may not be able to mention some games by name yet, virtually everything you read about here will debut at E3.

Join the Party

The popular favorite for top N64 game has to be *The Legend of Zelda: Majora's Mask*—an entirely new Zelda adventure in which Link must save the world from the falling moon. But the Rare connection will be responsible for four spectacular titles, and that's not even counting *Perfect Dark*, which will launch less than two weeks after the show. *Banjo-Toss*, scheduled for release this summer, will be joined by *Mickey's Speedway USA*, *Conker's Bad Fur Day*, and a new 3-D, epic adventure that will be announced in Los Angeles at the show. *Final Darkness* should



NFL Quarterback Club 2001



Aliyah Chronicles



Track 3

turn heads, as well, and we believe that a surprise appearance from LucasArts is likely.

The N64 is Enough

Electronic Arts recently broke the news to Nintendo Power concerning its upcoming Jurassic Bond game based on the hit movie, *The World Is Not Enough*, which you can read more about in this month's Pal Ward's Bar EA is not the only one looking at the promising playfield of the N64. Activision's *X-Men: Mutant Academy* fighting game could be a huge hit following the X-Men movie this summer. *Track 3* from Acclaim is likely to be much more refined than the sprawling *Turok 3*, and Acclaim also plans to release *NFL QB Club 2001* in September. Midway has potential hits all over the board, including *NFL Blitz 2001*, *Beet 2001*, *Beet 2*, *Rumble 2*, and *NBA Showtime 2001*. If the second *Sarge's Heroes* game from 3DO is anything like *Army*



The Legend of Zelda: Majora's Mask



The World Is Not Enough

Mex, Mr. Cochet, you're going to be in for a mess of green fun. RPG fans will actually have two major titles when THQ's *Ashly's Chronicle* and Atlas's *Open Battle 64* are released later this summer. THQ is expected to reveal two more N64 titles based on popular TV cartoon characters at E3. Ubi Soft will announce at least one major N64 action title starring a major, non-ROD Disney character. And to top it off, one of the most beloved gaming figures of all time is going to make an N64 appearance when Capcom launches *Mega Man 64* this fall.

Banjo Bears All



What was enough to work us up recently, we talked about the upcoming game and his love of the game.

NP: Do you still have the game?

Bejo: Nope. My pack here has some, and Kazooie couldn't bear it all the time. Gosh, talk.

NP: Do you have new friends?

Banjo, Yag: Let's see, well, we have friends here, too.

NP: Is it true that Mumbo Jumbo plays an active role?

Banjo: You know, I think he's in the game.

NP: We wanted that you're still wearing those yellow shorts.

Banjo, Yag: They're really like shorts, but when you're not playing along the highway at night and it's dark, they might otherwise think you're in an apartment. It's not easy being an animal these days.



Banjo-Kazooie

The Little System that Ruled

This year's offering of games will be even more remarkable than last year's bumper crop. Nintendo will showcase many of the upcoming games at E3, but announcements on some titles won't happen until later in the year. With such speedy development cycles for Game Boy Color, surprises are always part of the mix.

dates for *Harvie Last 3*, *Perfect Dark*, *Cyralis* and *Warlock*—all of which should be close to complete at E3. *Donkey Kong Country* from Rare is sure to be another gorilla-sized hit later in the summer. It's a new take on the Super NES DKC with extra added levels. *Kirby's Tilt 'n' Tumble* may be the most innovative new GBC title.

In this game, you control Kirby's motion by tilting your Game Boy Color to make Kirby roll. The Nintendo/Disney connection will get even stronger with a lineup that includes *Alice in Wonderland*, *The Little Mermaid*, *Bonny & the Beast*, *Goofy*, *Sleeping Beauty*, *Cinderella* and *Mickey's Speedway USA* for Game Boy Color.



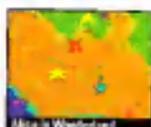
Harvie Last 3



Cyralis



Warlock



Alice in Wonderland



We recently checked with Link via the Internet about his upcoming status at E3 for GBC games.

Q: Why three games, Link?

A: Link, each game will focus on one of the three elements of the *Wind Waker*: Power, Wisdom and Courage. I think there might have been a fourth element at one time, but someone ate it.

Q: Well, we won't go there. But maybe you could tell us who's so mysterious about this and from the mysterious one?

A: Link, you never know what to expect. One is dead! It could grow to be big. It could be small! It could have stripes. It's very mysterious, you see.

LINK SPEAKS OUT

Nintendo's Pocket

After *Pokémon Gold* and *Silver*, the most anticipated GBC titles are the *Triforce* series of three *Zelda* games. Capcom

and the others gamers can expect loads of new titles. Some of the games that will debut at E3 include Ubi Soft's cinematic takes on Disney's *Dresser* and *Gold* and



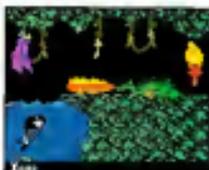
Dresser



Gold and Glory



Air Attack



Xena

It's a Game Boy Color World

Just about every publisher wants to ride the Game Boy Color train these days,

ON WITH THE SHOW

By the time you pick up the June issue and tune to our second E3 report, the show itself will be over. Case in point, we won't be able to report back to you about what happened on the floor until the July issue. In our 10-month report, however, we will be able to make the announcements that were anticipated until the opening of E3, and we predict there will be some great ones to report.

LOONEY TUNES™

DUCK DODGERS

STARRING: DAFFY DUCK™

Infogrames has an exploding telegram for world-be, extraterrestrial trouble-makers. The world's premier waterfowl space warrior will soon blast off to combat Martian marauders on the N64. The fate of earth is in the balance, and in space, no one can hear you quack.



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COSMIC CONUNDRUM

As we earthlings worry about our terrestrial business, alien eyes were fixating on Earth from the cold expanse of space. Our majestic planet was no more than a bright blue target in the dark abyss of space. The Martian leader loomed up in his crosshairs and pulled the trigger. He would no longer be required to conjure the correct catalyst for his cosmic catastrophes. Now, while his minions scour the galaxy for the right cosmic energy, Space Command has dispatched a lone interstellar warrior to thwart the Martian's scheme.



QUACK TROOPS



In the annals of space exploration, no bird has done more to advance the causes of interstellar justice and cosmic cooperation than Duck Dodgers. His past exploits are the stuff of legends, but he has

never faced such a legion of fearsome foes as he does in his latest light-speed, planet-hopping adventure. He's lucky to have the support of his loyal comrades as he sticks his neck out for the good of mankind.



When Dodgers takes off the ol' ol' Space Cadet Porky must wear in the ship. The humble hero has the critical task of relayin' instructions to the hero at critical moments.



Lots the heavy is a welcome sight for a brave duck after countless battles with alien go-jerks. The ravishing robot hands out extra lives when Dodgers meet needs them.



As all parties know, life claws are the devil's workshop. That's why Cecil is always busy coming up with ingenious games and disguises to advance the ducking duck's quest.



Back in his Space Command office, the Space Commander is keeping an eye on Dodgers' adventures. He has another important duty for the duck if the mission fails.

PLANETARY PERIL



Space Command scouts have isolated alien activity to a handful of planets scattered across the cosmos. Each of the planets is crawling with Marvin the Martian's menacing minions. Each one has unique environments to explore and master. Hazy desert planet is a maze of mesas and hot sand that would intimidate a Road Runner. Rocky's syndicate holds the cityscape of Planet J hostage, although it appears to be a

thriving metropolis of hygiene times. Sam's planet is not even a planet, but a pirate spaceship filled with danger. The spooky rock creatures on the ice planet will leave you frozen with fear. Survive these trials to face the greatest challenge of all on Marvin's home turf: the mysterious and deadly Planet X.

PLANET E



The swirly sands of this desert planet hide Kuzzlek's perch. Beware of the bottomless pit that has confounded countless space explorers.

PLANET J



The bustling streets of the city are filled with shops and flowers. But they also have many civic protection programs available in ducks.

PLANET N



Newly arrived on Sam's pirate spaceship by choice, but that won't stop Dodgers from making the most of his incarceration.

PLANET P



Dewey, waterproof feathers are definitely a requirement when exploring this fright world that holds many underwater surprises.

PLANET X



Dodgers will have to journey into the heart of the alien's domain to take on the heinous horror before he destroys earth.



INTERSTELLAR ITEMS

The Martian madman has constructed a super powerful cannon that relies on the power of special glowing atoms. Dodgers must collect the atoms before Marvin microwaves Mother Earth. To find these powerful particles, our intrepid duck will have to stay

healthy while employing all manner of devilishly clever devices. Dodgers will run across plentiful health-boosting Quarks in his mission—and he'll need them if he is to survive the crucible of cosmic combat. Other specialized items will equip Dodgers with essential space cadet gear.



Atoms are scattered far and wide across the galaxy. Often popping up in some very strange places. Some of them are easy to recover, but more often than not Dodgers will need to roll up his sleeves and get his feathers dirty. Simple space puzzles and challenges often yield these glowing prizes after a little effort.



Space Commanders should travel lightly as they rocket through zero gravity. They can pick up all the tools they need in the course of their missions. From ray guns to pocket packs, friends and enemies have left valuable objects scattered in Dodgers' interplanetary path. He can use them and discard them at will.

BLAST OFF!

Since the dawn of mankind, explorers have forged ahead into hostile territory to make discoveries. The hero of our adventure continues this vaunted tradition in his quest for atomic energy. Once he lands his spacecraft on an alien surface, Dodgers has only his flippers and his wits to carry him through the mission. He is free to wander the wide open horizons of the planets' surfaces, vaulting over alien miners or sneaking past voracious mo'arms. If it comes down to a fight, those same webbed feet can be a formidable weapon for stomping foes.



There are times when you crash and times when you crush. Dodgers' extensive space cadet training allows him to jump high in the air so he can smash objects and enemies beneath him. If you ask him, they're all beneath him.

FLYING FLIPPER FEATS



Water is no obstacle to a brave duck on a mission. Dodgers can dive deep into puddles and pipes to find Quarks and secret entrances, holding his breath for as long as it takes.



Dodgers is always ready to spring into action when confronted with deep canyons and other dangers, but strength alone is not enough to see him through. Timing is everything.



GALACTIC GAMES

Adventurers of *Dodgers*' strips never shy away from a challenge, and he'll discover many in his campaign to save earth. These feats of skill can be as dangerous as a rocket-boasted flight through the air or as relaxed as shooting baskets. Usually there is a challenge to throw down the gauntlet, but he'll also find automated tests of skill. Often these tests will require repeated attempts before he masters their diabolical tricks, but his perseverance will pay off. The prize is usually a coveted Atom.



This gym hasn't been good luck for the team that plays there, but *Dodgers* is ready to use a clinic on jump shots and layups.



The arcade guy used to update its games to make them more current, but even *Dodgers* will have his hands full with the tennis game.



A rocket-powered backpack is a dangerous toy to play around with, but *Dodgers* is all business in this flying ring race.

FUTURE FOES

No one at Space Command ever thought Marvin's minions would let *Dodgers* walk away with the Atoms without a fight. Each planet has a big-time baddie running the show, and the Space Duck will need to defeat the resident rogue if he wants to leave the planet. Starting with the sword-wielding Hassan, these bosses get progressively harder to defeat until *Dodgers* takes on the red-suited Martian himself.



Boxing Gloves? That is so last century. *Dodgers* has a spring-loaded punch to battle *Brute*; the meabess before he tackles Rocky.



Dodgers will have to be quick on his flippers if he doesn't want Hassan to put duck kabobs on the menu. The sword-wielding warrior is fast.



Don't expect the Mars Martian to fight down as *Dodgers*' loved life'll hover around the room taking patches, then let his dog have the scraps.

Occasionally, small-time tough guys will also appear along the way to cause some commotion, and warm *Dodgers* up for the main battle.

TOON TALENT

Developed at Paradigm Entertainment and based on more than 200 Looney Tunes cartoons, *Dodgers* is a game that started on Duck *Dodgers*, and it's a game that's all about detail shows. Gamers will have the sensation of moving through a Warner Bros. cartoon—but in 3-D. It also was important to the Paradigm team to bring the humor of the cartoons into the game play, so expect some laughs along with the thrills. *Dodgers*' attitude and swag will make it to the shelves in early June, just in time to save the world from destruction. Otherwise, we might not make it out of the 24th-and-a-half century.



LOONEY TUNES™

DUCK DODGERS

STARRING: DAFFY DUCK







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BOMBERMAN 64

THE SECOND ATTACK!



© 2001 Hudson Soft

BLAST FROM THE PAST

Don't let that pink pom-pom on his head fool you, Bomberman is one tough hero with a very short fuse. Stranded in a galaxy on the flip side of a black hole, the demolition expert goes ballistic on the evil locale in an N64 sequel, which detonates with sizable solo and cooperative adventures and a handful of four-player Battle Modes.



It's all about you, place your bombs. It's a great board placement as Bomberman is a trademark, and you'll have to figure out where and when to blast things to solve puzzles and avoid getting barbecued.



Set in a variety of arenas, Battle Mode is a two-to-four player power-up and egg-casser. CPU players. The five styles of combination four-player cooperation guarantee you'll get more than just a second helping of Second Attack!



While Second Attack! boasts a platter of pinball mechanics, most of the excitement is about psychrotropic puzzle solving. And with clever varieties of bombs as the possible solution for every weird border, things get downright complex.

A WALKING TIME BOMB

LOUDER THAN BOMBS

What has always set Bomberman apart from other action games is the unique way you attack: The precise spot where you drop a bomb will affect whether or not you'll defeat an enemy or solve a puzzle. The Second Attack! brings back the classic formula, and it also introduces new ways of having a blast.



To send a bomb to a faraway enemy, kick it. Since it will fly well as it goes, you can send it bomb around a corner. Tap R if you want to stop your traveling bomb in its tracks.



To detonate a bomb remotely, use the Remote Control power up. Earth Bombs will fly a continuing long time, but the Remote Control will allow you to set it off as wanted.



If you've found the Glow Bomb, your girl little cat will be able to pick up bombs and throw them. Press B to ready an explosive, then tap B while moving forward to throw.



The Glow Bomb will also enable you to park as human figures in your preparations. Hit B to produce a bomb in your hands, then press and hold B until your jumbo bomb flashes white.

YOUR ARSENAL

The Second Attack! boasts more than one way to make things go "boom." As you planet-hop and defeat the world's local guardians, you'll win new bombs. Each has a unique purpose, so you'll have to mix up the right Molotov-cocktail combination to finish the job, puzzle or foe at hand.

FIRE BOMBS



Bomberman starts out armed with only his traditional set of four, Fire Bombs. Since the explosive detonates in a cone shape, the safest way to avoid getting caught in your blast zone is by firing diagonally.

ICE BOMBS



Ice Bombs have a circular blast radius, so you won't have to be as precise when planting them. The subzero bombs can freeze water for a few seconds, making them perfect for building bridges over water.

WIND BOMBS



To launch yourself from one ledge to another, place Wind Bombs behind you and fire the direction you want to fly. The bombs are excellent for close combat, since their blast can harm others but not you.

LIGHTNING BOMBS



If it looks high-tech or electronic, use Lightning Bombs or if the power that get explosives can power up or jam machines and computers. The bombs are also effective for repairing robotic enemies.

EARTH BOMBS



Though you can use only one at a time and they detonate in a small space, Earth Bombs are valuable weapons. The explosion bounces off a large area, so use them to clear out multiple enemies.

LIGHT BOMBS



To trap the flow of time, drop Light Bombs. When they erupt in their blast radius will catch for a few seconds, making them the perfect tool for stopping enemies and obstacles that are always on the go.

SHADOW BOMBS



Shadow Bombs don't set off into visible blasts. Your guess will end if you're pulled into the void, so use the bombs for special situations only—such as combating agents blended with a picture of a black hole.

Guardian Armor



If you find a hidden piece of Guardian Armor, you will get momentarily have a special power. Power Starlight a Guardian Armor makes you to kick bombs, so you won't have to conjure up the Bomb-Kick power up whenever you lose a life.

Bombing with Pommy



Sidewalk Pommy will tag along whenever you go. Depending on the type of road you collect on the way, Pommy can move into a custom powered costume. Hit the nearby answers, so tap the top C button to call him to you if you're in a jam.

LOST PLANET: ALCATRAZ

The combined power of seven Elemental Stones once impressed a power-hungry despot, but the stones have separated. Each stone resides on a different planet where an Astrol Knight protects it. The Lost Planet is the first of those seven planets, and Bomberman starts his adventure with the Elemental Fire Stone already in tow.



After you've defused Baelfael, bomb the elemental walls at the corner of the arena. Once it explodes, the Prison Planet's glowing sensor system will stop flowing and you'll be able to enter the storage pipe in one of the earlier rooms.



Blast the furnace above to capture a switch in the room pictured to the right. Before heading back to repair, climb the ladders, bridge the gap with ladders, then bounce across there to reach a steady jet for your Custom Bomberman. See page 88.



Once you've exposed the floor switch, step onto it, push the door at the furnace room. In the rough landing area is the level's Gravity Generator, which you'll find on every planet. Destroy it to reverse the black hole that trapped you.

Baelfael: THE CRIMSON FLAME



Baelfael is the first and youngest of the Astrol Knights you'll face. Run circles around the gymnasium to avoid his assaults. As you make tracks, drop bombs by the posts since Baelfael tends to surround his attacks near the corners of the wall.

Gravity Control Room



Before you even break the Gravity Generator, you first must bomb the floor power that powers the machine's protective shield. The trickiest part is that to hit the one in the lower-left corner of the room, it has to be at the pylons, push the movable block to the upper-left corner of the chamber once they stand on it when making your push.

WATER PLANET: AQUANET

Bomberman can walk on shallow water but can't swim, so avoid riding ducks as Aquanet's deep water Bomberman will also have a better chance of surviving if you select Shop on the World Select Map when you're between levels. As the outcome, you can purchase a hat that reveals the attacks used by the next Astrol Knight you'll battle.



Take a bomb onto the pedestal directly in front of the lever to activate the controls that cause a two-segment staircase to rise near their heads in the adjacent room. By blasting the segment heads into rubble, you'll drop the flooded lower room.



Before you venture into the room beyond the barriers, dip an Ice Bomb into the pooler. The fountain will freeze, and if you shatter it with a Fire Bomb, you'll cause the exit staircase in the next room to lower.



To reach the stairs, throw or kick an Ice Bomb into the water to freeze a section of the pool. The ice bridge you create will last for a very brief period, so quickly make your way across it or risk drowning in the drink.

Behemos: LORD OF THE FROZER WASTES



The best way to battle an Astrol Knight is by exposing the entrance on the head with a frozen bomb. The impact will draw your enemy, giving you time to surround the knight with explosives that'll go off instantaneously or the can make a getaway.

Gravity Control Room



The pylons that power the generator's force field are also shielded, so you must double their defenses before you can blow them up. To deactivate a pylon shield, step on one of the four buttons on the floor below are covered by machines that you must bomb. The last one will make one of the pylons glow red, which is your cue to bomb it.

SKY PLANET: HORIZON

On Horizons, all of the new floor is made, so keep your distance from the edges or an enemy or bomb blast could turn you into an accidental sky diver! You'll also want to keep your pink feet away from the Sky Planet's six notorious strikes, since the piston will divert you and temporarily reverse your Control Stick's commands.



Usually, a red door will open once you walk toward it, the enemies in the room. In this area, the door will open only if you walk down each switch with it in place. While avoiding the hole in the floor, push the switches over the switches.



Push each strike into a switch until it disappears. If you've parked it on the correct switch, the enemy will reappear on a floating platform. Use the strike to stop yourself; no joystick means the platform via your West Bomb.



If you place the two Blue Jewels in the right by your landing area, you'll raise the gate beyond the doorway that leads to Asharth. Once you're safe upstairs, you'll be able to find the Red Jewel that also fits into the altar.

Asharth: LORD OF THE WINDS



The Lord of the Winds strikes as fast as a hurricane. Avoid his quick-moving attacks by climbing the stairs and leaving bombs off the ledge. Drop them on the boss so he's approaching, then piggy back down to blast him once he's advanced.

Gravity Control Room



Man the Wind Machine you saw from Asharth to propel yourself up the treadmill. To destroy the pylons on this treadmill, if the rows, send a bomb up the conveyor belt as it explodes just as it reaches the floor pylons. For the second one, trade in the treadmill, then toss a bomb at the pylons when you reach the end of the line.

CASINO PLANET: STARLIGHT

Starlight is the casino world where there's no such thing as a safe bet. Enemies come in the form of spinning polar chips, which are almost dead rings for the coins you collect on every level. And don't take any chances with the magicians, either—one step from their wand will temporarily turn you into a defenseless hamster.



A bomb blast will open the revolving door. Place a bomb by one section of the door, then stand in the other section. The detonation your bomb splits the door wide, so experiment with placement and don't get caught in the blast.



If you lose the star machine on the correct order, all the rest of the floor blacked display a seven and unlike the floor. Destroy the mirrored boards in the reverse order to display all Zhaai and reveal a Carbon Bombmaker Part.



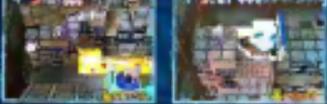
Destroy the central piece on the roulette table to summon the four card people who'll attack. Hide about the casino. Defeat each one to win a card suit, then place each card in its corresponding spot by the green pool to activate the lift.

Zhaai: MISTRESS OF THE STORM



Ice Bombs work well as a controller to the same floor blast area covers a large, circular area, twice that the usual limited play-styled zone. The bombs can easily catch Zhaai in their blast, so zigzag your way, dropping them as you go.

Gravity Control Room



Flow up the pylon in the lower-right first, then use your short-circuiting Lightning Bomb to blast the parallel pylons. Hang off the ledges to clear out the final enemies, then enter the tunnel to destroy the fourth pylon. Once it's done, follow the passage to the Top, Destroy once fully, then send bombs over it to blast the generator.



NATURE PLANET: NEVERLAND

Though it's called the Nature Planet, Neverland is an industrial world. Pools of lava boil in every nook and cranny, so watch your step—especially since many of the narrow bridges that cross the molten lakes blend in with the lava and scenery. Fiery foes also threaten to barbecue you, but an Ice Bomb will quickly extinguish them.



When you pull the lever, the conveyor belts will roll out three robot dogs. Lightning Bombs are the quick way to clear them, so pack up back the capsules onto the conveyor belts to charge the dogs as soon as they are unleashed.



A doorway is hidden beneath the entry ledge. Kick an Ice Bomb into the gap in the bridge, to form a path of ice on the floating Walks of the ledge and land on the fire. Then enter the doorway to find a crate containing a Custom Part.



The lever controls the gray platform that swings to and from the top ledge. Destroy the crane once on the ground, then climb the ladder to board the platform. While it's moving out, bomb the lever below to go for a ride to the opposite side.

Molok: THE RAGING EARTH



Molok mainly attacks by pounding out black waves that crash in you for a set. Resist by dropping in fire or Ice Bombs to melt the ice, and the Astral Knight. When he charges toward you to shove things at you, use Ice defense will intercept him.

AMUSEMENT PLANET: EPIKYUR

You'll need the Baroque Control to get past the hall of spikes, so buy the All Powers area before entering Epikyur. Your five bomb types will also come in handy. Throw Ice Bombs to freeze the fountain (bomb the crystal in the room if you don't have the Glow), use Earth Bombs to reach iron gears, and toss bombs into windows to gain entry.



In the Hurst House, take the Hallowed House Pass from the file cabinet. The pass will enable you to go to the Causeway Battery in the Museum, which you can enter by Earth Bombing the door to the right of the entry fountain.

Gravity Control Room



Break the floor just in with an Earth Bomb, then green your floor on the table to access the door to the second planet. Go the other side, kick an Earth Bomb into the slot beneath the gray floor again. Quickly lower it to reach the third planet. After hearing it, stand by the generator, flip the second, then Wind-Bomb your way to the final planet.



Once you've won Zanbil's Light Show, you'll be able to enter the Castle of Time. The clockwork will lower at twelve o'clock. Whenever you reach the entry fountain, the castle clock will stop, so keep returning until it strikes noon.



Each statue has a different colored base. Place the controls on the buttons, moving from top to bottom in the order purple, pink and blue on the left-hand bottom and orange green and red on the right-hand bottom.

Zoniha: THE PURIFYING LIGHT



Destroy the local exhibit according to the picture on the wall to reach the Museum Pass. Use it to open the door at the foot of the stairs at the file cabinet room. Plug the battery into the capacitor cap. Then ride to Zoniha. Drop Ice Bombs whenever the steps.

Gravity Control Room



To reach the generator, blast Zoniha's statue with a bomb of matching color. Once you will reach the generator room, stand on the main floor's gray square, kick a bomb to the top, bottom and the side on the right, return to the left bottom. To defeat this small elusive enemy, Light Bomb the elevator, then Wind-Bomb to it from the stairs.

PRISON PLANET: THANTOS

In the urban wasteland, you'll need street smarts and a keen eye to uncover the passageways and back alleys that are obscured by tricky camera angles and things you wouldn't think of blowing up. When you reach the first area beyond your landing site, place an Earth Bomb by the left side of the red car to blow its doors off.



Graffiti points out places to bomb or explore, and the green exclamation points are a warning. Also drop a bomb by the cracked port in the upper-right corner. Without crumbles, the vent to the left opens in the previous area will open.



Sweep the factories from the train platform beyond the fire escape and rainbow (H) entry you obtained by the green exclamation point. Destroy the stairs by the red car, then using the factories in the blocks below the "Blug" painted on the train.



Wind Bombs will help you search over crevices, but instead of going across the gap by the machine, melt the ice bridge of white Earth Bomb. Once the bridge you've created, throw a Ligh'ning Bomb into the hole in the ice.

Bulzeeb: THE BLACK BREATH



Head to the area north of the red car near your landing site. Blow up the sign sign by the gray-painted "Case," then follow the ledge in clear to ride an elevator to Bulzeeb. Dodge his black hole, then pepper the area with Lightning Bombs.

Gravity Control Room



To reach the underground pylons, Shallow comb the floor panel. A mirror reveals its location. Activate the lift by using the yellow field as you can safely reach the bottom. If you wind-up only yourself toward the screen while standing on the ice platform, you're frozen into the yellow field, you'll be able to return to the escaped pylon.

THE WARSHIP NOAH

Your final destination is the Warship Noah, the spaceship helmed by space pirate Rukifelth. The demon who was once imprisoned by the Elemental Forces has possessed the plunderer and filled his ship with legions of mammoth robots. Use your new Shadow Bombs on them, but be careful to avoid attack while holding them or it's game over.



Card Keys hide in the spaceship well across locked doors. In section Centinel 1, head the lower in the right corner of the maze. When the layer lowers, climb it to clear the key. Then insert it into the capstan in the neighboring maze.



Disable the yellow maze by bombing one of the two towers. Gladly dash onto the conveyor belt floor, then park yourself in the stationary shoulder wheel on the alternate level's field. Repeat the process until you've escaped the gauntlet.



Pull bathhouse as the cubes begin to fill with purple. Place Bomb spinning Bombs between the cubes to make the floor panel glow. Place two more bombs between the cubes to stop the panel. Don't get hit with your bombs to unlock a new area.

Lilith: SCOURGE OF THE SPACEWAYS



The bombshell known as Lilith is actively possessed by the goddess Miboule. She uses Bomberbots as nothing more than a distraction and misguiding hints, so she challenges her. Dodge her dangerous flying daggers and blast her webbed or Lightning Bombs.

Rukifelth: THE DARK MESSENGER



Exit through the top of Lilith's arena, then pass the level at the low lake by Fire Bombing it. Climb an ice bridge to reach the ladder. If you connect both computers below into raise out, you'll be able to face off against the Dark Messenger himself!

CALL IN THE BOMB SQUAD

DEMOLITION DERBY

In addition to the adventure, *Second Attack!* explodes with classic Bomberman competitions in which four bomb-bombers compete for trophies. One to four players can partake in the action, but only the Survival scenario is available at first. By working your way to a gold trophy in each scenario, you'll unlock a new battle type.

KING & KNIGHTS

Carry your king at all times to prevent him from bombing. As you flee, send your king's march to king doms come by surrounding him with bombs.



SURVIVAL

In the traditional Bomberman bat tle, you have only one life to live in your struggle to four Bomb fans and be the last one standing.



BATTLE ROYAL

Your score drops whenever you're blown to bits. Win points by blowing opponents and recovery items by bombing crates, crates and boxes.



KEY TRIAL

The first to snag two keys wins. Blow up walls to expose them. A newly uncovered key gives gold, so watch for it in the split screen.



SCORE ATTACK

Blow up objects and enemies to turn them into valuable collectibles. Grab them to earn points and keep them by staying clear of explosions.



THE BOMB WILL BRING US TOGETHER

To get more bang for your buck, play Bomberman 64 with a partner. In addition to the intense and hilarious fun of the game's tried and true Battle Mode, *Second Attack!* offers a cooperative Story Mode. As Partner, a second player can spar with enemies, as well as fetch power-ups for Bomberman while he's tied up in battle.

COOPERATION

Pause the game to assign Partner. Control to a second player. The camera will follow Bomberman only, so Partner players shouldn't wander too far.



CONFLICT!

Battle Mode's hot-headed CPU bombers are a real end of life's best challenge when you're playing against friends or the computer.



BUILD A BETTER BOMBERMAN



Like the first 32-bit adventure CD, *The Second Attack!* features several match modes for Bomberman to use in Battle Mode. To expand his war chest, you can either find the clearly hidden articles in Story Mode or buy them at the Merchant Bomber Shop.



SIFTING THROUGH THE RUBBLE

Hudson Soft and Vandal have done a bang-up job making Bomberman's unique puzzle play with pure explosive action. The puzzles in Story Mode can keep you stumped for hours, and the hewed bonuses against the Aerial Knights are equally challenging. And once the dust settles, there's always Battle Mode, which is nothing less than a blast.



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BEAST WARS®

TRANSMETALS®

Hard-core tournament fighting game fans may not break a sweat with B.A.M.'s Transformers: Beast Wars Transmetals for the N64, but younger or casual players will have tons of fun taming this steely-eyed beast:

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Beastly Fun

We're celebrating a new millennium, but 20 centuries to clump along to the Transformers, who have been fighting a civil war for millions of years. Now you can jump into the cosmic fray with this faithful re-creation of the hit animated series. You don't have to be a fan of the TV show to like this game, but it helps. Of course, the cool feature is the ability to transform your robot into various forms to use their different abilities. While veteran fight fans won't find much carnage here, younger players can find an appropriate level of challenge among the five difficulty levels and unlimited continues. Toy Arc Multimedia is making Beast Wars available only as a rental through Blockbuster during its first several months of release, but will, of course, make the fighting genre's heart grow fonder? We'll see.



BLOCKBUSTER

AVAILABLE ONLY THROUGH



Metal Modes

After millions of years of war, you'd figure that one side or the other would just pick up its mechs and go home—but no. In fact, there are six different ways to duke it out with your foes,

each wilder than the last. *Beast Wars: The Movie* is strictly for one player, while you can play against the computer or a human opponent in all other modes.

Arcade Mode

This mode pits you against all the other Transformers in tournament play. You must face both friends and foes in the various arenas, whether you're a Maximal or a Predacon.

Two of three



The first to win two rounds takes the match, and there are seven matches in all.

Seven out of seven



You'll win once that respect if you win all seven matches without losing a single round.

VS

VS Mode features single matches between two robots. Each player has his or her choice of Transformer (even the same one), and you're also allowed to select the arena.

Two of two



Will you opt for raw power or all-around strategy? It's your choice, mortal hero.

Two out of three



You also can choose from various arenas, but two are not without combat, at all.

Team Battle Mode

In this mode, each side picks four Transformers. As each robot is defeated, the next one in line takes up the fight. The first team to knock out all the opposing forces wins.

One of three



You can choose any four, but you can't have more than one of each robot on your team.

Three out of three



The match continues until all the Transformers on one team are sent to the scrap heap.

Bonus

The *Beast Wars* Mode includes several fun features you won't find in most fighting games. There are five *minigames* you can play against the computer: *Toys Mode* and a *Kid's Mode*.

Minigames

In the *Escape Races*, you must outrun your opponent and timed explosions to win. In the *Showdowns*, once the word "Fire" appears on the screen, you must draw and fire your weapon before your opponent does. In *Dust Hunter*, you must collect silver and gold coins to gain points while preventing your foe from doing the same.



Toys

The *Toys Mode* allows you to manipulate the Transformers like, well, toys. You can transform them and make them run through different game scenarios. They'll even recite different sound bites as they perform each action.



Kid's Mode

The Transformers get the *Go* treatment in *Kid's Mode*, where Munchkin-sized robots do battle in single-match play. We're off to see the Wizard...



More Than Meets the Eye

There is certainly more to the Transformers than meets the eye, and in this next section, we'll give you the lowdown on their stats, as well as a peek at their robot, vehicle and beast forms.

While one Transformer may have lower stats than another, a seemingly weaker robot may have abilities that give it the advantage in certain situations.

Maximals

General: Optimus Primal



Optimus Primal may be the most powerful Transformer, but his humanity is second only to his courage.

Strength: 80
Intelligence: 80
Speed: 70
Endurance: 70
Rank: 10
Cautious: 50
Fighting: 10
Skill: 90



Predacons

Commander: Megatron



Megatron bows to no one, not even Optimus Primal. He has the raw power to match his ambitions!

Strength: 80
Intelligence: 70
Speed: 60
Endurance: 70
Rank: 10
Cautious: 60
Fighting: 10
Skill: 80



Spy: Rattrap



To dodge enemy fire while in beast form, press right C. Rattrap will tunnel underground toward your opponent.

Strength: 45
Intelligence: 70
Speed: 10
Endurance: 50
Rank: 10
Cautious: 45
Fighting: 45
Skill: 70



Ninja Warrior: Tarantula



While in beast form, Tarantula uses webs (right C) to trap foes. Then you can move in for a quick strike.

Strength: 60
Intelligence: 60
Speed: 70
Endurance: 60
Rank: 10
Cautious: 70
Fighting: 70
Skill: 60



Robotic Jungle Patrol: Cheater



Cheater is nearly on par with Optimus and Megatron, and he's one of the toughest opponents you'll encounter in Acade MiGo.

Strength: 85
Intelligence: 60
Speed: 10
Endurance: 85
Rank: 10
Cautious: 85
Fighting: 85
Skill: 85



Aerial Attacker: Waspinator

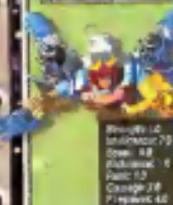


Though his stats look merely average, Waspinator is one of the better balanced bots.

Strength: 70
Intelligence: 80
Speed: 80
Endurance: 70
Rank: 10
Cautious: 70
Fighting: 80
Skill: 80



Aerial Recon: Airazor



The missiles Airazor fires in vehicle form seem to be more accurate than most, especially at larger ranges. Lock and load!

Strength: 10
Intelligence: 70
Speed: 80
Endurance: 80
Rank: 10
Cautious: 20
Fighting: 40
Skill: 70



Aerial Attacker: Terrorstar



Terrorstar requires focus. His Delta Shot in robot form works at midrange only, and his Sonic Scream (right C in beast form) is strictly short range.

Strength: 10
Intelligence: 40
Speed: 80
Endurance: 40
Rank: 10
Cautious: 10
Fighting: 10
Skill: 50



Test Your Metal

In this next section, we'll outline some basic combat strategies for your robot, vehicle and beast forms. Remember that Transformers have different powers in different forms, and while

they share the same types of attacks in robot and vehicle form, they have unique abilities in beast form.

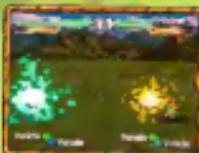
Robot Mode

This is a Transformer's most powerful form, but you can maintain it for only short periods of time. Try to do as much

damage to your opponent as you can before you're forced to transform.



The Basic Shot is a fast shot, with low power and high firing rate. Use this for quick knockdowns.



The more powerful De-luxe Shot is usually a grenade or missile attack, while the Mega Shot is usually a beam weapon. To power up any attack, press and hold the appropriate button, wait a few seconds, then release. This powered-up Mega Shot is a Ultra Shot if canceled out any enemy attacks in progress, so shoot first!



Press R to unleash a burst of energy that can block most enemy attacks and deal some damage. This burst drains from some of your vitals.



When your Energy Resistance gauge runs out, you must transform to another form. The gauge recharges when you're in beast form.

Vehicle Mode

You must first transform into vehicle form before you can transform into beast form. This form generally has the least

firepower, but it is usually the fastest and is always equipped with some sort of homing missile or other projectile.



Every Transformer vehicle can dash over short distances, but a few can actually use dashes using this ability.



You'll have to rely on your speed and agility to dodge attacks in this form, since you won't be able to jump.



You can avoid some enemy fire by circling your opponent, but remember that you can't block or dodge an Ultra Shot.



Most missile attacks are less effective at short range. For best results, be as far away as possible from your foe.



You can knock down your opponent while in or out of his changing the in-robot or out-firing at him or her to disrupt the process.



With some Transformers, you can't fire missiles while circling and expect to hit anything. In those cases, you'll have to swoop in, fire and fare away quickly.

Beast Mode

Your beast body is slow compared to your vehicle form, and will have an firepower. Being in beast form will replenish your

Energy Resistance gauge over time, allowing you to resume your robotic form.



Recharging takes time. You can transform before you reach full power, but your opponent robot form will be limited.



Try the defense "Absorb Energy" by using the right C button, to knock your opponent down.



Not all beasts can climb. A quick sprint and jump can carry you out of harm's way or bring you in for a close strike.



When it's beast versus beast, hard to land is the way to go. A single hit or close range is often enough for a knockout.



Weak Points Attack

If it's beast versus robot, it's odds tend to be against you. Try a dash or a dash attack. If you have one followed by a hard-to-land attack.



Get Away

Sometimes, distance is the better part of war. If all else fails, run away until you recharge. Just don't let your foe charge an Ultra Dash!

Secrets in Steel

Of course, no self-respecting Transformers fighting game would be without a few hidden characters. If you complete certain tasks, you will unlock Megatron X, Ravage and Starscream.

Are there any other secrets? Only time (and your fighting skills) will tell!



If you complete Arcade Mode without losing, you'll face the might of Megatron X.



Sorry, but we've been sworn to secrecy on the keys to unlocking the other characters.



Starscream has long plotted to overthrow Megatron. Will he succeed or be turned into slag?



More Metal

While Transformers: Beast Wars Transmetal is definitely aimed at a younger crowd, it does offer a few fun twists on the old toyline fighting theme. If you don't have much tournament

experience under your belt or if you're looking for something you can play with younger friends and family, give Transmetal a trial run. It could transform your day.



Iron Wolf



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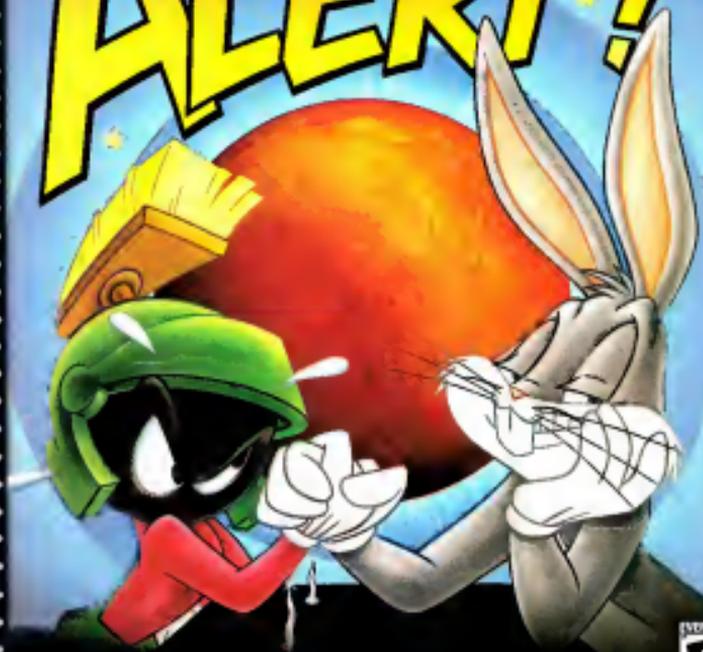
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LOONEY TUNES COLLECTOR

ALERT!



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Infogrames' Looney Tunes Collector: Alert! combines Pokémon-style character collecting with Zelda-style exploration and combat. We're taking a left turn at Albuquerque to give you the scoop on this simple but fun adventure for Game Boy Color.

Marvin the Martian is plotting yet again to blow up the earth, and it's up to you, as Bugs Bunny, to foil his plans. As you search for the parts to Marvin's teleporter, you must also persuade other Looney Tunes characters to join you by defeating them in combat. Up to 14 'toonies will join your party, and you'll be able to use their unique abilities as you explore new areas and fight new foes. If the one-player action isn't enough, you can trade items or play minigames with a friend using the Game Link Cable. Once you complete the main game, you'll be able to collect up to 22 special characters for use in eight Secret Missions.



It's Wabbit Season!

As the game begins, a quick search of the forest reveals minor enemies such as rabbit bunnies and Instant Martians, as well as major pains Elmer Fudd and Daffy Duck. While you can take out most minor enemies by jumping on their heads once, you'll have to face the Fuddster in two separate battles and try to bounce off Daffy's head without falling in the water. Once they're on board, go north to Witch Hazel's house. She'll agree to join you if you bring her the ingredients for a love potion. (If the stuff is for her, we don't think it will help...EE-hee-hee-hee-hee!)



Honey

The jar of honey is located, of course, in the Three Bears' house northwest from Witch Hazel's home. It's not necessary to explore the garden to the west of the house.



Worms

To hook the worms, go back to Daffy's pond and feed Porky Pig. Switch to Daffy and splash Porky with water several times to convince him to give up his fishing and join the team.



Palm Oil



Another ingredient for the potion, palm oil, is in a shack northeast of Witch Hazel's house. You can reach it by following the fence or by traveling through the rabbit burrows.

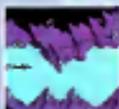


Inside the shack, you'll find a bottle of the thick oil as well as two thick-headed gangsters, Rocky and Maggy. When they attack, just run from Maggy and steer far toward the dynamite that Rocky throws.



After you defeat them, they'll become your friends and show you how to use dynamite. While you won't be able to play as Rocky and Maggy, you'll be able to look at them in the character gallery.

Crystal



As Daffy, dive into the pond and swim all the way to the right, staying under water the whole time. Blow up the rock on the path to reveal a cave. Follow the cave to the crystal, but be careful of the sharp rocks and remember to catch air bubbles along the way.

Sulfur



In the same shack where you found the palm oil, you'll find another rabbit burrow. The sulfur is hidden on one of the side paths. The burrow also leads back to Daffy's pond.

Toil and Trouble



Once she has all of the ingredients, Witch Hazel will swing you off your feet—and not in the nice way. Stick close to the wall. When she swooshes, dodge in the last second so that she hits the wall. Once she's crushed and burned, she'll join you and give you a piece of the teleporter.

Looney Land

Once you've defeated Haze, you'll have several areas to explore, beginning with Nice Town.



Dream a Little Dream

It will be the middle of the night when you first hit (and free) night's sleep. You can check the docks in the morning to find yourself some transportation.

One Stop Shop



The storehouse sells regular items as well as bed seeds, which you'll need later. The store also houses a Flyer Cart. If you have a second Calliope or Game Pak and Game Boy Color and a Game Link Cable, you can go there to trade items by playing two-player Nintendo

Thufferin' Thuccotash!



Go to the docks to find Yessie to Sweets shop. Use the button on dock to open the hatch, and then make your way through the hole to free Sylvester. You'll switch to Sylvester automatically when you find Sam, so your lock ability to bounce his boat is back at last.

Black Mountains

Once you teach Yosemite Sam a lesson, he'll take you to the next peer. You'll need to pick up a package from

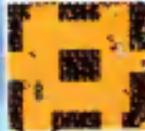
Count Woodcock in the Black Mountains first. Buy one packet of bird seed then head south.

Exotic Bird

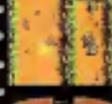


The castle doorkeeper won't let you in unless you have an exotic bird. With your packet seed in tow, head north of the castle to find the bird. If you share your bird seed when you speak to it, it will go with you.

So Angry!



On your way to the castle, you'll have to fight Marvin. Use Witch Hazel's flying power to finish him in the maze. As Flux, jump on the corners of the bubbles Marvin shoots to send them back at him.



Castle Bloodcount

In the castle, first find the switch that opens the staircase then find the green key on the second floor. Go through the green door and look for a room with a collapsing floor. Fall through it to find the yellow key.

Oh, Gossamer!



Once you have the yellow key, free the trapped ghost then go up to the second floor. When you find Gossamer, grab the teleporter part to make him chase you. Lead Gossamer around the room so he falls into the holes, then jump on his head!

Count Bloodcount



The Count is not difficult to defeat, but you'll have trouble just beating him without taking a lot of damage yourself! Dodge his sweeping attack, then as he passes go through the opening as fast as you can. Jump on his head. Three hits will put him down for the real, you know.



Ya Long-Eared Galoot!

While Bugs takes a well-earned rest, you'll play a side adventure as Foghorn Leghorn. Once you board Sam's boat, you'll also have a short adventure as Tweety. Unfortunately, a sudden storm will leave you all shipwrecked!

Wile E. Coyote



As you search for space gear, you'll meet various critters. Just stay out of Wile E.'s way until he stops opening, then keep him out.

K-9



Grabbing Mervin's dog, K-9, is a three-step process. Avoid his teeth, jump on his head, then kick his while he's dizzy.

Smokey the Genie



After you find and defeat Marvin's second boss, use the same strategy as before, look for a spot to take to the ceiling is down. If you do, he'll lead you to the Genie—and a generator for the boat!

Trust No One

If you stay in the boat in the next town, you'll become Mar, an alien baby who's trying to escape from his adoptive, car-bombing parents. You must crawl from room to room to gather your pos-

sessions and restore power to your vessel. Stick to the shadows and crawl behind the adults' backs to avoid detection. To push objects off tables, activate your mental powers by pressing A.

Hide



Key



Vitamins



Atlas



Power



Saucer



You Little Devil

After you help Mot escape, go out into the countryside, find another teleporter piece, recruit Powlupe the Cat, and rescue an old man who's lost. Once all that's done,

you'll be allowed to take Sam's boat southeast to an island terrorized by a monster. The fearsome creature turns out to be none other than the Tasmanian Devil!

Break It Down



The first time you meet Taz, don't try to fight him; instead, stand near the rock blocking the path and jump out all the way just before he hits you. The rock will break after a couple of hits, opening the way to clear away dead-pain trees, use dynamite.

Taz Two-Step



You'll fight Taz twice, once in the jungle and once near Marvin's secret hide behind objects to avoid the energy beams from the sunset, and set him back several segments. Once you defeat him, you'll finish up to the last area and the showdown with Marvin!

Secret Agent Rabbit

When you defeat Marvin, you'll free several characters he was holding prisoner. Those characters will appear on the Secret pages in your picture gallery. If you have a

full set of characters on a page, you'll activate a Secret Mission. To collect characters, you must win minigames against other players using a Game Link Cable.

Place a Bet



Every city in the game has a casino with a Cyber Café. Connect your system to another Collector Game Pak, go to a table, select an item or a character to wager, then play a minigame.

Winner Take All



The winner, of course, takes all. The minigames include classics like Hot Patterns and Simon Says and original games like Stealing Franklin's Evilartwork Game.

First Mission



The first Secret Mission requires just one character, which you'll get automatically. To play the other missions, you'll have to earn more characters.

Th-that's Not All, Folks!

With its basic game play and simple puzzles, Looney Tunes Collector Alert is aimed at the younger set. It does capture the wacky spirit of the Looney Tunes, too, with an engaging plot and fun dialogue. In addition, the two-player minigames, the character collecting and the Secret Missions give this Pak a lot more replay punch than you might expect. If you're looking for a little Looney action/adventure, you'll want to give these toons a try. A second Collector title is due to be released this fall and will be compatible with Alert! 🐰



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What do you get when you mix the bomb-blasting action of the Bomberman games with a creature-collecting, battling and trading game? Check out Vatical's new pair of explosive Game Boy Color games, Bomberman Max Blue Champion and Bomberman Max Red Challenger, to find out!



BOMBERMAN MAX RED CHALLENGER™

BOMBS AWAY



Using a powerful computer from the reach-averse world of Future Steg, his transformed the four other planets in his solar system into cold, mechanical grids of their former glory. Bomberman and Max-friendly rivals and local imports have answered the distress call of the Classroom, the planets' inhabitants. Bomberman, Max Blue Champion and Red Challenger are, like Robinson Blue and Red, very similar games. The main difference is that you play as Max in Red Challenger and you play as Bomberman in Blue Champion.



© 1997 Nintendo Game Boy

EXPLOSIVE ELEMENTS

Blow the soft blocks around the levels with bombs to reveal the hidden items. Once the items are revealed, you can destroy them with another bomb's blast, so make sure you pick up the items you need before you drop another bomb!

Fire Up	Speed Up	Block Walk	Full Fire	Heart	Bomb Up	Scout	Super Fire	Surfista View
								
Your bombs blow much further when you pick up this item.	Your character can move a little faster with the Speed Up.	Pick up the Block Walk to walk through soft blocks.	The blast radius of your bombs is now double with Full Fire.	The Heart will protect you from enemy attack at one bomb.	You can drop more bombs at a time with the Bomb Up.	Try not to pick this up—it will decrease your speed.	Your bombs will destroy all soft blocks in the blast radius.	This makes you invulnerable for eight seconds.
Drop Up	Downside Control	Bomb Walk	Block Push	Live Bomb	Power Glove	Timer	Food	
								
With a Drop Up, you can blow a hole in the floor like a bomb.	You can trigger bombs at any time with the Downside Control.	The Bomb Walk allows you to walk through bombs.	This item allows you to kick bombs when you touch them.	You can blow up the bombs on the ground with this item.	Use the Power Glove to pick bombs up off the ground and drop them.	The Timer stops the time clock and your enemies for 10 seconds.	Food is used to feed your Chabara to increase their power.	

ZAURUS STAR

Each of the planets has at least 20 stages, so we are featuring one of the toughest stages and the boss stage on each planet.

It gives you an idea of what to expect from the planet as a whole. Zaurus Star is a green and mostly natural world.



STAGE EIGHT

Blow the soft blocks and defeat the enemies in the order specified on the map to make it through the stage with time to spare.

Super Fire



The Super Fire helps you reach items quickly. Get it as you begin the level.

Flies Fight



Then the little flying fellows drop in the corner for easier bombing.

Downing the Hut



Enemies will come out of the hut when you blast it with several bombs.

COLOSSUS

This guy may look like a snow, but he doesn't stay still. Colossus's touch is deadly, but the four flunkies that surround him aren't dangerous until they fly away from Colossus and send bolts of blue electricity from the walls.

Bad Bolts



When Colossus starts moving, get his minions flying away from him, move onto a safe spot to avoid the electrical attack.

Drop a Bomb



Run close to Colossus and drop a bomb in his path. Without turning, he'll reach you. It will take five bomb blasts to beat him.

SECRET STAR

Secret Star is home to very capable Ninja enemies that can jump over bomb explosions, making them very difficult to

defeat. The secret is to catch them with a well-placed bomb as they're running after you—if they're moving, they won't jump.



STAGE TWELVE

You can follow this order to grab better items before you enter a room where you'll be trapped with a tough Ninja, or you can go to that room before you ride the roller coaster.

Ninja Note



We don't have to enter into all of the abusive Nijas. When possible, run past them.

Hide the Bomb



The roller-coaster-type cart will take out the enemies for you if they come too close.

Roll Over



Stand on the yellow, step-like spring cart and face the right to buy over the web.

Booster Area



When prompted, line up a Booster Cart that will use Game Boy's infrared port to open this area.

KABUKIBOT

The usually entertaining Kabukibot jumps and dances and walks away from bombs. Try to anticipate his movements so you know where to drop your bombs. Be sure to avoid his two weapons, which have the power to disarm and destroy you.

Color Toss



Three color balls are the power to destroy you, and they will move around the floor before falling away. Destroy them with your bombs.

Waterpout



This high-pressure stream of water won't hurt you, but it will make you drop your bomb-armed stars. You can pick them back up.

BATTLE STAR

Battle Star is the most dangerous planet yet, with punishing bombs and armed skeletal soldiers who can shoot through

anything. You have to be on guard at all times, even while you're bombing the boot-shaped soft blocks.

STAGE THIRTEEN

Be very careful at the beginning of the level. You might find yourself trapped by a Punishing Bomb and your own bombs until you clear a bit of space out.

Punishing Bombs



The Punishing Bombs cast a shadow as they fall, which almost helps you avoid them.

Bomb Fragments



Place a bomb by the silver control box to stop the blue bridge as you can see it.

Color Change



Wart will both Bombing blocks here every time, then run across one to the other side.

TANKBOT

Tankbot is fully outfitted for war, with two gas that rob you of your items and a fierce fire. It's a slow and grumpy enemy, one that will not give you a chance. This boss follows no rules—and it's incredibly fast. It's a very dangerous enemy.

Flame Towers



Tankbot will randomly attack with its flame breath, and it will come always directing to those you.

Big Bomb Pods



The people of pods of four you will make you drop your bomb, while the grenades will drop and blow up twice in a row.

CITY STAR

You'll have to deal with walking trash cans, enemies in moving monstrosities and the ever-aggravating traffic signals on this planet. City Star is one big, confusing city, where you can get lost easily. The 4 blocks are one-shaped.



STAGE FIVE

Your main goal is to make the signal lights stop, but you should defeat as many enemies as possible if you want to make it off this planet!

1 Light Switch



Place a bomb right next to the signal lights to stop them all.

2 Bridge Bomb



Toss a bomb over the wall to flip the switch that stops the pistons.

3 Clear Path



Blow into the trash can of once, because they can take you.

TIAN LUNG

This dragon will leap around the level, reappearing in random spots, including right underneath you or one of your items! You don't usually know where Tian Lung lands so drop bombs and keep moving.

Feeling Jealous



The Long jumps in dragon form. Watch his head to get a hint on his direction, then drop your bomb just two every.

Ring of Fire



When Tian Lung forms himself into a card, let's reach faster. Don't let him or his big flames touch you.

FUTURE STAR

Futuristic force fields and swarms make navigating Future Star's stages a challenge. This mechanized world has bomb-dropping enemies that look like faded clones of Bomberman or Max, depending on the Game Pak you're playing.



STAGE TWENTY

So you must destroy all of the enemies (except the blockers—enemies that look like the hard blocks). Avoid them when possible.

1 New Switch



With the Power Glass you can toss a bomb on top of the switch to stop the pistons.

2 Globe Area



The enemy looks just like your character, and a power switch, too. Break it, fast!

3 Force Field



Blow other blocks about force field until it is empty stop the force field.

BRAIN

Brain is the reason you're on this mission, and he's not going to sit back and let you ruin his plot. He has many defenses surrounding him—four lasers that glow red as they charge up, two lasers that move around the level, and a robot body.

Lower Charge



Drop a bomb in front of the laser after they're fired. When all four are destroyed, and a robot body!

Robotic Run



Brain's robot body can jump faster than any Drop bombs in the robot's path, then get out of the way.

CHARABOM BATTLES

Many of the missions in the two Bomberman Max games require you to free the imprisoned Charaboms. As you find more of these creatures, you should feed them with the food items you pick up to strengthen them for battle. You can pit

Evolution Feature



Charaboms come in four types. Eating herbs, water, water herbs, fire, fire herbs, earth and earth herbs electric.

Pick a Winner



Scroll through your list of Charaboms and choose one to battle. Pick your strongest creature.

Battle Strategy



Pick three different strategies from the six available that combine your Charabom's attack, defense and special abilities.

Link Up



When you and your opponent are ready, plug your Game Boy Colors in, connect ports and press A. The battle is underway.

REMOTE ACCESS

Each Planet has secret areas like Secret Star's Stage Twelve, which can be opened only with the help of any infrared device.

Hidden Help



Battle Star's first stage is just a secret area to unlock, and that's your only mission objective.

Print and Click



When you find one of these purple passageways, tap up a remote with your infrared port and push any buttons to open it.

Item Finder



The map shows you can be confusing, and you have to pick up all the items within a time limit. Pay attention and move quickly.



RED, MIGHT AND BLUE

You don't have to beat every stage to get to Future Star's boss level. As you complete stages, you will go to another stage on the same planet randomly until you end up at that planet's

boss level. But if you want the certificate of recognition that declares you a Master Bomber, you have to go back and beat all 100 stages. It's a big task, but it's worth it. ☺



BATTLE ZONE

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Pokémon by the Numbers

Ever since the release of Pokémon Stadium, the Pokécenter home office has been beset by a constant flow of questions. Now, granted, we send most of those over to Ask the Pokécenter so he can spread the knowledge, but there's one area that we feel it important enough to address right here on the front page. We're talking numbers. Percentages. The reasons why your Pokémon do the things they do. Here's an example: You're fighting a friend, and you've each paralyzed the other's Pokémon. When you try to attack, your Pokémon can't move. But when your pal goes, his Pokémon attacks even though it's paralyzed and K.O.'s you! How complexly unfair! Well, yes and no. You see, every time two Pokémon clash, there are random chances involved in how the battle progresses. Every battle takes into account the statistics of the Pokémon involved (for example, how well they evade), the statistics of the attack itself (for example, how often it hits its mark) and the status of the

Pokémon themselves (for example, whether they're awake or asleep.) The game crunches all of these numbers, throws in a little random chance to make things interesting, then plays it out. Sure, you can do things to stack the deck heavily in your favor,



like using an attack with 100% accuracy or paralyzing your opponent to make it have only a 50% chance of attacking, but there will always be dice rolling on every attack. Take the attack Horn Drill, for example. If it makes contact, it should automatically knock out even the strongest opponent. Of course, the catch is that it has only a 30% chance of hitting—that means it should strike home only once for every five times you use it. Then again, maybe you'll get lucky and hit every time...

The key is to play the odds and hope your luck holds when it counts. What we have here should help you sabotage your enemies. The chart shows what kind of odds you'll have when using various attacks to poison, paralyze or otherwise punish your enemies. This is by no means all the numbers in the game—there are plenty more where these came from—but this should at least give you a head start on learning when to gamble and when to play the safe move. Good luck!

LONG TERM CONDITIONS

ATTACK	EFFECT	TYPE	ATTACKING	TYPE
BITE			REIZING (20%)	SL
			ICE PUNCH (20%)	SL
			ICE BEAM (20%)	SL
POISON	POISON GAS	PSN	SLASH (10%)	PSN
	TOXIC	PSN	POISON STING (20%)	PSN
	POISON POWDER	PSN	SLASH (10%)	PSN
SLEEP	LOVELY KISS	GRM		
	SING	GRM		
	SPORE	GRM		
	HYPOHOSIS	PSY		
	SLEEP POWDER	GRM		
SUBMIT	STEEL SPIKE	GRS	THUNDERBOLT (20%)	SL
	THUNDER VOLT	GRS	THUNDER (10%)	SL
	GUARD	GRM	THUNDERBOLT (20%)	SL
			ICE BEAM (20%)	SL
TAUN			THUNDERBOLT (20%)	SL
			ICE BEAM (20%)	SL
			SLASH (20%)	SL
			ICE PUNCH (20%)	SL
			THUNDERBOLT (20%)	SL
CONFUSE	LOWEZE BAIT	GRM	PSYCHIC (20%)	PSY
	SUPER LONIC	GRM	CONFUSION (20%)	PSY
SCARE			SLASH (20%)	SL
			LOW KICK (20%)	GRM
			SLASH (20%)	SL
			WYPER BANG (20%)	GRM
			STEAM (20%)	GRM
			ROCK CLIP (20%)	GRM
		BOILING ROCK (20%)	GRM	

The attacks on the left will show you reduce the desired effect on your enemy but do no immediate damage. The others will do damage and have the listed percentage chance of causing burning, etc.



Pokéchat



The Pokémon library is already pretty big, and as we found out last month, it looks to get even bigger this year with Hey You, Pikachu, Pokémon Attack and Gold and Silver. Don't worry—more games just mean more chatting, and we're good at that.

Q: When I'm playing Pokémon Stadium, I've seemed to get my Pokémon into the N64 boxes. What if I can't get them out?

A: Now, now, try to be calm. It's extremely easy to put them back on the Game Boy Pak—just go into the Prof's computer and physically move the Pokémon from the N64 boxes to your Game Boy boxes. Not only is transferring easy, but there are a ton of excellent ways to use this feature. For instance, you want to keep all your Pokémon but start a new Game Boy game? Just transfer all of the Pokémon onto your Stadium game and start a new game on the Game Boy cartridge. Once you get a Pokémon, you can instantaneously transfer all of your old Pokémon onto the new game. Not bad, eh? Of course, they won't obey you until you earn the appropriate badges, but that's a small price to pay for the chance to start a new game and keep all your favorite Pokémon. It's especially useful because you can keep starting games over and collecting the best TM's to equip your Pokémon for Stadium battle! You can also do massive trades with your friends that way—if you trust them, that is. You can each take turns loading up N64 boxes with the Pokémon you're going to trade, then download them to the appropriate Pak or boxes.

Q: In Pokémon Stadium, I beat the Prime Cup Master Ball Round Two with Pikachu in my party, but I still didn't get awarded a Surfing Pikachu. What's up with that?

A: Oh, if only it were that easy! Not to say that the Prime Cup Master Ball is easy in Round Two, because it isn't. It's very, very hard! Now, there are two requirements for getting Surfing Pikachu as a gift. Number one is that you must use your own Pikachu. If you rented it, you aren't going to get a prize at all. The second requirement is a doozy. It's not enough just to have Pikachu be one of the six Pokémon in your party. No, no, Pikachu has to be one of the

three Pokémon you choose for each of the eight Master Ball matches. If you manage to win all eight, your Pikachu will be infused with the ability to Surf!

Q: I won a Surfing Pikachu and I'm psyched that it can Surf, but you said that it would be able to learn other Water-type attacks as well. It can't! What gives?

A: Well, sorry about that! We here at the Pokécenter are only Pokémon...er, that is, humans, and we make mistakes from time to time. Surfing Pikachu can use only Surf!

Q: In Pokémon Pinball, can I evolve a Pokémon that's currently in my Pokédex?

A: Nope. You can evolve only Pokémon that have been caught during that particular game.

Q: If I'm playing my Game Boy Pokémon game in the GB Tower section of Pokémon Stadium, can I use rental Pokémon?

A: Wouldn't it be nice if you could? You'd certainly have a party of all-level-100s running around. No, sorry, but you can use only rental Pokémon inside the Stadium itself!

Q: I heard that if you get all 151 Pokémon into the Victory Palace in Pokémon Stadium, you'll receive something called an Aerossia Psyduck. Is that true? And if it is, what's so great about this Pokémon?

A: It certainly is true, and believe us, it's no easy feat to get that wacky Pokémon to elite status. The one thing that helps is that you can register rental Pokémon to the Hall, but you'll still have to do a ton of work. Aerossia Psyduck is an ordinary Psyduck whose Special meter is through the roof. Its Special can go even higher with the use of the Aerossia attack, making its Special Attacks absurdly powerful.



#150 Joltong
Robert Walsh
Milton, NH



#145 Kabutops
Justin Fox
Bing, Conn.



#160 Breyton
Adam David
Cventry, CT



#115 Quirney
M. St. Pierre
Orleans, MA

Pokéchat

Ask the Professor



With so many great Pokémon games out there, it's no surprise that questions keep pouring in. Remember, if you have a question or Colosseum team or you just want to show off some cool art, mail it in to the address at the lower right of the next page!

Where is the Pokémon sign in the Tunnel Stage of Pokémon Snap?

This Pokémon sign appears near the collection of strange shapes just after when the pair of Electabuzz hangs out. The only problem is, the sign won't appear unless you get the juice back on. Just hitting the Electabuzz with Power Balls won't be good enough—they provide only enough electricity to light up a couple video screens. To get the REAL power flowing, you have to lure Pikachu over to the Zapdos egg back by the power transformer. If you play the Poké Flute, Pikachu will shock Zapdos into the air, and Zapdos will turn on the power plant. With the power on, the Pokémon sign will come to light.



After Zapdos emerges from its egg, it'll flip over and perch atop the transformer; its electric personality will get the power on in a hurry.



Once the electricity is functioning again, head over to the jangle next to the Electabuzz. You'll see the shadow of a Pinar on the wall.

In Pokémon Red, Blue or Yellow, should I bother taking the Pokémon quizzes in Cianabar Gym?

If you feel like your knowledge of the world of Pokémon is top-notch, then you don't have to fight anyone on the way to your showdown with Blaine. Simply walk over to each computer and answer the question correctly to bypass the trainer guarding each door. Of course, if you miss a question, the trainer will attack you with all speed, so you'd better be ready to fight even if you're a quizzmaster.



The multiple-choice questions aren't too difficult, so you don't have to be a Psychic type to ace the test.



You may want to fight even if you're Politeknick—gaining experience points is always a good idea.

How do I fight Mewtwo in Pokémon Stadium?

Some people think they can ease a date with this Psychic-type powerhouse just by fighting all the way through Gym Leader Cattle. In fact, that's only one of the requirements for the prize fight. You must also beat all four Cups—Poke, Piles, Peck and Prime—before Mewtwo will appear and challenge you. In the Poké and Prime Cups, that means beating the Master Ball, not one of the lower ones. Once Mewtwo appears, it's time to put your team together. It'll be six of your Pokémon against just Mewtwo, but don't think that means it'll be an easy fight. Mewtwo uses Psychic, Thunderbolt, Rest and Blizzard, which means that it'll bruteforce you on offense then recover any damage you do by using Rest. Being strong characters that can disrupt Mewtwo's rhythm—if you're resting, try leading with an Electro to paralyze Mewtwo with Thunder Wave, then Self-Destructing on the next turn. A Blizzard attack might well freeze Mewtwo, so bring an Ice-type as well.



Another good strategy is not a Rest and then lead into Mewtwo. It'll never know what hit it!



If you can beat Mewtwo, you'll gain access to Round 2 of Pokémon Stadium; it's really, really hard.

I earned a Doduo Game Boy! What is it?

When you beat the Master Ball in the Poke or Prime Cup, you'll earn a Doduo Game Boy. With this handy item, you can play your Game Boy game at GB Tower at twice the normal speed! You can toggle the speed using the top C button.



If you beat the Master Ball in BOTH the Prime and Poke Cups, you'll get Doduo. It gets four times as fast!



Let's hope you don't! You can't win through the game with this feature anyway—just trying a bicycle!

Colosseum

The Colosseum is a place to show off the teams our readers have built. If you think you've got a winning combo, write in and tell us about it!

Just so you all know, Jake Gates of Illinois thinks that everyone else's teams thus far have been totally weak. He'd also like to add that every Pokemon on his team is at level 100, and that he got them there without using a game enhancer. And that he's caught all 151 Pokemon... And that his team will rule all on the Stadium Tour. And that anyone who fights with Mewtwo is a wimp. Hey—a little bit of confidence never hurt anybody, right?

Slowbro



Jake will be the first to admit that his Slowbro is a slow mover. That's all right, though—this Pokemon has such an outstanding Defense rating that it can take some serious abuse and keep on fighting. It also has a little bit of everything in the way of stats, so even if you don't know what it's doing, Psychic is always the go-to move because of Slowbro's partial Psychic type status, but the other moves are quite good, too.

- Fire Blast
- Hyper Beam
- Psychic
- Ice Beam

Venusaur



Here's Jake's last Pokemon. It's another good Special stat, and has a chance of getting the first attack, and leading off with Sleep Powder at a great in-battle advantage. Using Mega Drainer makes sure Venusaur has some staying power, and Solarbeam, while slow, is super powerful. This is the only Pokemon on the team without Hyper Beam—what happened, Jake? Did you get stuck with the HM Lot?

- Mega Drain
- Cut
- Sleep Powder
- Solarbeam

Vaporeon



Jake says he doesn't see many Vaporeon in battle, and we have to agree when he says a standard Ice Beam attack is his go-to. It has a pretty high Special and Defense rating, and with 120 HP it can take some serious damage before succumbing. Its Water-type attacks are extremely powerful, and Ice Beam and Hyper Beam assure it victory even against other Water types.

- Ice Beam
- Hydro Pump
- Hyper Beam
- Surf

Mr. Mime



Another rarely seen Pokemon, Mr. Mime is a great Psychic-type addition. The attack Psychic is extremely powerful in this meta-game, and Hyper Beam is obviously a strong finisher. Jake has really good use of it with a Thunderbolt surprise attack, and while Seismic Toss may not be that powerful, it has the advantage of leaving doing a set amount of damage no matter what Pokemon type Mr. Mime is facing.

- Hyper Beam
- Seismic Toss
- Thunderbolt
- Psychic

Ninetales



Here's one that rarely on the Colosseum page where late Vets. Very fast and powerful, this Pokemon rules in the proper levels. Besides the one great Hyper Beam, Jake got together three Fire-type attacks for his Ninetales, and all are great. Flamethrower is stable and strong, while Fire Blast is extremely damaging. Fire Spin connects. Combined with Ninetales's Speed, Fire Spin can hold opponents indefinitely.

- Fire Blast
- Flamethrower
- Fire Spin
- Hyper Beam

Gyarados



Jake considers Gyarados to be the size comparison to popular Pokemon of fans on his team. He couldn't help picking the powerful creature, and you can see why it pits it against almost any Pokemon type besides Electric. With an excellent stat of decent moves, Jake's Gyarados can even beat out other Gyarados with Thunderbolt. His only lament? It can't learn Psychic, which would make it perfect.

- Surf
- Thunderbolt
- Hyper Beam
- Fire Blast



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Hot off the Press



Yeah, you can get game information on the other pages of the Pokécenter. You can do some chatting and check out other people's Teams. But where are you going to get the choicest bite of breaking news? Right here, that's where.

Blasting Off!

Pokémon Trading Card Game from Wizards of the Coast—have you heard of this thing? Just kidding. As you all know, there have been several expansion decks since the original. The best one yet arrives in late April, which means that by the time you read this there might actually be some available. We're talking about the Team Rocket set, which is going to introduce 53 all-new cards. Besides cards featuring Team Rocket, you'll also find "dark," or naughty versions of 30 of your favorite Pokémon. Two preconstructed theme decks—"Trouble" and "Devastation"—are out there waiting for you, so it's high time you saw what evil had to offer!



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

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METAL GEAR SOLID

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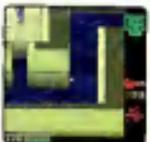


HEADY METAL

Metal Gear Solid follows the story of one extremely talented undercover operative, known as Solid Snake, and his mission to take the Metal Gear nuclear weapon away from a terrorist group. Snake is a loner with a mysterious past and an even more mysterious headband. The terrorist group's leader is the dangerously charismatic General Augustine Eganbon, a madman who doesn't care what destruction nuclear war would cause as long as he's the one pushing the button. Snake is the only operative with the stealth and smarts to trace Eganbon and destroy Metal Gear, and so he abandons his retirement to go into action.



Link two Game Boy Colors and two Metal Gear Solid Game Paks to play a two-player versus game of four waves.



Once you have finished all of the Sneaking and Weapons VR levels, you can access the Adversarial Mode for some serious VR training that tests the hardest game levels.

VR MISSIONS

VR Missions allow you to practice stealth using the various weapons. These practice levels get progressively harder as they teach you more advanced skills. This mode allows you to learn how to handle your weapons before you need to use them to defend yourself.



In Sneaking Mode, you have to sneak your way past guards to reach a goal. Once you have completed the No Weapon Sneaking Mode, you'll open new levels with each weapon.



In Weapon Mode, you can practice using each of the main weapons in your arsenal. There are several levels of increasing difficulty for each weapon.



SOLID GEAR

You won't start the game with many items in your inventory. You'll have to pick up most of your specialized gear within the levels, usually inside drop boxes.

FIVE-SEVEN



This gun is the first you'll encounter. As with all of the weapons, you'll have to pick up the first appearing ammo for it along the way. The Five-Seven has very little range.

ARMOR



You will receive many guards that won't hesitate to attack you. The Armor will protect you when a cop's on labor with the guards as inevitable.

CARDBOARD BOX



As odd as it seems, you'll have to pick up and use many of these cardboard boxes to complete Level 5. You can also duck inside a box to evade the security cameras.

C-4



Stick this plastic explosive to a wall, then detonate it from across a distance. Make sure you have a supply for your mission inside the Barracks, where you have to rescue Parika.

MINE



This simple explosive makes it easier for you to deal with the swarms of guards you find in many of the levels. Just make sure you remember where you left it.

MINE DETECTOR



When enemy mines are lying about a level, the Mine Detector is indispensable. Make sure you remember to activate it.

NIKITA



This fly-by-wire rocket is essential in some of the later missions. You control the flight pattern of the low-flying rocket, guiding it to the destination of your choice.

NVG



The Night Vision Goggles allow you to see in full color in the dark. If lights are suddenly turned off, however, you will be blinded. Equip the goggles only when necessary.

CHAFF



The Chaff Grenade can prevent any security devices, including automatic turrets and security cameras, allowing you to escape them undetected. In some areas, they're essential.

GRENADES



Grenades are useful against run-of-the-mill guards and the first boss. They create a lot of noise, however, and can draw guards from other rooms to you, so use them with caution.

GAS MASK



Several rooms within the levels are bobby-trapped with tear gas. We can run through a small room without getting damaged, but for larger rooms, the gas mask is a lifesaver.

THERMAL GOGGLES



This alternative to the Night Vision Goggles allows you to see an entire room in the dark. It also allows you to spot the laser trip wires in the bobby-trapped rooms.

R-5



This rocket is a little more powerful and rapidly but runs out of ammo very quickly, so make sure you pick up plenty of ammo. It has far more power and range than the Five-Seven.

STUN GRENADES



Occasionally, you may want only to stun the enemy. The effect of the Stun Grenade wears off very quickly, so don't count on them to get you out of a tight spot.

FOGGER



This tiny, smoke-emulating device allows you to see the laser trip wires in some of the bobby-trapped rooms so you can avoid them. Without the Fogger, it's a guessing game.

ID CARDS



You will need to acquire several different-level ID Cards to open various doors on all of the levels. These cards need to be equipped to work; it isn't enough to have them in inventory.

DROP BOXES

There are plenty of drop boxes scattered around the levels. You will find them in rooms, behind boxes on trucks, and right out in the open. The exterior of the box can tell you what type of item is inside, so you'll know whether it's worth it to run over and pick it up. It's always worth it if you have room to carry it.

WEAPON



Gray boxes with yellow stripes that look a bit like basketballs contain weapons for you to use. The weapons will always be appropriate to the level you're playing.

ITEM



Any pick-up that is not a weapon, tunic, or ammo, including the gas mask ID Cards and Armor, will appear in a box with many yellow squares on it.

AMMO



Ammunition is stored in the black box with a yellow-toe tangle on the front. You can't pick up ammo until you have the weapon it works with in your possession.

RATION



The ration restores all of your energy, so pick them up whenever you can. It's always smart to take an inventory when you're about to enter battle with a boss.

SOLID SHAKE RADIO

When you're in need of advice or you want to see, switch on your Codec audio by pressing Select, then Start. Each team member's frequency is stored in memory.

MEI LING: 140.96



Ring Mei Ling when you want to save your game. She always has an inspirational proverb to quote that pertains to your mission.

MCBRIDE: 141.52



McBride granted the mission you are on and has decided intelligence about the terrorists, Grineer and the mission itself.

CAMPBELL: 140.85



The team commander will often have helpful words of encouragement, and he will remind you of your mission objectives when you forget them.

WEASEL: 141.80



The unorthodoxly mischievous is so the team's on-wiper. On other anti-terrorist missions, he can give you advice on bosses.

JENNER: 140.25



This operative is inside the terrorist complex here, and you will have to run through with her. She can provide intel points on the complex.



STAGE 1

Covert Operations

Objectives:

- 1 Locate S-7 Pistol
- 2 Head North to the Base

Follow our numbered objectives to complete a level. The tips below will see you through each level safely and stealthily.

The Jungle

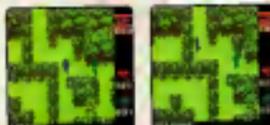


Hidden Cargo



You will find all sorts of things in safe tracks, including weapons, ammo and even enemy (non-jotri) guards. Walk to the back of the tracks and step inside the same way you would enter a door.

Safety Zones



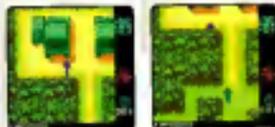
If you are detected while close to another zone where your radar map changes, run quickly to the other zone. The radar alert will instantly stop. Some things (to watch running) do behave to escape the guards.



Cone of Vision

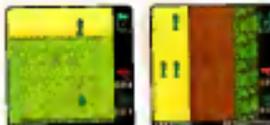
Stealth is a major part of *Metroid Prime 3: Corruption*'s cone of vision as you see in areas and the areas. As the enemy walks, he can see things directly in front of him but not to the side.

Long-Range-Surveillance



You can see a larger view of an area by pushing your back up against a wall and pressing B. The camera will shift down in the direction of the wall you are pushing up against to reveal all that is there.

Creep and Crawl



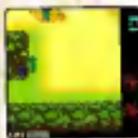
Press Start to flip down on your belly into a crawling position. You can creep through tall grass and read right past the guards' eyes but be detected. You can also crawl into openings at the bottom of many walls this way.

STAGE 2

Objectives:

- 1 Enter Base
- 2 Get S-7 Pistol
- 3 Get S-7 Suppressor
- 4 Get ID-SMG
- 5 Get Level 1 ID Card
- 6 Enter Sewer

The Base



Bide Your Time

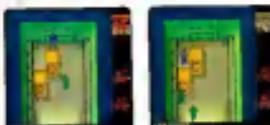
Try to get past an enemy using a wall rather than boldly attacking every major sight. Watch the guard's patterns to determine when you can sneak right past. Be careful not entering into a death sentence.

Equip the ID Card



You'll need to place the game with Select then choose the ID Card you wish to use to open electronically locked doors.

Truck Evasion



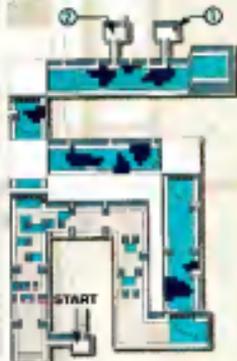
If you are detected in the vicinity of a truck, hop on and instantly pass the crowd inside. Push Start to drop down into a crawl and hide behind the crates. The guards won't see you there, and they'll eventually go away.

STAGE 3

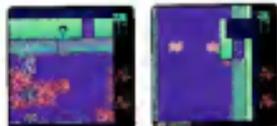
Objectives:

- | | | |
|-----------------------------|-----------------------|-----------------------------|
| 1 Get Yellow Cardboard Box | 2 Get Level 2 ID Card | 3 Rendezvous with Jener |
| 4 Exit Entry to Water Tower | 5 Get S-7 Suppressor | 6 Get Chaff Grenades |
| 8 Get Gas Mask | 9 Get RS-3MG | 10 Follow Jener to the Exit |

The Sewers



Flood Insurance



Floodwaters are pushing through the sewers. Quickly climb up every ladder you come to, then wait for the wave of water to pass. As soon as the water is past, run down the ladder into the next room and up the next ladder.

Boxed up



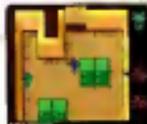
At the end of the sewers are two ladders. Run to the very last ladder and climb up into a room with Yellow Cardboard Boxes. Pick it up. Go back to the other ladder and climb up into the Water Tower.



Squeeze Play

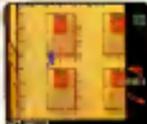
Inside the first guarded room see water after you emerge from the sewers, a guard is waiting in a tight hallway. To get past him, you'll have to push up against the wall and step sideways to squeeze through a slim opening.

Camera Shy



Make sure the security camera doesn't get a clear shot of you. It will set off an alarm.

Smoke Screening

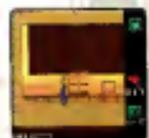


Use your fogger to make the security camera visible in the unguarded room with the personal shop machines. Proceed slowly!

Water Tower: Level 1



Water Tower: Level 2



Grab a Lift

The trapdoor with double doors in the last unguarded room is an elevator, although that may not be obvious. Press A to punch the button on the left side of the elevator. Once inside, catch the light arrow to go up to the next floor.

Follow Jener's Lead



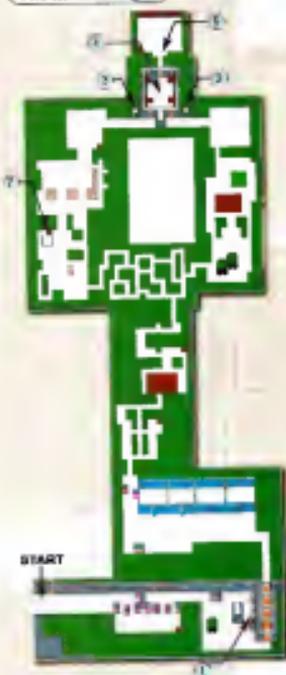
When you meet up with Jener, she will show you the way out of the tower. Follow her as quickly as you can while avoiding guards and security devices. Use the Chaff Grenades to disable security devices along your path.

STAGE 4

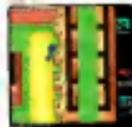
Objectives:

- 1 Open Computerized Doors
- 2 Collect Grenades
- 3 Beat AS GVG
- 4 Defeat Slasher Hawk
- 5 Open Computerized Doors

The Inner Jungle



Good Combos



Push the first and third buttons from the top onto the second and third doors to the right; the only area closed. Then hit the second button to open the second and third doors. Use the last button to close all of the doors if you need to start over.

Avian Alarms

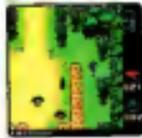


Wait until birds are looking away from you before you cross its path; otherwise, it will take flight and alert the guards to your presence.



Lure the Guards

You can back up to a wall or object and press A to knock. The sound will lure a guard over to you and away from his post. You can take many guards out one by one this way.



To the Dogs

Stop and watch the guard dogs' paths until you can sneak past them. They can spot you much better than human guards can, and if they see you, the only thing you can do is run and hope you survive.

Switch On



After you get past the dogs, punch the button to open a door on the other side of the fence. You'll have to sneak past the dogs and guards and through the hedge maze to get to the other side.

Stock Up



There are plenty of items strewn around the level. Remember to look under tracks and around corners. For items—you'll need them.

SLASHER HAWK



The grenades are your best choice for the battle with Slasher Hawk. Avoid his business by ACTING by staying in motion, and toss grenades at him until he is defeated. Wait for Slasher to stop flailing between each grenade toss.



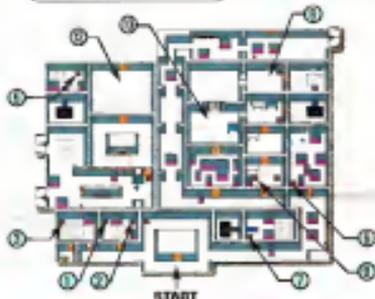
STAGES 5 AND 6

Levels 5 and 6 take place in the same location, so we're using one set of maps for both levels. These tips will get you through both levels.

Objectives:

- | | |
|---|-----------------------------------|
| 1 Get Yellow Cardboard Box | 7 Get Blue Cardboard Box |
| 2 Get Gas Mask | 8 Get Thermal Goggles |
| 3 Get Fa-Rite | 9 Get C4 |
| 4 Use Boxes to Travel on Conveyor Belts | 10 Spark to and From Jerica Marks |
| 5 Get Red Cardboard Box | 11 Get Night Vision Goggles |
| 6 Get Level 3 ID Card | 12 Defeat Minoretta Owl |

The Barracks: Level 1



Same ID



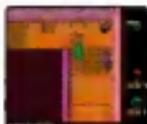
Your Level 2 ID Card will open many of the doors on this level, so remember to equip it. You'll use it to open the first few rooms you come to.

Box Basics



Use the colored cardboard boxes you've picked up on this or previous levels to travel around the second floor. Select the yellow box first, and walk over to the top conveyor belt. Ride the belts until they drop you off in a room with red boxes. Pick it up and continue on.

Crawl Safely



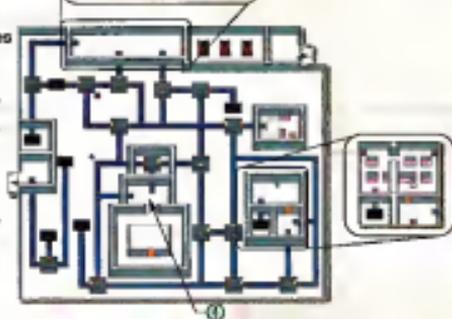
Crawl over the metal walkways that resemble grates if you walk over them, you will attract the guard's attention.

Color Caravan



Go back to the conveyor belts and ride again in the yellow box for three stations. Switch to red, then yellow, then red to drop into the area where you pick up the Level 3 ID Card. Get on the closest conveyor belt to reach the blue box.

The Barracks: Level 2



Elevator Escapes

You will make many trips back to the elevators to go through off-helmet parts of the conveyor belt maze. Try to remember the quickest, safest way back to the elevator on each level.



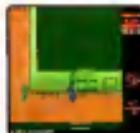
Thermal Vision

Pick up the Thermal Goggles by alternating your yellow and blue boxes on the conveyor maze. You'll need the Thermal Goggles to aim the desk and to spot laser traps.



Liberate Marks

Jerica Marks will tell you that the Gas Mask of his cell sounds different from the rest. Use the C4 explosive on a wall in the same room you found the Thermal Goggles to free her.



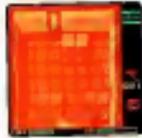
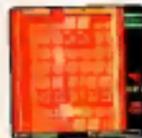
Elevator Lockdown

If you are detected, you won't be able to use the elevator to escape—it will not function until you are managed to evade the guards. Don't try again until the alert is over, because the guards will be surrounding the elevator.



Lights Out

As the terrorist goes up Metal Gear to fire a warping shot at the US, the weapon drains all the power from the base, plunging it into darkness. Use your Thermal Goggles to see.



Gas Works

The small room filled with poison is as tight as a drum, but enough to require the Gas Mask. Just take out the guard assigned to the locker. You won't be hurt until you run out of air.



Self-Starter

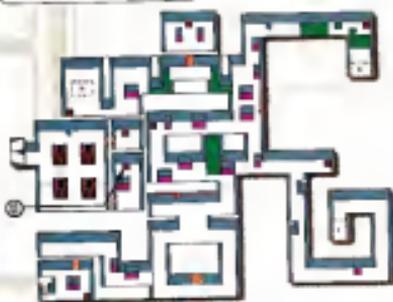
The console belt is strapped on early when the power went out. Walk along the belts, crawling when you have to get through the tighter passages.



Be Rational

Doing heavy combat on any level, even a return pack. When your health starts to dip, the ration pack will restore Snake to health automatically.

The Barracks: Level B1



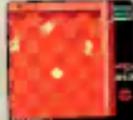
Call for Help



Remember that you have a team of experts backing you. When you get lost or need help, call them with the memory function on your radio. They will give you level-specific information that is sure to help you out.



MARIONETTE OWL



If you're still wearing your Night Vision Goggles when you deal Marionette Owl, he will send a flood of light to blind you. Switch to your Thermal Goggles and equip your RG Rifle. Stead on the middle-right side of the arena and let it anyone of the three enemies. Keep moving to avoid the strafing of fire that the mounted Owl will shoot at you, and keep attacking.

NUCLEAR, MORE

Metal Gear Solid is an amazingly large game, with many complex environments to explore. It's easy to get lost inside the massive levels, but if you persevere, you will make it through the final two bosses—and save the world from the Metal Gear threat.

1999 NINTENDO POWER AWARDS WINNERS!

AND THE WINNERS ARE...

After two months and over 20,000 ballots, we've finally finished tabulating the votes cast by magazine readers and nintendo.com surfers and determined the best Nintendo games of 1999. This year's NP Awards mark the biggest response in the hubbub's history, and as a reward, we're skipping all that stuffy, boring

awards ceremony business to get to the point and just show you the winners. Besides, does anyone really need to see Lanky Kong in a tux or hear an overlong acceptance speech consisting entirely of "Pika, pika, pika!" Without further ado, the envelope, please...

NP BEST STORY

JET FORCE GEMINI (N64)

In a true twist, a game with no established characters beat out a Tom Clancy novel spin-off and a successful spine-tingler that finally made its way to the N64. JFG's

wacky space opera of heroism, sacrifice and fuzzy friends turned out to be the preferred tale to unfold.



RUNNERS-UP:

1. Resident Evil 2 (PS2)
2. Rainbow Six (N64)

NP BEST GRAPHICS

DONKEY KONG 64 (N64)

As impressive as its compressed video as, Resident Evil 2 plays second banana in yet another NP Award category (and to an ape, no less). Rare's DK games for the Super NES always raised the bar for graphics, and the ape's N64 arrival is no exception.



RUNNERS-UP:

1. Resident Evil 2 (PS2)
2. Pokémon Snap (N64)

NP MOST INNOVATIVE**SUPER SMASH BROS. (N64)**

This video game veteran didn't just push the envelope; it transported it via special delivery to a new zip code where the tried and true is old and bonny. Super Smash Bros. proved that fighting games could go deeper than just brute force.

**RUNNERS-UP:**

1. Mario Party (N64)
2. Pokémon Snap (N64)

NP BEST SOUND**DONKEY KONG 64 (N64)**

Is that the sound of Krazy Kong Klamor you hear or is it Memeoed? Presented in crystal-clear Dolby Surround Sound, Donkey Kong 64 and all its loopy noises and auditory clues proved to be an experience worth listening to.

**RUNNERS-UP:**

1. Jet Force Gemini (N64)
2. Pokémon Snap (N64)

NP BEST MUSIC**DONKEY KONG 64 (N64)**

Voters voted their opinions loud and clear, and the vast majority rallied behind the atmospheric tunes of DK64. And though the DK rap hardly rivals the hypercyl-labicity of Busta Rhymes, the song is enough of an earful to please this year's barbers.

**RUNNERS-UP:**

1. Star Wars: Episode I: Racer (N64)
2. Jet Force Gemini (N64)

NP BEST GAME PLAY VARIETY**MARIO PARTY (N64)**

Mario Party paved the way for the video board game trend, and votes supported its innovative hodge-podge of activities. Boasting with over 50 mini-games,



the ever-changing party mix is guaranteed to capture even the shortest of attention spans.

RUNNERS-UP:

1. Donkey Kong 64 (N64)
2. Jet Force Gemini (N64)

**NINTENDO.COM RESULTS**

Vote! We had a chance to voice their opinions of our country's part in the web, nintendo.com. The site featured a few extra categories exclusively for Internet voters, and these are the games that logged the most votes.

NEXT GAME FOR MOBILE DEVICE
VIGILANTE 3 (N64)

BEST GAME FEELING LIKE OLD-TIMEY
SUPER SMASH BROS. (N64)

WORTH HOURS OF GAME PLAY
DONKEY KONG 64 (N64)

GAME THAT SHOULD BE A MOVIE
JET FORCE GEMINI (N64)



COOLEST SIDE
STAR WARS: EPISODE I: RACER (N64)

QUICKEST PLEASURE
SUPER SMASH BROS.: PUMPKINING PIRACHU (N64)

PUREST GAME
SOUTH PARK: CHEF'S LUV SHACK (N64)

BEST GAME BASED ON A MOVIE/TV SERIES
POKÉMON YELLOW (GB)



NP BEST MINIGAME/MODE**MARIO PARTY: BUMPER BALLS (NG4)**

Sometimes it's the minigame off the beaten path that keeps you coming back for more. Mario Party boasts plenty of sidetracking diversions, but none could top the boisterous, buoyant fun of hopping rivals in Bumper Balls.

**RUNNERS-UP:**

1. **Donkey Kong 64: Donkey Kong Arcade Game** (NG4)
2. **South Park: Chef's Luv Shack: Spank the Monkey** (NG4)

**NP BEST SPORTS GAME****NFL BLITZ 2000 (NG4)**

Usually football and baseball games dominate the sports category, but this year a golf and a boxing game managed to snag some well-deserved recognition. Nevertheless, top honors go to a pigskin game, and 1999 marks the second year in a row that it goes to NFL Blitz.

**RUNNERS-UP:**

1. **Mario Golf** (NG4)
2. **Ready 2 Rumble Boxing** (NG4)

NP BEST WRESTLING GAME**WWF WRESTLEMANIA 2000 (NG4)**

In the NP Awards' biggest landslide, the Rock and WWF WrestleMania 2000 pinned the win to become the People's Game. Leaving Acclaim's Attitude trailing by over 9,000 votes, WrestleMania 2000 proved that THQ and the WWF are the ultimate tag team.

**RUNNERS-UP:**

1. **WWF Attitude** (NG4)
2. **WCW Mayhem** (NG4)

NP BEST ACTION GAME**SUPER SMASH BROS. (NG4)**

This year, the Best Action Game isn't about the thrill of the chase. Instead, it's about the countless ways you deal with your opponents once you've caught up to them. Super Smash Bros. locks you and your foes in the same space and keeps the unpredictable action fast, furious and unforgiving.

**RUNNERS-UP:**

1. **Jet Force Gemini** (NG4)
2. **Gauntlet Legends** (NG4)

NP BEST ADVENTURE GAME**DONKEY KONG 64 (NG4)**

Eight worlds. Five characters to explore them with. Hundreds of collectibles. Dozens of special powers. A shrinking monkey. Donkey Kong 64 sets forth an oddball adventure. And in true Rare form, the game presents a lot of ground to cover—and a barrelful of ways to explore it.

**RUNNERS-UP:**

1. **Jet Force Gemini** (NG4)
2. **Resident Evil 2** (NG4)

**NP BEST ROLE-PLAYING/
STRATEGY GAME**

POKÉMON YELLOW (GB)

Harvest Moon has its fair share of dedicated fans, but they're no match for Pokémon fanatics. Claiming the lion's share of role-players as well as casual RPG fans, the train-and-trade juggernaut has the wide appeal that'll keep gamers catching 'em all.



RUNNERS-UP:

1. Harvest Moon G4 (PS2)
2. Command & Conquer (PC)

NP BEST MULTIPLAYER GAME

SUPER SMASH BROS. (N64)

The mob rules, and they've voted Super Smash Bros. as the big crowd-pleaser. The next time you have a party, gather your guests for a round of the all-out, all-star fighting game. You'll probably be asked to host every standing from there on out.



RUNNERS-UP:

1. Mario Party (N64)
2. WWF WrestleMania 2000 (PS2)

NP BEST RACING GAME

STAR WARS: EPISODE I: RACER (N64)

Driving a New Beetle and LEGO car gets the adrenaline pumping, but who wouldn't take up an intergalactic challenge if your other car was a Falcon & Glor? PG RTS-Twin Blocks Special? So it doesn't roll off the tongue as easily as a Podracer speeds over Tatooine, but you get the point.



RUNNERS-UP:

1. Beetle Adventure Racing (PS2)
2. Lego Racer (PS2)



WRITE-IN VOTES

BEST SIDICK

SHADOW MAN: JOURNEY (N64)
—Patrick C. via the Internet

BEST WORM GAME NOT STARRING

**EARTHWORM JIM
WORMS: ARMAGEDDON (PS2)**
—Viv2000 via the Internet

BEST SONG

THE NEW TETRIS: HOLY SLAM (N64)
—Taps J. via the Internet

BEST ONE-LINERS

DURGE NACEM: ZERO HOUR (PS2)
—Gavin West, Albany, NY

BEST NAPPY MASCOT

**STAR WARS: ROGUE SQUADRON:
N-BOB CODE (N64)**
—MCDuck430 via the Internet

BEST POTENTIAL NEW MASCOT

**GAUNTLET LEGENDS:
VALKYRIE (N64)**
—LoCooply via the Internet

BEST DRENDED

VIOLANTE II (N64)
—Tobby955 via the Internet

BEST GAME TO BITE YOUR NAILS TO

SHADOW MAN (N64)
—T. Hensah, San Francisco, CA

BEST LOVE FLAMES

**WORLD DRIVER CHAMPIONSHIP
(PS2)**
—Chris Wagner, Vancouver, BC



GAUNTLET LEGENDS



SHADOW MAN



WORLD DRIVER CHAMPIONSHIP

NP **BEST EDIT MODE**

WWF WRESTLEMANIA 2000: EDIT MODE (N64)

Creating a wrestling idiosyncrasy that fans will dig is no science, but at least *WrestleMania 2000's* winning Edit Mode makes it a breeze and a blast to experiment with. Pumped up with adjustable traits like looks, stats, traits, moves and strengths, *WrestleMania* gives gamers the power to fix their creative muscle.



RUNNERS-UP:

1. *LEGO Racers: Build Car/Racer* (N64)
2. *WWF Attitude: Create Wrestler* (N64)

NP **BEST NEW HERO**

DONKEY KONG 64: TINY KONG (N64)

Sgt. Hawk barely edged out *Resident Evil 4's* Chris Redfield for a third-place finish, but their combined votes couldn't even surpass new champ of the year, Tiny Kong. Her diverse abilities—teleporting, shrinking and hovering—make her a vote-getting go-getter who can sprout into just about anywhere.



RUNNERS-UP:

1. *Jet Force Gemini: Lupus* (N64)
2. *Army Men: Sarge's Heroes: Sgt. Hawk* (N64)

NP **MOST UNDERRATED GAME**

HARVEST MOON 64 (N64)

Though they're all worth checking out, none of the following got a fair shake from the gaming public. They might have been overlooked and underappreciated, but they're finally getting their moment to shine. And according to the readers, it's the light of the *Harvest Moon* that shines the brightest.



RUNNERS-UP:

1. *Rayman 2: The Great Escape* (N64)
2. *Goemon's Great Adventure* (N64)

NP **TOUGHEST LEVEL/TASK**

DONKEY KONG 64: BEAVER BOTHER! (N64)

UFOs. Elvis. The Loch Ness Monster. A beaver falling down a hole at the bottom of a barrel. All are uncommon sights—especially that beaver scenario, since DK64's *Beaver Bother!* was such a bear to bear. Maybe if it wasn't so much fun to play, people could devote more time to other puzzles, like this spotting.



RUNNERS-UP:

1. *Jet Force Gemini: Winning Gold Medals in Floyd's Missions* (N64)
2. *Mario Party: Slot Car Derby* (N64)

NP **COOLEST WEAPON OR MOVE**

SUPER SMASH BROS.: KIRBY'S SWALLOW ATTACK (N64)

What's cooler than inhaling enemies and swiping one of their powers in the process? Nothing, as far as the votes go. *Super Smash Bros.* is definitely one of the majority favorites, so it doesn't hurt our *Bebean Balloon* to find out that it easily nabbed an NP Award.



RUNNERS-UP:

1. *Jet Force Gemini: Tri-Rocket Launcher* (N64)
2. *Turok: Rage Wars: Chest Buster* (N64)



NP BEST GAME BOY GAME

POKÉMON YELLOW

Pokémon nailed the win in 1998's NP Awards, and the souped-up Yellow version does it again for Ash and Pikachu in 1999's NP Awards. The two runner-up Mario games offer equally endearing game play, but Yellow's overwhelming victory proves the Poloneizer isn't as flash in the pan. Will the upcoming Gold and Silver versions top the list for 2000?



RUNNERS-UP:

1. Super Mario Bros. Deluxe
2. Mario Golf

NP BEST N64 GAME

DONKEY KONG 64

Judging from the runner-up, you'd think 1999 was the year when beat-'em-up games came into their own. They did. And sure, Donkey Kong 64 ends with a rock-'em, sock-'em boxing match against King K. Rool, but the game offers plenty more than that. It's this extra mile of sprawling meatus: hunting, puzzle solving and Platforming hunting that made DK64 worthy of the title, Best N64 Game of 1999.



RUNNERS-UP:

1. Super Smash Bros.
2. WWF WrestleMania 2000

NP BEST OVERALL GAME

DONKEY KONG 64 (N64)

RUNNERS-UP:

1. Pokémon Yellow (GB)
2. Super Smash Bros. (SN64)

Just like last year, Pokémon is the bridesmaid to an N64 game. But who's complaining? Rool's much-anticipated Donkey Kong 64 lives up to the hillyhoo, weaving gamers with a pronguism adventure

studded with puzzles, platform action, minigames, battle modes and even the original DK arcade game. And all of it is pulled off with graphical mastery and a jaw-dropping design that guarantees hours upon hours of play. By looking at just a few screen shots, you can tell it's a winner.



player's poll contest

GO LOONEY TUNES
DOWN UNDER!



WIN A TRIP
TO



GOLD COAST AUSTRALIA



COUNSELORS' CORNER

Your Questions—Our Experts!

Web Walkthroughs



Starting this month, Counselors' Corner is offering a special bonus to subscribers: A webcast video walkthrough of a featured question. Whenever you see this icon beside a tip, you'll be able to tag onto a special page with game play movies and extra information. You'll find these web browser at www.nintendo.com.

Tony Hawk's Pro Skater

HOW DO I EXECUTE SPECIAL GRINDS?

Special grinds are some of the most difficult tricks to pull off in Pro Skater. You have a limited amount of time to execute the moves, so you need to get into the optimum position quickly to make the move work. Don't waste time trying to execute a special grind coming off the top of a halfpipe—the grind probably won't work and you may fall in the process. On the other hand, starting with a regular grind at the top of a halfpipe then transitioning into a special grind will earn you major points. If you want to hit your special grind at the front end of your combo, you should always slide onto the rail or

edge before you initiate the move. Of course, you'll need to build up your Special bar before you can even attempt these



Andrew Reynolds's signature Heel flip to transition grind can be executed with exact ease to a rail or wall edge.

moves. Try some high-flying spins, or check out the quickest ways to earn big combo points shown here.



Putting your Special grind at the tail end of a grind combo will yield big points, as with Bob Burnquist's One-Footed Smith.

WHAT'S THE BEST WAY TO EARN POINTS WITH COMBOS?



Pulling off big air tricks is probably the coolest way to earn points, but you should try to mix up your moves to earn the really huge combo points. Before you start a combo, be sure to generate as much speed

as possible—it will let you perform more moves in a row. While grinding a rail, jump up then execute a flip move and then another grind move. For example, if you hit top C only, you will get a 50-50 grind,

but you can switch to a Crooked, Smith or Nose grind by hitting it in different combinations with the Control Stick. The more variety in your combos, the more points you'll get.



You can do multiple grinds by separating a wall ride on an obstacle on one of the many parallel rails at Duress Jail.



You'll get a pile of points by mixing up your grind transitions with flip moves. Be sure to get your speed up before you start the combo.



Monster combo points are waiting for you in some unlikely places. Try to grind on trashcan surfaces like the rafters in Chicago.

Resident Evil 2

HOW DO I GET THE CLUB KEY?

In the Claire A scenario, you'll need to meet up with Sherry to start a cinema sequence that will leave you with control over her. Find the room with a staircase that leads to an area with three crates. Push the crates together so they line up against the back wall. You'll need to climb over the crate on the left to enter the middle crate. When you activate a switch, the room will flood with water, pushing the crates up to form a bridge between two ledges. Cross it to find the Club Key.



Sherry will temporarily take over for Claire in the basement of the RCPD building. Her first job is to push the crates into a row.



The crates will form a bridge, giving you a path to the Club Key after you make it appear with a switch.

HOW DO I DEFEAT THE MONSTER UNDER THE CHIEF'S OFFICE?

Claire runs across tougher enemies in her adventure than the standard, green-skinned undead. One such monster—a lizardlike creature—is down in a basement area that you access through the office of the RCPD Chief of Police. The key to beating this overgrown iguana is to stay as far away from it as you can while firing grenades at it. It will spit trashlike creatures at you that scuttle across the floor. Use grenades on them, too. If you run out of ammo, switch to your Bow Gun.



Some disgusting things are growing under the Chief's feet. Untuck some grenades on this reptilian rascal.



Concentrate on blasting the boss, but don't forget the little mice that he spews at you often. They cause damage, too.

HOW DO I GET PAST THE SEWER WATERFALL?

As she explores the sewer, Claire will eventually come across a waterfall. You won't be able to move beyond this obstacle until you collect a couple of important items. Take the path to the left of the

waterfall then climb up the ledge. You must battle and defeat the alligator to get the first item you need, the Wolf Medal. It's much easier to acquire the second item. Take it from a soldier in your path whose

back ran out. When you return to the waterfall, find the machine nearby then place the medals on the machine to activate it. The waterfall's flow will stop, exposing a door on the other side.



The waterfall seems like an insurmountable obstacle when you discover it. You'll need to take an alternate route to the left.



Your side journey from the waterfall will allow you to pick up the critical Wolf and Eagle Medals. This industry soldier has one of them.



Once you've turned off the waterfall with the medals, you'll find a door in the area that was blocked by the cascade.

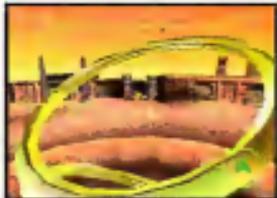
Jet Force Gemini

WHAT'S THE BEST WAY TO COLLECT THE PYRAMID POWER KEYS?

Floyd has some duties to attend to before Juro can enter Misor's Pyramid and hand the mission over to Vela. Step on the Floyd Pad to let propeller boy loose in the police courtyard, where three keys are waiting to

be scooped up. Grab the key in the center rings first, then whip around to the right, carefully steering a course for the square window in the wall. The second key is sitting in the window, so you should grab it

automatically as you pass through. Do a quick about-face, then shoot back into the courtyard. Head for the last key in a narrow slit in the corner building. A connected tunnel leads to the Pyramid generator.



The key in the middle of the spinning gold rings should be your first target. Time your approach to avoid collisions.



The second key will require some precise flying. Pilot Floyd through the square window, then do a 180-degree turn to get back out.



The last key is in a narrow slit in the corner building. Continue into the building to reach the Pyramid Generator.

HOW DO I DEFEAT THE ICHOR SLUG BOSS?

Vela's got some slimy work ahead of her. The slug boss at the end of the Ichor stage is one tough bug—made tougher still by the lava bombs it spits at you. You need to hop onto a shuttle barge to cross a fiery lava field before the beast will show itself. Dodge the strafing from the lava explosions while targeting the boss's arms with Homing Missiles. When its abdomen starts flashing, unless your Tri-Rocket Launcher. After the boss's head detaches, wait for it to get close, then fire.



Those larvae the boss spews will never grow to maturity. Instead, they blow up in your face, releasing stinging spores.



The head and thorax of the boss will detatch if you've released it of its arms and abdomen. Blast it when it gets in range.

HOW DO I GET INTO THE BIG BUG FUN CLUB?

After a long day of splattering bugs on Ichor, you deserve a break. Head for the Big Bug Fun Club, where insectoid invaders kick back their exoskeletal appendages and party. Step on the Transformer Pad to change into a drone. The guards will let you in the door, no questions asked. Once inside, you can head for the dance floor, where the DJ is spinning records. If dancing ain't your thing, check out the game room—it has two Jeff and Barry Racing arcade consoles.



The Transformer Pad near the entrance will turn you into a pretty convincing-looking drone. It's the only way to get into the club.



Jeff and Barry Racing are the top-down racing game that you can play for one Misor token. Its special car has replaced with an arcade clip.

Conker's Pocket Tales

HOW DO I GET THE KEY TO KROW KEEP?

You'll have to play two mini-games to get into the Krow Keep castle, but first you'll have to find the field full of tents outside the castle. Look for the dark patch of water in the stream, then dive down to a cave that will let you out at a well. Check out the nearby tents—the Evil Acorn is inside two of them. He'll give you a present for winning each game. After you've won both games, go to the field near the bottom wall of the castle to find another tent. A Good Acorn will give you the key to the castle.



The first Evil Acorn game is a target shooter. Fire carefully at the red targets as they pop up in a field. Hit six to win.



In the next game, the Evil Acorn hides a pig under one of four cups that hides them in. Guess correctly twice to win.

HOW DO I DEFEAT WALDOFF?

You'll have to defeat the crimson wizard in Krow Keep four times to be rid of him. Save your Conkers in the castle by running from enemies rather than fighting them. When you find Waldorf, keep your distance. You don't have to be close to him to hit him, and you'll be able to dodge his blades if you're far away. He'll speed up after you've hit him once, so time your shots accordingly. The first two times you meet Waldorf, he'll throw one burrow blade at you. He'll throw a larger sword in his third appearance. The final meeting is much tougher. He'll throw two burrow

blades at once. They'll crisscross around the screen, making it tough to escape. Try



The first time you meet Waldorf, he throws a sword that curves to the right. Dodge it by running to the left.

to dodge them and finish him off before he does much damage.



Stay out of the crisscrossing paths of the two burrow blades. The longer you wait to take on the fourth Waldorf, the more damage you'll take.

Q&A FAST FACTS

Stuck? Pick up the phone and give our customers a call.
Or write to: **Concocted**, Corner P.O. Box 87033, Redmond, WA 98073-0733

ARMY MEN (GBC)

- Q:** How do I get into a boat or a vehicle?
A: Press the game, then select In/Out Vehicle from the menu.
- Q:** Why can't I see my weapons in the Jeep?
A: The rifle is the only weapon you can use while operating a vehicle.
- Q:** Why can't I pick up a weapon?
A: You can carry only two weapons in addition to your rifle. Drop one of them to pick up a new weapon.

BIONIC COMMANDO (GBC)

- Q:** How can I tell how many lives I have left?
A: Press Start while playing. The number of yellow circles corresponds with the number of lives you have left.
- Q:** How do I drop to the platform below?
A: Press Down on the Control Pad below.
- Q:** How do I start a level without fighting?
A: Press Select and the A and B Buttons.

NAMCO MUSELIM G-4

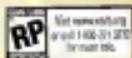
- Q:** How do I play Peko Perkins in Multiplay?
A: You can play Peko Perkins only in single-player mode.
- Q:** Can I erase high scores without erasing the main save list?
A: No.

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

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Look for Army Men™ on



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TOMB RAIDER

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Croft's Dangerous Craft

Slide open the tomb doors and breathe in the muggy air. There is great evil in these dark, ancient corridors. With all the pitfalls and deadly enemies inside, this journey seems to call for an army of adventurers. All Lara Croft has is her twin pistols...and a lot of attitude. Core Design and Eidos Interactive have packed Lara into a portable package for Game Boy Color, and it looks like a nice fit. This time around, she's on a treacherous trip through the jungle ruins of South America. It's no simple treasure hunt: Lara must master a mystical gem before the evil inside it is awakened.

Tools for Tombs



Rapid Fire



Heavy Bullet

Lara's trusty pistols never run out of ammo, but you may need a little extra firepower. Rapid Fire powers up each of the pistols into machine gun mode. Heavy Bullets give them a shotgun-like blast.



Large Medkit



Small Medkit



Dynamite



Save Crystal



Door Key



Bombs

The items you find scattered through the ruins will keep you healthy and allow you to progress in your mission. Large and Small Medkits boost your health meter. Dynamite blasts through walls, floors and, sometimes, enemies. Save Crystals mark places where you can save your progress in the game. You know what Door Keys do. Level Handles are used in the Temple.



Welcome to Her Nightmare

Like most trips to the Amazon rainforest, this one starts in Moscow. An archaeologist friend has summoned Lara to tell her of a legendary artifact buried deep in the jungle's powerful evil spirit cocooned in a crystal stone. One of the archaeologist's associates went to find it but disappeared in the jungle mist. Now it's up to Lara to find the stone.

Temple

You'll need to fight your way through two tough levels of snakes, scorpions and bats before you get to the last Temple level on the map below. Take advantage of the jungle vines to swing over chasms and spikes. More often than not, a carefully timed jump is the key to survival. Keep your eyes open for levers and keys that open new areas of exploration.



Three color-coded Handies are scattered throughout the third Temple level. You'll find the Blue Handy hints underwater. Look for an opening in the wall with a lever. Place each Handy into slot to exit the Temple.

Royal Tombs

Head deep underground into the royal tombs of antiquity. The same unwary creatures and traps you found in the Temple are also in abundance in the tombs, but they are joined by the added hazard of falling rocks. Finding the key is the key to getting out of the third and final level of the tombs shown on the map below.



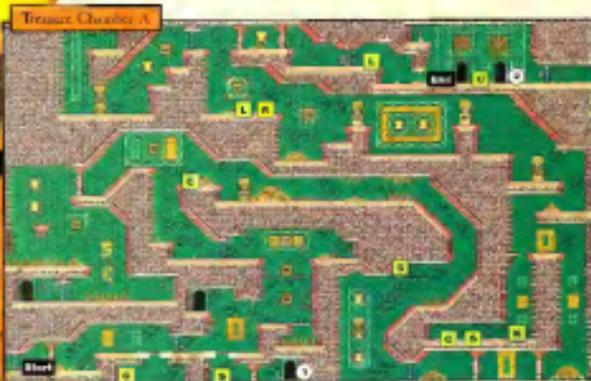
Switches are a familiar sight by the time you get out of the Temple, but the tombs add a new twist to the process. Sometimes you need to shoot them.



The key itself will get you out of the tombs, but look for a small chamber with a trapdoor. Look for a nearby switch to trigger the doors.

Treasure Chambers

Under normal circumstances, you would be content to reach this gilded underworld of jewels and precious metals, but this is just a stop on your trip. The ancients had unique theft protection systems. Reciprocating blades and spikes can create a Labyrinth of Doom if you aren't careful. Stay alert for other treasure hunters and supernatural foes in the area.



1



2



You need to pick up information along the way, but, instead of questioning the living, you're here to commune with the spirits of the dead. First, through the barrier wall with dynamite, then stop at the golden altar. Its spirit will tell you what to expect as you descend deeper into the bar of evil.

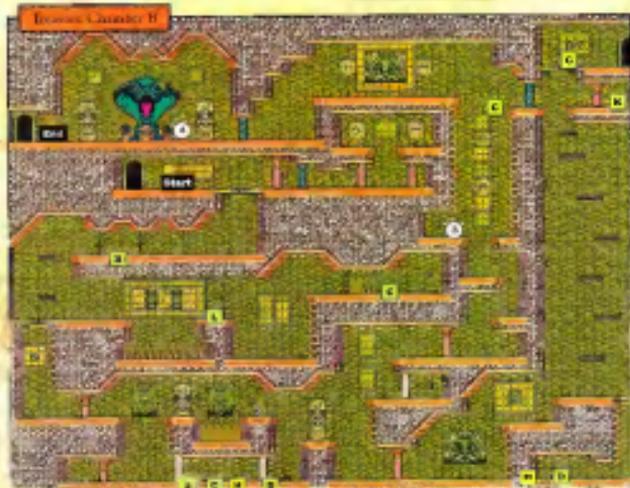
There are two doors at the end of the base section of the Treasure Chamber's third level. The right door leads to a key that opens the left door.



4



Shoot a switch near the ceiling to open the door before the snake statue. Swallow first of the stat-uo to make a gem fall from its eye.



3



Jump up a series of pit falls to grab a key that opens doors and up to a switch near a switch. Pull switches near the keyhole and the key to open doors to entrance packed chamber.

Caverns

You won't find any roaming enemies in the caverns, but that's only because they have the sense to stay away. These grim, treacherous caves are filled with subterranean barrels of superheated gas and bubbling lava pits, so it's a challenge just to find a safe place to stand. The only escape from this hellish stage is an underwater cavern. Luckily, Lara has the lung capacity to reach the exit:



Lara takes the crates off your hands, along with your aim and knees. It isn't soop, but there are some slippery surfaces near the red-hot liquid.



Did Faithful get nothing on the gas apouts in the cavern? Line your movements carefully when you near these damaging obstacles.



The friendly fishes of the temple pools are gold—spiked by deadly pots in the caverns' under-water passages. You'll take damage if they touch you.



You'll need to make a few trips down to switch you back to the surface before you can progress toward the underwater gates.



Volcanic Temple

You've finally reached the inner sanctum of the ancient evil you seek. The second-to-last level of the temple is where you'll find the snake-like monster that guards the crystal stone. Few living things can survive in this hostile deep-earth environment, but you may make the list if you're careful. Practice your backflips off ladders.



The lava on this level is more volatile than what you found in the caverns. Don't get caught in a dead-end jump when the red-hot magma splashes up.



Two sets of lever-activated doors block your way to a secondary, like first door as a snip to open—just pull the lever above it. You need to cross a tricky obstacle course with stairs and ladders to get to the second level, then come all the way back around to get the key. Be sure to activate the nearby *Slow-Crystal* when you start, because you'll fit through the top once it switches.



A door blocks the path to three *Heavy Bullet* power-ups. Jump and flip to stagger platforms while avoiding gas to then shoot the activation switch.



Heavy Bullets are the only kind of ammo that will bring down the boss. You'll get the crystal shape when you defeat it.

Once you have the stone, a crane sequence will show you the explosive results of your victory. The next step? Get out fast.

Lara's Leaving?

There's no rest for Lara after finding the crystal stone. You'll need to find the final exit so all your hard work doesn't get washed away in the lava. With a little luck, you'll keep the *Loath Boulder* trodman alive, along with Lara herself. ☹

 POLARIS

SnoCross



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ARENA are you game?

THE CHALLENGES



Tony Hawk's Pro Skater The Daily Grind

In this month's challenge, the mall rats will meet up with the scare rats. Bring your board to the New York Mall, then bust out the trick points. If you earn out a shopping mall score that's bigger than a Hickory Farms blowout sale, we'll set you up with an equally good deal—Power Stamps.



Hydro Thunder Venice. Anyone?

To the romantic, the Italian gondola is a relaxing way to cruise Venice. To the fan of Hydro Thunder, it's just a moving target. If you're more of a racer than a romantic, hop into your hydroplane and take on the Venice Canals (and any hapless gondoliers). Top times will appear in Arena.



International Track & Field 2000 Throw for the Gold

It's all in the fingers, not your pitching arm, in Konami's International Track & Field 2000. Enter either of the game's throwing events—the Javelin or the Hammer Throw—then throw for the record. If you can land a world-record score, send it in for a chance to appear in Arena.

In Mario Party's Bumper Balls, can you win without ever breaking your opponents?

2
TWISTED CHALLENGES

In Donkey Kong 64's Beaver Bother, can you win with more than 99 seconds left on the clock?

Challenge Scoreboard

STAR WARS ROOKIE SQUADRON

Andreas Schwabitz, Rockford, IL
James Shell, Fort Wayne, IN
Andy Senik, Carlsbad, MO
Rory Sprague, Everford Park, VA
Shawn Star, Williamsport, PA
Brett Stiles, Colwell, OH
Bradley Swanson, Slaver Lake, CA
Tony Tackels, Okemuncie, IA
Robert Tapp, Clark City, MO
Kyle Tarkenton, Ave, WI
Jason Thoma, Liberty, PA
Trevor Tomko, Vermont, CT
Brandon Tuttle, Paso Robles, CA
Eric VanDine, GM Dodge, NJ
Mark Wallace, Gaithersburg, IN
Chris Welch, Peasopole, FL
Matthew Whelan, Parkers Prairie, IN
Michael Wunderlich, Newcomer, GA
Justin Zisk, Newark, DE

THE LEGENDS OF ZELDA: OASIS OF TIME

Christopher Freeman, Channahon, TX
Doug Fetterton, Milford, MI
Larry Gresh, Decatur, IL
Tyler Grets, Oxford, MA
Chris Gutzwiller, San Antonio, TX
Haitian Gray, Thomas, IL
Aaron Gumbler, Las Vegas, NV
Giles Heats, Westborough, BC
Peter Hertz, Ogden, UT
Christina Harwood, Westchester, VA

VIGILANTE II

Jeremy Means, Forest, OH 0:23
Tom Hanson, Amherst, MA 0:29
Michael White, Pittsburgh, PA 0:32
Jared Smith, Glen Allen, VA 0:36
David Royle, Harrisburg, PA 0:37

SUPER SHASHI BROS.

Ned Archibless, Houston, TX
Steve Babco, Amherst, MA
Justin Bacco, Steubenville, OH
Tyler Bondy, Dallas, GA
Aaron Conner, Indianapolis, IN
Nick & Corina Eason, Hayward, CA
Kevin Becker, Tonawanda, NY

A DADDY'S LIFE

Ryan Strachan, Portland, ME 0:14.7
Michael Buspin, Portlands, MD 0:13.9

TOP GEAR POCKET

Shane Cook, Erie, CA 3:04.67
Dicky Muller, Rutherford, NJ 3:10.15



Boy

a-Go-Go

It's SPRINGTIME FOR MONSTERS

New breeds of battling beasts are bawling out all over Game Boy Color this season, thanks to a continued craze involving other combative creatures who shall remain nameless. Take a look at what distinguishes two of these titles from like-minded competitors. You'll also find a round-up of titles of all stripes from the flood of new GBC games. Don't be scared, there's something for everybody in this monstrous selection.



©Sunsoft 1998, 2000

Creature Cards

There are actual monsters out there to be tamed and bred, but real-world monster ranching is a difficult proposition. *Monster Rancher* becomes far less difficult to handle when they are flattened onto playing cards. Tecmo's *Monster Rancher Battle Card GB* puts all the battling into its proper context by providing a card-collecting adventure to keep you busy between shuffles. Your quest will take you around an island, where there are more than 100 cards to collect and plenty of rival breeders to compete against.



SHUFFLING AROUND

You are free to wander around the island, but be prepared for a fight if you stumble upon another breeder. You will also discover some areas only by accomplishing certain tasks.



Card Shrine

Like a holy temple than a copy shop, the Card Shrine is where you can copy new monster cards or reproduce existing ones.



Card Studio

Two Old Print Items found in the dungeons are the Card Studio where artists use them to create new Skill Cards.



Arena

The arena is the official battleground for card combatants. If you win there it will bring you closer to earning up-a-class.



Dock

Just as a real dock connects to an island to the mainland, this dock lets you connect with other GBGs to trade cards.



World Map

Go to the map to find ruins that you can access to your advantage. More ruins appear as you progress in the game.



Ruins

The ruins hold dungeons that change configuration each time you enter them. They are filled with dangerous foes.

Range Wars

The game is called Battle Card, so you shouldn't expect competitors to give up without a fight. You'll need to defeat three of each opponent's monsters with three of your own. Pick up victories to prove yourself in battle, then move on to matches with higher stakes. You can improve your ranking, or pick up needed items.



Rival Breeders

These people are just like you. Card copying hobbyists. You'll find them wandering around the main island of items.



Guardians

Lessons to these invisible security guards will leave your Dungeon Count, essentially forcing you to leave the dungeon.



Descendants

The ancestors of those cardficionados created their dungeons. Defeat them to own cards you need to copy cards.

DUELING WITH DECKS

You'll need to master card battles to advance in your adventure. Bring a team of three monsters into each battle. The last card breeder with a healthy monster wins. Different monsters have inherent characteristics that reflect on the speed and power of your team. Golem, Poise and Ninja, for example, will be slow to attack but extremely powerful.



Monster Cards

When you have a Monster Card, you can use the monster on it. Also, you can reproduce, you can add new monsters to your stable.



Skill Cards

Attack, Defense and other cards. In cards that create your own Skill Cards to fill up a two-card hand that use the best cards to fight your opponents.



Attack Cards

Attack Cards are divided into three skill types. Power moves are strong but easily blocked. Smart skills are weak but unstoppable. Special attacks support/limit other attacks.



Defense Cards

Defense cards allow you to dodge blows or minimize damage while being attacked. Dodge cards should be used carefully, however, because dodging attacks cannot be avoided.



Other Cards

Breeder Cards, All Monster Cards and Total Cards all help to your monster, such as increasing their health or diverting their attacks at all their opponents at once.

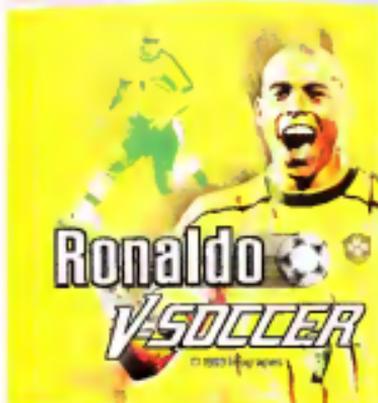


Guts

You need to find out to build-up guts. All attacks require guts. The more powerful the attack, the more guts you need. Be sure to save some cards for battle.

Get Your Kicks

The Brazilian superstar brings his dazzling soccer skills to the Game Boy Color, scoring a goal off a high corner kick from Infogrames and developer Bit Managers. Short of shaving your head and learning Portuguese, there's no better way to play like the South American wonder than Ronaldo V-Soccer. Step into the cleats of players from around the world in international and European competitions then tear across the turf with a flick of the thumb. The goal is to be the best.



CHANGING GOALS

Soccer can be an international event or a friendly practice match in the backyard. Ronaldo V-Soccer allows you to practice at your own pace or dive right into full-fledged competition. Regardless of the level of play, you can choose from the full roster of teams.



Friendly Match

Play quick games between two teams of your choosing. The match doesn't count for anything other than bragging rights.



Ronaldo Cups

Play for these special cups in either a three-team, round-robin or four-team single-elimination tournament.



Practice

Have your passing skills by setting up shots on the goal with a full set of defensive men. You can also practice penalty shots.

Field a Team

Don't just send your players onto the field without a strategy in place. V-Soccer allows you to pick your squad, move your players around to different field positions or change your formation. Take your general strategy with a couple of menu selections then take to the field, where you'll need to rely on speed and skill to outpace your plan.



Edit Squad

You can move players around in your lineup by selecting them on the roster. Stats are included for each player to help you make the critical coaching decisions.



Edit Positions

The players are automatically placed in their usual positions on the field, but in any good coach, you may want to make adjustments depending on your opponent.



Set Strategy

Take a defensive posture by concentrating your players near your goal, or try overloading your offense. The strategy menu lets you adjust your offense the way you like it.



Set Formations

Your players' formation on the field will help determine how you set up plays during the game. Convert the pattern to memory so you can pass with confidence.



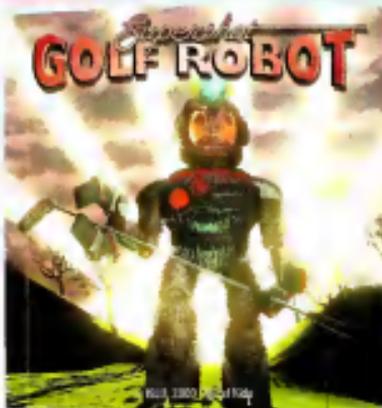
Longer Kick

That will only be the best cover in some situations, but there also are times when you'll want to boot the ball. Double-tap the B button to pound it into the goal.



Stealing

Make the most of it when you catch a dribbling opponent. Slide-tack is the way that B button. Be careful, though—a tackle from behind causes you a red card.



GO CLUBBING

Something is amiss in the world of golf. Sassy robots have subjugated the world's duffers in an apparent bid to dominate the links. It's up to you to cast off the chains of oppression and putt for your freedom. Well...maybe it isn't that bad—the bullying bots also give you helpful tips to improve your game. This golf sim from Crave and Digital Side is packed with user-friendly features to walk you through the woods and tees.



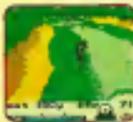
DIFFERENT STROKES

You can jump right into a tournament, but you won't help the cause of human golfers much unless you practice first. Start with a regimen of harsh robot discipline, then play a few times on your own. Once you build up your skills, you'll be ready for the tournaments.



Training

You can either train on your own or accept the verbal abuse of your robot master. He'll give you some valuable insights into your game between the rounds.



Stroke

A Stroke gauges the same as playing a round of golf for fun. You use both your skills as an actual course and account for the experience you need to be competitive.



Tournament

Tournament play pits you against a slew of tough computer bots. You'll need to play well to climb your way up the leader board. The winner gets a pile of money.

LEARNING THE LINKS

Superbot Golf Robot provides you with most of the things you love and hate on a golf course. For every manicured green there are plenty of bunkers and trees. A balance of skill and technique should help guide you through the hazards to a superb performance—and that's a good thing.



Club Clues

Several factors come into play when picking clubs, like wind direction or nearby obstructions. A club is automatically selected for you based on distance alone.



Bad Bunkers

It's as if you're right to avoid the sand traps; you'll eventually need to dig your way out. The sand provides resistance, so hit the ball harder than you would on the fairway.



Sweet Spot

Aiming your shot is only enough, though, but if you don't hit the ball correctly, it will drift all course. Try to swing when the moving dot is in the center of the ball.



Work the Wind

Check the wind speed and direction before you take your shot. You may need to hit the ball harder or softer. Adjust your aim so the wind pushes the ball where you want it.



Pro Putting

Read the way the grass breaks by looking at how you king on its surface. You should also pay attention to the angle of your putter, so your putt has precise power.



Twosome

A Game Link Cable allows two golfers to compete on the same course with two different GameBoys.



© Taito Corporation 1998

Retro Rock Slide

Are your fingers still twitching from Tetris? Put that fixation to good use with Taito's newest entry in the puzzle game category Puchi Carat combines elements of several different games—including the venerable Breakout—to create a unique challenge. The 12 characters who battle for precious gems have wildly different motives, but they all face the same dilemma: a cascade of stones that continually inches toward them. You need to bounce a ball off the walls to stretch your way through.



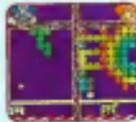
Breaking Out

The basic game play is always the same in Puchi Carat, but your objective changes depending on the mode of play. You may need to get through a specific number of rows, hold out until your opponent fails, or simply play until you're overwhelmed.



Testing Mode

Smash through a preset number of rows to pass the level. You can play this challenge with any of the characters and at three different levels of play.



Story Mode

Take on the role of one of the characters, then battle your way through the rest of the roster to earn precious stones. Each battle is more difficult than the last.



Continue On

Play as long as you can until the stones fall down on top of you. Your score is based on how many rows you eliminate and how long you last against the onslaught.



Time Attack

You need to race against the clock to eliminate 50 rows of stones. Your time is broken down into splits based on how fast you destroy each set of ten rows.



Vs. Mode

Refused to head against either the CPU or another player? Two human players will enjoy two Puchi Carat Game Paks, two Game Boys and a Game Link Cable.



Cards & Trading

Character images in actual poses are the reward for excellent play, but you don't necessarily have to earn them. Players can trade the character cards via Game Link Cable.

SMASHING STONES

In unskilled players, the movement and destruction of the stones may seem arbitrary, but there is a method to the maddening rush of rocks. Learning which stones to target is the key to winning the game.



Normal

Hit Normal Stones once to make them disappear, or hit a support stone to destroy those beneath it.



Hard

They're the next best thing to invisibility, but these tough stones take to make them vanish.



Shining

If you hit a Shining Stone, all stones of the same color will be eliminated instantly.



Super

Those powerful stones can be elite power when you're about to be overwhelmed—they clear the field.



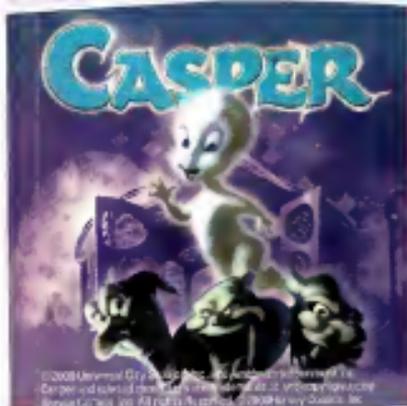
Invincible

A direct hit will not destroy these stones, but you can clear them by hitting a support or Super Stone.



Attack

When you clear multiple rows, these stones may add oomph to your opponent's fall.



FUN WITH PHANTASMS

The world's friendliest spectral apparition from beyond the grave is haunting the Game Boy Color. The pint-sized poltergeist isn't out to terrify anyone—he just wants to make friends with the little girl who's moved into his new house. Intensity's item-collecting adventure gives you full run, or hooves, of Whipstaff Manor, the Maine mansion Casper calls home. All you need to do is solve the secret puzzles to open doors, and watch out for less friendly spirits.



Spectral Supplies



Puzzle Power

Locate four pieces of the arena puzzle then put them in a picture frame to gain the ability to walk into new areas like smoke or a ball. Morphing uses health points, so use the ability only when necessary.



Keys to Success

Of four types of keys are scattered around the mansion. But it isn't always obvious where you should use them. Accumulate all the keys in particular areas, then try them out on any doors you come across.



Vegetable Vitality

When your health is getting weak, pick up some broccoli that somebody left on the floor. You'll get one heal in point for each piece of the hearty green vegetable you find.



Tuna Sandwiches

If you can't find any broccoli, use tuna sandwiches to refill your health points. You'll get a maximum of 50 health points, so you can leave some sandwiches for later if you're in a pinch.

Ghostly Goals

Puzzles abound in Whipstaff Manor. A curious ghost can find all sorts of switches and gadgets to mess with in the color-coded corridors. Take the time to look at everything. Use the B Button to look at objects then hit the A Button to activate them.



Doorways to Beyond

You'd think you could just pass right through locked doors like other ghosts, but you have to find the keys for them like ever-yone else. For some doors, however, there are no keys. You'll need to find switches or other devices to unlock them.



Armor

Some of the seats of armor in the mansion are just for decoration, but many have other important functions. Inspect them all.



Treasure Trunks

Storage spaces obviously aren't an alien in the mansion. Open up all the treasure trunks you can access. They hold many objects you'll need.



Need to Vent?

Morph into smoke to travel through the air vents in the mansion. You can travel through the fireplace, too, but you'll need to put out the fire first.



Map Your Way

If you get lost in the expansive corridors of the mansion, you can always consult the map of your current level by hitting the Start Button.



Tiny Terrors

You're a lone adventurer, travelling through the countryside with a monster. It sounds like the plot of a Frankenstein movie, but the monsters in Agate's RPG for Game Boy Color are a lot less intimidating than the green-skinned giant. Do battle with other cute and cuddly creatures to earn gems and coins. Soon you'll have an unbeatable gem deck to take to the battle arena.



MONSTER MONUMENTS

The world of Lil' Monster is appropriately small itself, but there is plenty to do in the handful of steps on your journey to best-battling greatness. The short distances between locations allow you to move at will between points on the map.



Gem School

An instructor is required to give you all the essential information about battling with gems and monsters you'll need in your adventure.



Goods Shop

If you can't find coins you need, you can always buy them at the shop. Just make sure you have enough money or gems to sell for money.

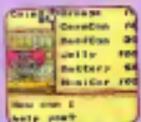


Arena

Once you've got the cash for the entry fee, you can put your skills to the test against other monster enthusiasts in this battle arena.

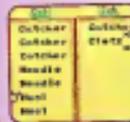
Gems N' More

Gems represent different abilities your monster can use in battle. They can also be used to create a new monster when necessary. You build up the quality and quantity of gems through experience in battle.



Feed Bag

Be sure to feed your monster regularly. Tired or hungry performance isn't all right. Don't over feed it, though, or it will become fat and slow.



Deck Construction

You have a certain number of attacks and abilities in your deck that you can use in battle. You also can remove gems out of your deck to sell.



Gemology

Gems are more than just fuel for attacks—they give monsters life. You can create an entirely new monster just by putting a gem in an empty one.

BATTLYN BEASTS

The turn-based battles will be familiar to Pokémon fans, but there are some major differences. For example, you have a deck filled with a variety of attacks but you can use only four of them at any given time in the battle. Building a deck with strong attacks is critical to success.



Fight Club

The first thing you need to do at the arena is join a league. You need to start in the C League then work your way up.



Fancy Moves

Different attacks do different amounts of damage to the opposing monster's Hit Points. When you run out of gems, you lose.



Big Prizes

You'll gain experience points and coins whenever you fight. Experience points lead to better attacks. Coins make you rich.

HIP SOMEBODYNE ASKED HIM MONSTERS?

...the world
...story?
...the Duke
...to his
...with
...disc
...to attack
...the duke
...the point
...to defeat
...with
...code
...for
...of his

Monster Rancher Battle Card



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NINTENDO 64

PERFECT DARK

Somebody's perfect.

GRAPHICS: Perfect Dark is so painstakingly detailed that you always have a sense that you are standing in an actual place. Ultimately, Rare has created a gorgeous world that never ages or generic.

PLAY CONTROL: GoldenEye's perfect controls resurface in PD with some slight modifications for quick item access.

GAME DESIGN: Every AI is devilishly shy, making the multiplayer scenarios and 20 GoldenEye-style levels ridiculously tough and endlessly fun.

SATISFACTION: PD will humble any 007 fan and hook newbies who aren't into first-person action games. You can play it without

realizing hours have flown by, and it's well worth your time—just make sure you have an Expansion Pak to get the most out of the game.

SOUND: PD takes full advantage of its Dolby Pro Logic Surround Sound. If you keep an ear out, you'll be able to pinpoint exactly where a circling helicopter or paroling sentry is in relation to Jo.

COMMENTS: *Armond*—GoldenEye? What's that! After playing multiplayer, you'll want to wash yourself free of other games.

Jennifer—Satisfying! You will find yourself holding your breath as a patting enemy won't kill you oneshot. It definitely draws you in.

Andy—Undeniably a work of art.

Drew—It's more compelling than most action movies and much deeper than any video game of its type.



**OVERALL
9.6
RATING**

- Runs/66 Megabits
- 1 to 4 players simultaneously
- Expansion Pak needed for 3D, Co-op and Customizer. Nintendo and 3- or 4-player Control. Available on both.
- Controller not strictly Pak compatible

GRAPHICS
9.5

PLAY CONTROL
9.5

GAME DESIGN
9.5

ACT
9.5

SOUND
9.5



HOW IT RATES: Delicately assessed for Metacritic readers who don't agonize at the sight of blood, Metacritic Perfect Dark serves generous helpings of violence, bloodshed and gory victim reports (it gets a dash of mild profanity).

ALL-STAR STAFF SCORES

10 — Chris

10 — Drew

9.9 — Scott

9.7 — Jennifer

9.4 — Armond



EXCITEBIKE 64

Hang on for the wildest ride on two wheels.

GRAPHICS: The animation is top-notch, and the riders and bikes move realistically. The game also includes the original Excitebike from the NES days, and it looks exactly like you remember it.

PLAY CONTROL: Like say once you learn to ride a bike, you never forget. The original Excitebike came out in 1985, and the update rides just as smoothly, even allowing you to adjust your angle when you catch air. The bottom line is that steering is tight, so you always feel like you're in control of every swerve and jump.

GAME DESIGN: The rickshaking ride is packed with jumps, so the action is high-flying as

well as fast. To keep you riding, successful races will unlock special tracks like the Start Course, Hill Climb and the never-ending (literally!) Desert Course.

SATISFACTION: Excitebike 64 will please arm fans with realistic physics, great handling and licensed gear by outfits like Fox Racing. But the game also has a lighter side, so arcade fans will get their kicks custom-building whiplash-inducing tracks or competing in two-wheeled Soccer matches.

SOUND: The screeching wipers keep up the realism. The beat-driven guitar tunes keep up the pace. The announcer's comments

keep on repeating.

COMMENTS:

Andy—Five-rated play control is just perfect. Chris—By far the best N64 motorcycle game to crave out.



- Strategy: 2/5 Megapoints
- # of 4 player simultaneous
- Available on: Controller (100% compatible)
- Expansion Pak enhancements
- Gameplay: 9/10
- Graphics: 9/10
- Sound: 9/10

HOW IT RATES
The off-road tracks are the only dirty thing in the game. Other than that, Excitebike 64 is a squeaky-clean game devoid of violence (unless you count falling off your bike) and any other objectionable material.

GRAPHICS
9/10
PLAY CONTROL
10/10
GAME DESIGN
10/10
GAMEPLAY
9/10
SOUND
9/10

HOW OUR EXPERTS RATED IT
9.4 — Jordan
9.4 — Scott
7.1 — June
8.1 — Andy
8.4 — Drew



BOMBERMAN 64: THE SECOND ATTACK!

The pink pyr's back end on his Second Attack!

GRAPHICS: No graphical leap beyond the original Bomberman 64. The Second Attack! nevertheless sparkles with bold, colorful and creative settings.

PLAY CONTROL: The game's most explosive additions are new bombs that can do things like melt metal and stop time. Finding the right bomb or bombs to blast through the game's bomb-spawning puzzles and headstrong enemies makes up the bulk of the strategy, and the game's hit detection and control setup are right on target.

GAME DESIGN: This time around, Bomberman is accompanied by a sidekick who can be controlled by the CPU or a second

player. The addition of Poetry keeps the Story Mode fresh with every go-round since the critter will evolve depending on what sorts of food you can find for it.

SATISFACTION: A game worth revisiting long after the amulet from the cleverly laid-out adventure has cleared, The Second Attack! will be worth replaying for its heated Battle Mode or to use how Poetry develops on subsequent bombing runs.

SOUND: The studio isn't very theatrical for a game that goes "boom", but the sound effects and space music do the trick.

COMMENTS: *Chris—The levels are tricky, and the bad guys, especially the bosses, are really nasty. Scott—Really fun to play and an all-around improvement over the first game.*



- Strategy: 2/5 Megapoints
- # of 4 player simultaneous
- Available on: Controller (100% compatible)
- 3 worlds
- 8 types of sidekick
- 2-player Cooperative Story Mode
- Gameplay: 9/10
- Graphics: 8/10
- Sound: 7/10

HOW IT RATES
The object may be to blow things up, but enemies never explode. Instead they get knocked out or vanish when bombed. Since everything goes boom in a cut-throat way, Bomberman 64: The Second Attack! beats out

GRAPHICS
8/10
PLAY CONTROL
9/10
GAME DESIGN
9/10
GAMEPLAY
9/10
SOUND
7/10

HOW OUR EXPERTS RATED IT
8.5 — Jason
8.4 — Jordan
8.2 — Kyle
7.7 — Scott
7.5 — Drew



JEREMY MCGRATH SUPERCROSS 2000

It's "Showtime" for Acclaim.

GRAPHICS: What sets Acclaim's entry apart from the rest of the pack of recent motocross games is that SuperCross

2000 boasts licensed pros like Jeremy "Showtime" McGrath and real-world tracks. While these slick courses may boost realism, the beyond character animation defies reality and makes for jolty motion.

PLAY CONTROL: Steering can be touchy, but busting out and landing stunts in Freestyle Mode is a cinch. All it takes is a tap of the B Button and a push on the Control Stick to pull a daredevil move.

GAME DESIGN: Acclaim consulted McGrath during the creation of SuperCross 2000,

which benefits from nice variables like changing weather, adjustable bikes and outfits, and a title-based track editor.

SATISFACTION: If licensed riders and tracks are important to you, you'll definitely get more out of SuperCross 2000 than the casual motocross fan.

SOUND: The game's raucous soundtrack blames The Offspring, and the shrieking engines and comical announcer (he'll label you "muckers" when you pull an outrageous stunt) are equally addictive to the ear.

COMMENTS: *Andy*—July licensed riders and real-world tracks are the main advantages of this Pak. *Dan*—It's easy to pick up, but the unrealistic physics don't give a good sense of riding a motorcycle.



OVERALL
RATING
6.4

GRAPHICS
6.2

PLAY
CONTROL
6.0

GAME
DESIGN
6.8

SOUND
6.2

STAFF
SCORES
7.0

6.0 — Jeremy
6.7 — Andy
6.6 — Dan
6.5 — Jason
5.7 — Chris



HOW IT RATES
For swearing, mild, bloody images here.

Jeremy McGrath SuperCross 2000 is just a racing and stunt game, so the ESRB has deemed it appropriate for bikers of all ages.

LOONEY TUNES COLLECTOR: ALERT!

I tawt I caught a putty-tat and a wabbit and a...

GRAPHICS: Definitely up to the standard of the Warner Bros. cartoons, Looney Tunes Collector Alert is a well-animated game worth in bright and bold colors.

PLAY CONTROL: The various Looney Tunes characters have unique abilities, and you can unleash the powers better than a pair of Acme rocket skates.

GAME DESIGN: On the surface, collecting and trading 47 Looney Tunes characters seems like an uninspired Pokémon rip-off, but Infogrames runs with the idea, creating a hilarious romp in which you must actually play as the characters you collect to get further in an adventure that would be great even without the trading aspect.

SATISFACTION: Juggling the lovable cartoon characters makes for dizzying puzzle play. You can also lay your Tunes on the line

in any of the handful of two-player Game Link competitions, like a Simon Says game. And that's not all, folks—the game will also be compatible with an upcoming partner Pak, Looney Tunes Collector Attack!

SOUND: The giddy music and sound effects would make even Looney Tunes composer Carl Stalling proud.

COMMENTS: *Jennifer*—The concept sounds familiar, but this is really something new and interesting. *Chris*—Don't be fooled—the game is pretty difficult. *Andy*—Prep to Defogames for making the most of this license. *Jason*—Wonderfully daffy and fun out fun.



OVERALL
RATING
7.8

GRAPHICS
8.0

PLAY
CONTROL
7.0

GAME
DESIGN
8.2

SOUND
8.0

STAFF
SCORES
7.4

7.8 — Jennifer
8.1 — Jason
7.6 — Andy
7.6 — Bruce
7.3 — Chris



HOW IT RATES
Just like the cartoons they alert us, the unfair

publishers' rules always looney-look, even the what danger comes their way. All the award-winning performance is fun, so Looney Tunes Collector Alert wins an E rating.

METAL GEAR SOLID

Snake returns in Konami's solid adventure.

GRAPHICS: Metal Gear Solid is a top-view adventure, closely resembling the second NES Metal Gear game, Snake's Revenge. The backdrops are never overly cluttered with detail, which is actually a good thing since the tiny characters would otherwise get lost in the background.

PLAY CONTROL: The key to the game is stealth, and to elude past enemies swiftly, you'll need responsive controls and weapons that handle well. Konami's adventure covers both of those bases.

GAME DESIGN: Metal Gear Solid is a stag-geringly gigantic game, and Konami has stuffed it with test heavy cut scenes and an arsenal of cool weapons and gadgets (like C4 explosives and Night Vision Goggles). What's more, the game features a two player Game Link battle and seek mode.



SATISFACTION: Though it has its share of shoot-outs, Solid Snake's new adventure is mostly about stealth. With so many enemies spread over such a large game, the struggle to keep your cover makes the game play intense and involving.

SOUND: If there's one minor flaw, it's the sound, which tends to be fuzzy.

COMMENTS: *Scuji*—This game is relatively big, and it kept my interest longer than most GB games of this type. *Chris*—It's refreshing to have to be stealthy, quick and intelligent. This is one of the most engaging games I've played on Game Boy.



- **Konami/16 Megabits**
- **1 or 2 players simultaneously**
- **GBC exclusive**
- **Game Link compatible**

OVERALL
RATING
7.8

GRAPHICS

7.0

PLAY CONTROL

7.4

GAME DESIGN

8.6

WAX

8.0

SOUND

7.2



HOW IT RATES

Metal Gear Solid seems a bit far from the ESRB, but the bond makes that the game contains "fair representations." The game does involve guns, but everything is so tiny that the action is never graphic.

STAFF SCORES

8.4 — Chris

8.2 — Scott

7.2 — Jennifer

7.5 — Andy

8.3 — Scuji

TOMB RAIDER

Lara goes mobile with Game Boy Color.

GRAPHICS: The cliff-hanger's intricate backdrops and digitized cut scenes are dazzling, so Lara's smooth animation isn't the only thing that's new on the eyes in Tomb Raider. And while the game may lack a wide variety of enemies, it's in keeping with the series.

PLAY CONTROL: Just like its PC predecessor, the GBC version will require you to perform acrobatic moves like backflipping off ledges to clear gaps. Lara boasts all of her established moves, and the complex controls are never so cumbersome that you'll have trouble pulling one off.

GAME DESIGN: Unlike other 3-D games that have been adapted to Game Boy, Tomb Raider doesn't come off as a cookie-cutter adaptation that just so happens to have a recognizable hero plopped into it. Instead,

Lara's latest adventure is a TR through and through, keeping the franchise's trademark moves, action, style and puzzles, and even Lara's icon targeting in tact.

SATISFACTION: TR is in line with Lara's previous outings, but whether you've been a fan or not, her worthwhile GBC foray is an exciting way to get to know her.

SOUND: Hoedily a listening experience, TR sports run-of-the-mill sound effects.

COMMENTS: *Andy*—A concise character introduction. *Chris*—It takes a little effort to get the controls down. *Jason*—It manages to capture the spirit and game play of the series.



- **Eden/32 Megabits**
- **1 player**
- **GBC exclusive**
- **15 levels**

OVERALL
RATING
7.6

GRAPHICS

8.3

PLAY CONTROL

7.0

GAME DESIGN

7.6

WAX

7.6

SOUND

6.4



HOW IT RATES

Aside from Lara's taking an unfamiliar turn into battle, and a spike or two about the occasional snail, scorpion or other creepy crawler, Tomb Raider for Game Boy Color is a fun and exciting adventure to add to the game and ESRB rating of E.

STAFF SCORES

8.3 — Jason

7.7 — Chris

7.7 — Jennifer

7.2 — Scott

8.1 — Scuji

BOMBERMAN MAX: BLUE CHAMPION/RED CHALLENGER

Two things that make you go "boom".

GRAPHICS: The blue and red versions of this game are essentially the same adventure starring different heroes (Bomberman or Max), so both are set in the same flashy environments that burst with color and cartoony enemies.

PLAY CONTROL: Scrambling to safety to escape your bomb blasts is key in both games, and the responsive controls help you scrape just danger quickly.

GAME DESIGN: Bomberman's all about blowing things up, but the games manage to put new spins on the mold. Level objectives vary from bombing enemies to blasting down trees to creating bridges. Even more cleverly, the GBC's infrared port will allow you to set up a TV remote so it can unlock secret areas in the game.

SATISFACTION: If the 100 puzzles don't keep you

bored, fixing and raising the Chasmoons will. Riding the coattails of another GB game that comes in red and blue versions, Bomberman Max allows you to raise a monster and pit it against a friend via the Game Link. Chasmoons look and develop differently depending on your Pak version, and you can combine the types to create more powerful ones.

SOUND: The tunes are basic but punchy.

COMMENTS: *Andy*—I think companion Paks like this are cool, but I have to admit they're fun. *Drew*—Good, old-fashioned, no-nonsense destruction.



OVERALL
RATING
7.4

GRAPHICS
7.0

PLAY CONTROL
7.7

GAME DESIGN
7.8

SOUND
7.0

VALUE
8.7

- **Value/10 MegaBit**
- **1 or 2 players**
- **Available on**
- **GBC accuracy**



HOW IT RATES
You drop bombs, but all they do is simply melt the cartoony enemies disappear. Because of this, the ESRB has rated both Bomberman Max games with an E, as the blast can be led by players of any age.

NAVGAMING
STAFF
SCORES

1.8 — Drew
7.3 — Andy
7.6 — Jason
7.2 — Saeq
6.5 — Chris

ARMY MEN

It's not easy being green... unless you have a bazooka.

GRAPHICS: Sure, the game's all about the warring Green and Tan toy soldiers who've been colored that way to blend in with their environment, but just about everything in the game is some shade of those two colors. Smoothed too heavily in earth tones, Army Men appears as a rather drab-looking war.

PLAY CONTROL: Like the Green POWs, good play control is MIA in Army Men. The default controls help you aim, but they don't make walking second nature. The setup takes getting used to, and the alternate configuration offers no better solution since it leaves your aim to only eight directions.

GAME DESIGN: Once you get used to the play control and manage to master aiming, the war game shapes up nicely with a hefty helping of missions,

objectives, weapons and vehicles.

SATISFACTION: For those looking for a few good missions, Army Men provides plenty of military operations. But since the game lacks in the charm the toys had in the N64 version, it fails to be all that it could have been.

SOUND: The clear voice samples are a big plus since they announce the names of things you've picked up.

COMMENTS: *Chris*—Sarge never too dourly. It takes forever to get around! *Jennifer*—It barely beats boot camp. No, wait—at least they give you a kebab in boot camp.



OVERALL
RATING
5.9

GRAPHICS
6.0

PLAY CONTROL
6.0

GAME DESIGN
6.0

SOUND
7.0

VALUE
7.0

- **SD10 MegaBit**
- **1 player**
- **G-C exclusive**
- **Over 25 levels,** including foot missions and vehicle missions



HOW IT RATES
Army Men is among the ranks of the E-rated, since the war game involves only plastic soldiers. Toys will be toys, but no real harm is ever done. Except at home, done. I really had fun, myself.

NAVGAMING
STAFF
SCORES

7.0 — Dan
4.7 — Andy
4.0 — Jason
5.5 — Saeq
4.3 — Jennifer

GAME BOY MEETS GIRL!

Lara Croft that is. Beauty, brains and brawn of
the action-packed adventure hit Tomb Raider.

Now all yours on the Game Boy Color.

Don't leave home without her.

TOMB RAIDER

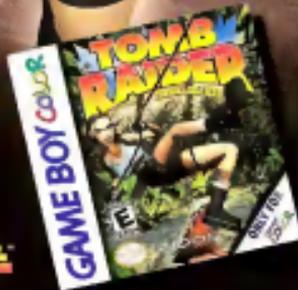


Larger cartridge allows
for huge levels and cool
in-game cut-scenes

Over 2,000 frames of
amazing animation
bring Lara to life

Dynamite and shoot
your way through
treacherous environments

Swim through swamps, scale
temple walls, climb
vines and more



EIDOS
INTERACTIVE
TombRaider.com

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ALSO PLAYING THIS MONTH

FUCHI CAJOLE
 • Nintendo Wii Remote
 • 1 or 2 players simultaneously
 • Wii and DSX compatible
 • Game Link compatible

An absorbing mix of *Bastion*-style card battles, Nintendo's puzzle has you deflecting a ball into snareing someone's blocks. The game will appeal to anyone who's especially into clearing boards, but you'll also appreciate the dash-plus superdeformed characters, which you can trade via Game Link to earn 88 pics.



OVERALL RATING
7.1

GRAPHICS	7.0
PLAY CONTROL	7.5
GAME DESIGN	7.5
WII DSX	8.0
GAME LINK	8.0

CATERILLAR CONSTRUCTION ZONE
 • Nintendo Wii Remote
 • 88 or 24X compatible
 • P. 205/14

Perfect for younger players who have a fascination with earthrovers, *CCZ* allows building hard hats to drive doors, combines and smashes to develop forests, weigh boats and o'leas. Not so much a game, since there is no scoring, *CCZ* will be fun all the same for any gamers who want to do something constructive.



OVERALL RATING
7.0

GRAPHICS	7.0
PLAY CONTROL	6.5
GAME DESIGN	6.5
WII DSX	6.5
GAME LINK	6.5

CASPER
 • Nintendo Wii Remote
 • 1 player
 • DSX exclusive

The amiable spiritism materializes in a timely top-down adventure that features characters introduced in the 1995 motion picture. Since the play controls so friendly as *Casper* himself, gamers will be able to focus on exploring the colorful settings, unlocking doors and spending away ghostly collectibles.



OVERALL RATING
6.7

GRAPHICS	7.0
PLAY CONTROL	7.0
GAME DESIGN	6.5
WII DSX	6.5
SOUND	6.5

MONSTER RANCHER BATTLE CARD GAME
 • Nintendo Wii Remote
 • 1 or 2 players simultaneously
 • Wii and DSX compatible
 • Game Link compatible

Based on the hit anime TV series, *Monster Rancher* is a card duel RPG that sends you exploring an island in search of hidden ranchers to battle for control of all 80 party cards. Fight's play out as draw-by-draw matches, and MR makes them look a lot more fun than the game's stock-foot work with existing visuals and fluid card.



OVERALL RATING
6.4

GRAPHICS	6.5
PLAY CONTROL	6.5
GAME DESIGN	6.5
WII DSX	6.5
SOUND	6.5

TOBBIN'
 • Nintendo Wii Remote
 • 1 player
 • DSX exclusive

A what-if water novel set, Midway's *deary* of a smoozer essentially boils down to floating gradually down town in your inner tube. *Boats* like water smokes and bar-pops fired by tobbin' the air. *Espresso* give you stuff to duck and shoot, and that's actually be a task to get off! *apex* the game sits in the play control department.



OVERALL RATING
3.9

GRAPHICS	6.5
PLAY CONTROL	6.5
GAME DESIGN	6.5
WII DSX	6.5
SOUND	6.5

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

ANDY:	JASON:
ASHMON:	JENNIFER:
CHRIS:	KYLE:
DAN:	NATE:
DREW:	SCOTT:
HENRY:	SONJA:

RATINGS

Each game is given a score for each of the following categories, and then an overall evaluation is given. To get the best picture of a game's strengths and weaknesses, we listed the categories in order of importance. Each category is rated on a scale of 1 to 10, with 10 being the highest possible score.

GRAPHICS	7.0
PLAY CONTROL	7.5
GAME DESIGN	7.5
SATISFACTION	7.5
SOUND	7.0

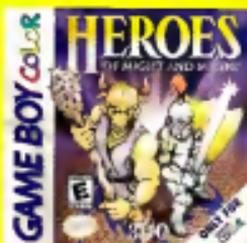
AGE RATINGS

Each game is given a rating for its content. The ratings are based on the following categories: 1-3, 4-7, 8-10, 11-13, 14-17, 18+.

C Early Childhood	T Teens (13+)	A Adult (18+)
E All Ages	M Mature (17+)	RP Rating Pending

AS SEEN ON
TV

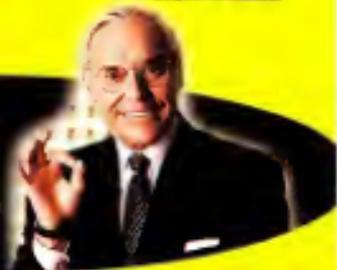
HERE'S 3 NEW WAYS TO SCREW AROUND AND ACCOMPLISH NOTHING!



**GOOF-OFF
ANYTIME,
ANYWHERE!**

"I've been canned from my
last 4 jobs! THANKS, 3DO!"

Cliffen Easman III
ATLANTA, GA



GAME BOY
color

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FROM!
3DO
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The World Is Not Enough



It's Bond, James Bond

THIS MONTH

DISNEY



Disney Dinos comes to N64

BIERS BROS. 2000



Can you dance to it?

BIEST RACING 2000



Let's race to go.

KIRBY'S TILT 'N' TUMBLE



Put on Kirby!

PAK WATCH

The inside source for all Nintendo News.

JAMES BOND RETURNS TO THE NINTENDO 64

The world may not be enough for some, but a good James Bond game goes a long way toward satisfying many gamers. Now that EA Games has revealed that *The World Is Not Enough* will be released on the N64 this November, GoldenEye oof fans may begin exploding with

anticipation. First *Perfect Dark*, then *TWINE*. It's almost too much to contemplate. What makes this news even more exciting is that EA Games is working with Eurocom on the development of the new Bond shooter. You'll recall that Eurocom did a bang-up job on the most recent Duke

Nakem game for N64—Duke Nakem: Zero Hour. One look at the exclusive screen shots shown here proves that

The World Is Not Enough
007



Eurocom is in the elite corps of N64 developers, employing real-time lighting effects, reflections and great special effects, including a super realistic use of night vision goggles. The game will feature more than ten levels, 40 or more weapons and Bondian gadgets, four-player multiplayer matches and Expansion Pak compatibility. It's enough to get even the coolest Bond fan both shaken and stirred



ZELDA UNMASKED: DEVELOPMENT TEAM REVEALS DETAILS

Pik Watch's exclusive sources within Nintendo Company Ltd. in Japan have forwarded a treasure trove of screen shots from *The Legend of Zelda: Majora's Mask* and captions that were written by the development staff. Although some of the captions just list a feature, character, or event in the game, others clearly detail important facts. So here is a tasty sampling of what's to come in Link's next great adventure on the N64.



The vast reach in nearby two actors. The elder actor is that of their parents, and the younger actor seems to be total victory.



During Link learns that the rock folk have suffered a cold winter, and it seems that the giant ice hands seen here may be the cause.



Once again, Link rides like the wind on horseback. He can shoot arrows at targets in any direction while mounted.



Link practices a slicing attack with his sword in the dojo. Practicing sword play becomes a sort of replacement Majora's Mask.



Link can take the form of a Zora, here seen swimming along the bottom of the sea. Expect to hear a musical performance by the Zora, as well.



The people Link speaks to say that they heard a warning that the moon will bring a disaster soon. Now, the village is nearly deserted.



The office of the village chief is where people discuss the fate of their town. Some want to flee while others want to hold a festival.



The passing of time, as recorded by the clock, is an important part of this game. Link should speak to as many people as he can during the day, because they might not be around for the sundown. The villagers have all sorts of secrets that Link must uncover if he is going to save the world. He must also look for people with quirky behavior. They may be crazy, or they may be in on something important. We'll learn the answers this fall when *The Legend of Zelda: Majora's Mask* is released.

Pak Play

Hands-on previews of upcoming games.

BATTLE AT THE BRICKYARD

Car heads around North America can start their engines because GT Interactive and Paradigm Entertainment are bringing *Indy Racing 2000* to the NG4 this June.

That's right. Less than a month after the running of the 84th Indianapolis 500, you'll slide behind the wheel of this sleek racer and feel the need for speed. Paradigm certainly has a proven track record on racing sims, having developed the *F-1 World Grand Prix* series, but

Indy Racing is the homegrown sport that the team craved to recreate. The



resulting game boasts smooth driver control that gives a nod to the arcade world, where fun is more important than super-realism. We think that's the right choice for a racer with such grassroots appeal. Races will take their cars onto the ovals

at Fort Worth, Atlanta, Las Vegas, Colorado Springs, Dover, Orlando, Phoenix, Charlotte and Indy. There's more to winning than knowing how to make left turns, so don't miss your chance to qualify next month.

UBI SOFT SEARCHES FOR EL DORADO

In an ongoing quest to find Game Boy Color gold, Ubi Soft has teamed up with DreamWorks and Planet Interactive to bring *Gold & Glory: The Road to El Dorado* to the small screen. Just as in the animated feature, Tulio and Miguel are two sword-fighting con men looking for an easy score. They hope to find all six pieces of a map that will lead them to the riches of El Dorado. To

do that, they'll have to duel their way through side-scrolling levels filled with bandits, bulls, snakes and other nasty surprises. Obviously, *Gold & Glory* is a good-looking game. Its cinema screens even compare nicely to scenes from the movie. But the easy play control, upbeat music and time-honored platform game elements should be just what the young fans of the *Road to El Dorado* want in a game. It looks like Ubi found the treasure after all.



BLUES BREAK OUT IN CHICAGO

**PAK
WATCH**

Elwood Blues has been locked up in Joliet Prison since his last wild outing about 20 years ago—and now he's trying to survive long enough to reassemble the band for the *Battle of the Bands*. *Truest Blues Bros.*, 2000 for the N64, follows the basic plot of the 1998 movie sequel, but the game play focuses on platform action with a decidedly musical twist. Elwood has to collect notes to build four songs. Each of those songs opens up the door to the next world. As he hops, boops, crawls and slams his way through 25 levels, Elwood must solve puzzles, pound bosses, collect a number of different items, and remain as cool as the bluesy riffs that give the game its flavor. Songs included in the game are *Born in Chicago*, *Respect*, *Maybe I'm Wrong* and *Cheaper to Keep Her*. Titus plans for an early summer release, but the copy we tested at Pak Watch seemed a better bet for a late summer launch. We'll keep you posted.



DASTARDLY DRIVING FROM INFOGRAMS

Remember those great *Wacky Race* cartoons with characters such as the Sling Brothers, Dick Dastardly, Muntley, Penelope Pinstop, the Ant Hill Mob, Turbo Terrific, and Rufus Radcut and Seaworth? Well, they're coming back thanks to *Infogrames*. This time you'll join in the fun on your Game Boy Color. What separates this little racer from the pack is a combination of excellent graphics, varied game modes, and bonus objects that you pick up and use against your opponents. That may not be an original concept, but *Wacky Races* is one of the few games that makes it work on Game Boy. Infogrames hopes *Wacky Races* will get to the starting line by the end of May.



Driver's License optional

Pak Peek

What's breaking in the world of games.

Kirby's on a roll

Kirby is about to introduce a new style of Game Boy Color game to his fans. Kirby's Tilt 'n' Tumble makes use of a special Game Pak that can sense motion. If you tip your Game Boy to one side, Kirby's Tilt 'n' Tumble feels it and sends Kirby rolling in that direction. Players can make Kirby hop, as well, but the true test is in their talent for tilting. The areas that Kirby must navigate consist of mazes with moving platforms and lots of hazards, such as elevated paths without side rails. It's smoother enough to make you sit still.



That's a Croc

In a recent deal with Fox Interactive, THQ acquired the rights to a number of Game Boy Color titles including Croc. Created by Argonaut Software—who also brought you Duck Bunnies for the N64—Croc first appeared for the PSX, where it made quite a splash. Now, in its smaller Game Boy Color form, Croc turns out to be a platformer packed with action. THQ will release Croc early this summer, and the other Fox titles, including The Simpsons, Aliens and Croc 2, will follow later in the year.

Digital Dinos

Last month Pak Watch announced the upcoming Ubi Soft game based on Disney's Dinosaur. This month, we have the first screen shots. We've also been playing the game. Dino players must find their friends, both dino and avian, and use their special abilities to make their way through the hostile world of the late Cretaceous period when the big corner fell. Since we haven't seen the movie yet, it's hard to tell how closely the game follows the plot. What we



do know is that the game play is fairly simple, and it's probably best suited to younger gamers who will appreciate the rumbly feature and Game Boy Printer compatibility.

Color us happy

Game Boy Color is buzzing at the seams with new and continuing development projects, not the least of which are the two adventure games from Titus based on Xena and Hercules. Transferring the hero from one adventure Game Pak to the other will open up new areas. In the Xena game, our



MARIO RIDES A BIKE?

Nintendo Power is proud to announce that we have joined forces with Badline Bicycles as a team to sponsor for the 2000 BMX racing season. We have built N64 and Game Boy Color game systems into Badline's custom 28-foot trailers, and we'll be showing off our new reflexions at approximately 20 race events this year. If you've never been to a BMX race before, you're missing out on a lot of fun. Go to

Factory Tour

- John Paro (AA Pro)
- Jason Carter (AA Pro)
- Eddie Harris (H Capone)
- Ste Thomas (H K Coaster)
- Adam Strick (H Jumper)
- Pat Miller (Vert Rider)

Just tell them that Mario sent you.



nintendo.com or reflexionsbicycles.com for a schedule of events that Team Badline and its Factory Squad Support Vehicle will attend. Here go check it out! They come games, grab a few magazines and stickers aboard, and get an eyeful of Badline's newest BMX bikes. And while you're there say hello to the Badline



Badline's John Paro and, well, you know.

heroine finds herself in a nightmare in Morpheus's kingdom, guided by her friend Gabrielle. Hercules's adventure is similar to the story in the N64 game. In his six quests, Hercules ventures into 50 different settings, and players will have to use brains as well as brawn.

Another hero from the past is scheduled to appear in not one, but two Game Boy Color titles this year—the international man of mystery, Austin Powers. This Two is also working on Lemmings Revolution, which brings the classic Lemmings franchise to Game Boy Color.

SURVIVE IT ON GAME BOY COLOR

SIX PLAYABLE CHARACTERS

PLAY AS REX, BOB, PUE,
SUE, GARY, THE STEVENSONS
OR DR. FRANKENSTEIN



THRILLING ACTION

AND SWAG. BOB, SUE,
FRANKIE & GARY: BIG BILLS
SHARING ATTACK TO WIN GET
THEM YOURS WILDCARDERS.



27 UNLEASHED LEVELS

GRAB THE BILLS, LIFT THE
FRANKS, THE LEGS, MOUNTAIN
CLIMB, ANDON THE GUY, THE
ATTEMPT LITTLE BILLY
DYNAMIC ENTERTAINMENT



Disney's DINOSAUR



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