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WHEN TOYS ATTACK!

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12 issues
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There's more than one way to melt plastic. Deal destruction from above by taking to the skies with our tactics for the ultimate air raid.



ARMY MEN AIR COMBAT

Page
16





That's 100 more than rat poison.

四

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POISONS.



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... with the return of the four-player Battle Mode, this looks like a title that can't go wrong. - nintendorks.com

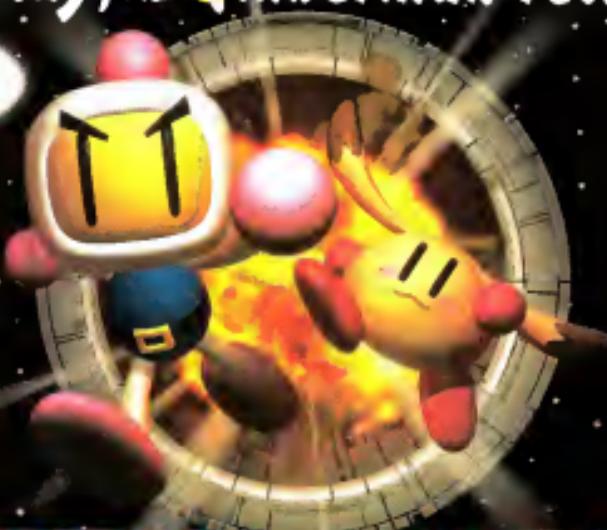
 **HUDSON**

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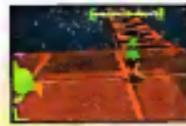
TUROK 3 PREVIEW



If you interpret "Cerebral Bunn" to mean "the coolest Weaponsaur," rather than a dull animal, you'll love this month's brainy-vested peek at Turok 3's new bounces and Justice-Seeking weaponry.

Page 26

DUCK DODGERS



Marvin the Martian is on the loose, and only Daffy Duck can stop him in *Infogrames' Looney Computer Games* Looney Tunes: Duck Dodgers in the 24th Century. So step into the cockpit and learn how to fly the quick down.

Page 36

AIDYN CHRONICLES PREVIEW



IGD is lauding it as the best true RPG for the N64. *Aidyn Chronicles*: The First Mage is full-blown, Real-time adventuring with four controllable characters at a time. Join the party with this month's preview.

Page 50

WARIO LAND 3



Get good at being bad. *Monolith* and *Visual Concepts* return in *Wario Land 3*, and you'll pick up the wicked tricks that'll keep your purple evenella out of trouble for all 25 levels of the Game Boy Color adventure on page 58.

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player's pulse

Judging by the overwhelming response we got to our Super Smash Bros. question, you readers are just as fond of the game as we are. We might not have determined who the best is, but we can tell you this—if you've got the skills (and all of you certainly claim that), any character can reign supreme. Check out what your fellow Smashers have to say.

Link Power

Two words: Definitely Kirby.

Per Nolte

Via the Internet

Isn't it obvious? Who could it be except for Kirby? This marshmallow has a ton of skill. He has nerves of steel and a blade of steel, stands his ground as a rock and

mimics all other characters. No contest necessary.

Don Chapeau

Via the Internet

I think Kirby is the best character because he is cute, pink, fluffy and very wise.

Johnny Goff

Via the Internet

The best player on Super Smash Bros. is Kirby, and here's a tip to keep from losing with him: When you get blown really high into the air and are going to disappear off screen, turn into a brick to save yourself.

Nick Young

Via the Internet

We have to admit, Kirby is rather good. Being able to come back from so far off screen is a huge advantage, and Nick's tip will help you combat that high throw that is the only easy K.O. for the Deaderland veteran. Thank a lot, Nick!—like Kirby himself needed any more help!

Psychic Steamroller

The best SSB character is



Per Nolte • *Per Nolte*



Per Nolte • *Shawn Park, Alberta*

(drumroll)... Ness! Why? He has a home run bat and psychic powers, and he can turn himself into an enemy by using his PK Thunder against himself!

RowShook

Berea, OH

I have to admit this, but even though he may not be my best character, Ness is the best in the game.

Sam Fleschman

Via the Internet

The best character in SSB is obviously Ness. He can jump the highest, his PK Fire can attach itself to other players and his PK Thunder is incredibly powerful if you use it to smash Ness into opponents. Plus, his PSI Magnet recovers damage. Add to that the fact that he's from the greatest game ever—you see why he's the best.

Mark Casner

Hawthorn Grove, WI

Yay, there is a certain contingent here at NP who completely agrees with you. While those attacks put Ness on a plateau, let's not forget the instant K.O. When Ness is above another player, he can do the old Down and A attack to knock them off the bottom of the screen before they can recover.

The Hylian Hit Machine

Who can destroy Gannondorf, wild dragons and

Kyle Krimm • *Dollar City, Oklahoma*



witches? Who else can use magic? Who else can both outlast and outsmart people? Link is the best.

Nick Beaulieu

Sandy, UT

By far, it's Link. First of all, he has the original Zelda music, Master Sword and Hyrule castle backing him up, but he also has the infamous bombs, boomerang and Hookshot as his arsenal. One thing bothers me, though. In Ocarina of Time, only young Link can use the boomerang, but in SSB adult Link can. Why?

Michael Sharper

Via the Internet

It can use the boomerang because he had one specially made for the *Super Smash Bros.* tournament, all right? Link does rule the most more often than not, since his attacks are so fast and powerful. His one weakness, the short triple-jump, is negligible in the hands of a master.

The Yoshiinator

Yoshi isn't just the cutest Nintendo character ever.

Come on, we all know that Yoshi's Slurp and Burp move is the best throw. Even

though he has no Up and B move, the rest of his moves more than make up for it. The best is the hip drop.

Rebecca J. Schmitt

Via the Internet

Let's not forget the fact that Yoshi is nearly invisible while jumping. Man, that little guy can catch 'em!

The Samus Spark?

I would have to say Samus is the best Super Smash Bros. character because she can do the "Samus Spark" and you can recharge her gun.

Alex Potts

Via the Internet

Uhh...are like Samus, too, but seriously. "The Samus Spark?"

The Classic Champ

Are you crazy? No one could touch Mario. He's one of the best jumpers in the game, has a slew of moves like the flower toss and fireball, and can do insane combos. My favorite is "The Mario TKO Tornado"—a tornado spin, headbutt, coin uppercut.

Mario Mengrau

Via the Internet

The best character is, of course, Mario. Not just because he's Nintendo's main plumber. If he's not doing his spin move up close, he's shooting fireballs from far away.

Kathy Shiekh

Via the Internet

Who could say no to Mario? A certain someone on the *NP* staff who shall remain nameless (Chris "Paxader" Shippard) uses Mario's headbutt so effectively it's practically unstoppable. And that vacuum spin? Forget about it.

Electroshock Therapy

Pikachu is definitely the best. It has super speed and pow-

erful attacks like thunder, and uses the Quick Attack to get back in the battle.

Dana Ritter

Via the Internet

Yeah, but how does Pikachu get such a powerful swing when it has to carry a *Steak Sandwich* in its mouth? We can't figure that out. Still, the fact that Pikachu is such a small, fast target makes it incredibly tough.

Aye, Aye, Captain

Captain Falcon is the fastest in the game and can hurt items a long way. His Falcon Punch is so strong! And, no one else looks good in black.

Daniel Casey

Via the Internet

But if you miss with his Up and B, you're done for. Then again, if it connects, it's probably the coolest looking attack ever.

The Kong Is King

Even though he doesn't have any fancy moves, I think Donkey Kong's brute strength can take anybody.

Chris Leone

Via the Internet

DK is a force to be reckoned with, to be sure. Not only can he hurl barrels around like they were toys, he can also pick up other characters and carry them off the ledge to their doom if you're looking in the match.

Let's Not Forget Luigi

Luigi is just like Mario but better. His uppercut move can K.O. someone with high damage instantly. He's faster than his brother. And

his fireballs go straight and don't fall to the ground like Mario's.

Jesse Peelon

Via the Internet

The best character has got to be Luigi. He is very fast and agile and he possesses the built-up rage from being overshadowed by Mario all of these years.

Adam Leinenberger

Via the Internet

Luigi's also the only character whose moves don't change. Cool.

Favorites? Fox.

To answer your question, Fox is definitely the best. He has the quickest and most effective moves in the game. The only flaw is that his better moves are complicated, and as a result beginners get whacked.

Tim Hickson

Via the Internet

Oh, no wonder we've been getting whacked.

Puff Can Play

I think Jigglypuff is the best player. Its Sing move is awesome! Go Jigglypuff!

Maria Oliveira

Via the Internet

If you can use Jigglypuff's Sleep move effectively, we have to admit grudgingly that it's almost unstoppable.

Finally, a Philosopher

You wanna know who the best is? Well, "beauty is in the eye of the beholder." Everyone is good—depending on choice, the characters

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power charts

Summertime is finally here, and with

the warm weather comes some serious heat on the Power Charts. If the no-nonsense debuts of *Pokémon Stadium* and *Mario Party 2* are any indication, it's going to get pretty steamy atop the N64 charts!

NINTENDO 64 TOP 20

GAME BOY TOP 10

1

THE LEGEND OF ZELDA: OCARINA OF TIME



Uh, oh. Here it comes. *Pokémon Stadium* begins its charge for the top spot with an incredible debut at number three. If Link isn't sweating in his Kokiri boots just yet, wait 'till he catches a glimpse of *Mario Party 2*, whose members never cease to look 100% shabby either.

2

GOLDENEYE 007



3

POKÉMON STADIUM



1

POKÉMON GOLD, SILVER, YELLOW



2

THE LEGEND OF ZELDA: OCARINA OF TIME



Do you have any friends?

3

POKÉMON PINBALL



Everything is stable on the top of the Game Boy charts, as we expect. We take a moment to wonder at long-time achiever *Super Mario Land 2: 6 Golden Coins*. This game has gone into an incredible 80th month on the Power Charts. Talk about staying power!

GAME	COMPANY	WEEKS	WEEKS
1. THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	10
2. GOLDENEYE 007	NINTENDO	2	42
3. POKÉMON STADIUM	NINTENDO	3	3
4. DONKEY KONG 64	NINTENDO	3	3
5. SUPER SMASH BROS.	NINTENDO	4	12
6. JET FORCE GEMINI	RARE	5	4
7. MARIO PARTY 2	NINTENDO	7	1
8. WRESTLEMANIA 2000	THQ	7	3
9. HARVEST MOON 64	NATsume	9	3
10. POKÉMON SNAP	NINTENDO	8	10
11. MARIO PARTY	NINTENDO	8	15
12. RESIDENT EVIL 3	CAPCOM	14	3
13. RAINBOW-KAZBON	RARE	10	22
14. SUPER MARIO 64	NINTENDO	10	45
15. STAR WARS: PODRÖG SQUADRON	LucasArts	12	16
16. NFL REFLITZ 2000	MIDWAY	11	6
17. MARIO KART 64	NINTENDO	15	42
18. GAUNTLET LEGENDS	MIDWAY	18	5
19. ARMY MEN: SARGE'S VENGEANCE	3DO	8	6
20. RAINBOW SIX	RAD SIMIAN	17	3

GAME

COMPANY

WEEKS

WEEKS

1. POKÉMON (G, B, Y)	NINTENDO	1	19
2. THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	2	86
3. POKÉMON PINBALL	NINTENDO	3	9
4. JAMES BOND 007	NINTENDO	4	26
5. SUPER MARIO BROS. 64	NINTENDO	5	5
6. SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	7	99
7. DONKEY KONG LAND 3	NINTENDO	8	30
8. FINAL FANTASY LEGEND 3	SQUARE	—	79
9. KIRBY'S DREAMLAND 2	NINTENDO	—	58
10. DONKEY KONG LAND	NINTENDO	—	59

1. POKÉMON

2. POKÉMON GOLD (GAME BOY)

3. ZELDA: MAJORA'S MASK (N64)

4. POKÉMON SILVER (GAME BOY)

5. ZELDA: PRINCE OF THE MYSTERIOUS DUNGEON (GAME BOY)

6. RAINBOW-TOON (N64)

7. KIRBY 64: THE CRYSTAL SHARDS (N64)

8. GAME BOY ADVANCE

9. JETMOUNT 64 (N64)

10. OGRE BATTLE 64: PERSON OF LADY CAUBER (N64)

MOST WANTED

A close-up portrait of a young girl with dark hair, smiling broadly. The background is a vibrant, abstract mix of yellow, orange, pink, and purple, suggesting a digital or video game environment. The text is overlaid on this background.

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Teen	Nature
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ARMY MENTM AIR COMBAT



● YOU HAVE TO LOVE THE SMELL OF BURNT PLASTIC IN THE MORNING. IT
● SMELLS LIKE VICTORY, DOESN'T IT? 3DO HAS YOUR CHOPPER WARMED UP
● ON THE HELIPAD. THE REST IS UP TO YOU.

PLASTIC PROPELLER POWER

The seemingly endless war between the despicable Tan oppressors and the Green freedom fighters has entered a new phase—total air war. No man, woman or insect is safe from the hubbub of high explosives raining down from way up there after way up there of whirlybirds. As ace chopper pilot Captain Blade,

you'll be the one hovering in harm's way. Take the fight to the Tans from the picnic blankets of the park to the next door neighbor's icy driveway. Once again, 3DO brings these plastic armies to life on the N64.



NC-17: HOW IT RATES

This game contains scenes of violence between clipped representations of plastic toys that originally made it assemble actual people.



HELICOPTERS

A skilled pilot like Captain Black should be able to fly a Mimp through the eye of a飓风, but it doesn't hurt to have the best plastic hardware available. You'll get better choppers as you progress.

HUEY

The Huey is nimble enough to do most ground fire. Its light weight armor will give you no other choice.

CHINOOK

Big, tank-like and powerful, the Chinook was made for heavy lifting, not high speed assaults.

SUPER STALLION

They can hover, can withstand a withering barrage of weapon fire, and are as good as it gets.

APACHE

This powerful warbird is the only way to fly once the United Generals make it available to you.

CO-PILOTS

With the skills of this co-pilot you can get loadsy without a competitor. Green co-pilot hooking you up. Most of them have special skills—check the mission requirements to see the best selection for the task at hand.

WOODSTOCK

The Ed's Brookback uses terror with a machine gun. It's too well shielded.

HAROCORE

Home rockets are the preferred weapons of this ferocious Tyro with an icy trigger finger.

RAMHIOE

He can turn to the gory professionalism when their team of foul, wrenching work.

FELICITY

Her name doesn't sound very Preserving, but don't tell that to the fact she just Nepaled.

SARGE

When you need to rely on the steady nerves of a veteran, turn to this old combatant.

2-PLAYER CAMPAIGN

Communication and teamwork are the keys to any successful military operation. This mode allows you and a friend to put two choppers in the air then divide your duties. The extra help will come in handy at the higher levels of the game.

TAN BASHING

The forces are often nestled in clusters of trees, armored vehicles and missile batteries. You can even the odds by dividing your destruction duties.

TWO PRONGED ATTACK

If there is more than one way to move through a map, two pilots working in unison can close like a vise on a central location.

BAG THE BOSS

Annoyingly resilient like the tiny rabbit in Plastic's Warzone, he can be better headed with two choppers—one acting as a decoy while the other flies

OFFICERS CLUB

If you aren't feeling particularly cooperative, wander over to the Officers Club for a little friendly fighting. Up to four players can go rat-a-tat, too, with each one the stockade for assaulting an officer in these games.

BUG HUNTING

Two of the multiplayer contests have you competing to eliminate enemy critters. The first player to get 100 Bug Points wins.

FLAG-HAB-IT

Fort Frenzy offers a traditional task in Capture the Flag, while Fort Burn will send you and your opponents one red flag to mess with.

FOOD FIGHT

There's plenty of food for everyone at the picnic, but only one person will find the invisible food enough to win the game of Picnic King.



THE PATH TO GREEN GLORY

The Green Army didn't think you or the other forces on the map would enjoy the air superiority. The air base is here to defend the Green Army of Tanks, not destroy it. Tan forces have been marching at the borders, and the starting model-like Green Panthers will attempt a major offensive into our territory. This war will be waged on many fronts. You will range from the cursed Tan army to mindless insects, most of which are vulnerable to the advanced weaponry found on the battlefield. Pay close attention to the briefings and objectives, soldier. You may just make it back in one piece.



MISSION 1

BRIEFING: THE HILLS ARE ALIVE... WITH THE SOUND OF GUNFIRE. YOU NEED TO FIND THE GREEN BASE TUCKED INTO THE FOOTHILLS, THEN PICK UP A SUPPLY CRATE FOR THE TROOPS ON THE OTHER SIDE OF THE PORTAL. WATCH OUT FOR CROUCHING TAN, IT'S A HEAVY DIVISION OF TANS.

MISSION 2

BRIEFING: THE TANS FIGURE IT'S A GREAT DAY FOR A DRIVE IN THE COUNTRYSIDE, BUT YOUR JOB IS TO PUT THEM END TO THEIR JOYRIDE. DAY 2 IT'S DOOM. FIND THE TAN CAVALIERS AND DESTROY THEM BEFORE THEY MANAGE TO SNEAK TO THE GATES THROUGH THE VILLAGE.

MISSION 3

BRIEFING: A GREEN ARMY SUPPLY TRAIN IS SITTING ON THE TRACKS AND WAITING FOR FIRE. A TAN CHOPPER STOLE THE TRAIN'S POWDER SOURCE. SO YOU'LL NEED TO STEAL IT BACK. IT WILL BE UP TO YOU TO CLEAR A SAFE PATH END TO THE TRAIN'S GET MOVING.

MISSION 4: TAN TERROR-TORY

BRIEFING: THERE'S NO BEATING THE TANS ARE AGGRESSIVE, BUT THEY DON'T WIN ANY POINTS FOR ORIGINALITY. AFTER PLASTRO GOT WIND OF THE GREEN'S CLOCK AT THE WOLF SQUADRON, HE HAD TO PUT TOGETHER HIS OWN FLYING FORCE, SCOUR THE COUNTRYSIDE FOR THE TAN AIR BASES, THEN CRASH-FILE PLANEZ FOR THEM. GOT IT? COOL. MAYBE WE SHOULD RENAME THEM THE CUTE WOLVES.



You won't do much damage with your machine gun alone—you'll need extra firepower. Watch up the pile of power-ups at the start of the mission.



Show no mercy when you find the Tan bases on the map. Use whatever heavy ordinance you have to level their nicely built buildings.



The blue spy vehicles make particularly attractive targets, considering they have a power-up behind whenever you destroy them.



As with most missions, a job well done is rewarded with a trip through the portal. You are then rewarded with another dangerous mission.

MISSION 5: BUG BATH

BRIEFING: AS IF IT'S NOT BAD ENOUGH THAT THE TANCS ARE CONTINUALLY DRAGGING THE GREEN ARMY INTO THE RIVER, NOW THEY ARE KIDNAPPING INNOCENT ORGANIC INSECTS. THE TELE-SUICIDE BUGS HAVE BEEN MUTATED INTO HARMLESS, PLASTIC-DEFENDING MONSTERS. KILL THEM FROM THEIR TRAP-PODUS, THEN WATCH AS THE CREATURES DESTROY THEIR CREATORS.



The Tancs have assembled every their mutated bugs in Tanca's nest, their heavily defended bases. A well-placed shot will free the prisoners.



Don't bother yourself with the Tancs since the bugs are free. They'll make short work of their former captors without your help.



A narrow pass in the center of the map will allow you to strike more Tanca's in Basen of the canyon, except the Tancs have placed them to stop you.



If you don't have a lot of ammo left, you can always pack up object-like paper airplanes—then drop them on Tan bases and performed.

MISSION 6: UNINVITED GUESTS

BRIEFING: ANTS, NATURE'S ORIGINAL ARMY, HAVE BEEN SIGHTED IN THE VICINITY OF GREEN TANCS. WORKED INTO A FRENZY BY SOCIETY'S VARIOUS TREATS, THE ANTS ARE TEARING THE TROOPS TO PLASTIC SHREDS. A STEADY HAND WITH THE WINGED SHOTGUN WILL ALLOW YOU TO MOVE THE FOOD AWAY FROM THE GREEN TRAUMA. ELIMINATING THE THREAT, TANCS ALSO HAVE BEEN REPORTED IN THE AREA.



Take control of the Tancs while you help your green brothers. You can drop the food on the Tancs to distract the ants to the enemy bases.



The Green base on the green blanket is under assault but that hold out of there ASAP especially the cluster in the middle of the campsite.



Here like must not be very tasty, because food big tan of the meat product are always need. Drop them on the Tancs to distract a little.



Saving your troops is important, but destroying Tan bases also is critical to the mission. Pelt the area with a barrage of missiles.

MISSION 5: ANTS IN THE PANTS

BRIEFING: IT TURNS OUT THE ANTS ARE NOT EXTRACTED JUST TO FIGHT ANYMORE. THEY'RE ATTACKING A GREEN BASE NOW THAT THEY'RE DELIVERED IN THE FORM OF PLASTIC. THE ONLY HOPE FOR THE BASE IS TO STEM THE FLOW OF SIX-LEGGED HORDE BY BEAVERING THEIR ANTHILL WITH GRENADE BOMBS. WHEN THE THREAT IS GONE, STEAL THE CAR AND THEN HEAD FOR THE PORTAL.



There are more than enough cherry bombs in the Green-in-a-maze to handle the ants. Pick them up one at a time then carry them to your targets.



Look for the mischievous Tashinger near the center of the map. If you blast it, it'll trigger the Tash's secret weapon: the UFO.



Your Cherokee may not look powerful enough to carry the UFO to the portal, but the twin-torpedo powerhouse was made for just this sort of duty.

MISSION 6: SAUCER ATTACK

BRIEFING: NOW THAT YOU HAVE YOUR UFO, THE TANS FEEL THEY HAVE NOTHING TO LOSE BY LAUNCHING AN ALL-OUT ASSAULT ON THE GREEN ALPINE BASES. THEY AREN'T DISCIPLINED ENOUGH TO LAUNCH THE ATTACKS SIMULTANEOUSLY, SO YOU'LL HAVE TIME TO COUNTDOWN THE TAN ASSAULT AT EACH BASE. YOUR WORK IS DONE WHEN ALL THE TAN ENEMIES HAVE BEEN ELIMINATED.



The batches in this mission are fairly straightforward. Use available weapons to pulverize the Tan forces before they do the same to your tanks.



In addition to the other enemies you'll face in this mission, you can pick up paratroopers to drop on enemy forces. They'll fight to the last man.



Keep an eye on your map to track Tan activity in the region. The final assault is a stronger and more intense than the previous missions.



MISSION 9: THE HEAT IS ON

BRIEFING: YOU CAN'T KEEP A GOOD SCIENTIST DOWN. SARGE HAS LED A CONTINGENT OF SCIENTISTS IN A DARING ESCAPE FROM A TAN BASE.

UNFORTUNATELY, THE TWO-OLD SCUMPIER HAS STUMBLED UPON A FIGHT HE CAN'T WIN. SUN VENUS PLASTIC, A GIANT MELTINGLYING GIANT IS SLOWLY MELTING THE EASY TREES INTO GREEN PUDDLES. RESCUE THEM BEFORE THEY GET THE ULTIMATE SUNBURN.



1 A tan warthog is on patrol in the man-eating network of puddles. Head to the left and follow the map's perimeter to destroy the virus.



2 The slowly melting scientists are the last priority. Walk up to the relative shade of your helicopter before you go after Sarge.



3 It appears Tan brood have managed to repossess Sarge. Blast their base to subdue them to release the stranded veterans from their clutches.



4 Sarge isn't out of the woods yet. Escaping from the base is only left him vulnerable to the solar beam. Quickly land, fire out of danger.

MISSION 10: THE MELTING POT

BRIEFING: FATHER THAN INVESTING IN RECRUITING, GENERAL PLASTIC HAS BEEN MAKING OUT HIS PLASTIC GLORY ACCOUNT TO FINANCE A MASSIVE MIND-CONTROL MACHINE. IT APPEARS THE SCUMPIE HAS PAID OFF. THE DEVIL IS TURNING OVER BOTHHEAD AGAINST GREEN FROTH. THERE MUST BE A WAY FOR YOU TO HELP RETURN THESE SOLDIERS TO THEIR PROVEN MINESOT—AND HAB.



1 Barbedines block the narrow canyon to the battlefield. You won't be able to fly around them. Just blast through them with rockets.



2 A green crayon is your only hope for returning your flying comrade back to normal. You'll find it on a beach bar, near the coloring book.



3 Carry the crayon up the incline so where the heat mind-control device is located. Drop the crayon onto the machine's target to shut it down.



4 It's time for a little payback. The Tan Super Battlepig, docked near the mouth of the inlet, is vulnerable to attack. Take it out.

MISSION 11: RIVER RAPIDS RIOT

BRIEFING: WHO WOULD EVEN CONSIDER DOING HARM TO A TEDDY BEAR? YOU GUessed IT—THE GREEN HELICOPTER TROOPS! THIS HEAD IS VITAL TO GREEN HELICOPTER TROOPS AND MUST BE PROTECTED AT ALL COSTS. THE PLUM TEDI WILL FLOAT DOWN THE RIVER OF SHADOW TO GREEN HELICOPTER WHIT-TED DOWNHILL. MAKE SURE THE TAN NAVY DOESN'T BLAST THE STUFFING OUT OF IT FIRST...



A Tan Chocoh has its hooks in the deflated head's hair. Blast the chopper before it reaches the port to make the bear into the carafe!



There's no mistaking the bear's fury on the waterways. Patrol boats will stop the Teddy's progress. Shoot them down if you don't pay attention.



Stay close to the floating bear. Several Tan ship cannonades are likely to attack the floating bear from all possible directions.



It's just like the Tedi to have an ambush planned at the end of your route. Use heavy ordinance against the battleship that appears from a pipe.

MISSION 12: NIGHTTIME TEDDY

BRIEFING: IT'S IN POSSIBLE FOR TAN HELICOPTERS TO PENETRATE GREEN JUNGLE UNNOTICED. WHEN THE RADAR DEFENSE SYSTEM IS WORKING PROPERLY, UNFORTUNATELY, THIS TEDI HAS FOUND A WAY TO DISABLE THE RADAR DEFENSE. YOU'RE RESPONSIBLE FOR GETTING POWER GENERATORS TO THE JUNGLE SITES. WHEN YOU'RE FINISHED WITH THAT TASK, BREAK HAMMIE OR NEARLY TAN BASES.



The battery pack generators are having your Super Shutter chopper carry them with its superior whirling power.



The Tedi won't just go to sit there while you're carrying power to the radar system. Try to eliminate them as you complete your mission.



Staled Green engineers are waiting nervously inside the jungle sites for emergency power. Drop the battery pack to them.



As always, there's a portal waiting for you at the end of your mission. You need to take out the Turbase before it will appear.

MISSION 13: DEMOLITION TIME

BRIEFING: THESE TAH CORIADS KNOW THEY CAN'T BEAT THE GREEN ARMY IN A FAIR FIGHT. THEY'VE ASSEMBLED A FORCE OF REMOTE-CONTROLLED CARS TO HURL OVER THE GREEN INFANTRY WHILE THEY SIT BACK AND TAKE NO SHOTS. DESTROYING THE CONTROL DEVICE IS THE KEY TO ENDING THIS MENACE. DESTROY THEM ALL BEFORE THE CONTROL MODULE DESTROYS YOU.



These 4 deadly cars are controlled by black bosses made of the finest remote plastic. You'll need to punch the remote controls with rockets.



Pick up extra life whenever you find it. It will be difficult to get through the massive amount of ground fire without taking a few hits.



The Tais have positioned a remote control in a deep bunker near a drain pipe. Drop paratroopers and guided missiles on the offending device.



Take advantage of the temporary invincibility from power-ups, or if you bypass the game, it's the best way to blast the remote from close range.

MISSION 14: PICK UP THE PIECES

BRIEFING: GREEN RECONNAISSANCE HAS DISCOVERED A NEW TAH SECRET WEAPON: THE 10-GALLON SUPER HELICOPTER. PROJECT IS NEAR COMPLETION IN THE HANGAR. YOU MUST HALT THE CONSTRUCTION OF THIS POWERFUL NEW AIRCRAFT IF THE GREEN ARMY OF LIFE IS TO CONTINUE. PICK UP THE SIX PIECES OF THE SUPER HELICOPTER AND TAKE THEM TO A SPECIAL GREEN HIVE FOR HERCULEAN ENGINEERS.



Notice of the helicopter project has reached you just in time. The aircraft components are ready to be snatched right this minute.



Green command has set up a special base to examine the Tais technology. It's marked with a pink square in its central courtyard.



Make a detour to the edge of the map to pick up extra life then head back into the hangar. Otherwise, you may not complete the mission.



The Tais have cleverly hidden one of the components in the hangar's natural flora. Use search power to pull it from the flower.

MISSION 15: HAVE AN ICE DAY

BRIEFING: COMBAT IS ALWAYS A RISK IN BUSINESS, BUT IT'S ESPECIALLY DIFFICULT IN WINTER. WINTER CONDITIONS, SNOW AND RED COMMANDO'S WERE JUST ESCAPED FROM A TAN BASE IN THE ICE WILDERNESS BY ONE SHAKA PLATO. FLY CLOSE AIR SUPPORT TO KEEP THE GREEN SOLDIERS ALIVE. YOUR AIRBORNE VANTAGE ALLOWS YOU TO SPOT AND ELIMINATE LAND MINES IN THEIR PATH.



Each of the escaped Green soldiers is trapped. Eliminate the immediate threats to get them moving to the notorious point.



Serge and his men were separated in the chaos after the escape. Be sure to check the map to find their various starting locations.



Because the Green soldiers take different routes to the rendezvous point, you'll need to scan out their paths to neutralize threats.



Once the soldiers reach it to the waiting jeep, they'll take a dangerous route to the portal. Keep them alive until they get there.

MISSION 16: PLASTRO'S REVENGE

BRIEFING: THIS IS THE FINAL CONFRONTATION. GENERAL PLASTRO HAS DIRECTED ALL THE PLASTIC HORDE OF THE TAN ARMY IN YOUR LOCATION IN A DESPERATE ATTEMPT TO STOP YOUR MISSION. IF THEY TRY TO INDEUCE, A TERRIFYING NEW WEAPON HURTS ITS GUT IN THIS BATTLE. THE ROBOT-DEGENERATE MAY NOT BE FAST, BUT IT'S HEAVILY INVINCIBLE TO YOUR WEAPONS.



Cherry bombs will decimate Plastro's alkaline energy bases. You'll need to track captured transports to find the bombs.



The robot seems to take so much punishment as you can dish out. If you want to finish the mission, it might be wise to send in another pilot.



COLOR CLASH

You may be in line for promotion if you manage to survive Plastro's final onslaught. Hrm...Major Blad. Do you like the sound of that? Okay, quit daydreaming. There's a guided missile at six o'clock, and it's closing fast on your position. ♪



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



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TUROK

SHADOW OF OBLIVION

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PREPARE FOR THE HUNT

ACCLAIM'S TUROK TRADITION CONTINUES WITH FRESH FACES AND A DARKER LOOK. TUROK 3 WILL GIVE YOU CHILLS ALONG WITH THE THRILLS.

The war cries of Turok are echoing in the distance. Acclaim® Houston Austin (ASA) is sharpening its arrowheads for the fall release of the newest installment in the action-packed N64® series. The Hunter and Fireborn are back, but a more elusive

group now occupies central stage. Marauders are the feared clan, led in cold blood by their macabre leader. If they are to pass the mantle of Turok to their descendants, summon all of your courage, you are about to walk in the N64 world of Oblivion.

WAR DRUMS, ONCE AGAIN

It is a noble bloodline. Turok: Dinosaur Hunter was the original first-person shooter for the N64. Turok 2: Seeds of Evil was among the first Game Paks to take advantage of the Expansion Pak. Turok: Rage Wars brought an unprecedented range of multiplayer options to the series. With Turok 3, the warriors of the Lost Land are set to go in a new, more frightening diversion. "It's a darker game," said David Dismobiler, Creative Director for the Turok games at Aspyrin Studios Austin. "We wanted the Oblivion creature to be very

ominous, the kind of horrific stuff that bad dreams are made of. The game actually starts out with a nightmare sequence". Nintendo Power sat down to talk with Dismobiler in the offices of ASA, formerly known as Iguana Entertainment, to take a first look at this spooky new chapter in the Turok saga. The 24-person team was working like Oblivion-possessed zombies to put the finishing touches on the game.



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Turok 3 will take you to some dark and creepy places that you may recognize from your nightmares—not that previous Turoks were peaceful walks on the beach.

This night has been a man before Oblivion took off in a two-headed, deformidab' freak. This evil entity reanimates dead and dying creatures then turns them against you.

Some freakier—but not always deadly—faces will make cameo appearances in Turok 3, like a wide variety of drossors and the always helpful Alesa, shown right.

ENTITY ENMITY

Gamers familiar with Turok 2 have already had an introduction to T3, though they may not realize it. In the earlier game, players might have found themselves briefly under attack from armored Cyclops creatures after entering dead-end portals. An eerie, disembodied voice barked threats in those areas. That voice was Oblivion and it will make good on the threats in the new game. "Oblivion is a kind of manifestation. It isn't a single creature. It's kind of an entity," Dismobiler said. "It manifests itself by infecting the bodies of the dead and dying, so you see a lot of mutated zombie-like creatures...and it even can, in certain cases, affect machinery."

"WE WANTED THE OBLIVION CREATURE TO BE VERY OMNIBUS. THE KIND OF HORRIFIC STUFF BAD DREAMS ARE MADE OF."

When the Primogen Light Ship exploded centuries ago, the blast damaged Oblivion and joined the entity out of its formerly peaceful existence. Torn to pieces in the blast, Oblivion slowly regained its strength in the Netherscape. Its consciousness was corrupted by blind hatred for the energy that nearly destroyed it. Now, it's on the warpath, keying on the Light Bearer that each Fireseed keeps in his or her satchel.



These as-yet-unseen zombies won't fire guns at you, but they won't mind it. The zombie assaultants have more zombitude than Jet Li.



You'll have had moments of the really heists from previous flicks when you see the ropes' gallery of monstros in Oblivion's domain.

A NEW BREED OF FIRESEED

Turok 3 begins with a tragedy for the Fireseed clan. Joshua, the Barok from previous adventures, is murdered—leaving behind a job victory and two teenage relatives looking to fill his shoes. Danielle, his elder sister, and Joseph, his teenage brother, separately take up the cause of the Barok. In the context of this game, that means they must chase

Oblivion to the ends of the universe. Players can finish the adventure as either character, but they must play both characters to see everything the game has to offer. "The game does not lean in favor of your character one way or the other, it's pretty well balanced," said Dienstbier.

CROSSING PATHS

Danielle and Joseph may start at the same place on a particular level, but the way out of the area can change drastically. Danielle's wrist-mounted grappling device allows her to swing out of trouble, while Joseph can squeeze through narrow openings because of his small size. Also, depending on which character you play as, the weapons will upgrade differently, said Dienstbier. "So each weapon has normal and upgraded states that will change its basic function."



WEAPON WARPING

Eight basic weapons are available, but because of the different upgrades, you can have a total of 34 different weapons. For example, the Cerebral Bone makes a return appearance in this game, but now it can upgrade into either the Cerebral Burst or the Cerebral Possessor—the latter lets you create a walking explosive, of sorts. Another new weapon is the Fireworm Cannon, an incendiary shotgun that unleashes a ring of fire at targets. Dienstbier was tight-lipped about the rest of the arsenal but said gamers will have a wide variety of brand new weapons to choose from.

The new Fireworm Cannon fires up to 100 feet by releasing a destructive wave of fire. ASA is keeping other new weapons under wraps.

J O S E P H

He may be the youngest Barok, but don't underestimate him. Joseph has as much fight in him as any Turok—he just got shorn-chewed in the height department. "So he can crouch under doorways and into little air vents... into parts of the map that Danielle can't access," according to Dienstbier.

Dienstbier, Joseph also has cool infrared goggles that allow him to spot the things that go bump in the night.



WORLDS OF HURT

Unlike previous games in the series, *Turok 3* starts out in a futuristic city that Oblivion's primitive creations have turned into chaos. "In the future, if you're in a city, it's under siege by many monsters that can raise hell and corrupt them into disgusting things, the city will be on alert," Dienstbier said. "In the first *Turok* game, martial law has been imposed."

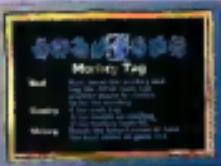


BAD COMPANY

Expect to encounter a wide variety of zombies to take on human-to-plant hybrids. As you move back into more traditional *Turok* lands in later levels, you'll see more familiar—if no less dangerous—monsters like the dinosaurs. And then there are some of the Dinosaur characters like the Fireborn. You get introduced to an entire new set of Fireborn players—so you get to see a three-stage evolution in that family group," said Dienstbier. "So it's a good mixture of familiar, brand new and stuff that people may have seen from past games." With five worlds, and several levels per world, you're bound to run across some interesting monsters, like a police officer transformed into a enormous metal executioner.

MULTIPLAYER

There's a lot more to *Turok 3*. Mode has just about every other option you'd expect, including real-time cooperative play. The game comes from Marmalade, which is the same uninvited film fest you this year—except this time, it's bringing lots of space fighters, alien invaders, and more. *Turok 3* is due in November.



New creatures like the Maggot, shown here, will have a slew of new attacks like a shock wave attack that sends a real-time ripple through the environment.



You'll learn more about the Fireborn family over in this game than you may want to know. Bring some matches/matches for roasting.

D A N I E L L E



"Danielle, we decided, should be the female assault girl," said Dienstbier. "She's not huge. She's not manlike, but she's got some muscle under—and she looks like she can take care of herself." Big sister is also no slouch with a Tomahawk—her standard melee weapon.



When Joseph might squats through a doorway, Danielle takes the high road. Her grappling hook lets her access the walls, making her almost

BUILDING OBLIVION

One of the many challenges the ASA team set for themselves in T3 was to create more realistic worlds. In past games, artists were limited in space restrictions of pre-designed levels. This time, artists are building the maps as complete world models based on the requirements of designers.

"And what you get is a map that is more organic and very visual compared to all of our past maps," Dienstbier said. Another improvement is the introduction of "living environments," where events unfold in levels independent of the player's location. "You'll see police choppers swooping throughout the world. Police drive up to certain buildings and charge into the building to go fight. Some of this stuff is scripted specifically around the player's actions and movements, and some of it takes place completely independent of where the player is."



A Police Walker comes to visit a city. To view the new creatures in the game, you'll have to play as the Walker in the first game.



T3 boasts the most impressive graphics to date and a truly 3D first-person view that won't make you wonder what's actually up.



You always get the impression that the environment is alive in the game and part of Oblivion's magic.

TALKING HEADS

Dienstbier said you could look forward to unprecedented detail in T3's character models. "The expressions on characters' faces in close-up have never been done before," Dienstbier said. "The eyes animates, brows raise, mouth changes expression. Everything...is lip-synched. So it's very, very convincing. It's pretty groundbreaking for real-time stuff."



The T3 team will go on 24-hour shifts in the weeks leading up to the game's release. "There are 21 people working on the game right now," said Dienstbier. "Everyone goes the extra mile if you include contractors, people and crews of the extra people helping. The whole team is carrying their weight responsibly."

THE END IS NEAR

Is that the power of Oblivion shaking the earth, or are your knees weakly with fear? As you read this, the grisly pieces of Turok 3 have been sewn together, and the finishing touches are being added to the sequel for a September release. "Even in its early form, though, it's a hell of a bloody experience," "A hell of an end of the day," said Dienstbier, "but the best-looking Turok game we've ever done."



From the sketch board to the screen, T3's palette of disturbing monsters will make you glad you have 24 different weapons at your disposal in the game. They'll show their ugly faces in September.

SURVIVE IT
ON
GAME BOY COLOR



SIX PLAYABLE CHARACTERS

PLAY AS REX, ANA, ZIA,
SAR, CODY, TIN, STRANGERS
OR EVEN THE DINOSAURS!



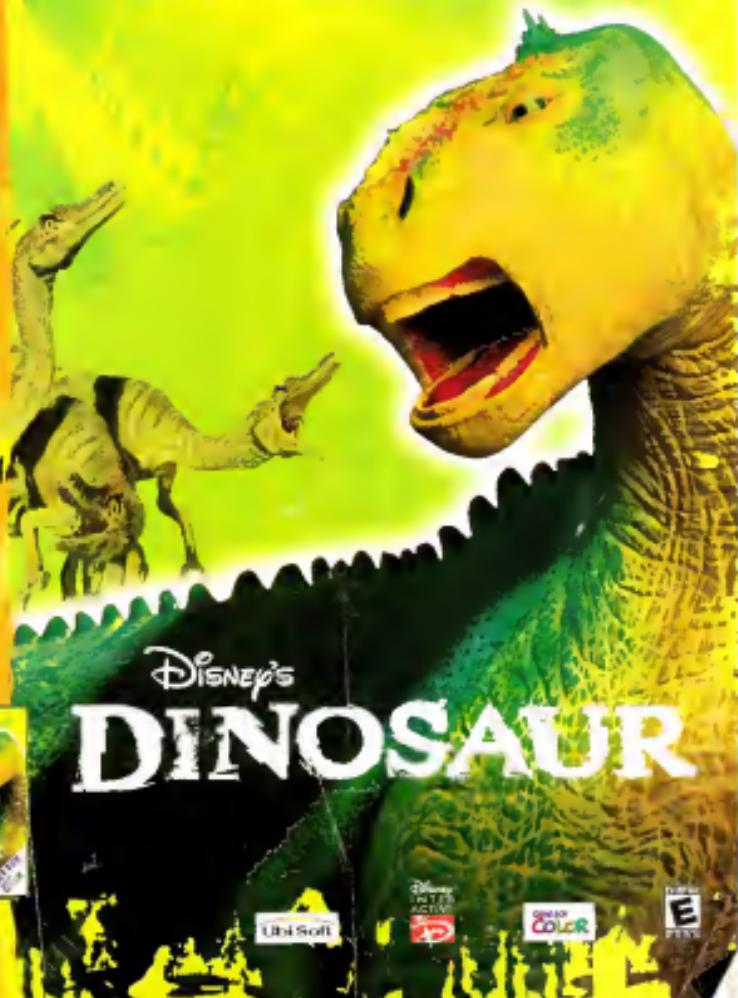
THRILLING ACTION

JUMP SWING, SWIM,
PROTECTED ROCKS, ROLLING,
SPINNING ATTACK, TAIL SWING,
TRASH VEHICLES, HELICOPTERS



27 UNTRIMMED LEVELS

SEVEN BEAUTIFUL PLACES
KAWAII, BEACH, LAVA PLATEAU,
KAWAII, TALLIGAN MOUNTAIN,
CLIFFS, KAWAII, NIGHTS, AND
INTENSE BATTLES KAWAII
COURTIC DRASTICITIES



Disney's
DINOSAUR



Ubisoft



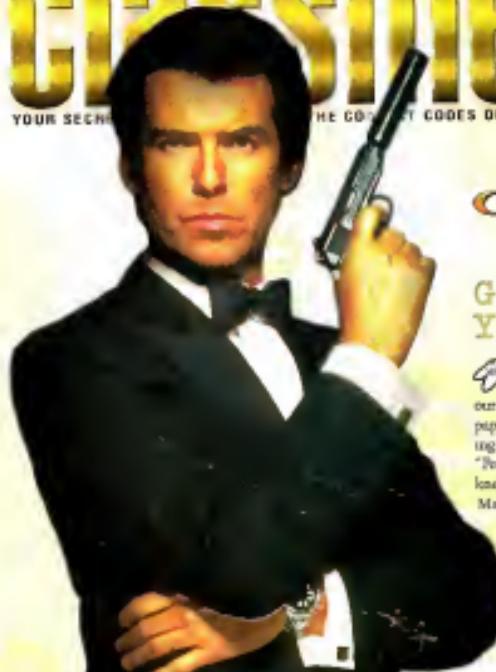
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information

YOUR SECRET

THE COOLEST CODES ON THE PLANET



007

GOLDEN EYES

GOLDEN CODES FOR YOUR EYES ONLY



Finally, bonus codes for GoldenEye! This information was dropped at our doorstep wrapped in plain brown paper with a gleaming golden seal reading "M16" and a note that read simply, "From Russia with Love." Hmmp. Who knew there were Russians on Her Majesty's Secret Service? The cold war really

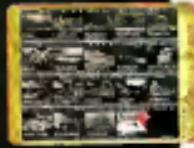
is over. There are three main types of bonus codes that you use during game play, codes that open cheats in the Cheat Menu, and codes that open levels. They are all very long, with ten random letters each, but you don't need a gold finger to enter them correctly. Your own fingers and a little patience will do. We have 45 codes to make your secret agent dreams come true—now you're the man with the Golden Gun, and that's sure to scare the living daylight out of your enemies!



007-LICENSE TO CHEAT

LEVEL CODES

You are you're stuck on a level and you'd like to see what the rest of the game has in store for you? Well, then, get on the level codes to open the level-up and take a gander at what's to come. Does that make you feel better, or worse?



CHEAT MENU

CODES

Since you've entered these cheats into the Cheat Menu, they'll be applied forever. Finally, the rest of us can have the power of invincibility without the pain of earning the cheat the hard way in the Facility.



IN-GAME CODES

Some codes can be entered as you're playing the game itself. You can start out a level with the best in weapons or race cheating, but if the game gets tough, you can get invincibility or invulnerability on the spot.



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Use with 64-bit Nintendo Power Link. License Agreement on Page



CHEAT MENU CODES

You'll need to have the Cheat Menu open to use these codes, which shouldn't be a problem if you've finished at least the first level. When you enter a code correctly, you will hear a beep but you won't see the cheat appear on the menu right

1. PAINTBALL MODE

L+▲, ▲, R+▲, L+R+◀, L+▲, R+▼, L+▼, L+R+▼, L+R+▲, L+▼

2. INVINCIBILITY

R+▲, L+▲, ▲, ▲, R+▲, L+◀, L+R+▲, L+R+▲, L+▼

3. DK MODE

L+R+▲, ▲, R+▲, R+▲, ▲, R+▲, ▲, L+R+▼, L+R+▲, L+R+▲

4. 2X GRENADE LAUNCHER

R+▲, R+▲, ▲, L+R+▼, L+▲, R+▲, ▲, ▲, ▲, R+▼

5. 2X HOCKEY LAUNCHER

R+▲, L+▲, ▲, ▲, R+▼, L+▲, L+▲, R+▲, R+▲, R+▲

6. TURBO MODE

L+▲, ▲, L+▼, L+R+▲, R+▼, ▲, R+▲, L+▼, ▲, R+▲, L+▲

7. NO RADAR (MULTIPLAYER)

R+▲, ▲, ▲, ▲, L+▲, R+▲, ▲, ▲, R+▲, R+▲

8. TINY BOND

L+R+▲, R+▲, L+▼, ▲, R+◀, L+R+▼, ▲, ▲, R+▼, R+▲

9. 2X THROWING KNIVES

R+◀, L+▲, ▲, ▲, L+R+▲, ▲, L+R+◀, L+R+▲, R+▲, R+▲

10. FAST ANIMATION

L+▼, L+◀, ▲, ▲, L+R+▲, ▲, L+R+▲, R+◀, L+▲

11. BOND INVISIBLE

L+R+◀, L+R+▼, L+▲, R+◀, R+▲, L+R+▲, L+▲, L+▲

12. ENEMY ROCKETS

L+R+▼, ▲, R+▼, ▲, ▲, L+R+▼, L+R+▲, ▲, R+▲, L+▲

13. SLOW ANIMATION

L+R+▲, L+R+▲, L+R+▲, L+R+▲, ▲, L+R+▲, L+▲, ▲, ▲

14. SILVER PPT

L+▲, L+R+▲, L+▲, L+R+▲, L+R+▲, L+R+▲, L+R+▲, L+R+▲

15. 2X HUNTING KNIVES

R+▼, L+▲, R+▲, R+▲, L+R+▲, L+R+▲, L+▲, R+▲, L+▲, L+▲

16. INFINITE AMMO

L+▲, L+R+▲, ▲, ▲, R+▲, L+▼, L+R+▲, L+R+▼, L+▲, ▲

17. M2X MCP-908

▲, ▲, L+▲, R+▲, L+▲, L+◀, L+▲, ▲, ▲, L+R+▲

18. GOLD PPT

L+R+▲, L+R+▲, L+▲, L+R+▲, ▲, R+▲, L+R+▲, L+▲, ▲, L+▼

19. 2X LASERS

L+▲, L+R+◀, L+▲, R+▲, R+▲, L+▲, ▲, ▲, R+▲, L+R+▲

20. ALL GUNS

▲, ▲, ▲, L+▲, L+▲, L+▲, ▲, ▲, ▲, ▲, ▲

way. Edit the Cheat Menu—when you reenter, the cheat will be opened and ready for use. We've abbreviated the L button and the R button to L and R. Read these codes carefully—they're long, but they're worth it!





LEVEL CODES

These codes are entered on the Select Mission screen—if you do it correctly, the mission will pop on the screen and you will hear a beep. You have to open the levels in order, or

they won't open at all. We've listed the level select codes in order to make things easier. Obviously, if a level is already open on your game, open the next level listed, and so on.

1. FACILITY

L+R+▲,R+◀,L+▼,R+▲,L+▼,R+▼,L+▶,R+▼,L+R+▲,L+▼

2. RUNWAY

L+R+▼,R+▲,L+▲,L+▼,R+▲,R+▼,R+▶,R+▼,L+▼,R+◀

3. SURFACE 1

R+◀,L+R+▲,L+▼,R+▲,R+▼,L+▼,R+▼,L+▼,L+▶,L+R+▼

4. BUNKER 1

L+▼,R+▲,L+▶,R+◀,L+▼,L+R+▲,L+▶,L+R+▲,R+▶,L+▼

5. BIRD

L+▼,R+▼,L+▼,R+▲,L+▼,L+R+▶,L+▲,R+▼,R+▲,R+▼

6. FRIGATE

R+▲,L+▼,R+▶,L+▼,L+R+▲,L+R+▼,R+▶,R+▼,L+R+▼,R+▼

7. SURFACE 2

L+▼,L+R+▶,R+▼,R+▲,R+◀,L+▼,L+R+▲,L+▲,L+R+▼,L+▶

8. BUNKER 2

L+▲,R+▲,L+R+▲,L+▼,L+R+▼,L+▼,R+▲,L+▲,L+▼

9. STATUS

L+R+▼,L+R+▼,L+▼,L+R+▲,R+▲,R+▼,L+R+▲,R+▲,R+▼,R+▼

10. ARCHIVES

R+▲,L+R+▼,L+R+▼,R+▲,L+R+▶,L+▼,L+R+▼,L+▼,L+▼

11. STREETS

L+R+◀,L+▶,L+▼,L+R+▼,R+▶,R+▼,R+▲,R+▼,R+▲,L+▼

12. DEPOT

L+▲,L+▼,R+▼,L+▶,L+R+▲,R+◀,L+▲,L+◀,L+▶,L+▼

13. TRAIN

R+▲,R+▼,R+▶,L+R+▲,L+▼,R+▼,L+▼,L+R+◀,L+▼,L+▲

14. JUNGLE

R+▼,R+▲,L+R+▲,R+▲,R+▲,R+▲,R+▼,R+▲,L+R+▲

15. CONTROL

L+▼,R+▲,L+▼,R+▶,R+▼,R+▲,R+▲,R+▲,L+R+▲

16. CAVERNS

L+▲,R+▼,L+R+▲,L+▼,R+▲,R+◀,R+▲,L+◀,L+▼,R+▼

17. CRADLE

L+R+▲,L+▲,R+▲,L+▼,L+▲,L+▲,R+▼,R+▲,L+▲,L+▼,R+▼

18. FINISH CRADLE ON AGENT AND OPEN MAGNUM CHEAT

R+▼,R+▲,L+▼,L+R+▶,L+▼,L+R+▲,L+▼,L+R+▲,L+▼,L+▼

19. FINISH UP TO CAVERNS ON AGENT. OPEN AZTEC

L+R+▲,L+R+▶,L+▼,R+▼,R+▼,L+▼,L+▼,L+▶,L+R+▶,L+▼

FINISH CRADLE

The last two codes are a little odd. The Finish Cradle Code completes the level on Agent, which opens up the Magnum Cheat. It will also open up the Cheat Mine. If you haven't opened it already, you have to enter the Finish Cradle Code before the last code, the Aztec Code.



AZTEC CODE

Another unusual code, the Aztec Code completes all of the levels up to the Caverns on Agent and also opens the Aztec Levels. The Aztec Code works only if the Finish Cradle Code has been entered, or if you finish Cradle on Agent yourself.



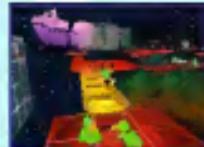
LOONEY TUNES™ DUCK DODGERS™ STARRING DAFFY DUCK™

SAVE
THE
EARTH!!

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E
APPROVED
ECHOES

Three-and-a-half centuries into the future and
light years from home, Daffy Duck gets in a space
jam. Marvin the Martian is out to destroy the earth, and
only the wisequacker can fowl up the plot. With this month's
complete waddle-through, things will be just ducky.



ATTACK OF THE INTERGALACTIC QUACK

Reprinting his role from the classic 1955 Looney Tunes cartoon, Dark Dodger in the 24th Century, Daffy Duck rants, cracks, and shoots-up and jump-on-'em action, Looney Tunes: Duck Dodgers Starring Daffy Duck delivers more explosive fun than ACME.



PLANET E

Sent further off course than a wrong turn at Albuquerque, Dodgers crash-lands on Planet E (where are those air bases when you need 'em?). The no-local items you must locate aren't tough to find, so refer to Planet E's overview for basic strategies that'll help you throughout the game.

A DRAKE ON THE TAKE



UP AND ATOM



To reach the treasure, you'll have to complete 8 missions or tasks. On Planet E, your jobs include clearing mineshafts of all useable pliers and stamping a button to raise the water level in Hessen's palace moat.

ACME AND YOU



FLIGHT AND FIGHT



The last stop on every planet is where you'll battle against the local boss who holds the planet's 20th-century. On Planet E's resident baddie, Hassan, by jumping across roofs or carpets and dropping a target. When you meet him, goshen a swift, well-located kick whenever his cloak or bunting on his saber.

PLANET J

As Drak's luck would have it, Marvin manages to escape from Planet E and the Dodgers rocket doesn't have enough fuel. Stranded on the gangster world, Hunt J. Duck at least has a chance to scoop up more atoms that otherwise would power Marvin's cannon.

DOWNTOWN LANDING: 2 atoms



There are no clock or racing courses in this city, so just around the block on the skyways to avoid speeding cars. When you reach the skyline and the bidding arena, hop onto their awnings to find the atoms.

VIDEO GAME ARCADE: 1 atom



Lab two sheets past your opponent in the Tennis Anyone? video game to score a win! Better yet, the next time you turn on your game, you'll be able to return to the arcade to play the Pongkola game with a second player.



EXTRA LIFE GAMES



By winning the other games in the cockpit, you can return to Extra-Life Prowler. Zap all the targets in the shooting gallery to earn the top-up, and double-jump and when the Feet of Strength level prints to win another.

BOXING CHAMPION: 1 atom



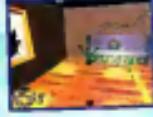
Land six hits on the champion boxer or else he'll earn the atom in the boxing arena. The big gallop into his guard down whenever he changes, so jump up and down to deliver your knockout sandwich.

GYMNASIUM: 1 atom



Score 10 baskets to win an atom. Hit 2 to hit the ball or 3 or 4 to throw a gravity shot. The easiest way to score is by holding the Control Stick forward while you jump so the ball bounces the end and shoot harder.

HISTORY MUSEUM: 1 atom



Go through the blue door across from the boxing arena to enter the museum. Inside, hang a left to take a gander at the dozen displays. Jump over the level here and there. Jump over the glass first to sample the exhibit.

INSIDE THE MUSEUM: 1 atom

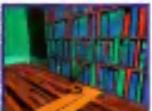


Run up the stairs to snag the Bryan. Once you're pecking it, return downstairs to blast the guard door to smithereens. Head for the cartoon sculpture on the right side, then zap the nearby vase to uncover an atom.



To venture deeper into the museum, you must unlock the door at the end of the hall. Immediately beyond the door you'll zapped to bits is a painting of a dollar bill. The most next to hide the key to getting in.

RESEARCH LIBRARY: 1 atom



After grabbing the atom in the vase and the bookcase, slide the shelf to the floor, padlocked ledge. Go to the bookroom, push the bookshelf over the edge, raise the key, then hop up the stairs and cross the shelves to open the pedestal.

LOST GARDEN: 2 atoms



The two atoms in the hedge maze are down-dead ends, so go after them only if a guard isn't following you. Wait for the guard to drop 100 pips by if they haven't detected you. Otherwise, they'll point you back to the start.

ART GALLERY: 1 atom



Press and hold R while walking to sneak past the meowing runway guards, and stamp the two floor switches to open the door leading to the next area. When you enter the high-security area, sections of the floor will fall away. Double-jump to cover the wide gaps as you hop your way to the exit. Next to it is the atom.

P.U. DROP: 1 atom



SEWER CONTROL ROOM: 1 atom

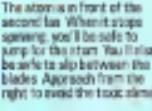


When you exit the Art Gallery, the building across from the History Museum entrance will spike. Flug your bank, when you're on it, because the newly unlocked area is the sewer. Ride the lift inside to reach the atom.

Push the button in the P.U. Drop's right-hand chamber (keep them near the valve), then stamp the floating switch right of the exit, then swim out the exit pipe. In the sewer, cross the water as the atom guarding the atom in the exit of

when the signs warn, it's above and to the other, stamp the switch to attack you.

WINDY TUNNEL: 1 atom



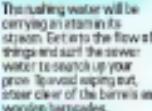
The atom is in front of the second fan. When it's spinning, you'll be able to jump for the atom. You'll also be able to slip between the blades. Approach from the right to avoid the toxic slime.

SEWER RAT RACE: 1 atom



As soon as you drop into the tunnel, make it mad dash to the right to stay ahead of the rat then it'll chase you. At the third drop-off, take a dive, staying close to the pipe's left side so you'll free-fall into the atom.

GARBAGE CHUTE: 1 atom



The rushing water will be carrying an atom in its stream. Get into the flow of things and surf the sewer water to reach up your pipe. Spared being hit, steer clear of the barrels and Woolly Barnacles.

SEWER EXIT: 1 atom



Walloping the ring and quickly jump across the floating metal platforms before you've got to grab them (pancake). At the top, there's a flying leap to the central platform where you'll find the newest one and only atom.

ROCKY'S WAREHOUSE: 2 atoms

Once you have 12 atoms under your wing, the gangster guarding the door near the armoire will let you in. Walk to the back of the room, turn right, then jump over the oil slick to reach the warehouse's first atom.



Grab the rope and trudge across the conveyor belts. Hop into one of the boxes being transported by the second conveyor belt, jump up to reach the atom on the third, then hop off before the box is swallowed in the hatch.

ROCKY'S BATTLE: 1 atom

Separated by a bottomless pit, you and Rocky will play an explosive game of hot potato with a lit bomb. If you toss it to Rocky when no more than three seconds remain on the clock, he won't have time to lob it back to you before it goes off.

**PLANET W**

Faster than Duck can say "You're despicable," a space pirate ship intercepts his rocket. Thrown in the brig, Duck finds himself imprisoned by the bloodthirstiest, shoot-'em-finest, doggone wretched buccaneer ever to sail the cosmos—Yesterius Sam.

SAM'S JAIL

Smash the barrels by the right side of your cell to escape through the tunnel. Push the crates at the corner and let go, then follow the hole to the tunnel and smash all of the cells. At the end of the tunnel, drop into the hole.

FINAL ESCAPE

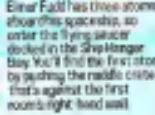
Start the switch to open the east door for a few seconds. On the other side, take the lift to the corner cells, then press whichever button on the floor panel to currently close. After pressing the floor panels, enter only the door on the left.

SHIP HANGAR BAY: 4 atoms

When you first enter the area, stamp the switch to lower the pedestal outside your rocket. Quickly board the elevator platform in the corner of the room to enter the Freighter, then jump to the pedestal to claim its atoms.

Decked in the neighboring hangar is Elmer Fudd's spaceship. If you ride the lift to the over-looking room, you'll find two more switches that both lower a pedestal. Bring both of them down so you can grab their atoms.

Enter the room next to Elmer's hangar and follow the arrow to the Launch Bay (behind the bridge of gizmos it's on).

ELMER'S SPACESHIP: 3 atoms

Elmer Fudd has three atoms above this spaceship, so enter the flying saucer docked in the Ship Hangar bay. You'll find the first atom by pushing the radio crate that's against the first room's right-hand wall.

Bo woe, woe, woe! To pocket Elmer's second atom if you notice, the atom won't take you from you. Fiddle. Fiddle. Fiddle. If you push the gradient rug up a really long time, it's really effective, but if you press and double-back, you can net it.

MAIN CARGO HOLD: 2 items



The little robots won't harm you. If you talk to them, they'll give you clues, including finding that the boarded-up doorway hasn't been blasted open. Use the bomb on top of the camp to get in, then smash the crate inside to unlock an item.



SECRET AREA



Near the robot who whispers of a secret area is a silver door. When you walk up to it, the door will open either immediately (Blastit will open), and down one of its twisting doors and corridors down items.

To find the secret area the robot speaks of, drop bomb by the light gray panel that's on the same wall where the boarded-up doorway rests. Inside you'll find three health-replenishing quarks as well as an ACME Extra Life Preserver.

SECONDARY STORAGE: 2 items



Stamp the red button to cause the whole room to drop down one story. With the room lowered and recentered, walk out the next red button to lower the floor again. By lowering it a second time, you'll expose an item.

Find the next red button and stamp it to lower the floor a third and final time. After bringing the house down for the last time, you'll be able to access Secondary Storage's second and final item.



FLIGHT TEST RANGE: 2 items



If you kick all the tiny, scampering robots out of the corridor and then talk to the hair-giving robot, it will reward your retribution efforts by unlocking the Hiplock Room, where an item is to be grabbed.

By finishing the race in under a minute, you'll win an item and unlock the other door by the hair-giving robot. If you overshoot that room's springing wheels, you'll be able to snag the item waiting at the exit.



GOSSAMER'S CELL: 2 items



Enter the Engine Room to find Gossamer's Cell. When you exit, the grueling ball-chase is left and the computer terminal to switch the switch that opens his cell. After he changes you when you enter, search his cell for the item.

Leave Gossamer's cell and enter the room across the way. Slide the computer to reveal a switch, then lift it to open the room's other door. In the new area, jump over some bottomless pits to make your way to an item.

ROBOT GUARD ROOM: 2 atoms

When you grab the Haynes, the game will switch to a first-person view. Stein through the wall panel to enter the walls. At the fork, enter the left door. Walk to the left to find an atom beyond the fan room.

If you enter the right-hand fork of the main floor's fork, you'll be able to take the elevator that leads to a toxic pool. Dodge the flying walls to reach the bridge that leads to the atom floating above the pool.

POWER GENERATORS: 2 atoms

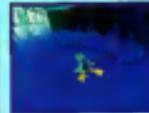
Stamp the colored buttons in the order in which they light up to layer the wall just that separates you from the nearby atom. To reach the second atom, use carefully timed leaps to hop across the swinging and spinning platforms.

**CAN'T FIGHT: 1 atom**

Pound either switch to smash open the crabs in the neighboring rooms. Grab the smashed back explosive contents and toss the bombs in Sam's direction. If you blast the robo-turkey, you'll win the showdown.

PLANET P

Which way did they go? Which way did they go? Defeated Yosemite Sam isn't about to let Duck Dodgers and eager, young space cadet Porky escape. Bring his pirate ship cannon at Duck's departing rocket, Sam sends the pair spiraling into Planet P.

ARCTIC LANDING: 3 atoms

Hee downhill and avoid the explosive Xs on the ground. Crash the breakaway bridge to the right of the jaguar to find one X. Another is in the top of the jaguar, and the third is in the lake surrounding Lola Bunny's platform.

**SNOWY RIVER: 2 atoms**

Enter the cave near Lola Bunny's lake to break stems in Snowy River. At the stream's end, search the snowbank there to scoop up an atom. If you explore the cave in front of the shore, you'll find the next atom.

THE FISH POND: 2 atoms

An atom darts in a very thick tunnel beside the wall itself you must move, as such, quickly. Your way may be to avoid sliding into the icy spikes. At the end, dive the idea to dodge up the underwater atom.

DETENTION AREA: 3 atoms



On the other side of the Fish Pond is a long white stone bridge in the Detention Area. Dive beneath one of the ledges going to find another, and return to a tunnel to find another. However, above one of the ice blocks is the third atom.



FREE THE SEALS



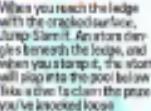
Using the nearby racket, blast off to the imprisoned seal's ice cells located on the various ledges that dot the ledge. Jump down the glass to free the seal, then visit their father who'll help you exit the area.

ANCIENT PYRAMID: 2 atoms



Marvin is behind and in front of the slot that splits out Quark like a dispenser. One of the slots disappears to be flung across a jet, but if you hit tap C you'll see that it actually floats above a well disguised ledge.

TOWERING CAVERN: 1 atom



When you reach the ledge with the cracked surface, jump down. An atom hangs beneath the ledge, and when you stamp on it, the atom will pop into the pool below. Take a dive to claim the prize you've knocked loose.

SLIPPERY SLIDE: 2 atoms



Slide down the slope under 45 seconds for an atom. Stay clear of dry patches to maintain speed. If you finish within 41 seconds, you'll win a second atom and unlock the teleporter that allows you to return for fun.



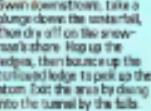
SNOWMAN'S CAVERN: 2 atoms



Walk straight from the grubby yellow ledge to the right. Pick up the doozy (the square picture of Daffy), then head to the frosty fox. While the doozy is dead, dash up the stone behind him to score an atom.

Follow the shaft of light to the cave. Push the ice pillars along the screens on the floor to reflect the light onto the ice wall. When the barrier melts, descend the building to grab the atom on a snowy wall.

HIDDEN LAKE: 1 atom



Swim downstream, take a plunge down the underwater, then dry off on the snowman's shore. Hop up the ledges, then bounce up the curved ledge to pick up the atom. Eat the area by diving into the tunnel by the falls.

SUBMERGED CITY: 1 atom



After you've jumped over the pool to collect the floating atom, make your escape through the booby-trapped halls. Dodge the shooting red telling straws and stay light on your toes to avoid crashing the breakaway bridges.



MARVIN'S SURPRISE: 1 atom



Run in circles to dodge the bouncing did. As soon as it checks up the entire grid you're standing on, it'll change itself—when it does that, stand yourself on the square that turns light blue—it's the only that won't crumble away.

PLANET X

Planet X is the site of Marvin's hidden lab, where he's feverishly putting the finishing touches on his cannon. Marvin never did like the earth (especially since it blocks his view of Venus), but earth-loving Duck and Pokey have finally arrived to full his plans.

PLANET X LANDING: 2 atoms



Follow the tunnel outside of your ship and hang a left at its exit. Hop onto the rock at the base of the blue X. Then jump into the passage that leads to an atrium. To find the landing's other exit, enter the west tunnel.

CAVERN ALPHA: 1 atom



Inside the blue X closest to your ship is Cavern Alpha. An atom bomb will roll you like a bawling baby if it gets too close to you, so don't let it head to the station on the left side of the cave and incinerate it.

CAVERN BETA: 1 atom



Enter the blue X by the tunnel exit. To score the atom inside, perform a double jump to land on the mesa that's near the entrance and across from the exit. Run toward the start, then double-jump to land on its mesa.

CAVERN GAMMA: 1 atom



When you exit Cavern Beta, turn left and go up the hill. Head west until you find the blue X at the summit of Cavern Gamma. Hop into the tunnel in the back of the cave, then jump out the other side to reach the atom.

ABANDONED UFO: 1 atom



Board the shaggyed spacesuit from the west tunnel. Hit A as much to cockpit view since it makes the rocket easier to pilot, then pull Z to accelerate and ZB to break your horn as you fly to the UFO crowded with an atom.

TO MARVIN'S LAB



When you return to the Planet X Landing, you'll have six atoms—the exact price of the atom at the top of the west tunnel charges for entry to Marvin's Lab. Fly up the west shaft to the E1, then talk to her to enter.

CECIL'S FLYING TOY: 3 atoms



Enter the green pod in Marvin's Lab, then nab one atom on your way to Cecil. Repeatedly hit Z to keep his jet pack fired up so you fly to win one atom, then loop through the gravitron field to find another atom in this spookfest of antigravity rooms.



EGG 209 HATCHERY: 2 atoms



Reverse the gravitron walls to collect the two atoms. To claim the latter one, cross the green laser bridge. Once you've scanned both collectibles, grab the red bomb and toss it at the metal door to bust your way out of the hatchery.

RAYGUN WORKOUT: 2 atoms



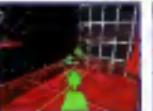
As you play in first-person view, tap the boxes with Zb on them—two contain atoms. The thickest part of the box is crossing the yellow laser beam barriers, but you can switch back to third-person view by tapping

DELTA SPACE ZONE: 2 atoms



When you reach the switch, pause and destroy the nearby crates containing atoms. A catching flyswatter gun is a second atom, so go for the green perfect only when the UFO has spun out of control.

THETA SPACE ZONE: 3 atoms



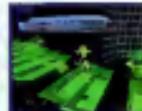
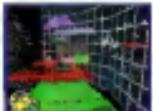
Strap on a jet pack to fly to the platform islands. At the end of the first tunnel, rocket to the leftmost of the platforms in front of you (double-jump as your jet pack is out) to reach it. Knock the two stones near that area, then return to your landing site.

Rocket to the small, square platform by the tunnel, then jump across the yellow platforms. Cross the rattling tunnel and avoid its sulfuric acids that'll zap your very life. The second spinning tunnel houses the stones.

EPSILON SPACE ZONE: 2 atoms



Talk to Cecil, then get on his instant Merv-handsome. As long as you're on the gizmo, the laser towers won't blast you. Dash through once you're out of their sights, then use the jet pack to rocket away.



Land near the green stairs, then dash across them to the first atom. Don't second-guess to reach the second atom, then fly to the second stairs, then fly to another set of breakaway stairs.

TRANSFORMATION ZAP



Set foot on the platforms to transform into a four-legged, four-armed mutant. Dodge UFOs and wrangle across the breakaway tiles that will let you reach the next transformation pad that'll mutate you into a chicken.

As a chicken, escape through the dust. On the other side is a platform, complete with jumps that'll knock you about the room if you touch them. Click part them, then transform back into Duck at the third pad.



THE FINAL DEFENSE



Before you'll be able to go through the door braced with Marvin's mag, you must find the three keys that'll unlock it. Explore the branching paths from the central hub to find the keys, as well as Lola Bunny, who'll give you a Trap.



MARVIN'S BATTLE



Behind the Marvin door is fight! Head robot-soldier Dodge's slippery canister spring blast, its robo eggs to hit the quicks, and jump up and tap the floor in the noggins' tight bases to scramble to your final battle.

In the next room is Marvin, who'll attack you from his saucer, and his shield! Kill what'll cover the ground. But keep your focus on Marvin. Immediately after he attacks, his shield will go down, and you'll be able to hop up and zap him.

FU-THAT'S ALL, FOLKS

Successfully capturing the many spirit of the Warner Bros. cartoons, Duck Dodgers is a winning combination of Looney Tunes hokiness and slick game play. Never short on natty one-liners, madcap mayhem or sight gags (try blasting the paintings in Planet Pa's museum), Infogames' charmer is a must for Looney Tunes fanatics, and it's sure to get serious gamers to crack a smile, too.



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TERMS: DATES SUBJECT TO CHANGE. CHIPS AND POINTS AWARDED IN FEBRUARY 1996 AND CUSTOMER

POWER ONline

Power Connection

News & Events

Interactives

Chat

E-Cards

Perfecdark.com

New Look

Zelda.com

Pokimon.com

Directory

Welcome to the new face of Nintendo Power online. With the introduction of the NP icon last month, Nintendo Power made the connection to Internet gaming information even better and faster for readers of Nintendo Power magazine. Here's a taste of what's to come.

The Power Connection

The new NP logo with a circle of arrows is our way of linking Nintendo Power with our Internet web site. The idea is to provide our subscribers with special information on the World Wide Web and to let web surfers know about special features in the magazine. We started small with two NP connections in the May issue, showing movies of stunts for Tony Hawk's Pro Skater and Excitebike 64, but our plans are big. The site is open to everyone right now,

but eventually only subscribers will have access to many of the special features. We think that the world's biggest video game magazine should have the world's best connection to online information, and that's what NintendoPower.com will provide. In the following pages, you'll learn both what's happening now at Nintendo.com and what's going to happen in the future on Nintendo.com and NintendoPower.com, so start clicking.

Thrash



Actual footage from the opening pros at Nintendo Power shows you exactly how to grind into the pants

News & Events

Nintendo Power has a long history of bringing you the most complete news straight from the source. With the speed of the Internet, we can bring that news to NintendoPower.com virtually as it happens. By the time you read this article, we will have provided all the latest info on E3 2000 live from the show

floor. And coming up at the end of the summer, you'll be able to see all the news from SpaceWorld in Japan by logging onto NintendoPower.com. When the news breaks on Dolphin, Game Boy Advance and new games, NintendoPower.com will have the FAQs, the pics and the downloads.



Power readers connected with Excitebike 64 last month online. There's no substitute for seeing the stunts performed in full motion.

Interactive Destinations

Games:

Nintendo.com has a wide variety of state-of-the-art interactive games and features. You can become a Superstar at *Music Tycoon* with six action-packed tracks, five Shockwave games or compete against other gamers across the country in online tournaments at *WarioBall.net*. If you'd rather sit back, relax and watch, DKTV.com goes to *Darkeye.com*, where you'll find nine hours of quality game show programming.

Pokémon Stadium Fantasy League

Trainers who visit *Pokémon Stadium.com* can choose a team of six *Pokémon* (all between levels 80 and 95) and compete for prizes in the *Pokémon Student Fantasy League*.

Chats:

Enter the *Nester* on *Nintendo.com* to chat with others at *Nintendo* and other gamers. The sessions run Monday through Friday from 4 p.m. to 7:00 p.m. Pacific Standard Time at www.nintendo.com/nester/index.html.

E-Cards:

You can send e-cards and messages to friends via the Internet from several *Nintendo* sites including *Super Smash Bros.* smash.cards@super.smash.bros.com, *DK cards* at darkkyebang4.com and *party cards* at nmparty.com.



Perfectdark.com

The biggest game of the summer is *Perfect Dark*, and if you head to *perfectdark.com*, you'll be able to download the theatrical trailer advertisement for Rare's thriller. Two mysterious sites were also discovered recently on the World Wide Web, one for *dataDyne* and one for the Carrington Institute. The appearance of web sites for supposedly fictional entities such as *dataDyne* and the Carrington Institute caused quite a stir. You can use the following passwords to access secret information on those sites. **DATAODYNE:** User Name: JamesJannoy; Password: 8C8j1Dag. **CARRINGTON:** User Name: solaris; Password: palpatrash. Of course, *Perfect Dark* received an M rating from the ESRB, so the web site is open only to people 17 years of age or older. A warning on the introduction page of an M-rated site is one way that *Nintendo* helps to keep the Internet a safe place to visit.



 Perfect Dark™ & © 2000 Rare. Rare and logo is a trademark of Rare.

The New Look

In future months, all of *Nintendo's* web sites will get a face-lift and new features. In particular, we plan to expand *NintendoPower.com* to include an extensive library of screenshots, tips and codes complete with movies and sound. We'll request *Now Playing* evaluations from subscribers and prime the results in Power, and we'll let you in on breaking news stories before anyone else even hears a whisper. You'll see previews of actual game play, hear the real sound tracks and chat with the pros from *Nintendo* and other game companies.



**NOW
PLAYING**
YOU RATE
THE GAMES

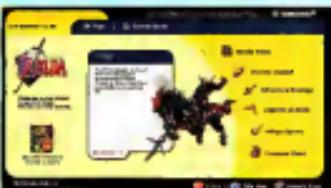
**PAK
WATCH
ONLINE**

In the future, you'll find online columns based on your favorite columns from *NintendoPower*. The names and logos may change, but the information will be even more up to date.

Nintendo Online Directory

Barjo-Kazooie—www.barjokazooie.com
Bionic Commando—www.bioniccommando.info
Carrington Institute—www.carringtoninstitute.com
Command & Conquer—www.nintendo.com/n64/games/index.html
dataDyne—www.datadyne.com
Diddy Kong Racing—www.dkr.com
Donkey Kong 64—www.donkeykong64.com
Excitebike 64—www.excitebike64.com
F-Zero X—www.fzerox.com
GoldenEye 007—www.nintendo.com/goldeneye007
Jet Force Gemini—www.jetforcegemini.com
The Legend of Zelda: Ocarina of Time—www.zelda64.com
Kirby 64: The Crystal Shards—www.kirby64.com
Mario Golf—www.mariogolf.net
Mario Party—www.marioparty.com
Mario Party 2—www.marioparty2.com
The New Tetris—www.nintendo.com/n64/games/tetris/index.html
Nintendo Power Source—www.nintendosource.com
Nintendo Sports—www.nintendosports.com
Perfect Dark—www.perfectdark.com
Pokémon World—www.pokemonworld.com
Pokémon Snap—www.pokemonsnap.com
Pokémon Stadium—www.pokemons stadium.com
Ridge Racer 64—www.ridgeracer64.com
Star Fox 64—www.starfox64.com
Star Wars: Episode 1: Racer—www.starwars64.com
Star Wars: Rogue Squadron—www.roguesquadron.com
Super Smash Bros.—www.smashbros.com
Yoshi's Story—www.yoshistory.com

www.zelda.com



Zelda.com already features great tips and advice for The Legend of Zelda: Ocarina of Time, and soon it will be expanded to cover every Zelda game ever made. Continue walking through comprehensive character galleries and much more with www.zelda.com at the top of your bookmark list. Zelda.com will also be the best source on the 'Net for the latest news on Majora's Mask and the upcoming *Twinsen Series* on Game Boy Color.

www.pokemon.com



Pokémon.com is your one-stop source for all things Pokémax, covering everything from Shonan's weight to the best way to counter a Fire-type Pokémax attack. With the upcoming release of *Pokémon Gold* and *Silver*, Pokémax will be updated to feature all-new game play strategy and a complete Pokédex with stats on all the new Pokémons.

Logging Off

Who knows what the future holds for Nintendo Power E-mag? Online, interactive gaming communities? Dolphin demos? Almost anything is possible. As we branch out to embrace the Internet in new ways, we'd love to hear your ideas on what you'd like to see. So let us know what you think by completing and sending in the monthly Player's Poll card or leaving messages at www.nintendo.com



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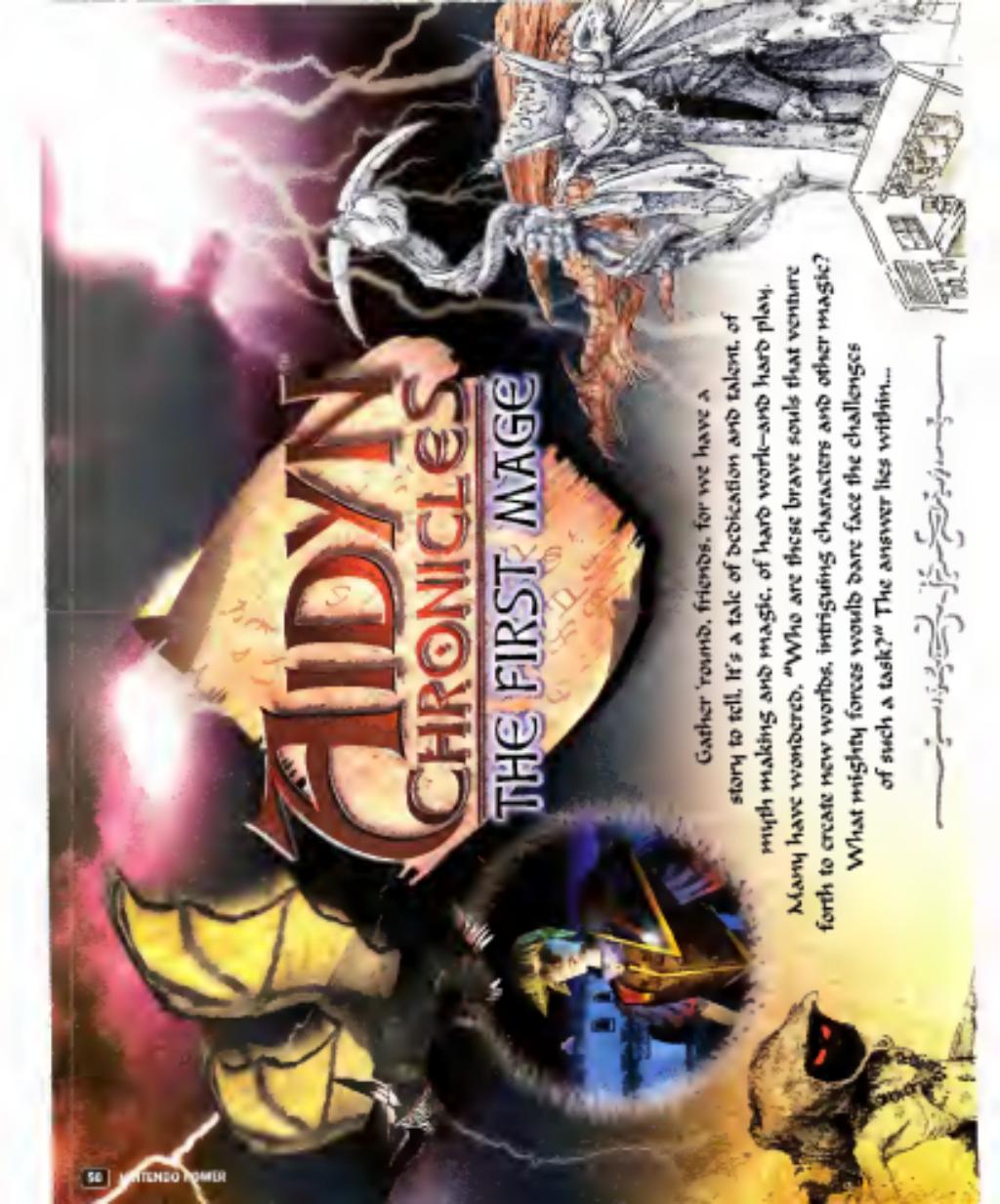
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ALDYN CHRONICLES

THE FIRST MAGE

Gather 'round, friends, for we have a story to tell. It's a tale of dedication and talent, of might making and magic, of hard work and hard play. Many have wondered, "Who are these brave souls that venture forth to create new worlds, intriguing characters and other magic? What mighty forces would dare face the challenges of such a task?" The answer lies within...

WHAT HAS BEEN...

THE TIME HAS COME TO SPEAK OF THE AYDIN CHRONICLES. AS THE UNVEILING OF THE CONTROLLING NEW CREATION DRAFTS FORTH, LET US LOOK AT THIS NOTE-IN-THE-MARKET'S PAST, PRESENT AND FUTURE, TO GAIN SOME INSIGHT INTO THE COMING OF A NEW UNIVERSE.

Starting the Saga

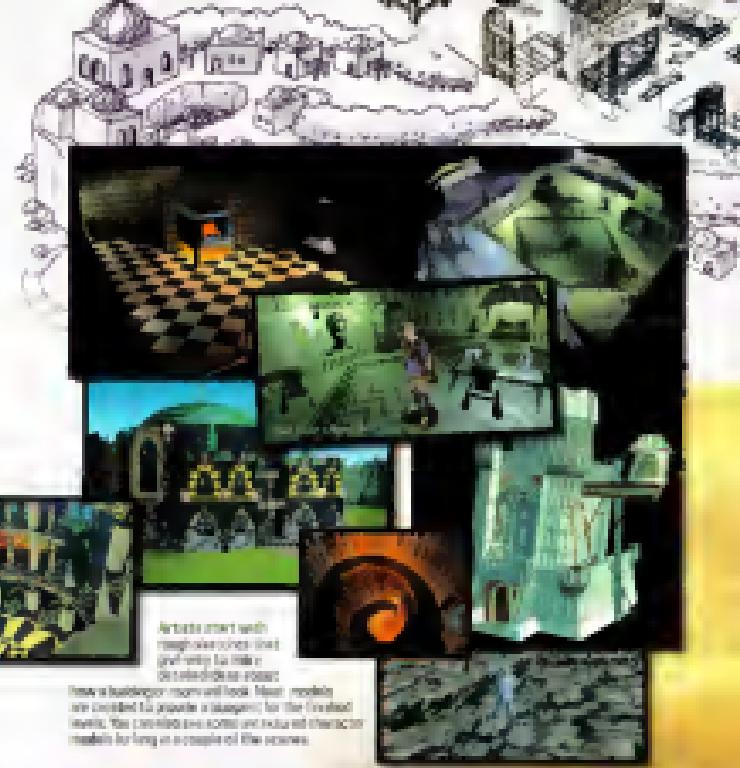
Bringing a new world to life is no small undertaking, no matter what form it takes. And though it may seem as if it all just comes together as if by magic, it takes many people to create an RPG like *Aydin Chronicles: The First Magic Awakens*, talents and programmes at the developer, Blue, work together toward one goal, so much so that they speak to it with one voice. The choice of creature types, of storylines, dialogue, rendering and level design. Of long meetings where the team hash things out, and of long workdays when it's

The creation of *Aydin Chronicles: The First Magic* story started off with a somewhat simple outline put together by R&D master Chen King. Something is stirring within the vast and varied lands of Aydin. A young man, Alarion is pursued by goblins and seeks a cure. His desperate circumstances lead him on a journey through Aydin, where he encounters new beings both friendly and foreboding. He must make friends and, battle enemies—until he learns to tell the difference between them.

Once the story was set, Alarion was brought to us from the fantasy. As the main characters, environments and monsters were put on paper, more ideas came forward. Minor characters gained depth, and some minor characters became so real they took on a life of their own, writing themselves larger parts in the story by virtue of their dazzling designs.

With the basic sketches drawn and the story confirmed, the developers were able to move on to the next phase of development.

WHAT



Currently, the game is making the transition from fantastical ideas to playable reality, requiring more people to help shape it. Lead Programmer Chris Bailey had the idea for a simple and innovative engine—the backbone of the game.

Molding a Myth

Adyn Chronicles: The First Mage is a traditional RPG and as such, it features many characters and environments, turn-based battles and complex interactions between all of the elements of the game. Bailey took this idea to the limit, including a weather system that affects game play and a map so big, even if your character never goes to a particular spot

Meanwhile, programmers, designers, artists and writers are building the game. Some designers work on the combat system, while others make sure the cast houses are working properly. The artists take their sketches from pencil and paper to polygons, complete with textures that further the individuality of each character.

The game is not really playable in this form, and not just because the characters and environments are being rendered blocky—*the combat system, character animation, the enemy tendencies and weather system*—is worked on individually and then integrated into the framework of the game. Testers make no mistake that elements are working separately. For example, the dialogue boxes may pop up just like when running alone under testing conditions, but when they're added to the rest of the program they may not appear when they're supposed to. Things can still change a game's feel at this point. Characters and even whole cities can be taken out if they don't make the game better.

Each character undergoes a development cycle to fit the idea of dynamic weapon load and movement that bring a sense of depth and variety to the characters.

Thus far the character design is the game's major final form. Computer graphics in the first 1.0 release will be limited to 3D models that will be dragon-themed.



WILL BE...

When the entire game finally comes together, players will be treated to one massive experience, and it's done well. They watch even more than many different pieces were fit together to create the whole. Something that seems very basic to a player is actually a very complex process for the game's designers.

Think about the characters in the game. Just as the weather affects aspects of the game play, the decisions a player makes can change the outcome of the game. Nearly a dozen different characters can join Alareon's party, and each has his or her own unique abilities and personality that only you can bring. Alareon's party is now, and different players will certainly make different decisions about who will make the cut.

The game designers at HaD, therefore, had to create story lines, use bosses, walking animations and cameras for every character, some of whom you may never choose in your personal version. That means you'll have to play the game differently many times to see everything included in the Game Pak.

Finishing a Fantasy

As the various and dedicated heroes in HaD work to complete Alareon's adventure in Adlyn, take it from: their hard work and dedication. It may seem like a lot of work to play a complete and deep RPG like this—but just imagine making one!

If you wish to experience the magic of Adlyn: *Chronicles The First Mage* for yourself, you haven't much time to wait. *Adlyn: Chronicles The First Mage* becomes a reality in August.

The kingdom of Adlyn is vast and varied and our hero Adlyn, set the much of it to be his domain for safety in his affliction. As you can see from the screen, what he has done seems like a small victory.





AIDYN™ CHRONICLES THE FIRST MAGE





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INDY RACING 2000



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Are you ready to challenge
the Brickyard? GT Interactive
brings the speed and thrill of the
Indy Racing League home to the N64.

Around and Around You Go

If you're under the impression that driving around an oval 200+ times is monotonous, consider that you'll have to share the road with 19 other cars racing at speeds well over 200 miles per hour. GT Interactive's *Indy Racing 2000* makes you feel like you're sitting behind the wheel of a 750-horsepower rocket at America's premier motorsport event. And the development team at Paradigm Entertainment didn't stop there. Beyond the simulated Indy circuit, they added a fantasy challenge called the Gold Cup featuring a wide variety of non-Indy cars and winding tracks. It's really two games in one.



Split Personality



In a two-player duel, the competition will be limited to eight computer-controlled cars, as opposed to the 19 in one-player. The screen can be split horizontally or vertically.

A League of Their Own

As the professional racing world split apart, video game publishers rushed to license one of the two major racing leagues. IR 2000 has a complete Indy Racing League license, and, as a result, you can hit the pavement in nearly all of the official IRL venues with 20 popular league drivers. Choose a Single Race, Championship or Fantasy League.



INDY 500				
Starts:	3	Top 10:	0	
Total Laps:	300	Race Laps:	2	
Best Start:	2	Laps Led:	56	
Best Finish:	3	Winnings:	\$351,250	
Top 5:	0			

INDY 500				
Starts:	1	Top 10:	0	
Total Laps:	400	Race Laps:	3	
Best Start:	15	Laps Led:	8	
Best Finish:	54	Winnings:	\$428,210	
Top 5:	9			

INDY 500				
Starts:	3	Top 10:	2	
Total Laps:	300	Race Laps:	2	
Best Start:	1	Laps Led:	22	
Best Finish:	3	Winnings:	\$1,000,200	
Top 5:	5			

INDY 500				
Starts:	4	Top 10:	0	
Total Laps:	321	Race Laps:	3	
Best Start:	5	Laps Led:	0	
Best Finish:	54	Winnings:	\$244,653	
Top 5:	9			

INDY 500				
Starts:	10	Top 10:	1	
Total Laps:	1,156	Race Laps:	3	
Best Start:	2	Laps Led:	33	
Best Finish:	3	Winnings:	\$1,159,432	
Top 5:	3			

INDY 500				
Starts:	12	Top 10:	0	
Total Laps:	1,739	Race Laps:	3	
Best Start:	1	Laps Led:	34	
Best Finish:	2	Winnings:	\$1,721,854	
Top 5:	5			

INDY 500				
Starts:	2	Top 10:	0	
Total Laps:	800	Race Laps:	3	
Best Start:	5	Laps Led:	70	
Best Finish:	5	Winnings:	\$1,846,376	
Top 5:	3			

INDY 500				
Starts:	4	Top 10:	0	
Total Laps:	340	Race Laps:	3	
Best Start:	34	Laps Led:	6	
Best Finish:	50	Winnings:	\$1,905,253	
Top 5:	9			

INDY 500				
Starts:	1	Top 10:	0	
Total Laps:	775	Race Laps:	1	
Best Start:	8	Laps Led:	3	
Best Finish:	4	Winnings:	\$190,153	
Top 5:	0			

INDY 500				
Starts:	7	Top 10:	0	
Total Laps:	365	Race Laps:	6	
Best Start:	37	Laps Led:	52	
Best Finish:	55	Winnings:	\$149,590	
Top 5:	0			

INDY 500				
Starts:	3	Top 10:	0	
Total Laps:	62	Race Laps:	1	
Best Start:	6	Laps Led:	4	
Best Finish:	26	Winnings:	\$179,109	
Top 5:	0			

INDY 500				
Starts:	8	Top 10:	1	
Total Laps:	218	Race Laps:	0	
Best Start:	8	Laps Led:	9	
Best Finish:	10	Winnings:	\$100,079	
Top 5:	0			

INDY 500				
Starts:	4	Top 10:	1	
Total Laps:	604	Race Laps:	1	
Best Start:	6	Laps Led:	4	
Best Finish:	16	Winnings:	\$851,053	
Top 5:	0			

INDY 500				
Starts:	5	Top 10:	0	
Total Laps:	199	Race Laps:	1	
Best Start:	27	Laps Led:	0	
Best Finish:	57	Winnings:	\$170,006	
Top 5:	9			

INDY 500				
Starts:	2	Top 10:	2	
Total Laps:	208	Race Laps:	2	
Best Start:	5	Laps Led:	89	
Best Finish:	5	Winnings:	\$1,376,058	
Top 5:	0			

INDY 500				
Starts:	1	Top 10:	0	
Total Laps:	167	Race Laps:	0	
Best Start:	12	Laps Led:	0	
Best Finish:	13	Winnings:	\$126,008	
Top 5:	0			

INDY 500				
Starts:	4	Top 10:	2	
Total Laps:	323	Race Laps:	16	
Best Start:	4	Laps Led:	48	
Best Finish:	6	Winnings:	\$100,463	
Top 5:	0			

INDY 500				
Starts:	1	Top 10:	0	
Total Laps:	1,254	Race Laps:	3	
Best Start:	3	Laps Led:	48	
Best Finish:	2	Winnings:	\$1,388,483	
Top 5:	2			

Race for the Checkered Flag

In Single or Championship Mode, you'll select your IRL driver, customize your car and compete against the rest of the league on various real-world tracks. You can adjust the length of each

race from short to long, and you can raise or lower the difficulty setting. Finally, you can choose to turn your car's damage on or off. If damage is on, you'll need to make pit stops.



Wings of a Bird



A low wing angle allows for high speeds on the straights, even with less control on the turns. If you think you can handle the turns without losing balance, keep your wings low and hit max speed as much as possible.

Time Pressure



Similar to wings, tires help you navigate corners or fly down open roads. High tire pressure creates less friction, resulting in more speed. If you're worried about making sharp turns, keep the tire pressure low.

Always Qualify



Unless you like starting at the back and getting your way forward, run the qualifying round to try for a better starting spot. It really helps in shorter races. Single Race Mode does not have a qualifying round.



As you approach the start of the race, surrounded by other vehicles, take advantage of nearby cars and try to draft behind them. Then, when the race is due, shoot around the competition. Don't try to start fast.

Chasing the Rabbit



This car ahead, which you're trying to gain on, will be tagged with a blue arrow. Once you pass the marked car, you'll see your position jump by one. The blue arrow will then transfer to the next car in front of you.

Sneak Attack



Always check for cars coming up from behind. At the bottom of the screen, you'll see tabs with car numbers. If the number is red, the car is closer than you might think. White numbers show when a car is gaining on you.

Time for a Pit Stop



If damage is turned on, your car will get banged up and you'll need to find the pit stop during long races. The blueprint of your car on the side of the screen shows what areas of your car need help from the crew.

Gold Cup Racing

When you're a little exhausted from the non-stop, white-knuckle Indy Racing and in the mood for arcade action, try Gold Cup Mode. Your mission will be to race through the ranks of a Fantasy League that includes various levels and cars. By using the chart below, you can calculate how many points you'll earn for each race. Higher league wins result in more points per race.

League Multiplier

Midget Cars	1x
Sprint Cars	2x
1st Formula Cars	3x
2nd Formula Cars	4x
Bonus Indy Cars	5x

Points Chart

1st	10,000
2nd	8,000
3rd	7,500
4th	7,000
5th	6,500
6th	6,000
7th	5,600
8th	5,200
9th	4,800
10th	4,400
11th	4,000
12th	3,700
13th	3,400
14th	3,100
15th	2,800
16th	2,600
17th	2,400
18th	2,200
19th	2,100
20th	2,000

Car Ranks



Accumulating experience points will earn you the right to drive more powerful cars. As expected, the Indy Cars represent the highest level of the Fantasy League.

Rating: *

Rating: * *

Rating: * * *

MIDGET CARS

STARTING LINE UP



10,000

20,000

SPRINT CARS

40,000

60,000

80,000



FORMULA CARS 1

100,000

250,000

400,000



FORMULA CARS 2

250,000

350,000

450,000



INDY CARS

400,000

400,000

500,000



Go for the Gold

The arcade nature of Gold Cup Racing will call for in a shift of strategy. For example, you won't have to worry about pit stops, so you can risk driving at higher speeds and bumping other

cars. And since you get points for every race, you don't have to try to win every contest. After some tame Indy Racing, this is your chance to slam on the gas and release your aggression.



Don't Jump the Gun



Sometimes racing with a more powerful vehicle and faster competition will hinder your performance. If you feel comfortable with a low-level car, stick with it until you earn enough points to jump to the next league.

Take It to the Bank



When moving at high speeds around a corner, stay to the outside and coast along the track, following the road marks. This will help you maintain your speed while avoiding curves and grass on the inside of the turn.

The Back Track



Use the **button C** button to glance at the road behind you to avoid on-rushing or getting up. If you're using the first-person view, switch to third-person before looking back. You'll have a clearer view of the road.

Right on His Tail



You can gain a burst of momentum by drafting behind a car when driving around a corner. Keep an eye on the drift meter on the left of the screen. Once you have an impetus, cut a wide and zigzag the competition.

'S' Stands For Straight



Some tracks have slight S-curves that don't require you to turn the steering wheel. Place yourself in the middle of the needle and keep moving straight ahead, ignoring the arc in the pavement. You will make up ground.

Move over, Slow Pokes



Nothing's more annoying than seeing that last won't get out of the way. Let go to your jet controls for lapped traffic. Slamming the custom car will only make you very frustrated.

A Racer for the People

Paragon's previous racing masterpiece, F-1 Grand Prix, was a total sim experience that was appreciated most by gearheads who liked to tweak every nut and bolt. Not so with Indy. This racer feels like a game that is meant for everyone, which is fitting because the Indy 500 is one of the most popular American sporting events. The Gold Cup does add a lasting challenge and a bit of suds with all those cars and curves. If you like speed, a test-drive is mandatory. ☺



HERE'S 3 NEW WAYS TO SCREW AROUND AND ACCOMPLISH NOTHING!

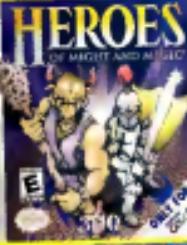
GAME BOY color



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What's-a this? Wario's helping someone else? He is, but only because he gets to keep any treasure he finds on his mission! Will Wario really help the mysterious monarch who has sent him on the quest? The answers lie inside Wario Land 3...



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ALL'S FAIR IN LOVE and WARIO LAND

Wario Land 3 for Game Boy Color is stuffed to the gills with true platform action—with a twist. The twist? Wario has his own abilities, but sometimes it's the damage he takes from an enemy that really helps him reach his goals. Wario's quest sends him to four different lands, each with several levels that he'll have to revisit as he gains new abilities.



Northern Lands

Western Lands



Southern Lands



Eastern Lands

WARIO...WHAT IS HE GOOD FOR?

Warrior Wario

Wario begins the game with some pretty basic moves. As he finds items and opens areas, he will gain the extra moves he needs to finish his mission. As you play the game, you will run into areas that you simply can't access until much later when you have the right moves:



Swim

He glides through the water with the greatest of ease using the Control Pad. The B Button will cushion Wario's pace, and the A Button will make him surface very quickly.



Jump Smash

Wario's Jump Smash lets him break blocks underfoot. Try the move in rainy areas—some doors are breakable blocks don't look breakable at first. Jump with A then press Down on the Control Pad to Jump Smash.



Head Smash

Wario really uses his head for this move, which can be directed at bricks, rocks and anything else over his head. Simply push Up on the Control Pad while using the A Button to jump.



Grab Gloves

Once Wario's wearing the Grab Gloves, he can pick up enemies and throw them. He can also throw objects to break through invisible blocks. Just walk up to a dead enemy to pick it up.



Super Smash

With the Super Smash, Wario's sideways block breaking is much more powerful. Try it on unbreakable bricks. Push the Control Pad in the correct direction, then push the B button to Super Smash.



Super Jump Smash

This attack packs a lot of power, allowing Wario to break many blocks in one hit before, including the solid pink Myoko. Jump with A, then push Down on the Control Pad in Wario mode.



High Jump

Wario reaches new heights when the High Jump kicks in. Many areas that were just too high will be within jumping distance. The High Jump replaces Wario's regular High Jump. Just press and hold the A button to perform a High Jump.



Super Swim

Wario's swimming gets a whole lot better once you've found the Super Swim. He can even swim against the current. The Control Pad moves Wario, and it makes him move faster.



Super Grab Gloves

Even the large robots and kongs can be tossed around like toys when Wario's wearing the Super Grab Gloves. Once the enemies find by jumping on their backs, then walk over to them and pick them up.

Mini Golf

Sometimes the path to Wario's next treasure will be blocked until Wario can win a game of golf. Wario will have to spend some of the coins he's gathered to start a game. Use the A Button and the meter on the bottom of the screen and take your best shot!



A.M., P.M.

The enemies inside the levels will change depending on the time of day. If the screen is bright when you enter a level, you'll enter in the daytime. If it's dark, you'll be there at night. Some treasure chests can be accessed only at certain times of the day.



The Wide World of Wario

Wario finds himself in quite a few interesting places as he wanders around the four lands. He's on a mission to find the five magical music boxes that will help a mysterious figure regain control of a vast kingdom. This flow chart shows the most uncomplicated path for reaching that goal quickly. Read the guide below to understand our chart for each level.



As you wander through a level, you should remember that without the key, you can't open the treasure chest. Some are closed, even if you find the chest first.

You never know what you're going to find inside a Treasure Chest. Some have power-ups for Wario, while others may open up more areas.

S4

THE STEEP CANYON



METHOD: UNLOCKED BY **W2+E3**

UNLOCKED BY **W1**

The chests show your progress. In this example, you've already opened the Gray Chest and you're working on the Red. The picture at the top of the Red Chest shows the treasure inside. The Yellow and Blue Chests are still locked.

This shows when the level was opened: "W6" means Northern Lands, Level 6, which is also called The Tidal Coast. Each level's name and number are listed on the checkerboard at the top of its box—in this case it's S4: The Steep Canyon.

The last line reveals what you will open by completing the current treasure chest quest. In this example, you unlock W6 and S4 by opening the Red Chest in S4, the Blue Chest in W2, and the Red Chest in E3.

N1

OUT OF THE WOODS



ACCESS: UNLOCKED

OPEN

THE DESERT RUINS



METHOD

UNLOCKED BY **R2+H3**

You can reach the Gray Key by climbing then jumping and pushing left on the Control Pad. It may take you a couple of tries.



This area is closed during the day, but if you come back at night the pink wall will be raised and you'll be able to enter the door just to the left of it.

W1

N2

THE PEACEFUL VILLAGE



METHOD: UNLOCKED BY **R3**

UNLOCKED BY **W1**

W2

THE VOLCANO'S BASE



METHOD

UNLOCKED BY **W1+R1**



Roll around the area to break the pink wall and reach new areas. On a slope, press Down to make Wario roll. He can jump while rolling.



Smash the floating segments until the pink wall is alone once in the area. Then break the pink wall to obtain the Red Key.

The chests show your progress. In this example, you've already opened the Gray Chest and you're working on the Red. The picture at the top of the Red Chest shows the treasure inside. The Yellow and Blue Chests are still locked.

N3

THE VAST PLAIN

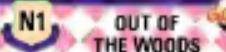


METHOD

UNLOCKED BY **R1**

W1

OUT OF THE WOODS



METHOD

UNLOCKED BY **W1**

N1

OUT OF THE WOODS



METHOD

UNLOCKED BY **W3, W4**

W3

THE POOL OF RAIN



METHOD:

UNLOCKED BY: W1



It might take you a while, but eventually you'll figure out the order in which you have to jump. Smash the poison platforms to reach the other side.

UNLOCKS: +W4

S1

W4

A TOWN IN CHAOS



METHOD:

UNLOCKED BY: W3



Catch the zip line and reset it down to reach the Gray Chest. You have to smash through a wall while you're at it.

UNLOCKS: +W5

S1

S1

THE GRASSLANDS



METHOD:

UNLOCKED BY: W3+W4



Get it lured by the red statues, avoid the grabby robots and glide pretty down from the ladder to reach the Gray Key.

UNLOCKS: SWIMMERS

S2

S2

THE BIG BRIDGE



METHOD:

UNLOCKED BY: S1



If you jump as soon as you see the fish pop-up, you will avoid the attacks if you're hit by a fish, you'll fall back to the beginning.

UNLOCKS:

W3, S1, W3

N3

THE VAST PLAIN



METHOD:

UNLOCKED BY: S2



That was easy! Turn before the Gray Chest! S2 makes them run, and you can climb up there to the next chest.

UNLOCKS: +W2

S3

S1

THE GRASSLANDS



METHOD:

UNLOCKED BY: S2

UNLOCKS:

W2

W2

THE VOLCANO'S BASE



METHOD:

UNLOCKED BY: S1



Wheels were added to the little carts, and you'll have to click, jump and run to keep up with all the way to the Red Chest.



Jump, smash your way down to the semi-ring! You can't take the large can in the red cage, then turn your way back out.

W3

THE POOL OF RAIN



METHOD:

UNLOCKED BY: S2

UNLOCKS: +W4

S3

THE TOWER OF REVIVAL



METHOD:

UNLOCKED BY: W3+W3



Jump up to the first torch to catch fire, then keep jumping as Wario runs attack. He'll light the other torches.

UNLOCKS: SWIMMERS

S2



S2**THE BIG BRIDGE**

METHOD

SWIM

**W3****THE POOL OF RAIN**

METHOD

SWIM



Wait until the sky is
blue and dry. Then
carefully climb the
ladder and dry off
before getting into
the water.

UNLOCKS

E1

E1**THE STAGNANT SWAMP**

METHOD

UNLOCKED WITH W3



Go down the ladder
at the very beginning
of the level and roll
your way to the
Grey Key. Go back up
the zip line to find the
chest.

UNLOCKS

S1, W2, N2

N2**THE PEACEFUL VILLAGE**

METHOD

UNLOCKED BY E1



Use the Jumbo Swoosh
while you're full of
doughnuts to bounce
the doughnut guy up
the steps, then wait
and let the doughnut and
Smash back down the
other side.



Team up with
Mad Scientist's
help, then make your
way steadily along
and you find the
Green Key.

UNLOCKS: E1, W2

E2

THE FRIGID SEA

METHOD

UNLOCKED BY W2, S1

UNLOCKS

HEAD SMASH

W2**THE VOLCANO'S BASE**

METHOD

UNLOCKED BY E1



Use the cart to get
to the observatory and
enter the hot zone.
Swim in the water
to get the Green Key.
Fly to the car while
you're a vampire.

S1**THE GRASSLANDS**

METHOD

UNLOCKED BY E1



It's tough, but you
have to sprint while
jumping on the dead
falling ledge to reach
the Green Key.

UNLOCKS: E1, W2

E2

W4**A TOWN IN CHAOS**

METHOD

HEAD SMASH



Push one of the many
switches to move the
bars that block your
access to the Red
Key. The switch by
the zombies is best.

W1**DESERT RUINS**

METHOD

HEAD SMASH



The floor above the
Green Key and near
the golf marker
doesn't look like it
can be Jump-
Smashed, but you
go down and to the
left to find the chest.

E2**THE DESERT**

UNLOCKS

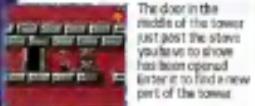
N4, N5



S3**THE TOWER OF REVIVAL****1****1**

METHOD

UNLOCKED BY W1+E1



The door in the middle of the tower just isn't the stairs you have to move. You have to open it to find a new part of the tower.



Use a combination of doge jumps, fire and combos to break the pink blocks, then tip the switch to the left, get the key and reach the chest.

UNLOCKS

SUPER SMASH

**S5****THE CAVE OF FLAMES****1****1**

E3

METHOD

UNLOCKED BY W1+E3

UNLOCKS

E3



Duck zombies and enter every door, hitting the switches to make red blocks pop out from the walls so you can continue your search for the Grey Key.

METHOD

UNLOCKED BY S2

UNLOCKS

SUPER JUMP SLAM

THE CASTLE OF ILLUSIONS

Duck zombies and enter every door, hitting the switches to make red blocks pop out from the walls so you can continue your search for the Grey Key.

UNLOCKS

SUPER JUMP SLAM

N4**BANKS OF THE WILD RIVER****1****1**

METHOD

SUPER SMASH



With the Super Smash, break into the tall grass. Enter the doors to find the Red Chest and Wild Chest.



Use a combination of doge jumps, fire and combos to break the pink blocks, then tip the switch to the left, get the key and reach the chest.

E2**THE FRIGID SEA****1**

METHOD

UNLOCKED BY S4



Tear an ice cluster at the pink blocks. Roll down the slopes as snowman Wario to break through the walls and reach the Red Chest.



Flip the switch just past the ice bears. This will freeze the water and allow you to touch the key. Unfreeze the water to touch the chest.

METHOD

UNLOCKED BY W1+E3

UNLOCKS

E3



Flip the switch just past the ice bears. This will freeze the water and allow you to touch the key. Unfreeze the water to touch the chest.

METHOD

UNLOCKED BY S2

UNLOCKS

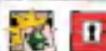
SUPER JUMP SLAM

THE CASTLE OF ILLUSIONS

Duck zombies and enter every door, hitting the switches to make red blocks pop out from the walls so you can continue your search for the Grey Key.

UNLOCKS

SUPER JUMP SLAM

N6**SEA TURTLE ROCKS****1****1**

METHOD

SUPER SMASH



Break through the right and down to reach the final floor. Walk on the shells here, then it's easy to defeat it.

UNLOCKS

SS

S2**THE BIG BRIDGE****1****1**

METHOD

GLOVE GLOVE



Pick up this enemy, change to your Grip Gloves, then throw the enemy through the blocks to find the Onion Key.

UNLOCKS

E3

W1**THE WESTERN RUINS****1****1**

METHOD

SUPER JUMP SLAM



Turn into a bat and fly up to the top of the dungeon. Take care not to fly into the light, or you'll turn back into Wario.



Stand on the rocks, roll down to get to the flower patch. Stand on the path to flow up the beam.

UNLOCKS

E4

E4

THE COLOSSAL HOLE



1

METHOD

UNLOCKED BY **N6+WT**

The yellow hats work as Rude the first to the right, then grab the second to leap into the dried-out hole!



Jump across the platform until you reach the vicinity of the Green Key and the Green Chest, then let the sun heat you up as you can break the bricks.

UNLOCKS

HIGH JUMP

METHOD

HIGH JUMP



High-Jump off the ledges to make your way up to the Green Key. Carry one enemy with you—the last platform doesn't have one!



Stand in front of the Green Key as the first enemy to take the chest. If it's being protected, fight it.

UNLOCKS

WS

METHOD

UNLOCKED BY **E1**

Take the policy route to the right, then down. Two pillars will go down, but the top one will break over the blocks to the Gray Chest.

UNLOCKS

SS, E1, E4



S5

THE CAVE OF FLAMES



1

METHOD

HIGH JUMP



Stand the ground to avoid the blue cube, then jump into the air as it falls down, getting you to the safe area if it's a platform.

UNLOCKS **I+D**

N1

E1

THE STAGNANT SWAMP

UNLOCKED BY **SS**

METHOD

UNLOCKED BY **SS**

Fall down as you did for the Gray Key, then go to the right. The stairs under the swamp have gone off and opened a new area to be explored.

UNLOCKS **I+SS**

N1

N1

OUT OF THE WOODS

UNLOCKED BY **SS+E1**

METHOD

UNLOCKED BY **SS+E1**

Put the Green Key to the far right of the level, then enter the first door and jump across the dangerous green leaves to the chest.

UNLOCKS

SUPER SWIM



N4

BANKS OF THE WILD RIVER



1

METHOD

SUPER SWIM



Use the Super Swim method to get to the far right of the level. Find the two blue fish-shaped enemies. Knock the current one off so you can catch the other one.

UNLOCKS

S3, NS

S3

THE TOWER OF REVIVAL

UNLOCKED BY **N4**

METHOD

UNLOCKED BY **N4**

UNLOCKS

E6



The soft near the top of the tower is broken. Climb around it to find both the Green Key and the Reviving Chest.

E6**THE EAST CRATER**

METHOD

UNLOCKED BY **S3**

Pick up lanterns and throw them through the blocks after you make it past the floating creatures. Otherwise, you'll be floating aimlessly.



UNLOCKS

SUPER GRAB GLOVES**Not-So-Funny Business**

Oh, no! It turns out the shadowy figure who asked for Wario's help wasn't as helpless as it pretended. The big, scary clown will clap at Wario. Jump or duck to avoid getting smashed, then slam down on its hand when it makes a fist.

**Spoils of Wario**

Wario picks up many treasures on his quest for the five music boxes. Some make your navigation of the world map a little easier. You earn them when you've completed over half of the game, when you really need the help!



The magnifier you win from N2's Red Chest allows you to view which items you've collected for free.



The Day or Night Spell you win from N2's Blue Chest gives you the power to change the time of day as well.

E3**THE CASTLE OF ILLUSION**

METHOD

SUPER GRAB GLOVES

The Red Key is hidden on the second platform behind the pillar just to the left of the blue sky creature. Jump up and get it.

Jump on the health head, pick it up with your Super Grab Gloves, then toss it through the pink blocks to reach the Green Key.

UNLOCKS

N1

N2**THE PEACEFUL VILLAGE**

METHOD

SUPER JUMP SLAM

Use the Super Jump Slam to bounce the boy off the tree and out of your way. Enter the second gate from the left and out the right.

N1**OUT OF THE WOODS**

METHOD

OPEN



Keep stomping the ground until the spider falls to your level. Use it as an elevator to get to the top of the tree, where you'll find a Bonus Coin.



Kick on the rock until the spider splits off you and dashes back at it. When the spider lands on the ground, Super Jump around it.

UNLOCKS

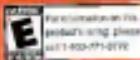
OPEN

WARIO STORY-O

The scary clown is the big boss, but there are still plenty of puzzles and challenges left in *Wario Land 3*. For instance: Wario wins a special reward for collecting

all eight coins in every level. Would Wario stop when there are still lots of treasures to be uncovered? Not likely—he really loves a challenge, and this is one of his best!





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Walt Disney
PICTURES PRESENTS

DINOSAUR



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Birth of a New Friend

A long time ago, a peaceful herd of plant-eating dinosaurs was awaiting the annual egg-hatching when a massive swarm of Carnotaurus invaded the once-peaceful Nesting Grounds. Most of the eggs were destroyed in the attack, but one survived thanks to a flying Oviraptor. After a long journey, the stolen egg was dropped over a lush paradise known as Lemur Island. The curious inhabitants of the island kept the egg safe and wondered what creature might hatch from its shell. They soon witnessed the birth of a baby dinosaur, who quickly became a favorite of the lemurs. They named him Aladar, and he grew up healthy and happy until one day a meteor shower threatened to destroy his home. Your job is to guide Aladar and his family off the island, rescuing others along the way.



The Herd

The game begins with Aladar searching for his lost friends. Each member of the herd possesses a unique talent that will help the entire group to finish each level. For that reason alone, it's important to keep all members of the group safe and healthy. If one lemur or dinosaur is too injured to continue, your game will be over.

Aladar



The adopted dinosaur's confidence and charm make him the clan's pride and joy. Aladar can swim, push rocks and logs, and keep enemies away with brittle bones. The lemur's abilities will help him on his quest to find his missing family members.

Eeme



Older and experienced, Eeme has a right to be smug. Her strength is an asset, but her view has may be a detriment. Use her to determine where to crush rocks or break through barriers, where she may uncover hidden rooms or secret tunnels.

Plio



This leaping lemur is the star of the group and a natural peacock. To use her full jumping ability, press the Control Pad to the direction you want to go then press the A Button. But a running start for long leaps.

Zini



Zini can be a troublemaker. He considers himself a leader of lemons, but that's far from reality. His body is small, though, so use him to get past enemies by pressing the A Button. When he's not moving at a low, he will slow down.

Url



Url is known for running but is really a log pile. He may be slow, but his long, swirling tail can snap out and attack with surprising speed. It is your only hope of getting past swarms of enemies.

Suri



The baby of the family, Suri always looks up to her older brother. Aladar respects her young age, but climbing and swinging skills are vital to the group's success. Use her to traverse tall platforms and swing from vine to vine.

Collectibles

To advance through the game, you'll need to search for important items on each level. These items will increase your score and keep your team healthy.



Health Flowers

Red Health Flowers can be stored instead of tiny tree branches to keep a healthy one herd member.



Paint Flowers

White Paint Flowers can be found in bushes and are worth points that will increase your overall score.



Baby Dinosaurs

On most levels, you'll need to rescue dinosaurs before you'll be allowed to advance to the next stage.

Passing the Torch

Teamwork is the name of the game, and you'll need to switch between characters during each level to conquer the various obstacles. Press the B Button when you reach a Gathering Point soon to switch characters. The red-and-white scars are strategically placed, signaling the need for a change.



Aladar

Eeme

Plio

Zini

Url

Suri

Enemies

These predators may sound vicious, but they're pretty easy to dodge, especially if you run with Zini or fight back with Url and his strong, spinning tail.

Carnotaur



These bloodthirsty creatures have a certain taste and will attack the herd throughout the entire game.

Masasaurus



Aeneocauditis dinosaurus the Masasaurus can be found in the water. Aladar should be careful when swimming.

Velociraptor



Sometimes found at high and low elevations, this aggressive man-eater is always out to get the herd members.

Pteranodon



What you look in the sky, you may see this flying enemy everywhere. It is always at higher elevations.

The Gallery



At the opening screen, you have an option to view a gallery of character photos. You can print the pictures of the herd by connecting a Game Boy Printer to your Game Boy. You can also print your score when viewing the score screen.



Journey

Navigating through this adventure will require a unique cast of characters, each of whom possesses a special skill. You will often switch between herd members, usually whenever you see a Gathering Herd icon. All characters serve a purpose, and once you become familiar with the family, the game will be a breeze.



Level Gates

The sight of towering stone pillars should bring a smile. The pillars represent the end of the level, and walking through will pass you onto the next adventure.



Island

Abadar's home is about to be destroyed by an unexpected meteor shower, and he must find his lemur friends, Suri and Phi, and get off the island quickly and safely.



Jumping and Living

Cliffs - There are several large cliffs, that drop into treacherous waters, requiring Pilo to perform long jumps.

Falling Meteors - Lector Island will be destroyed by meteors, and your herd must escape before it's too late.



Look What I Found

At the start of the first level, head to the right until you find a fallen log. Choose Abadar and use him to push the log and uncover Sun.



Swingin' Suri

After using Pilo to jump from cliff to cliff, switch to Suri and grab the swinging vine. Once safely across the water, switch again to Abadar.



Hord Labor

Once you've made safely across the water with Suri and switched back to Abadar, use him to push the rocks by walking right and the Abattan.

Level 2**Beach**

There's no time for fun in the sun on this beach. You'll need to use the herd to rescue several baby dinosaurs and find two more members of the family, Bern and Uri.

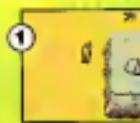
**Level 3****Desert**

Usually when you think of a desert, you imagine barren wasteland and miles of uninteresting sand. But this desert is more like a jungle, with vines and platforms.

**Danger Lurks**

Twisters - These solitary tornadoes move at a fast pace and seem to follow you wherever you go.

Carnosaurs - The beach is full of these hungry predators. After uncovering Uri, use him to stomp out the enemies.

**Running in Circles**

Carnosaurs tend to run in circles, so once you've figured out their pattern, you can easily avoid them the Zoo to save poor streams of innocent.

**Stomp 'Em Out**

After uncovering Uri, put him to immediate use. He's deadly! He can wipe out predators with one swift stomp. He will come in handy many times.

**Prehistoric Groundhogs**

Lurking beneath the sand are unpredictable creatures, anxiously trying to harm you. When you see dark lines in the ground, don't go near them!

Obstacle Course

Swinging Vines - Sue will get a serious workout as she helps the herd move by jumping from vine to vine.

Platforms - Sue will be just as busy, leaping across platforms to reach the end of each level.

**Rescue Patrol**

Head to the upper right and rescue the baby in easier fashion, climbing any of the platform. You cannot complete the level without saving the dino.

**Hold on Tight**

Consume all food memories of Peri. Sue will swing from vine to vine. Use your leaps carefully, or you'll wind up surrounded by Carnosaurs.

**Look Before You Leap**

Sue has the most important responsibility: leaping across platforms without falling. Get a running start and dress. A few more difficult jumps

Level 4

Heights

As the herd moves on, the challenges become greater and the need for teamwork grows. Use Aladar to move heavy objects and launch lemurs into the air.

Air Suri

Rocks & Boulders - Heavy objects will be blocking the road to success. Use Aladar to push and pull the obstacles.

Teeter-Totters - Put a dinosaur on one end and a lemur on the other. The monkey is sure to go flying.



Playground Fun

Press the B button to have a lemur on one end of the teeter-totter. Then use Aladar to jump on the other end, sending the lemur soaring.



Happy Landing

After the lemur has safely landed several yards away, the path to the end of the level will be clear. Cross through the fallen tree stumps.

Level 5

Storm

As if falling meteors aren't enough of a distraction, the herd will face collapsing pillars and broken bridges. Once again, to succeed, each member must play a role.



Rain, Rain, Go Away

Dropping Meteors - These obstacles are identical to the ones the herd faced back on Lemur Island.

Collapsing Pillars - Don't stay in one place for too long. Once a ledge collapses, you'll have no way to get back up.



Quick Jumps

Plot her lemur out for her. Pillars will suddenly appear in the landscape, forcing her to jump immediately. Keep those fingers moving.



Zini, Run!

The long, narrow bridge will begin to crumble as soon as a member of the herd walks on it. Zini is the only one fast enough to outrun it.



Heave-ho!

When you get to the large rock, use Zini to push it down the cliff. The rock will knock over a pillar, which you can climb to finish the level.

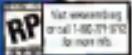
Nesting Grounds

The group has a long way to go before reaching the final destination. Vicious Velociraptors fly above treacherous low-lying rivers, sharp stalactites and stalagmites protrude inside dark caves, and new enemies await at the nesting grounds. If all members can safely survive until the new eggs are hatched, the mission will be complete. ☺



SnoCross

coming this august



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V
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Your Questions—Our Experts!



Perfect Dark

HOW DO I GET PAST THE LASER BEAMS?

NP

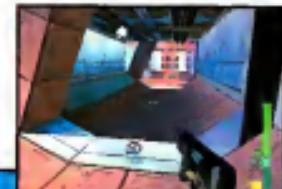
You may be deep into the mission on the dataDyne Research/Investigation level and feeling optimistic about finishing when you discover an obstacle that ruins your whole day: a corridor filled with lethal laser beams. When playing Special and Perfect Agent, it's important not to get ahead of yourself in the labs—you need to clear a path for yourself early in the level. You can't disable the lasers directly, but you can reprogram the maintenance robots to move through the troublesome corridor, temporarily disabling the beams as they pass through. The robots are controlled at two terminals in the downstair

maintenance area. Reprogramming the robots is a two-step process using both terminals. After the robots begin their

cycle, they'll pass through the beams at regular intervals. Wait for a robot to move through the hall then follow it.



Clearing robots are controlled from terminals in the maintenance area. When you get close, a maintenance specialist will talk to you in your earpiece.



You may have to wait a few seconds for a robot to show up in the area protected by lasers. Stay just behind it to avoid voluntary laser surgery.

WHAT'S THE BEST WAY TO DESTROY THE HOVERCOPTER?

The hovercopter is the most frustrating enemy you'll face while escaping from the dataDyne building. If you go near a window, its canon will ventilate you. Don't attempt to fight it when you first

encounter it. You and Dr. Carroll will be vulnerable while on your way to activating the elevators, so move as fast as you can. When you reach the top interior floor, you'll find some dataDyne employees put-

ting together a Rocket Launcher. Take it away from them. Shoot out a nearby window with another gun, set the launcher to Targeted Rocket function, then fire at the hovercopter when it appears.



Don't get rattled by the weirds the hovercopter pilot is looking at you. Move quickly through areas where you're vulnerable.



Don't think why these guys are putting together a Rocket Launcher right where you need it. Just pick it up and use it.



You'll be exposed to the hovercopter's gunfire on the roof. Blocking it from inside the building affords you some cover.

Donkey Kong 64

WHAT DO I DO WITH THE DK DIRT PILES?

If you've spent time wandering around the DK Isles, you've probably noticed piles of dirt with "DK" written on them. The perking piles are useless to you until the Banana Fairy teaches Tiny—along with all the other Kongs—how to create a Shock Wave. The move is accomplished by holding down the B Button to build up a charge then releasing it to send out a Shock Wave. When you produce a Shock Wave on the DK Dirt Piles, they yield a coveted Rainbow Coin, worth five Banana Coins.



Any Kong can create a Shock Wave on a DK dirt pile, but each pile can be utilized only once. You must see the Banana Fairy to learn the move.



Each pile holds only one Rainbow Coin. The multi-colored currency puts five Banana Coins in the bank account of each Kong.

HOW DO I USE DIDDY'S ROCKETBARREL BOOST?

As we all know, you should carefully read the instructions Cranky gives you whenever he awards a Kong with a potion. That way you won't get into trouble when you need to, say, use Diddy's Rocketbarrel Boost. What's that? You accidentally stepped over the intersections, and now you can't get the dam thing to work? The key to operating the gizmo is deciding when to fly and when to hover. Don't do both at the same time. Push the A Button youself by hovering then blast forward.



Hold down the Z Button to make the Rocketbarrel Boost hover. Hovering will allow you to get your bearings before you move ahead.



To fly, release the Z Button then press the A Button. Release the Z Button forward to where you want to go, then hit the Z Button again to stop.

HOW DO I REACH THE FLOATING BARREL IN THE AZTEC LOBBY?

Diddy needs to Chompy-Charge the twin gongs that bear his likeness in the Angry Aztec lobby. A floating barrel will appear high above the lava floor. You may think Diddy needs to get up to the barrel, but he

doesn't have the vertical leaping ability to make the jump. The jump isn't impossible—you're just trying it with the wrong Kong Change use Tiny then perform a Ponystall Twist from the platform near the level

entrance. She'll easily glide across the room to the ultimate objective. Once inside the Bonus Barrel, she can play the Big Bug Bash game for a chance to win a Golden Banana.



Ring a gong with Diddy Kong. After the Chompy Charge move at thaties the gongs, his work will be done in the Angry Aztec lobby.



Diddy's efforts will produce a floating barrel. There is only one Kong who can make the leap, and she may still be in captivity.



Once Tiny is free—and Cranky has taught her the Ponystall Twist move—she can use her long locks to fly out to the barrel!

The Legend of Zelda: Ocarina of Time

HOW DO I CAPTURE THE CUCCOS BEHIND TALL FENCES ?

If you enter Kokiri Village during the day, you'll encounter a young woman fretting over her lost Cuccos. You'll be more than happy to help her out by returning them to the pen, but some of the birds are trapped in seemingly inaccessible areas. The three birds in question are behind tall fences that Link can't climb. Instead, you'll need to fly to the birds using Cucco power. Hold one of the Cuccos in your hands then leap from an elevated area. Its flapping will allow you to glide to the Cuccos.



One of the Cuccos is wandering around behind the Potion Shop. Link isn't tall enough to climb over the fence.



With Cucco in hand, jump from the platform near the windmill entrance to float down to the bird. You'll find two Cuccos to capture in the area.

HOW DO I ENTER THE DEATH MOUNTAIN GATE ?

The Hyrulean soldier guarding the gate to Death Mountain is not going to take a little forest kid seriously unless he's got the proper paperwork. As with many things in life, getting in the door is all about who you know. If you've already visited Princess Zelda at Hyrule Castle, you'll have her handwritten note in your inventory. Assign it to one of the C Buttons then show it to the guard. Against his better judgment, he'll let you in. If you don't have the note, go to the castle.



Zelda knows her influence will help you in your quest. So take it give you afterward; remember to show it to Skeptical Guard.



The guard at the gate thinks it's all a big joke, but he'll let you in anyway. He also asks you to take a favor for him while you're at the Market.

HOW DO I GET THE GORON BRACELET ?

That big boulder blocking Dodongo's Cavern is not going to go away by itself. You'll need to blow it up with a bomb—which means you'll need the Goron Bracelet so you can pick up bombs. Said bracelet is in

the possession of Darunia, the cranky king in Goron City. You'll need to play a couple of tunes on the ocarina before he'll part with the jewelry. Zelda's Lullaby will get you in the door to his room, and you'll need to

play Saria's Song to change the rock-eater's attitude. He'll send you on a mission to battle King Dodongo, but first he'll equip you with the bracelet. It allows you to plant bombs from the Bomb Flowers.



If you visit Zeldar at Hyrule Castle, you should know how to play Zelda's Lullaby. The royal bass will open the door to Darunia's room.



The king needs some music to get his mind off his problems. Saria's Song—which you learn in the Lost Woods—will do the trick.



As a token of gratitude, Darunia will give you the Goron Bracelet. It allows you to pick up and throw bombs.

Wario Land 2

WHERE IS THE SECRET EXIT IN DEFEAT THE GIANT SNAKE

Block breaking is the key to finding the secret exit in Story Five of One Hour Morning. Stomp through the floor to the left of the first big block you encounter then jump up a series of platforms. Charge through the wall on the right then jump the gaps to keep moving right. You'll eventually reach two stacked blocks. Charge and pump to smash the top block then Charge into the right wall. Squat then jump into the opening. If you Charge through the wall you'll reach some steps. Bend down there to break some blocks in front of the secret exit.



Time your jump carefully when Charging into the stacked blocks. You want to knock the top block, so you can use the bottom one as a platform.



You need to roll down the stops just before the secret, not to smooth your way through blocks in a cramped bus-trolleyway.

WHERE IS THE SECRET EXIT IN DROP THE ANCHOR

Story Beer on the S.S. Teacup has a secret exit, and you'll need help from your enemies to reach it. From the start, Climb through everything to the right until you reach a door. Enter the door then stamp through some cracked blocks to fall into a hole. There is a PUNCH at the bottom of the pit, but you shouldn't destroy it. Smash the first pillar to the left then pick up the PUNCH and throw it through the remaining pillars. Enter the door beyond the pillars then stamp through the cracked floor inside. Climb back up, find the stone then push the stone into the hole. Jump back



You should start the Punch then rapidly throw it through the pillars blocking your way to a door. Don't destroy the Punch until the pillars are gone.

Jump through a hole that leads to a skull-faced block. Destroy the block to exit.



After pushing the stone against the wall, goat then jump through the narrow opening in the wall it leads to the school east.

Q&A FAST FACTS

Stack? Pick up the phone and give our customer's a call.
Customer Support Center, P.O. Box 57023, Redmond, WA 98073-0233

SOUTH PARK RALLY

Q: How do I get more continue?
 A: Each time you pick up the track globe you get one continue.

Q: How do I unlock more tracks?
 A: An extra track is unlocked when you beat a track in Championship Mode.

Q: How do I unlock hidden characters?
 A: By racing with a variety of different characters in Championship Mode to unlock new characters.

LOGICAL (68C)

- E: How can I tell which games I've liked?**
A: The game doesn't tell you. You need to keep track of them yourself.
- Q: What are the numbers on top of the screen before I start a stage?**
A: They show the number of remaining lives.
- Q: How do I know when I need to rest?**
A: Unless you run a game on the Game-Ray (Please do the serial won't tell you. Instead, keep track of your power words).

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1-800-200-0707

In Canada Call:

1-800-451-4400

1.000-1000

DISNEY'S TARZAN

- 8. Will the game give me any rewards?
A. No. Collect 100 coins for an extra life
- 9. What does the percentage next to a stage I've finished mean?
A. It shows how much of the stage you've actually completed.

Pokémon

Pokécenter

All Pokémons, All the Time!

Pokémon the Movie 2000

There are a lot of reasons to celebrate the arrival of the good old summertime—vacations, baseball, picnics, barbecues, beaches, pools. Pokémons... Pokémons? We know Pokémons are great in any season, but this summer *Pokémon the Movie 2000* hits theaters, and once it does, things in the Pokémons World will never be the same!

As the movie *The Power of One*—the main feature—begins, a mysterious collector, Lawrence III, pilots his beautiful pet blakite airship over the very end of the Orange Islands, searching for the three birds of legend—Moltres, Zapdos and Articuno. But it's not really the three winged creatures he's after...Ash and his friends Misty and Tracey have already squeezed a lot of adventure from the Orange Islands, but they're not out of juice yet. At the end of the Orange Island cluster lies the exotic Sharmouti Island, and as Ash and company draw closer to the island the weather turns violent. They make it to Sharmouti Island, and as they serve they find they're just in time for a mysterious celebration—Always one to bring Ash

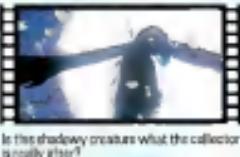


This fantastic floating machine was built to capture some very special Pokémons.



Ash is sent on a quest to capture these glowing balls.

someday messages to mention that he's a Pokémons Trainer within minutes of landing on the island, and when the people of Sharmouti Island hear this, they insist that he is the Chosen One. Chosen for what? Greatness! Failure? A gift certificate to the nearest Pokémons Center? You'll have to catch the movie to find out. Get ready for an amazing revelation this July when *Pokémon the Movie 2000* flies into theaters!



Is this shadowy creature what the collector is really after?



Lawrence III is obsessed with collecting Pokémons...Extremely obsessed.



Pichachu's Beach Adventure is a separate short film playing with *The Power of One*. Bonus!



Pokéchat



You might be tempted to take your Game Boy with you to pass the time as you wait in line to see *Pokémon the Movie 2000*. That's okay, but maybe you should also do a little Pokéchatting with other Pokéfans when you're not playing!

Q: One episode of the *Pokémon* cartoon suggested that Ghost-type *Pokémon* have the advantage over Psychic-types, but when I fought Kadabra with my Haunter, I lost because its attacks were supereffective. Why?

A: Because you can't believe everything you see on TV! The show usually gets it right, but if you pay close attention, you'll see plenty of mistakes that seem all wrong at first glance. One thing to remember is that we can't read the two *current* *Pokémon*'s stats to see if one has a much higher level than the other, since doing the characters on the show seem to be able to do. A level-100 Celioth will outlast a level-8 Charmander easily! In the actual game, pure Ghost-types and Psychic-types are evenly matched. But the problem is that all three Ghost-types in Red, Blue and Yellow are also Poison types, and Psychic-types are supereffective against Poison-types. Always take both of your *Pokémon*'s types into account when you're battling with or against a dual-type *Pokémon* like Haunter, Zapdos or Starfarer. It can make the difference between an easy win and a crushing defeat.

Q: I heard that there are hidden *Pokémon* in *Pokémon* Red, Blue and Yellow. How do I get Sableye, Marill and Togepi?

At *Rust* or *Buy* a copy of *Pokémon: The First Movie: White Phantasm Vacation: Everlasting*, when Marill, Sableye and Togepi are on the screen, you caught 'em! As far as we know, there are no hidden *Pokémon* in Red, Blue and Yellow. Marill, Sableye and Togepi are in *Pokémon* Gold and Silver, and when those previous *Pokémon* let our heroes, you'll be able to catch these three new *Pokémon*...and plenty more!

Q: Can you really win enough money on the slot machines to buy a Porygon in Celadon City? No matter how hard I try, I can't win enough money to buy one. Is this a trick?

A: It's not a trick, but it will take you a while. Each of the slot machines is a bit different, and some pay off more often than others. Check them all out until you figure out which is the best. After that, it'll take patience, but don't worry—you'll get your Porygon.

Q: I tried to save my items from my Game Boy *Pokémon* Game Pak onto *Pokémon Stadium*, so I could start a new game without losing my items. When I started my new game, I tried to put my items back and it didn't work. What did I do wrong?

A: You tried to beat the system. You can save *Pokémon* to the *Pokémon Stadium* Game Pak and download them to any Game Boy Game Pak even if you start a new game, but items are a different story. Each *Pokémon* game you use has a different ID number, and when you start a new game, your Game Pak will be assigned a different ID number. You can move items only up to the *Pokémon Stadium* Game Pak and back to the *Pokémon* game they originally came from. Sorry!

Q: I am playing *Pokémon Trading Card Game* on my Game Boy, and I am learning a lot—but I miss trading cards. Can I trade cards in the game?

A: It wouldn't be *Pokémon Trading Card Game* if you couldn't trade! If you and a friend both have the *Pokémon Trading Card Game* and a Game Boy Color, you can trade as many cards as you like to each other. On your respective Game Paks, walk up to the same Club's Gift Center. Talk to the person behind the counter—she will ask you to select the cards you want to trade. Press B when you're done selecting, then choose *Send* from the menu. Line up your Game Boy's infrared ports and push A to read the cards to your friend. You can send deck configurations from the Gift Center, too.



Vileplume
Karen Mithayev
Aurora, CO



Dratini - Dragonair
Stages of Evolution
Jing Li
Stony Brook, NY



Brock, Misty!
Hernán Rivero
Carrizal, PR



Whisker Daring
Ryan Shepard
Girardville, PA

Ask the Professor



Welcome Back! I'm excited to have *Pokémon Trading Card Game* questions to answer, but don't worry—I always have time for *Pokémon*, *Pokémon Snap*, *Pokémon Stadium*, *Pokémon Pinball* and *Pokémon*-related *Super Smash Bros.* questions. I'm here for you, and I'm a professional. Don't let all my research go to waste!

A trainer used a Dragonair in the Pika Cup! How did he catch one with a low level?

You'll learn even more about *Pokémon* when you enter the Stadium, and this is a great example. You can't raise a Dratini to a Dragonair that can be used in the Pika Cup, but if you're playing *Pokémon Yellow*, you can find a Dragonair at level 15 when fishing in the Safari Zone, and it is more than welcome in the Pika Cup. Along those same lines, you may receive an under-level-10 Hitmonchan, Hitmonlee, Omanyte or Kabuto as a gift for finishing the Gym Leader Castle, and they, too can enter the Pika Cup. There are a handful of other *Pokémon* that you can acquire in Red, Blue and Yellow that can, under specific circumstances, be used in the Pika Cup. Some involve tricky trades—watch this space for more information about them!



Poker's Alraeth is one tough competitor, and it may actually take two of your *Pokémon* to defeat this Pika Cup challenger.

What's the Challenge Hall for?

It may seem like the Challenge Hall is there for no reason, but everything has its season in the *Pokémon* universe, and this is no exception. Keep checking back at the Hall—eventually, a competition that you can join will be underway. If you win, you'll get a special promotional card! Keep going back even after you win once. There are several random Challenge Cup matchups with fabulous prizes!



Oh no! There's nothing happening here. You'd better come back later.



If you own *Pokémon Yellow*, you can bring your own Dragonair into the competition, which may level the playing field.

How do I get Mew in *Pokémon Pinball*?

This is actually pretty difficult. Just like in *Pokémon Red*, *Blue* and *Yellow*, Mew is special and can't be caught the way you catch other *Pokémon*. Here's the secret: Clear the Mewtwo Bonus Stage at least three times in one game, then go to either table on the Indigo Plateau. Activate the three Catch 'Em Arrows that appear on the right side of the board to activate Catch 'Em Mode. Mew just might be the *Pokémon* that appears in Catch 'Em Mode—there's a one-in-sixteen chance the perfect pink *Pokémon* will pop up. You don't have to hit Mew to catch it, you just can't lose your ball during Catch 'Em Mode. If you can keep your ball in play, Mew will be entered into your Pokédex!



First, beat the Bonus Mewtwo Stage more than twice in any game.



At long last, it's Mew on your *Pokémon Pinball* Pokédex!

What is Card Pop? I don't get it!

Card Pop is a unique way to receive new cards in *Pokémon Trading Card Game*. Find a friend who has *Pokémon TCG* and a Game Boy Color. Select Card Pop from the first menu that comes up when you turn on your Game Boy Link up your Game Boy Colors infrared ports and press A. You will each receive a randomly selected card out of three, and it's not a trick. Incidentally, the only way to catch any of the extremely rare Illusion Cards is through Card Pop.



Really! A Challenge Cup is under way, and you can enter!



Pika Card Pop from the first menu before you start a game!



To do: Both players have a friend sparer networked to their

Colosseum

Aspiring Colosseum trainers take note—we're especially interested in powerful, unique teams that don't feature Mewtwo or Mew. Send 'em in!

Casey Shaefer of Elko, Georgia, must be the steering, silent type, because the letter we received had no name, no boos and no challenges. It simply said, "Don't make fun of my last name, it's Irish." Oh, Casey—we would never make fun of someone's last name. Your first name, however, is up for grabs. Oh, just furnishing around with you! We don't make fun of names, just lame Pokémon teams. So you're safe!



Dewgong



Dewgong might have a family name, but few Pokémon laugh when it attacks. An Aaron-Bear? The Ice Beam attack may seem like overkill considering that Aurora Beam is also an Ice-type attack, but Skull Beam is a good all-purpose attack. The tail is the Rest move, which allows Dewgong to recover its HP and leaves surfing long after other Pokémons would call it a night.

- Aurora Beam
- Rest
- Skull Beam
- Ice Beam

Charizard



Casey seems to like to do more up-front attacks that match the Pokémon's type, and this Charizard is that profile. It has both Fire Blast and Flame Thrower, both of which burn an opponent. It may seem strange to see a strong creature with Dig, but Ground-type Pokémons are a natural fit with Fire-type, especially if they're having a tough Breloom-type. Seismic Toss is both a good utility move that can take a hit by others.

- Dig
- Fire Blast
- Seismic Toss
- Flamethrower

Hypno



Psychic types are almost always better off with a lot of psychic moves, and this Hypno is a great example. It rounds out a Hypno with Hypnosis, and Dream Eater is also a logical addition with a great way to take advantage of it. Unless you're facing off against a Psychic-type, it's easily the most powerful attack any Psychic-type can wield, and Metronome can do a ton of damage under many circumstances, even if it's also a gamble.

- Hypnosis
- Dream Eater
- Psychic
- Metronome

Muk



Casey didn't think about when putting this Muk together? Casey usually goes the traditional route when planning a Pokémon, but this Muk has a huge range of moves that you don't often see in a Poison-type. Sludge and even Body Slam aren't all that unusual for a poisonous Pokémon, but Fire Blast will surprise an opponent. As will Thunderbolt. The potential combinations here are virtually endless!

- Sludge
- Thunderbolt
- Fire Blast
- Body Slam

Marowak



Marowak features the well-grounded Bone Club and Bonecrusher. Again, these are very similar moves, but they're also too much of a good thing, but this team seems built for long journeys within the Pokémon Genome Park and so it's based on type, not raw power. In that case, backup moves are a great idea. Speaking of backup, Seismic Toss and Fire Blast a few Marowak to backup Charizard if it has to.

- Bone Club
- Fire Blast
- Seismic Toss
- Bonecrusher

Scyther



Scyther's Bug-and-Flying-type leaves it open to both Fire and Electric attacks, which may be why Casey gave it Seismic Toss and the utility move, Skull Bash. Skaefer just what this flying insect needs to give it a fast attack is, and when it's on the subject of fast, the Swift attack can't be beat when it comes to speed. It can even hit enemies that are underground in the middle of a big attack on Pokémon Stadium.

- Swift
- Skull Bash
- Substitute
- Slash



Madeline Y.B. Muise
Jesse 10th Valentine
Grand Prairie, TX

SANDSHREK



27 Sandshrek
Jesse Lopez
Los Angeles, CA



Grantly Haunter Gengar

Grantly Haunter
Gengar
Joseph Brown
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We're Digital!
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<http://www.pokemontimes.info/poofof/colosseum.html>

Send questions, comments and art to:

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P.O. Box 37612
Seattle, WA 98133

Hot off the Press



This is the place for sizzling news, and the all-new *Pokémon* Trading Card Game Tour is hot, hot, hot! This Wizards of the Coast-sponsored event is bigger and better than ever, and it's coming soon—with any luck to a mall near you.

Super Trainer Showdown!



The *Pokémon* Trading Card Game tour runs through July 2, and it combines all the great stuff from the last tour with an exciting new Three-Stage Training Arena where you can learn how to play the *Pokémon* Trading Card Game or just brush up on your training skills. Participants will get an Official Certified Trainer Certificate and special stamps. The five-and-under set can enter the *Pokémon* Fun Zone to learn more

about *Pokémon* and *Pokémon* Trading Card Game, and experienced players just might have a chance to enter the Super Trainer Showdown Qualifier Tournament Series. Each weekend the winners of the tournament (one from each age group) win a trip to Los Angeles for the Super Trainer Showdown, so get there early and sign up—you could be the big winner!

Learn to Play!!



Play to Win!



It's the Real Deal!



POKÉMON ENTHUSIASTS

Check this schedule for an event near you! See you on the road!	
JUNE 3-5	ESTRELLA MALL, SAN JOSE, CA
JUNE 10-11	METRO-CENTER MALL, PHOENIX, AZ
JUNE 17-18	HANGER VIEW CENTER, DALLAS, TX
JUNE 24-25	CROSSROADS MALL, OKLAHOMA CITY, OK
JULY 1-2	MAIL OF AMERICA, MINNEAPOLIS, MN

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

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E3 2000

NINTENDO POWER'S THREE-PART COVERAGE

Report TWO: Many game publishers wait until the doors open at E3 to announce some of their biggest upcoming titles, and this year is no different. We're going to start our second round of E3 coverage with all the news that was supposed to be embargoed until May 11th.

Then, we'll take the first in-depth look at *Pokémon Gold* and *Silver* and cover some of the other surprises worthy of headlines in L.A.

Rare Dinosaurs

Leave it to Rare to try to upstage every major title at E3 (including their own magnificent *Project Dark* and *Bowser's Team* titles) with a stunning new game that raises the quality bar higher than ever before. The surprise comes in the form of *Dinosaur Planet*, an N64 tour de force that takes two heroes, Kyrat and Sabre, from their home world to the distant *Dinosaur Planet* in parallel but separate journeys. Along the way, players will experience rich, cinematic worlds, 50 or more characters, extensive fluid animation, hours of speech, and intuitive, situation-based controls that are as easy to use during frantic battles as they are while exploring peacefully. One innovation in the game is the use of sidekick characters. Kyrat, a Cloudrunner Princess, and Tricky, an Earthwalker Prince, are the two dinosaur companions who join your quest to save the universe from a growing evil. Players can control their sidekicks, making them dig holes, uncover secrets, retrieve objects, distract enemies and play games. *Dinosaur Planet* is impressive on every level. Its real-

time environment features day and night sequences and varying weather conditions. You'll meet friends, enemies and giant base characters. All of this, plus an evocative soundtrack, has been packed into a 512-Megabit Game Pak. It's such an advanced game that you'll need the Expansion Pak to run it on the N64. So, the only remaining question is, When can you play *Dinosaur Planet* for yourself? Rare hopes to finish it by the end of the year.



Dinosaur Planet



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E3 Revelations

Dinosaur Planet wasn't the only game kept under wraps until the opening of E3. Lots of other publishers held back word on their biggest titles. Now, for the first time in print, we can reveal the full scope of this year's bonanza of N64 and Game Boy Color games.

An N64 Snack

Canine sleuth Scooby-Doo and the gang are headed to the N64 this year in an adventure game from THQ that recreates three classic episodes of *Scooby-Doo, Where Are You!* and introduces a never-before-seen adventure. Scooby, Shaggy, Fred, Daphne and Velma will explore more than a dozen

areas in each spooky episode, hunting for clues that will bring villains such as the Witch Doctor, The Black Knight and The Snow Ghost to justice. Fans of the TV show will recognize the voices and music from the original cartoon. *Scooby-Doo* will be with you this fall, and there's going to be a Game Boy Color *Scooby-Doo*, too. THQ also plans to announce its next wrestling title, *WWF Armageddon* for N64.

Capcom Goes Zero to 64

The rumor mill has been talking about *Resident Evil Zero* for some time, but no one had the word on *Mega Man 64* until *Nintendo Power* reported it last month. At E3, Capcom will have showcased both of these N64 games. The N64-exclusive *Resident Evil Zero* takes place prior to the first RE game, putting players into the dual roles of Rebecca Chambers, a member of the elite S.T.A.R.S. team, and Billy Coen, an ex-navy officer. With stunning (and extremely mature) graphics and horrific action, *Resident Evil Zero* reveals hidden secrets behind the tragedy of Raccoon City. A special enhancement to the Real-Time Zap System of RE Zero allows players to switch between the two characters at any time. The haunting should begin this fall. Capcom's second N64 offering—*Mega Man 64*—is a 3-D version of *Mega Man* Legends with enhancements such as analog control, smoother graphics, Itemble Pak compatibility, redesigned enemy placement and a redesigned play field for tighter game play. It will feature a unique blend of



Scooby-Doo



Resident Evil Zero

action, adventure and role-playing and reintroduce one of the most venerable video game heroes of all time. Also due to be released this fall, *Mega Man 64* is not a game you'll want to miss.



Resident Evil Zero



Scooby-Doo



Mega Man 64

LUIGI'S NEMESIS



The first playable version of *Mario Tennis* was scheduled to appear at E3. Instead, the nameless developer that was behind the original *Mario Tennis* announced this game with the same name of *Mario Tennis* for the Nintendo 64 and Game Boy Color. You will feature a new character, Luigi's brother Wario, playing tennis on a 3-D field of Mario-themed levels. The game is to have N64 and Game Boy Color versions of *Mario Tennis* released in Japan this summer and in North America this fall.



Mario Tennis

All That Is Gold....and Silver

For millions and millions of Pokémon trainers and collectors, the biggest event of the year 2000 will be the arrival of the two new versions of their favorite game this fall. It will be the kickoff for the first wave of PokéIndo in North America, and this article is the first printed account of many of the new features.

Pokémon's Progress

The Second Coming of Pokémon features new Gym Leaders to challenge as you explore an expanded universe full of familiar and previously unknown Pokémon.



The Gold and Silver versions of Pokémon expand everything from the first three games. Beginning trainers will even choose from three new Pokémon.

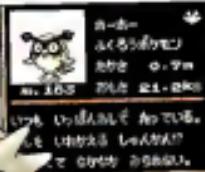
Those new Pokémon are bound to stir up more excitement among Pokémon fans than any other feature of Gold and Silver. Trainers will discover all sorts of new Pokémon forms. Pokémons with male and female genders and even two entirely new types of Pokémon—Dark and Steel. The inclusion of genders makes it possible for trainers to breed infants from parents of many kinds of Pokémons. If the trainer takes the appropriate steps, an egg will hatch and an adult form of the Pokémon will be born. And familiar Pokémon in Gold and Silver may be able to evolve beyond the final evolutions found in the Red, Blue and Yellow versions. Even Pokémon behavior becomes more complex in the new game. For instance, some Pokémon may appear only at certain times of the day.

Time for Pokémon

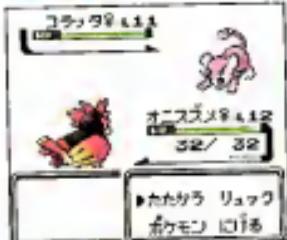
One of the goals of the Gold and Silver development team was to make the world of Pokémon more realistic than ever before.



Some of the game elements we've mentioned already help blur the line between our world and the world of Pokémon, but one of the most effective means of creating a real world in G & S is by using real time. These games use internal, 24-hour clocks to keep track of the time. In Gold and Silver, the time of day and even the day of the week may play a role, determining what you may or may not do. It all begins when a trainer sets out on his or her adventure. Early on, a character in the game asks you to enter the time and day of the week, and from that point on, the game will keep time. How does this affect play? Well, suppose you're trying to catch a Pokémon that appears only at night. You'll have to wait until it's actually nighttime before you'll be able to find that Pokémon. Here's another example: You might need to take a boat or train to reach a new area, but it leaves only a particular day of the week. If you miss that day,



ITEM: DEXTERITY ADVICE
NOT UNKIND LEARNED
IN GAMES 2-4



Pokémons from the earlier games appear in the Gold and Silver versions, and they may have new attacks.



Jolteon, the new region that you'll explore, is filled with new characters and adventures.



you'll have to wait up to a week in real time. Time waits for no Pokémon.

Building on Success

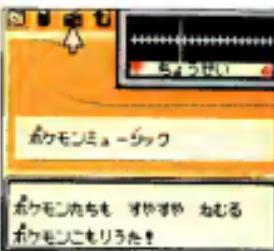
We've touched on just a few of the cool features of Gold and Silver, but there's so much more in these games that it could take volumes to describe all of them. Even so, we can't help mention a few more. The PokéGear that you get from your mom includes four very cool devices: a clock, a phone, a radio and a map. You'll receive calls on the cell phone from your mom and other characters, such as Professor Elm. You can even use cell blocking if someone (other than your mom) is making annoying calls. The radio tunes in different stations where

you can get information or just play music. Some songs may actually attract or repel Pokémons in the wild. You'll also have a new backpack with pockets for storing different types of items, which makes it easier to locate just the right thing. There are also new types of Poké Balls. Perhaps the most important piece of information is that trainers can transfer

NAME THAT POKÉMON

By the end of E3, the names of two Pokémons from the Gold and Silver editions will have been revealed. Some of these Pokémons, such as Rhyperior and Metapod, had been revealed earlier. As we draw closer to the release date of the Gold and Silver versions this October, Nintendo Power will announce the official names and numbers of the remaining Pokémons. You'll notice that the Pokémon numbers have been renamed for Gold and Silver. Shown in parentheses are the numbers of the Pokémons based on the original games.

Lopunny	8217 (101)
Skorupi	842 (102)
Electivire	934 (103)
Ledian	930 (103)
Reapther	935 (103)
Mewtwo	936 (103)
Rhyperior	446 (173)
Forretress	496 (182)
Dragonite	926 (223)
Snubbull	932 (269)



In battles, you'll see a silver meter beneath the HP meter showing how close you are to the next step-up.



You'll be able to travel around Johto on foot, by train, by airplane even by air if you have the right flying-type Pokémons.



At the beginning of the Silver Version is a showcase of the game's color. It features Lugia gracefully flying over the ocean.



E3 Extras

You never know what you're going to find at E3, but we expect that some of the best games may not be the biggest names. The following titles are some of our dark horse picks. The first E3 surprise comes from NewRidCo., a company that has concentrated on entertainment titles. It seems that school's out for E3, because *Tom & Jerry* for the N64 is a chaotic brawler full of interactive objects that the cat, mouse and other T and J characters use to beat the stuffing out of each other. Players can grab and throw everything from flower vases to bottles of milk that appear in the 3-D arenas. With a great musical score that sounds as if it was lifted directly from the

cartoons, *Tom and Jerry* is one game you're sure to hear more about.

Full Plastic Jacket

The 3DO Company is back on the warpath. After having introduced *Air Attack* at E3, the Green army men company will also have lifted the curtain on the second *Sarge's Hero* game for the 3DO. *Army Men Sarge's Heroes 2* will take place in a toy store, among other locales. This time around, players will make use of Sarge's entire squad as they seek to crush the Tin army threat. With improved graphics, night/ day play control and more variety in the missions and multiplayer modes, *Army Men 2* looks like another major hit for 3DO.



Tom & Jerry



Tom & Jerry



Army Men Sarge's Heroes 2

A Major Rush

Some things never change, like everyone's constitutional right to race through cities at unbelievable speeds, fly over obstacles in winged cars, explore every alley and ramp to find improbable shortcuts and do all this in multiple settings with as many as four drivers competing at one time. The concept may be old, but the potential is pure gold and *Rush* does well to prove its worth when it's launched by Midway this September for the N64. The high-res graphics made possible by the Expansion Pak won't hurt the sales effort, but the real rush will come from speed and variety, and this futuristic racer has it all. If that's not enough, Midway also plans a fall release of the sequel *Cruis'n Evolution*, featuring fantasy locations and cars.



THE WEBMASTER

Before the Internet appeared on the scene, the master of the web was a superhero named Spider-Man. Now, the sticky-handed crime fighter is headed to the N64 thanks to Activision. The same development team that rocked the world with *Tom Clancy's Pro Shooter* is back at it again, giving players the ability to use moves such as web swinging, wall climbing and Spider Sense. *Spider-Man* is a 3-D action game that couples fighting action with puzzle-solving strategy in famous New York City locations such as Times Square.



The World in Your Hands

Although Game Boy Color doesn't get many of the spotlights at E3, the little console with the huge over-hue is going to enthrall many of the new-gen offerings. Point-and-shoot is just the beginning for Game Boy Color. At Nintendo and publishers around the world, GBC development is hotter than ever. More Game Boy titles will have been shown at E3 than ever before, including a mix of new games and ports from earlier systems such as the NES. We've already talked about how Nintendo titles such as *Perfume*, *Dark*, *Starfox* and *Copilot*, so now it's time to introduce some Game Boy Color stars from other publishers.

License to Thrill

So many licenses and so little time to develop them all. Publishers such as Ubi Soft, THQ, Infogrames and Activision have a swamp Game Boy Color titles on their lists that it boggles the mind. In addition to the Disney interactive titles from Ubi Soft mentioned last month, the Big U plans on releasing *Walt Disney's The Jungle Book*, *Inspector Gadget*, *Disney's Aladdin*, *Disney's Donald Duck*, *Anamorphs*, *Scrooge McDuck* and *VIP: When the Show Starts*. THQ will announce Game Boy Color titles *The Simpsons*, *Alvin, the Chipmunk*, *Space Slugs*, *Agents of Fury*, *WWF*, *MTV Sports Skateboarding*, *Creeks*, *MTV Sports Snowboarding*, *NASCAR 2000*, *NBM Live 2000* and *Power Rangers LightSpeed Rescue*. Take a deep breath, then look at the upcoming releases from Infogrames.

guaranteed. *Locomotion Collector's Edition* this fall, *Wacky Races* this summer, then *Turbo Drive Cycle*, *Test Drive Le Mans*, *Alvinia Sports* and a hand-held version of the PC hit, *Alone in the Dark*. Activision's lineup includes two *X-Men* games, *Mat Hoffman's BMX*, *Disney's Tarzan*, *Batman: Lightyear's Space Command*, and *Spider-Man*. Konami is offering up *Zelda's High Flyin'*.



ENIX IS BACK

We've missed this driven, epic-centered publisher over the past several years, but this new Enix has a wonderful air. *Dragon's Lair*—present for E3 1999's *Dragon Warrior IV*—is coming to Game Boy Color this fall in a single Game Pak containing three games. Not only can you relive the genius that introduced North Americans to Japanese-style RPGs, but you'll get new content, too. Some of the scenes have been changed to serve as necessary space, but the rest of those sprawling levels remain intact. *The Dragonlord* indeed!



Adventure, *Dashman*, *Adventure* and *Territory*, which is an explosive puzzle game based on

2000, *Star Fox 64* and *Ready 2 Rumble 2*. And to wrap things up, 3DO has *Disney's Aladdin 2*, a

Clouds Blast for the N64, *Madway* is slating the following year, *Game Boy Color* titles for 2000: *Castlevania: Guntlet Legend*, *Blitz*, *Legend of Mana* and *Return of the Ninja*, which has its roots in the classic *Ninja Gaiden* series from Tecmo. *Naturese* was the developer of the series. □



GET READY FOR *Aladdin 2*



Locomotion Collector's Edition

Three's a Charm

We ran out of space, but consider this: *Point-and-Shoot Game Boy Color* published in planning on releasing 40 games in the next year. If you think that's a full slate, wait until you see what we have for you next month when you see *Metroid Prime* reported to release from E3 with all the breaking news out the rest world from the big meet in Los Angeles.

GOLD AND GLORY
THE ROAD TO

EL DORADO

©2000 UbiSoft Entertainment
and DreamWorks LLC
©2000 Light and Shadow Productions

Based on the animated feature film of the same name, *Gold and Glory: The Road to El Dorado* for Game Boy Color chronicles the adventures of Tulio and Miguel as they seek fortune and fame in the New World.

DreamWorks and UbiSoft Entertainment have combined forces to produce an action Pak for novice explorers, and it shows a lot of polish.



STREETS OF GOLD

Tulio and Miguel are a pair of Spanish mice-do-wells who, until now, have made a marginal living singing duds. Now they're ready to take on a real, if foolhardy, challenge. Hearing tales of the legendary El Dorado, they've decided to strike out for the New World and find the city where, it is said, the very streets are paved in gold. *Gold and Glory: The Road to El Dorado* features classic side-scrolling action for one, and players can choose between Tulio and Miguel at the beginning of most stages. Both characters have the same abilities, but fans of the mouse will likely appreciate the choice. Young gamers—whether they've seen the movie or not—will appreciate the game's well-designed levels, great graphics and fun game play.



Items

As you hop, skip and jump along the road to riches, you must collect three types of items to keep your quest on track.

Everywhere you go, you'll find bags of goodies, treasure coins and flasks filled with a health-restoring potion.

Bag of Goodys



You have a choice between using your sword and throwing goodys bags to defeat enemies. Press Select to switch weapons, and press B to attack.

Treasure Coins



Each coin adds five points to your score, and you can earn extra life for every 1,000 points. Press Select to view your number of lives but don't let your timer count.

Flask of Life



Each flask of life will give you one life extra. There are a total of five circles on your map, but you begin the game with only three of them filled.

PAVING THE WAY

Even great explorers need maps and directions, and we're here with a complete timetable of the journey from your home in Spain to the gilded pyramids of the legendary golden city. We've

numbered and named each stage for you, and as you progress through the game, you'll receive a password after each bonus stage and after Stages 8, 12 and 19.

1. The Spanish Village

Your first priority is to gather the pieces of the map to El Dorado. You'll find one piece in each of the first six regular

Head in the Clouds



With no solid surfaces, some of the clouds can actually support your weight. Jump from the roof tops to rock ledges, caves and fissures.

Bouncing Bull



The bull's look fearsome, so send them packing with one hit. If you're careful, you can also jump over them and bounce off their backs harmlessly.

Check All Doors



To enter a door, stand in front of it and press Up. You can't enter every door, but most lead to rooms. There's a password at the end of the stage.

2. The Spanish Market

If you take advantage of the many canopies, balconies, windowills and rooftops, you can actually cross most of this

stage high above ground. There are ladders on the ground level, of course, but the pickings are much richer up above.

Vicious Vendors



Some of the vendors in the market place hold a grudge against you. You can either fight them or bounce off their heads to reach higher ground.

Spring into Action



Jump off the canopy to reach windowills and balconies. The balconies hold items that you can't reach from the ground floor.

Beware up There



The rooftops are havens of corn and shiny bushels, jingling and rattling, you'll also find stacks that will leap out of goodys bags when you approach.

3. A Bull Roaming Free

As Tulio, you must outrun a mad bull. This stage scrolls automatically, and no matter how fast you run, you'll never be

more than a few steps ahead of el toro. When the stage begins, run to the left. One misstep will end the race.

Hay Bales



You must leap over the hay bales, while the bull charges barreled through them. The hay bales won't hurt you, but they are a distraction.

Sandbags



You can run under some of the sandbags, but others are too low to the ground. Press Down on the Control Pad to do a little duck and roll maneuver.

Don't Fence Me In



Fences are also streamlining the path. Short hops are often better than long leaps. A big jump may start you into the fence, so take a detour that allows you to run.

4. The Crossing

Spiders make their debut in this swarming stage. If they see you, they'll leap to the attack, legs flailing. Piratas, strokers and rats round out the roster of villains.

Ahoy!



You begin on the deck, hold **M**ulu your way to the deck, around the corners and back into the hold. Check all hatches for valuable items.

Crow's Nest



There's also a switch of locks up in the rigging. You'll have to jump and crawl over the masts and do some heavy climbing to reach some of the treasure.

Sailor

This scrubby swab is bent on cutting your miz-ship. He'll throw knives and roll barrels at you, but you'll be relatively safe if you stay over on the left side.



Save your goofy bags for last! Use them to hit the Dolgi the knives or jump over the barrels, and then jump up and throw legs at the baddie.

5. The Big Waterfall

The New World holds new dangers, like boars, parrots and rock-throwing monkeys. The doors aren't really doors, but gaps in the

foliage. Some are light and some are dark, and they can be tough to pick out from the rest of the background.

Bog the Birds



Jump up and throw the bag to knock out the bird when they're still at distance.

Leaf Crossing



The upper route is faster but less forgiving. Use vines and leaves (look above the ground) to explore.



6. Subterranean Areas

Blue spurs and golden scorpions are just two of the hazards you'll face in the jungle before heading underground. To find another

piece of the map, Be careful when jumping into areas you can't see—the ground is peppered with sharp stakes.

Hand over Hold



The spikes and vines are consistent modes of travel, but they don't put you out of reach of some enemies and you can't fight back with combat.

Stay on Target



When jumping from rock to rock, you must come straight down on top of your target to avoid getting off. The ledges are a bit more slippery than your target.

Into the Dark



Another piece of the map hidden underground. Drop down the first crevice and hold left to find a ledge with a health flask and other items.

7. The Swamps

In the swamps, beware of enemies lurking in the tall grass, ready to pounce. As always, you should look before you leap to avoid landing on or near a foe.

Diving for Dollars



You won't need scuba equipment to navigate the treacherous and the under-water passages, but you will need to watch out for pirating piranhas.

Later, Gator



The alligators are too low to the ground to hit with bags, so you'll have to whip out your sword and take care of them up close and personal.

8. The Cavalcade

With the map complete, you can set out for El Dorado in earnest. Your trusty steed will speed you on your way.

Run Like the Wind



Meet horse is enthusiastic but can be a smart, bumbling heel. Head into a clearing. Press Down to duck before seeing the parrots, and press A to avoid sharp rocks.

9. The Big Slide

Reconstructing the map was only the first step in your quest. The next step is blazing a trail through treacherous terrain.

Hill the Slides



It's beginning to heat up, so it's time to run and jump over the treacherous slides. Find a path to stop a slide and add to your trail.

Tap Doller



starting in this one. Before you look for your partner, search a waterfall to find a secret room and four health flasks.

Hidden Dangers



Look for high ledges that may hold traps. The slide won't help you reach the one June from the marker back to the left of the slide.

What you don't know for acid that isn't you. Large rocks may cause non-stop slides, and the steep slopes may make it difficult to attack or avoid others.

10. The Eagle's Beak

The eagle token you're looking for is actually very near the starting point, but take the time to stock up on items. The main path

leads down to the right, loops around the cave and brings you back to the intersection leading to the token.

Hot Feet



Be sure to climb over pools of molten rock, you'll also have to dodge lava flows that spew unexpectedly in your path to the left, heh!

Going Batty



Be sure to make diversions here to see climb up the ramp. Lava over there or drop down to a lower road to avoid them. Where's Batman when you need him?

Side Trip



Reach the eagle token quickly from the starting point, go down the slope and turn left at the first intersection. Follow the path and search the high ledges.

11. Around the City

A new environment means new enemies, including jaguars and Venus flytraps. At the start, use the vines to bypass the meat-eating plants below. And stay in strong below you at the beginning, but you'll be working without a net soon enough.

Clear Path



This case will show you when to leap between the vines. Start a little high, or you may miss the next vine and fall!

Shortcut



At the start, drop down to the safety line and follow it to a clearing beneath a tree. Drop into the pit for a shortcut.

Enter City



Your partner is waiting for you at the red door. If he fails to knock in the waterfall area at the bottom right.



12. The City

For once, you start on the right and make your way left, rather than vice versa. Nearly every jungle enemy you've encountered

so far makes a return appearance here, and you can hardly go more than a few steps before you run in to something.

Evasive Action



Before jumping over the Venus Flytrap, throw a bag of the frog on the far side. This will be sure to make the leap

Crane Crash



The arenas (they look more like fairgrounds) pose little threat. Instead of fighting, bounce off their backs to collect hard-to-reach items.

Pyramid



Once again, your partner will be waiting for you at the top of a pyramid. The room to reach it holds some hard-to-reach treasure.

13. The Temple

The Temple is one of the toughest stages in the game, so it's mainly because there are few health flakes to be found on it.

Stone the Crows



Once the ladder quickly and throw a bag at the crow. If you do below the bird, it will knock you with rocks.



Tough Turtle

It actually takes two hits to knock out a turtle. Hit it once, wait for it to stop breathing, then hit it a second time.



Health Wise

Grab what treasure you can, but you may want to bypass some of the tougher areas. What you need in comes and bags you makeup in extra lives.

14. The Priest

An Aztec priest has rallied his forces against you, and besides the regular spear-throwing warriors, you must contend with soldiers armed with sling.

Spin Doctors



Once the soldier is loose with their sling, you'll be in a world of hurt. Try to defeat them before they wind up to throw.



Timing

At the top of a ladder there's a slight second delay before you can attack or damage. Time your attacks so you don't leave yourself open.



Giant

We don't know what Marv Albert would say, but to win, you must jump on the giant's head and use bags through the hoop. What we wouldn't do for a pair of Air Jordans!



You'll be fine as long as the giant doesn't land on you when he jumps around. With a bit of luck, you can bounce along with him and never touch the ground.

15. El Dorado

You've finally reached the city of gold, but there are still many obstacles to overcome. Explore the area thoroughly. What looks like a solid wall in your path may actually be in the foreground, and you'll be able to walk behind it to find items.

High Rood



Clip up a rope near the starting point. The path will lead you a little, but you'll find treasures.

Blue Block

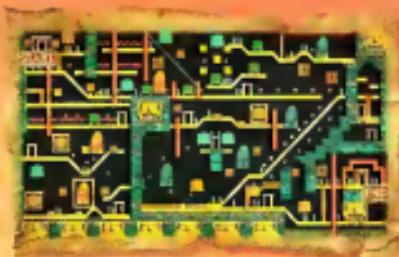


Look for a blue block at the bottom of the ramp. It looks like part of the background but it's a moving platform.

New Maze



As always, check every light or dark area for hidden doors. One of the doors leads to the next part of the stage.



16. The King

No, it's not Elvis but the mighty King of El Dorado, the "gilded man" for whom the city of gold is named. Like it or not, your fate is in his royal hands!

Rock On



Avoiding the spores blowing from the floor, leap from block to block to clear the test area. Press Down while standing on a block to see what's below.



Optical Illusions

At the top of one of the lobbies' walls, it looks like a wall can't rise. Jump to the right to find treasure. Look for doors half-hidden in shadows.

Cougar

When this cruel lorry lunges at you, try to jump on its back and bounce there until it retreats. You'll likely take a hit. Avoiding all damage is tough.



It can't move while it's flashing. The timing is difficult, but try to let its head just start recovering from the previous strike.

17. The Grottoes I

With your goals so near, you'll be tempted to barrel headlong into danger, but try to curb that instinct. Patience will serve you best here. If you haven't practiced your high jumps, expect to lose a few lives in this first grotto.

The Slope



You won't be able to hit the armadillos before they hit you. It's better to jump over them rather than fight.

Three Flasks



From the top of the first slope, jump and drop down the barrels like down the steps and jump to the left.

Bat Outta Hill



Jump in the stage, the stage places evil hinder you want, but you may be able to tag the bats with bags.



18. The Grottoes II

You'll need all your spinning skills to emerge from the Grottoes alive. At the start, don't drop off the end of the

Swing, Baby, Yeah!



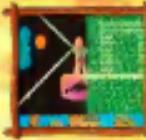
Some of the ropes are held off close to shore at night. Rather than drop off, you may have to jump to safety.



platforms—unless you want to do an impression of Swiss cheese. Take a running leap to the right to avoid the stalagmites below.

Hang Back

Jump slowly when you see a rock. If you move too close, but stay above it, it may be very hard to beat you.



Good and Bad

The cascade of water at the bottom of the grotto causes it to act erratically. Hold on tight as a treacherous storm door. Time to back up!

19. Way to the Treasure

The toughest part of the stage may be the very beginning. You must make several rough leaps, one onto a platform with a big containing a snake and two off the heads of enemy soldiers.

Soldier Removal



If a soldier gets a shock, knock him off by throwing bags at him before you jump.

Gold Platforms



As before, try to fall straight down on a block and not land at an angle.

20. The Treasure

Soldiers, snakes and crabs are the final obstacles between you and untold riches. Leap over the crabs on the slopes if you can and use bags against the soldiers on the landings.

More Platforms



The capital not to slide off the platforms especially when they're moving.

Eye on the Prize



In the final treasure room, the snakes are hard to see among all the gold.

Cortes

Your archivist, Cortes, wants to steal all the gold for his own evil ends. If that's what wealth does, maybe you don't need it after all.



Cortes has two vulnerabilities: spots on his head and his stomach. He stomach is easier to hit, but your timing and aim must still be perfect.

BIG PAYOFF

Now that you've uncovered riches beyond your wildest dreams, you may wonder what challenges are left to you. As an added bonus, there's an Ubisoft Key you can hidden in Stage 4. Once you find the key, you can unlock a secret stage by lining up your infrared port with a friend and using the Ultra Key option on the main menu. Both players must have the key for the trick to work. ☺





Visit www.3do.com
or call 1-800-777-8717
for more info



Look for Army Men™ on



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The ONLY 4-player helicopter action on the Nintendo® 64 system.



ARMY MEN AIR COMBAT

REAL COMBAT. PLASTIC MEN.™



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www.armymen.com

player's poll contest

65cc

cc

ride like
**BRIAN
MASON!**

or at least look like him
when you...



Win a new
motocross bike
and gear

THE
EDGE
SCHOOL

For more info on the
65cc player's poll contest
and the contest rules
call Brian Mason, check out
www.65cc.com or
www.theschool.org



65cc

cc

WCC 1250

enter to win!

GRAND PRIZE: (ONE WINNER)

Well set you up with the Kawasaki KX motocross bike that has 1 lbs your sizes 60cc, 85cc, 100cc, 125cc or 250cc, complete with Nitroplus Executive 64 graphics. Well also help you up with a helmet, 20-50% gloves pants and boots in your choice of colors from



SECOND PRIZE: FIVE WINNERS!

An Executive D&O policy is designed to provide coverage for directors and officers of a company against claims for damages arising from their conduct.



**THIRD PRIZE:
(FIFTY WINNERS)**

A Pintadera Paper Exhibit



**YOUR VOTE
COUNTS**

YOU CAN'T WIN IF YOU
DON'T BETCHA IT IS.

FILL OUT THE CARD AND
SEND IT IN WELL TALLY
YOUR VOTE FOR THE POWER
CHARTS AND ENTER YOU
IN THE CONTEST

第10章 GETTEXT 跟踪

PLASTIC POLY

1961-1962

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more is needed to measure the impact of different approaches and interventions against terrorism. This is a subject that needs to be studied in greater depth in order to develop a better understanding of the underlying causes of terrorism and to develop more effective policies to combat it.

lower value for any given λ . The values are higher at 0.05 than at 0.01, and this agrees with the evidence above. WOLSTENHOLME's method is more accurate than BURGESS' method. BURGESS' method is, however, more rapid, and it is used at ENTRANCE Pt. 2, situated at a relatively low and long point in the 2000-m-long 1/2-mile

Apparatus for the production of a pure protein is being developed at a cost of \$10,000 to \$20,000 depending upon the model of microscope to be used. Second Protein has 100 engineers and staff and has a capacity of 100,000,000 units of BSA and 100,000,000 units of bovine serum albumin per year.

new and revised, INDEX AND SUBJECTS, 1940-1949, BIBLIOGRAPHY. Prices will be assessed as a percentage based on the total of all prices as appears "NET" or "WITHOUT ADDITIONAL CHARGE". Payment shall be made in a week from the presentation of the bill, or by instalments as may be agreed.

level of credibility and relevance of reliability as a measure of research validity. In this regard, you find, if there are several great strengths in a legal qualification research literature, the single finding that most often emerges, across levels of theory and application, is that the reliability of research findings can only partially be measured, tested, assessed, because of their

1985 received in cooperation with the mining industry by way of calculating these relevant financial flows, costs, changes to property, and rights of publics in order of: (a) new mining; (b) joint ventures; (c) joint ventures agree to within each of the above-mentioned processes from any such mining, joint venture, income or otherwise, by the

Finally, it is held, Indians enjoy the benefit of their tribal and territorial documents, which may (and, Native Americans may choose these paths and/or suspend or cancel the consequences of) their exercise. Indeed, it is held, this effect, the administration of the consequences of their tribal rights, becomes built into the very structure of, or, indeed, the consequences of, those tribal documents.

and the development of resistance are complex and pleiotropic. Any treatment of disease should account for this, and be informed by the clinical experience and the knowledge of disease. Such will remain as silent. All treatments

THE ART OF

WARLOCKED

©2000 dem Studio und dem Team von

FACING
THE
FINAL
CONFLICT

Be they good or evil, all warriors follow common ways of combat. Armies are raised. Plans are formed. The lines of battle are drawn. In the end, there is only victory or defeat. Consider the case of Warlocked, the epic trial of real-time strategy combat on Game Boy Color. The battle plotters of Bits and Ninerado offer the chance to enter the ultimate battle of man versus monster—from both sides of the conflict. Lead brave knights and elves against a terrifying array of dangerous beasts, or destroy the human worldlings with a ruthless army of creatures. Whichever side is chosen, a warlord will need more than mere strength to see him through. Magic is might in the mystical realms of Warlocked. Wizards and Dragons will play no small role in conquests. The greatest weapon in a warlord's arsenal, however, is his mind.



WAYS OF THE WARRIOR

This relatively easy level is used to formulate a strategy to the left of the war zone. Making the right deal leads to the best of battles is a far more difficult proposition. An experienced warrior will assign multiple goals to his missions by selecting

and then selecting a goal. When the mission ends, the scroll will change to indicate the mission was completed successfully, or it will just say incomplete, which is better than failing to complete the mission at all.

THE HOMEFRONT

An army is here to defend the city against a neighboring nation. Warriors must defend the city from the ground up, and then expand their defenses west and east. Warriors will use the plow to clear land or in the fields for food and build the infrastructure that is the foundation of any civilization.



Set the plow to clear the land while building a village to live in. Warriors should fill their仓库 with resources and mint gold.



Set the plow to clear the land while building a village to live in. Warriors should fill their仓库 with resources and mint gold.



Most important are the soldiers who are called upon to build defenses for the city. Forts, barracks and fighting pits for training them.

THE FUG OF WAR

After waging a battle, the best way to surround other structures is still the time to retreat. Retreating in the battle map can be dangerous as the enemy, mysterious enemies and units are scattered throughout the landscape and the more damage is done, the more they are recruited. Adventurers may find who they were looking for.



A warrior can travel through the earth by exploring the map. As they move, new enemies, treasures, and opportunities are revealed.



Hint: SCOUTS REPORT A HIDDEN TROPHY IS BEING HELD PRISONER NEARBY!



When the warrior reaches the trophy, the battle map can be explored to recruit it. Recruit it to strengthen the city's defense.

MARTIAL MAGIC

Magic is a unique form of energy, so it is used most effectively in the field of flying. Many weapons can be used. Wizards must be found when recruited to the army. These are the most deadly Wizards in the world for their precision and reflect their allied powers.



Warriors must capture Wizards from their territories with their magic. Each Wizard has a specialty, such as fire, explosion or destruction.



Dragons are naturally very powerful. The Dragon ages should be increased to recruit them. Wizards like these monsters bring destruction.



FORCES OF LIGHT

Warlords for the forces of good must rely on the bravery and resourcefulness of their troops. Azzel, the leader of the human and elf forces, needs to protect her castle in the frozen north from marauding monsters. The good guys

know they will find no mercy at the hands of the beasts, and each soldier is ready to make the ultimate sacrifice to reach any objective. Missions range from simple resource building to thrilling escapades from enemy strongholds.

GRIM GRUNT WORK

The Grunts are the backbone of the human forces. Though defenseless on their own, these pick-wielding workers provide the lifeblood of the army: food and gold. Under the right circumstances, they are more valuable in battle than their heavily armed comrades.



Environmental patrols to mine, clear cutting forests is the best way to build up food for the war effort. Only Grunts can do the heavy lifting.

Grunts can use their heads and backs to get out of seemingly hopeless situations. Enemy traps can be used to ensnare foes.

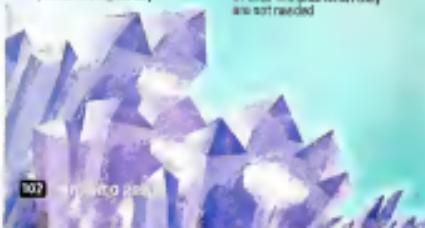
COMBAT CONJURERS

When left to their own devices, Wizards may consider themselves neutral in the battle of good versus evil. Their neutrality will disappear if an enterprising warlord sends his forces to rescue the sages when they are captured by the enemy.



Don't ignore the plainsmen, grunts or captured Wizards. The mages are very useful when rescuing them will garner a powerful magical ally.

The Seelies may not even know what hit them when it's Wizards' styles. These magical characters to the protection of their nymphs when they are not needed.



THE FEW, THE PROUD, THE EXPENDABLE

Knights and Elves may be weaker than their own counterparts, but proper leadership will put them in battle. If a warlord builds up enough resources, he can easily replace warriors lost in battle. A leader should not shrink from sending troops to their doom.



Armor plated Knights can endure repeated attacks, but they must fight their enemies face to face. They are the most valuable fighters and the most expensive.

Elves are skilled with longbows, but their lack of armor makes them vulnerable to attack. A clever warlord may find protected positions for them.

BUILDING RESISTANCE

Just as a civilization is often judged by the kind of structures it leaves behind, a warlord can achieve greatness through the construction of the proper buildings. A balance of farms, towers and garrisons allows for the creation of a formidable army.



Grunts can be pulled away from their other duties to build structures. A warlord should build enough farms and garrisons to sustain his forces.

Stone towers can be built on the battle field so warlords can assault enemy structures. Thin towers also can defend bases while warlords are sent to attack the enemy.

ARMIES OF DARKNESS

The cause of evil is carried on the strong backs of mindless Warriors. Chief Zag commands the armies of darkness from his dark castle beyond the fire mountains. His forces slink away on the fiery landscape, building up a supply of macabre meat.

WARRIORS OF THE WASTELAND

Beasts and the undead are the front soldiers of Zag's army. These brutal fighters will trudge obediently across the wasteland to do their warlord's bidding, but their raw brawn don't always serve them well. They often take a wrong turn and get lost when sent on a long journey.



Warriors are the mindless henchmen of Zag's henchmen. They are the strongest and toughest fighters on the battlefield—and also the dullest.

Skullcrackers are already dead, so they should be able to withstand any attack. Unfortunately, their final bones can shatter too easily in combat conditions.

WICKED WIZARDS

Wizards are the most reliable of Zag's supernatural allies—it's hard to put one's trust in giant spiders—but warlords should take care to keep the sorcerers healthy. They are not expendable like the common Warriors—one throws into the maw of annihilation.



The evil temples will burn and rage may not cease as long as Arael's, but they produce the same potent kinds of horrors.



and rock to fuel his war machine. His Warriors will fight viciously when called upon, but don't expect them to do exactly as they're told. It takes a strong hand to force discipline on this rabble of supernumerary supplicants.

GOBLIN UP RESOURCES

Goblins are stupid creatures who lack the discipline for battle, so Zag has relegated them to field labor and rudimentary construction projects. Although they perform the same functions as the Grents, Goblins are foul creatures with no initiative. They must be watched carefully as they perform their tasks.



Goblins can be trusted only with simple construction projects, such as the lighting pits and carton tents needed to maintain an army of beasts.



Warlords can put goblins to work in stone quarries and mines, but they should remember that brain-dead laborers often forget what they are doing.



If hordes need repelling, the still-useless Goblins suddenly become very useful. It's always smart for a warlord to keep a few of these creatures around.

Some Wizards are well suited to combat. Others are better suited for property destruction.



CASTING A SPELL ON GBC

With Warlocked, fans of real-time strategy (RTS) will be able to test their skill while riding the bus or sitting on the beach. Previous RTS games like Command & Conquer and StarCraft—had been relegated to the world of PCs and game consoles. Gamecube's creators had found a way to pack all the competitive, precision-based action of an RTS challenge, and turn it into a playful RTS game on a handheld. What's more, it's not just about the biggest challenge I could come up with this week," says Scott Clark, a programmer who worked on the game. "From the beginning, we wanted the game to appeal to as many people as possible, not just RTS fans."

We wanted the



game to be an immersive experience, rather than something you'd just pick up and play for a few minutes," says designer Mattie Whelchel. It's a testament to the game's playability that we enjoyed working on it and testing it so much." Eric Kaino, the head of Blue Studios, explains that the game was born of the parallel desire to create a role-playing game and an RTS game for GBC. In the end, Warlocked became a kind of hybrid of the two genres. "We wanted to create an RTS game that was a little simpler in terms but had the depth of collecting [Warlocks] and using special dynamics," Kaino says. "We also wanted to use the [Game Link Cable] for head-to-head, but also the GBC for a different kind of two-player game." Everyone involved with the project is happy with the resulting game, according to Warlocked's producer, Dylan Beale. "I think most people will be amazed at what the GBC can do," says Beale. "It may even make people rethink how they approach developing games for this machine."

WINDS OF WARLOCKED

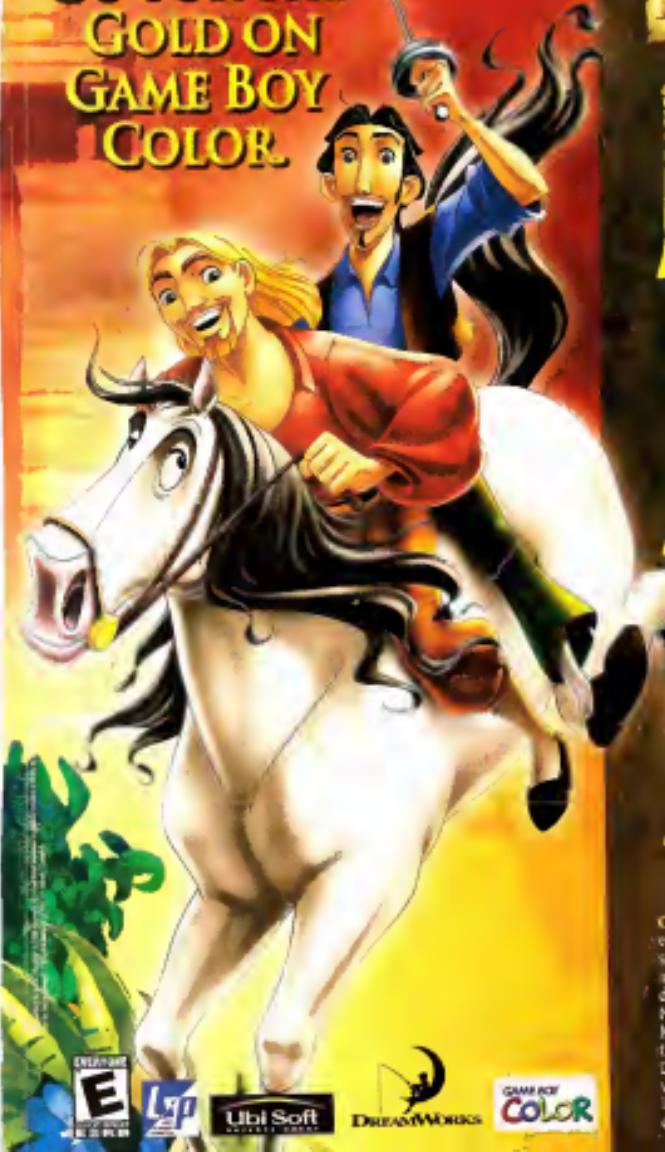
Are you ready to assume the role of warlord? Your campaigns will yield impressive areas you can store for future battles. Commanding such armies can be a lonely business, but it doesn't have to be if you're playing Warlocked. Two warlords can lock horns via Game Link Cable, pitting their carefully built armies against each other. If you manage to build an impressive force—and if you're feeling charitable—you can transmit your army to a friend through the infrared port. Prepare yourself for battle: Warlocked will break out in July exclusively on Game Boy Color. **2**



ARMIES

1ST GBC GAME

GO FOR THE
GOLD ON
GAME BOY
COLOR.



STAR WARS
THE ROAD TO
EL DORADO



Ran stamp when swordsmen battle
— even you. After the battle,



Fight Spanish soldiers. Native Indians
grain patches. Wild boars. Even
monkeys by the deadly Circle of Hell.



Play like a character — Play as Bob
or Miguel in your quest for the gold.

Go for the gold in 20 huge levels —
escape from Spanish soldiers, explore
swamps & rainforests, speed through
sun shafts, and
defeat deadly Native traps.
Many will travel
the Road to El
Dorado, but few
will reach the
legendary lost
city of gold.



Ubi Soft
UNIVERSAL SOFT



GAME BOY
COLOR



ARENA

are you game?

TOP CHALLENGES



Perfect Dark

Perfect Negotiations

David Cartwright's being held hostage, so every second counts. Shoot for a record time in Perfect Dark's Cartwrightville Hostage One level on Perfect Agent difficulty. If you can swiftly strip your way to success as one of our 25 fastest agents, you'll be perfectly qualified for Power Stamps.



Excitebike 64

Psycho Cycling

Enter Excitebike 64's Stunt Course to pull off some cycling stunts that would put Evel Knievel to shame. Bust out as many daredevil tricks as you can, then select View Records from the Options Menu to photograph your high score. The top 25 tricksters will win Power Stamps.



Bomberman 64: The Second Attack

The Sport of Kings & Knights

Find out how chivalrous you can be by playing King & Knights in Battle Mode. After working your way up to Challenge Level 5, bomb your way through the five-win competition to earn the Red Trophy. Snap a pic of your prize, then send it in to be knighted in Arena.

1

2

3

Are you ready, bro?

Get lost, bro!

Get lost, bro!

TWISTED CHALLENGES

In HWY Thunder,
can you knock a
jeton or orbiter out
into a shark?

Challenge Scoreboard

STAR WARS: ROGUE SQUADRON

Ultimate Mission: Level 100
Dimes Zelenak, Cheltenham, NY

THE LEGEND OF ZELDA: OCARINA OF TIME

Ultimate Mission: The Legend of the Triforce

Self Init., Cumberland, RI

Jason Hondo, Atlanta, GA

John Heppenstall, Novell, MI

Alce Hopwood, Wadsworth, VA

Tyree Houston, Indianapolis, IN

Larry Ho, Mobile, AL

Chris Holloman, St. John, NJ

Eric Hyatt, La Canada, CA

Gregory Ingalls, Port Washington, NY

Steven Jaskolski, Port Huron, MI

Anthony Jaszczak, Somers, PA

Dusty Keeler, Johnston, PA

Russell Kiersey, Abbeon, NY

Andrew Kupinski, Philadelphia, PA

SUPER SMASH BROS.

Ultimate Mission: Level 100

Christopher Bellanca, Orange, CA

Nicole Bennett, Fort Gratiot, MI

Brendon Bowley, Massachusetts, MA

Aleks Bres

Jose Breslau, San Jose, CA

Vincent Brusco, Port Huron, MI

Sara Butterfield, Hampden, ME

Myrla Cagol, St. Charles, MO

Brionn Caudill, Colorado Springs, CO

Jonas Caudill, Blue Springs, MO

Alex Ceasean, Enchon, OH

Billy Bryant, Port Huron, MI

Jonathan Cucco, Delray Beach, FL

James Dachman, Racine, WI

Adam Dalkoff, Katonah, NY

Frederic Daigle, Philadelphia, PA

Joshua Collins, Lakewood, CO

Sean Chandler, Wimberley, TX

Lake Chapin, Arden, NC

NINTENDO PARTY

Ultimate Mission: Level 100

Bob Penotti, Parkersburg, WV

STAR WARS: EPISODE I: RACER

Ultimate Mission: Level 100

Kyle Hayes, Grand Bay, CA

BEETLE ADVENTURE RACING

Ultimate Mission: Level 100

James Benson, Grand Prairie, TX

Atiana Day, Bensenville, IL

Anthony Duke, Atlanta, GA

David Gollands, Edessa, TX

Michael Hensel, Midland, MI

David Jardine, Lantana, Green, CA

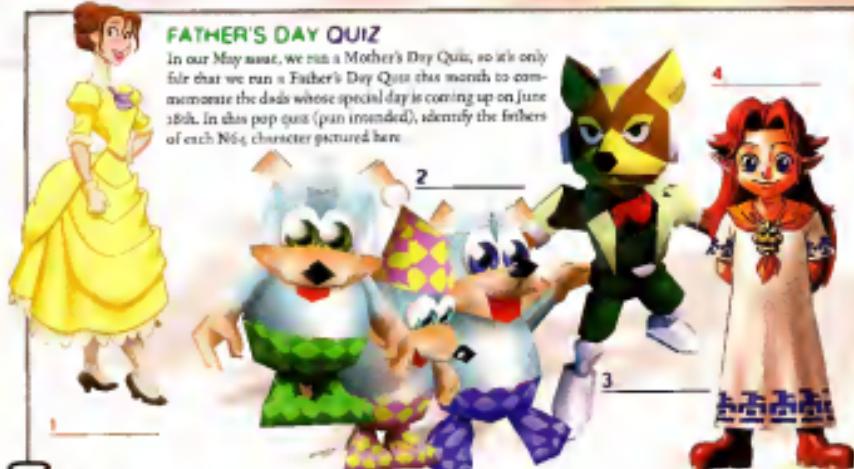
Michael Krig, Carter Valley, CA

Mike McDonald, Plymouth, WI

Danny Robertson, San City, CA

FATHER'S DAY QUIZ

In our May issue, we ran a Mother's Day Quiz, so it's only fair that we run a Father's Day Quiz this month to commemorate the dads whose special day is coming up on June 18th. In this pop quiz (pun intended), identify the fathers of each N64 character pictured here.



TRY THIS!

CALLING ALL POKÉMON

If Pokémons carried little black books, they might contain the numbers listed below. The number combinations correspond to the letters on a phone's buttons, and the digits spell out Pokémon names. For example, if you narrow down the correct letters for the number 33633, it will spell out Eevee. Refer to the phone pad to decode the numbers into Pokémon names. (Just don't dial them up on an actual phone—Pokémons don't really have phone numbers, and if they did, they probably wouldn't be much for conversation, anyway.)

A. 2272

B. 7335

C. 5649

D. 527727

E. 45666

F. 5869

G. 685

H. 639



Who am I?

The character who stars in the N64 game shown in the accompanying screen shot has a very famous (and notorious) father who also stars in his very own N64 game. For this month's Father's Day edition of Who Am I, see if you can identify the mystery dad as well as his son's mystery game pictured to the right.



Do you have what it takes? Photograph your achievements for any of these month's Photo Challenges, then mail your caption or e-mail them to either SuperParent, P.O. Box 54555, Edmonds, WA 98080 or to our digital photo and challenge site at www.superparent.com. Please include the following when you mail your photo or on your e-mail: Name, Address, Membership number (if you have one), N64 model number and Challenge number. The deadline for the month's challenges is July 10, 2000. If we use your suggestions or photo in one of our top qualifiers, you'll receive a free SuperParent goodie bag and merchandise in our Super Parent Supplies catalog for subscribers (see www.superparent.com for a complete list of qualifiers).

Answers to Volume 102

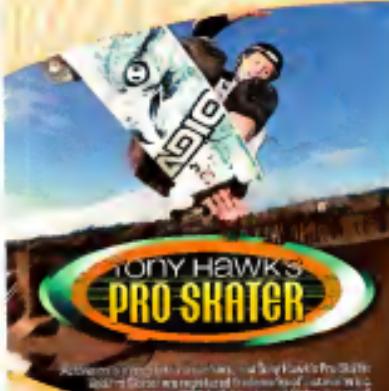
Mother's Day Gift	82 Qua
1. Pokémon Stadium	1. Butterfree
2. Mario Kart 64	2. Insectoid
3. Mario Kart 64	3. Kecibo
4. Super Hunter	4. Vileplume
5. Mario Kart 64	5. Wigglytuff
6. Mario Kart 64	6. Rattata
7. Mario Kart 64	7. Tuff
8. Mario Kart 64	8. Pichu
9. Pokémon Trading Card Game	9. Mr. Mime

Game Boy a-Go-Go



HOME SCHOOLIN'

It may be common, but we're here to school you in the finer points of possible gaming. This month's lesson plan includes crash courses in skateboarding, rally racing, puzzle solving, power hosting and more. There's even a special internships program with a top-secret government agency handling an alien invasion (Ray-Bans, laser guns and other course materials available for an extra fee). With classes like this, who needs recess?



Tech Decks

Get set to thrash, crash and talk trash with Tony Hawk's Pro Skater. Following in the exalted cracks of the N64 version of the game is no easy sprint, but this Game Boy Color-only Pak grabs big air and big fun with three halfpipes, five race courses and four game modes, including a man-on, two-player Link Mode. The play control is spot-on, and color only adds to the surprisingly detailed graphics. Be warned that both speed and smooth stunt work are prerequisites here—no parents need apply.



TALKIN' THRASH

You can choose from ten real-life pros, including the Hawk himself! Each skater is rated for Speed, Acceleration, Braking and Jump skills. Access the Tournament Mode if you want to see a skater's full stats.

Bob Burnquist



Brashly-born Bob has more style than all of 'em. Sync pat together. He Speed and Jump ratings (on a five-point scale) make him a top pick.

Geoff Rowley



A four in Braking and a five in Acceleration mean that this lad from L.A. will can turn and turn with the best of them every session.

Bucky Lasek



Bucky's only weakness is a warning of one in Braking—hardly a cause for concern instead of the events, where fast breaks are more crucial to winning.

Chad Muska



Chad's good Braking and Acceleration will come in handy on the later, more crowded road courses, when his lack of Speed won't be missed so much.

Kareem Campbell



Kimani and Chad have very similar stats, and you likely won't see much of a difference between them in competition. Maybe they're identical twins?

Andrew Reynolds



With comparatively poor Jump skills, Andrew is better off focusing on placing high and grabbing stunts for bonus points rather than pulling stunts.



Tony Hawk

The home-grown So-Cal boy is the man who it comes to slithering. Tony is the only person ever to land a 900 successfully by the latest in Minneapolis pipe.

Game Boy



Rune Glifberg



With five in Speed and Jumping—a rarity for the Hawk in these categories—Rune is one of the most likely contenders for the slithering crown.

Jamie Thomas



Jamie's balanced stats make him a great choice for the beginner skater out. If you perform well, maybe he'll cast you in one of his videos!

Elissa Steamer



Elissa proves gender is no barrier to success in this sport, and her strong all-around stats will make her more than a few first-place finishes.

Tournament Mode

Take to the streets in the Tournament Mode, racing against three other thrillers on five road courses. You're ranked according to where you place in each race, your trick points and bonus points for videotapes collected.



Items and Bonuses

Collect an "S" item to receive one Speed Boost. To receive a boost, press Up twice during a race. You can also collect three bonus points for every videotape you pickup during a race.



In Control

The courses become progressively tougher and more complex. Press Up as you turn to avoid races sharply and press A to jump over obstacles. You might consider scouting a route several times before competing in earnest.



Tricks Are Your Trade

You can also earn items 10-item bonus points. Even if you come in last, you could still win a race by pulling lots of big stunts. You should remember to perform a stunt while grinding, an ollie and other objects.

0-0-0-0-0 CHILLIN' STUNTS

In One-on-One Mode (versus the computer) and Link Mode (versus another player), you compete against a single opponent on the road course you choose. To play in Link Mode, you'll need a second Pro Skater Pak, a second Game Boy Color and a Game Link Cable.

Halfpipe Mode

In Halfpipe Mode, you must perform as many tricks and trick courses as possible within the time limit. There are three halfpipes—located in Portland, Chicago and Minneapolis, and Minneapolis gives you the biggest air.



Supersize It!

Performing two or three tricks per pass will multiply your bonus by two- or three times. Wrong cut will subtract points from your total, so make sure you have enough air for what you're planning. Try to fit in at least two tricks on your way up.



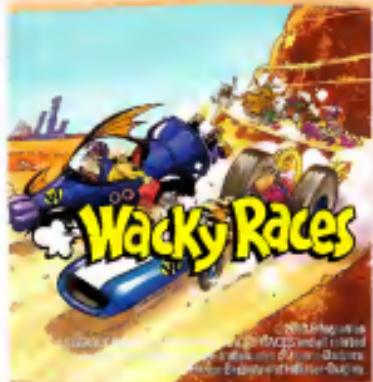
Can't Jump

Speed and Acceleration, rather than Jump ability, are the keys to grabbing big air off the pipes. You MUST remember to press Left and Right as you roll back and forth to build momentum, speed and height.



Variety Is the Spice

Each time you perform a trick, you receive fewer points. Try: vary your tricks and try them in different combinations and orders. This will boost your score and keep your course from going stale.



TOON TIME

Thanks to reruns on cable, a whole new generation of fans is cheering to Dick Dastardly's cries of, "Curses! Foiled again!" Thanks to Infogrames and Hanna-Barbera, you can join in the Wacky Races via this slick Pak for Game Boy Color. All the zaniness of the cartoon is faithfully recreated, and the game play is very much in the comedic Mario Kart vein. The only things missing in this game are Muttley's giggles of evil glee!



Scenes from the game.

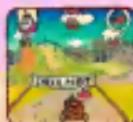
Modes of Play

Racing purists might dismiss Wacky Races at first glance because of the cartoon characters, but it's really an impressive package with nine well-designed tracks, four game modes and good play control to boot.



Arcade

Arcade Mode is divided into three Cups, with three races per series. Win the Futz Cup and Super Cup to open the Cratz Cup. In each, you must cross the finish line before the timer runs out, or you'll be disqualified.



Endurance

The goal in the single-race challenge is to knock as many of your opponents off the track as you can. The vehicle in last place is disqualified. Grab bonus items on the track to use against your fellow racers.

Don't Be Fooled

While you can complete the game with most any car, some of the courses are more challenging than you may think and you may need to switch vehicles and strategies occasionally to avoid being foiled again and again.



Scout Ahead

Use the Trax Trial Mode to scout each track, and take note of the layout and obstacles. Each vehicle has different capabilities that may come in handy in different situations, so take the time to review them and choose wisely before each race.



Championship

Championship combines nine tracks into one series. Unlike Arcade Mode, it doesn't make you place in the top three to move on. You earn points according to where you place, and your scores are totaled after each race.



Time Trial

Time Trial Mode allows you to practice on any of the tracks. It's a straight-forward race of speed, with no weapons or tricks allowed. Racers can try the medals they hold in the Championship challenge.

Unbox NEW Characters

Complete the Arcade Mode Cratz Cup to unlock new characters and vehicles. They include the devilish Dick Dastardly and Muttley in their Mean Machine, Sergeant Boot and Private Meek in their Army Surplus Special, Peter Perfect in his X-Treme Tarmo, and Red Max in his Crimson Raybaker.



Bonus Items

When you lock up a tight, green zone, you'll be awarded a bonus item or an option to trade. Some are simple boosters while others are trickier, and they include the following: different types of rockets, temporary invincibility and more.



No Tailgating

Despite what you may see off the intertubes, tailgating is not a good idea in this game. Though it's easier, your opponents can dish out sticks and bombs behind them, so if that's what you're unfortunately, we are not allowed to do.

Winnie the Pooh
ADVENTURES
In the 100-acre wood

Easy as Pie

In Pooh's storybook world, all disappointments are fleeting and all lessons learned are gentle ones. The same holds true for Disney's *Winnie the Pooh Adventures* in the 100-Acre Wood. It's nearly impossible not to progress in this game—if you fail the tasks set before you, the game will move you along anyway, and if you succeed, you'll unlock special bonuses.

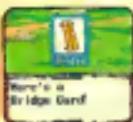
©2008 Disney

100-Acre Wood

This is a very simple adventure game with a few crook-style and board game-style challenges thrown in. We've called out just a few challenges on the map below as examples; young players will have much more to do in the actual game.

2 Visit Friends

Many of the deadends in the forest paths lead to your friends' houses. Press A to talk to them. They'll give you cards to use in the Storybook Challenges or on the Candy Farm. Visit periodically for more cards.



3 On the Farm

Take Seeding Cards to the farm and plant them in the six holes. Use Water Cards to water the growing plants. The carrots will grow over time; as soon as they're ripe, Rabbit says the carrots are ready, pick them to receive a Carrot Card you can use in the Storybook Challenges.



4 Storybook Games

The Storybook Challenges are board games on the side of the disc with many varieties. A player chooses the number of pieces you have left. You must land on your targets with an Acorn (the red), and rock-throwing does not win moves. Second squares use one Acorn, and puddles use two. Landing on certain objects will delay your turn, moving such as Honey Pot-Pooh and carrots for Rabbit.



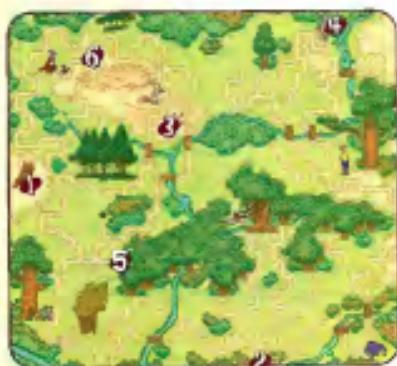
5 Minigames

Besides the Storybook games, there are also several crook-style minigames to play. For example, one of the minigames you'll play has you collecting falling acorns for Piglet. You must collect a certain number of them within the time limit to win.

Pooh and Rabbit visit
Pooh's house

1 Pooh's House

Players will start off in the cozy vivacious at Pooh's House. The object there is to complete simple adventures and emergencies as you explore the 100-Acre Wood. Once you complete several half-in adventures, you'll be able to come back to your house and read a storybook review of your performance. If you complete a minigame successfully, you'll be able to return to the house and replay it any time.



6 The Spice Palace

You must also complete board games to open new paths through the 100-Acre Wood. As in the Storybook Challenges, you can use cards to help you along. If you fail a Storybook Challenge and would like another shot at it, you can go to Christopher Robin's House and reset all the challenges in the game.

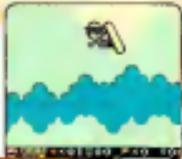


Xtreme Sports



Sporting Life

Now this is truly a unique title: a sports role-playing game! Fin and Guppi are two teens who live for thrills. When the Xtreme Cola Company announces an extreme sports competition to help advertise their fizzy drink, Fin and Guppi are the first in line. Events include in-line skating, skateboarding (mice and halfpipe), surfing and skydiving.



A Good Sport



Competitors

Opponents can be found all over the compact title. When you defeat an opponent, he or she will sit down and you'll receive one medal. You'll need these medals to open up new areas of the game.



Goals

Each opponent will have a badge for a specific sport. You must beat his or her record in that sport—including time, total points and number of special moves collected—to win the match.



Xtra Tough

While this is an RPG, the arcade-style controls require quick thumb work. Beat the various enemies for obstacles and items, review the game controls and practice, practice, practice!

Back in Black

Agents J and K are back for another round of alien-busting action in Men in Black: The Series, courtesy of the cool cats at Cross Entertainment. Improved graphics and game play are the hallmark of this action Pak, added and abetted by three difficulty levels and a password option. The future's so bright for this Game Boy Color-only title, you'd better wear shades!

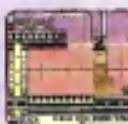


Cool Cats



Save the World

In the stages, you'll see a hijacked plane, a MIIB headquarters, the Statue of Liberty and other exciting locations. Even more enemies may take several shots to destroy, and some cannot be harmed at all.



Look Around

Leaping/leaving into danger may be brave, but it's also foolhardy. Stand in one place and press Up or Down to look around. You can also fire your weapon straight up by holding Up and pressing A.



Bad Shades

Besides collecting weapons, health and other items, you must collect the four pairs of MIIB-glasses in each stage. When you're close to a pair, yellow arrows will point you in the right direction.



Magically Delish



Options

You can play solo or against another player via the Game Link Cable (not far, notably, across space). You can't allow for games versus the computer. You can print your scores with the Game Boy Printer.

HOCUS-POCUS

Puzzle games are arguably among the toughest to develop. They must be easy to understand but not boring, fast but not frantic, repetitive but not tedious. *Magical Drop* is not the most original puzzle to come down the pike (think *Bust-a-Move* with a little twist), but it can be engaging for casual, intermediate-level players.



The object here is to use a mechanical arm to pluck balloons off the playfield and place them with other balloons of the same color. If you place three or more like-colored balloons in a vertical line, they'll disappear.

Chain Reactions

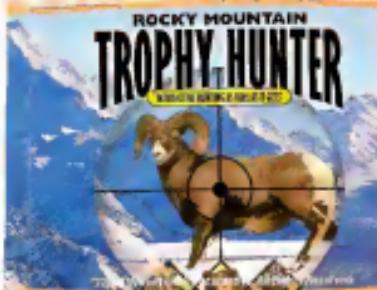


As with many other puzzle games, you can set up the playfield so that one switch will set off a chain reaction of other switches. The more links in the chain, the bigger your bonus.



Specials

As soon as you grab a Special Balloon, it will disappear. It can cause all balloons of the same color on the playfield to pop or cause balloons on one side or another to pop.



Big Game

There's been a stampede of hunting games for the PC for the last two years, and one of them has finally trotted over to the handheld scene. The most impressive feature in *Rocky Mountain Trophy Hunter* is the high-quality sound effects—you'll be amazed at the eerily realistic animal calls that issue from the Game Boy Color's tiny speaker.



Trophy Tactics



Heaven Scent

You can choose from a high-powered rifle, a long-range muzzle loader, or a hunting bow. You can also decide on a little scent to cover your own scent at 400 feet away... before you head out.



Tracking

As you explore the map, check the small subheads for tracks and other signs that game may be near. Press B to use animal calls. To use a spotting scope, hold A and press Left or Right.



Take the Shot

Once you spot an animal, you'll need just a few seconds to make it wobble. Aim for vital parts of the animal and don't forget to release. A successful shot will log you points and a trophy.

SLIP 'N' SLIDE

Virtua's VR Sports Powerboat Racing breaks the serene silence of the outdoors with the high-horsepower action of powerboat racing. Leave opponents in your wake as you push the throttle to full speed and splash around a series of river-like courses.



POWERBOAT RACING

©1999 Virtua Entertainment

SPLASHY MOVES



Best Boats

Your first move is to pick a suitable vessel fit for your bid to rule the waves. Different boats have different types that make them faster or more controllable.



Team Player

Even if you just like the thrill of racing, your team is counting on you to bring home some trophies. Affiliate yourself with one of the four teams before you hit the water.

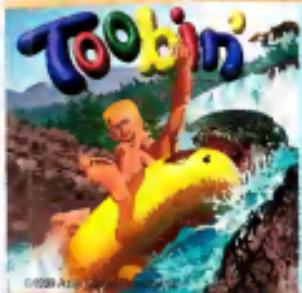


Water Works

The best way to win is to helm the courses that anticipate the turn before you get to it. If you try to fly off your reaction skills, you'll end up on dry land.

RING TOSSING

What could be more relaxing than a trip down a river on an inner tube? Just about anything, if Midway's Toobin' is any indication. You'll need to hand-paddle furiously around various watery dangers just to make forward progress. Don't let small things get you down, though. A couple of victories are all you need to get pumped up for more intense, inflatable action.



Wild White Water



Narrow Goals

The object of Toobin' is to navigate cleanly between the pairs of poles you encounter on the river. It's easy to get hung up if you don't stay directly between the poles.



Splash & Score

You get bonus points for steering around obstacles, but the high scores come from steering the boat to many gates in quick order. Backtrack to them, if necessary.



Troubled Waters

You can draw rocks at will and bring obstacles, but it's only option with logos and rockers to steer clear. You have to speed up or slow down to bypass logs.

THE MEN ARE
BACK!

things to do today...

- press suit
- strap on shades
- kick alien BUTT!

GAME BOY COLOR



The scourge of the universe continue to slip through the cracks in the system and arrive on Earth. As a Men in Black agent, it's your job to stop them.

...AND CHECK OUT THESE OTHER HOT TITLES!



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Men in Black
you
CRAVE.
GAMING. ENTERTAINMENT.



NINTENDO 64

LOONEY TUNES: DUCK DODGERS STARRING DAFFY DUCK

Only the succotash—not the game—is sufferin'.

GRAPHICS: Infogrames' adventure is a dead ringer for a Warner Bros. cartoon. Based on the 1953 Daffy Duck parody *Duck Dodgers in the 24½th Century*, the madcap video game bursts with cartoon landscapes populated by Looney Tunes faves like Marvin the Martian. And little touches—like Duck whipping out an "Eek!" sign when he falls off a cliff—keep things feeling like Saturday morning.

PLAY CONTROL: The zany romp requires plenty of jumping, and tight controls make it easy to get those webbed feet where you need them.

GAME DESIGN: Piled high with variety

and misgunes galore (including a two-player Tong-style game), Infogrames' genuinely funny platformer sprawls in dashes of first-person adventuring, rocket flying and bumperball playing.

SATISFACTION: Though it's aimed at intermediate gamers, Duck Dodgers unleashes as much unpredictable variety as it does gags, so Looney Tunes fans and lighthearted gamers alike will have an ACME blast.

_SOUND: Everything sounds authentically Looney, from the plucked violin strings that sound off when you riposte to the singers voiced by Mel Blanc's successors, Joe Alaskey and Bob Bergen.

COMMENTS:
Dinner—Like the cartoons, the game will appeal to both kids and adults.



OVERALL
7.9
RATING

GRAPHICS

POOR

GOOD

EXCELLENT

7.9

7.7

7.5

7.3

7.1

6.9

6.7

6.5

6.3

6.1

5.9

5.7

5.5

5.3

5.1

4.9

4.7

4.5

4.3

- Infogrames/12+
- Sega
- 1 player interactive
- 1 or 2 player
- seamlessly easy for the Digital Island designer
- Rumble Pak compatible
- 6 worlds



HOW IT RATES

Warner really gets back to the Looney Tunes world since they always bounce back after being squashed into an explosion or having their head blasted to the other side of their face. It's all just exaggerated, 2-rated fun.

STAFF SCORE

8.4 → Jason

8.2 → Scott

8.1 → Drew

7.8 → Kyle

INDY RACING 2000

Expect more than just left turns ahead.

GRAPHICS: IR2K rolls out sleek graphics and detailed reproductions of the Indy Racing League's tracks and top cars. The sense of speed zooms by without a blip, though you might want to slow down to take in the scenic views of the Gold Cup courses, like the waterfalls and futuristic tunnels.

PLAY CONTROL: As cars breeze by, the innovative Draft Meter will allow you to locate the current so you can ride your rivals' windy contrails. Other than that nub of sim realism, the game goes for arcade mechanics, like eight steering.

GAME DESIGN: Setting up more than just the oval tracks and left turns you'd expect

from an Indy game, the developers at Paradigm wacky broadened the game's appeal with Gold Cup Mode's zigzagging courses for Midget, Sprint and Formula cars. And, in a flight of arcade fancy, IR2000 will allow you—if you've earned enough experience points—to become Indy car for a spin on one of those striking tracks to see why slinky, semi-oval courses aren't big with the IRL.

SATISFACTION: Indy fans won't be disappointed, and Midget, Sprint, Formula and arcade racing fans will be kept entertained for miles, too.

_SOUND: The music is also nubco charged.

COMMENTS:

Scott—The sound is like a breakie, and the graphics aren't up to the standard set by *F1 World Grand Prix*.



OVERALL
7.3
RATING

GRAPHICS
7.4

PLAY
CONTROL
7.4

GAME
DESIGN
7.2

SAT.
7.2

SOUND
7.4

NINTENDO
POWER
STAFF
SCORES

7.8 → Jason

7.7 → Scott

7.5 → Chris

7.8 → Scott

5.5 → Kyle



- Integrations/128 Megabits
- 1 or 2 players simultaneously
- Ramble Pak compatible
- Expansion Pak enhancements
- 11 Indy tracks, plus Midget, Sprint and Formula car tracks



HOW IT RATES

You can never flip over in total poor control, nothing weird happens in this game. Since it's never about racing, the ESRB has decided to legitimize *Indy Racing 2000* a good day at the races for all right.

OVERALL
7.1
RATING

GRAPHICS
7.2

PLAY
CONTROL
7.2

GAME
DESIGN
6.45

SAT.
7.2

SOUND
6.8

NINTENDO
POWER
STAFF
SCORES

7.6 → Scott

7.5 → Jason

7.1 → Drew

7.8 → Scott

5.5 → Kyle

ARMY MEN: AIR COMBAT

Trip the flight Tan Plastic with the little green men.

GRAPHICS: The whimsical settings will make you a frequent flier, but the graphics turn to mush when they're encumbered into a four-player split screen switch. The high up camera also makes getting used to, since it doesn't let you adjust its altitude so you can check out the fun backdrops.

PLAY CONTROL: You're always hovering in this game, and all four of the choppers you can pilot fly like seas. But the real make-or-break factor in a helicopter game's control department is the all-important pitch, and *Air Combat's* never had a problem keeping its cargo.

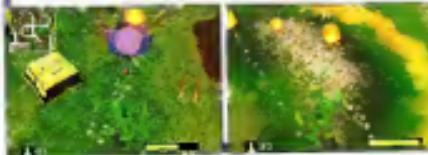
GAME DESIGN: What helps this game earn

its stripes is that it allows you to interact with your environment and use it to your advantage. For example, if you relocate a doughnut or flower to an enemy base, you can lure ants or bees into attacking the opposing camp.

SATISFACTION: *Air Combat* ranks high among chopper games, and if you dig Army Men's toys-in-the-real-world schtick, you'll want to serve in this war game.

_SOUND: The realistic meow-meow and whipping sounds of chopper blades underscored by triumphant anthems should keep any trooper's morale high.

COMMENTS: Kyle—it's very clausrophobic. What I'd give to be able to look out toward the horizon... **Scott**—Much more frantic and fast than the old *Strike* series of chopper games.



- 320x480 Megabits
- 1 to 4 players simultaneously
- Ramble Pak compatible
- Expansion Pak enhancements
- 16 missions



HOW IT RATES

What it is: a pretty sight, and even though this game taught by toy and war, they seem in agony when they're hit. Because of this cruelty to plastic, the ESRB has dumped *Air Combat's* rating to T.

NINTENDO
POWER
STAFF
SCORES

7.6 → Scott

7.5 → Jason

7.1 → Drew

7.8 → Scott

5.5 → Kyle

CARMAGEDDON 64

The end is here.

GRAPHICS: Graphically overwhelming, Carmageddon's sonnery is bloody and accurate physics take a backseat to curious, gravity-defying behavior.

PLAY CONTROLS: Based on the hit PC games, Carmageddon requires you to race while running over zombies. Easier said than done—off-kilter handling and CPU cars that get jammed in your way make splattering the undead an eternal struggle.

GAME DESIGN: An objective-based race with lulu-and-rum action, Carmageddon's tongue-in-cheek concept holds promise, but it's bogged down by doing out too much or do on tracks that are already

undue and confusing.

SATISFACTION: Creating to see how many zombies you can turn into hood ornaments and finding goofy powerups that do things like fill the zombies up with helium can be fun, but the severe lack of polish gets in the way.

_SOUND: The big-beat techno stylings of the sound track are a plus, but it sounds like you're driving a blender.

COMMENTS: *Chris*—The courses aren't straightforward, the action is too sparse and it feels like you're driving a freight at 80 miles an hour. *Jason*—It's like a really bad *Resident Evil* in which, *duh*, zombies could have

another could have.

Scott—The play can

flounder the depths of insipidness.

Andy—Plenty of

great ideas, but poor

execution.



OVERALL
RATING
5.7

GRAPHICS

5.0

PLAY

CONTROLS

5.0

GAME

DESIGN

5.2

SAT.

5.4

_SOUND

5.5

• 16/128 Megabits

• 1 or 2 players
simultaneously

• Controller and Rambo
Pad compatible

• 32 levels

• 10 racing environments



FROM IT RATES
M (Mature)
Violence in
it sounds like
driving down
the street to run over
zombies isn't a right move
for young eyes, and the ESRB
recommends that the
game be played by only
Mature audiences.

WADDER
POWER STAFF
SCORES

4.6 → Jimmie

4.1 → Chris

5.0 → Andy

4.0 → Jason

5.9 → Scott



WARIO LAND 3

He's bigger and badder and can transform into a ball of yarn.

GRAPHICS: Crisp and drenched in vibrant colors, Wario Land 3 is the best looking of the bad boy's platformers.

PLAY CONTROL: Wario picks up oddity after ability in his third sprawling adventure. Tossed with the fine-tuned controls, the whole shebang works better than his purple overalls and yellow shirt ensemble.

GAME DESIGN: The game smacks of the great Wario Land 2 (the moves are the same) but with improved graphics and a jumbled exploration setup that has you going back and forth between levels to unlock things you could have used earlier.

The staggering intricacy could've been a mess, but one visit to the helpful hidden figure in the Temple will get you back on track.

SATISFACTION: Having to

revisit areas after areas may become frustrating to some, but it keeps things playfully perplexing. Equally inspired is the gold minigame that you must clear whenever you need to win a treasure. It's touches like those that make Wario Land 3 intriguing and innovative.

SOUND: The beeps, bleeps, boinks and bouncy score have that classic Mario feel.

COMMENTS: *Andy*—You gotta play it. *Mike*—It has a pleasing retro feel and holds up a new standard of quality and depth for GBC. *Chris*—The progressive play control is a neat way to extend game play, and the levels are magnificent. *Jennifer*—Mario who?



OVERALL
RATING
8.2

GRAPHICS

8.7

PLAY

CONTROLS

8.5

GAME

DESIGN

8.0

SAT.

8.2

_SOUND

7.5



FROM IT RATES
E (Everyone)
Violent but pure
fun, it's a game
the only offensive thing
is Wario Land 3's attack
your personality. That
shouldn't stop any brat
from getting an E from the
ESRB.

WADDER
POWER STAFF
SCORES

5.1 → Chris

5.9 → Kyle

8.2 → Andy

8.0 → Jennifer

7.1 → Saqua

GOLD AND GLORY: THE ROAD TO EL DORADO

The DreamWorks cartoon glitters on Game Boy Color.

GRAPHICS: Gold and Glory is based on DreamWorks' animated movie *The Road to El Dorado*, and the game's vibrant, varied backdrops and fluid movement reflect the giddy look of the film.

PLAY CONTROL: Ubi Soft's lively action game features the movie's two heroes—Miguel and Tulio—as playable characters, but they might as well be the same person since both swashbucklers have the exact same abilities. At least what they both do—jumping, fencing, throwing, sliding and crawling—works like a charm.

GAME DESIGN: The many hidden passages that lead to secret treasure rooms are easy to miss, making *El Dorado* a road worth crawling more than once. Plus, levels like the narrow bull run keep the game play varied.

SATISFACTION: Maybe all

that glitter isn't gold. *G&G* looks and plays with lots of fun, but it doesn't make the most out of a great premise. If you take away the *El Dorado* backstory, you're left with a basic and generic platformer.

SOUND: The game doesn't feature music from the movie, but the original tunes stand on their own, doing a punny and catchy job of conveying the local flavor.

COMMENTS: *Drew*—of *solid*, of unspaced, stem-collection platforms. *Scott*—So, it's mindless platform action, but the technical details are well done and the play control is solid enough that I didn't notice.



GAME BOY COLOR

**OVERALL
RATING**
7.3

- Ubi Soft/Megabeans
- 1 player
- GBC exclusive
- Internet port capability
- 28 levels
- 2 playable characters

GRAPHICS 7.7
PLAY CONTROL 7.4
GAME DESIGN 7.2
SOUND 7.2

MANUFACTURER STAFF SCORES

7.6 → Chris
7.7 → Jason
7.4 → Scott
7.6 → Drew
7.0 → Sophie

**OVERALL
RATING**
7.2



GAME BOY COLOR

GRAPHICS 7.4
PLAY CONTROL 7.4
GAME DESIGN 7.0
SOUND 7.4

MANUFACTURER STAFF SCORES

7.5 → Sophie
7.3 → Chris
7.2 → Kyle
7.4 → Scott
6.5 → Drew

TONY HAWK'S PRO SKATER

A tiny Tony busts out big tricks.

GRAPHICS: Like its big brother, *Tony Hawk* for GBC goes to the trouble to feature the most popular skaters of the day. Too bad no effort was made in creating their appearances—all ten riders look identical (even Eliissa Steamer looks like a shoe-hairless man).

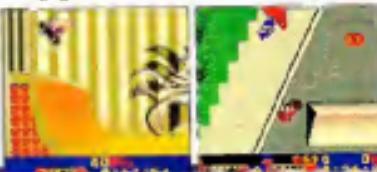
PLAY CONTROL: Of course, the junior version of *Tony Hawk* doesn't sport as many tricks and stunts as the N64 version, but the GBC game exists along nicely with its well-oiled combo system. The street runs, on the other hand, can crash to a screeching halt since it can be challenging to maneuver around obstacles.

GAME DESIGN: Collectible tapes and letters litter the areas as in the N64 game, but the GBC version also sports a Halfpipe Mode and races against the CPU (for one or two players).

SATISFACTION: Stocked with lots of places to catch air, grind rails and bust out tricks, *Tony Hawk's Pro Skater* should satisfy the smart-crazy skater in anyone.

_SOUND: The music thumps as much as possible, but at times it sounds like someone found the disco presses on the Caisio.

COMMENTS: *Kyle*—A cute companion for those who can't live without the N64 version. *Chris*—After never experiencing *Tony Hawk's Pro Skater* on the N64, I was throwing together some big combos. *Sophie*—The halfpipe is definitely more fun than the overhead races.



GAME BOY COLOR

HOW IT RATES
Other than skating in the middle of the street, nothing in *Tony Hawk's Pro Skater* should be faulted—especially so if it's GBA's *Activision* counterpart. *Chris*—all-up approval rating of E.

GRAPHICS 7.7
PLAY CONTROL 7.4
GAME DESIGN 7.0
SOUND 7.4

MANUFACTURER STAFF SCORES

7.6 → Sophie
7.7 → Chris
7.2 → Kyle
7.4 → Scott
6.5 → Drew
7.0 → Sophie

WACKY RACES

Orat and double draf! Dick Dastardly rides again!

GRAPHICS: For those who don't remember it from the late '80s or have missed its return (most recently on the Cartoon Network), Wacky Races was *The Cheetos Show* (if anyone remembers that) of the Hanna-Barbera universe. Infogrames' colorful version of the all-star race showcases eight of the eleven madcap racing teams and their silly vehicles in an eye-popper that captures the look and spirit of the TV series.

PLAY CONTROL: Dick Dastardly and Muttley, Pendleton Ward, the Slag Brothers and five other racers hit the zilching road, and each handles differently, piling depth atop the quirky fun.

GAME DESIGN: Racing games, especially those with behind-the-car exhibitions of speed, haven't had the best track record on the GB, but *Wacky Races* is a fast, fun-style

game, complete with power-ups, boosts, jumps, oil slicks and oncoming traffic.

SATISFACTION: This is actually the second *Wacky Races* game for Nintendo. While the first was, strangely, a placeholder for the NES, this version does the license justice and GBC racing games proud.

_SOUND: It would have been nice to hear Muttley's sneering snicker, but the giddy score is worth keeping an ear out for, too.

COMMENTS: *Kyle*—What a great license to pull out of the past! A good game with obscure characters, instead of a bad game with vaguely popular characters.



GAME BOY COLOR

Infogrames

1 player

GBC exclusive

8 tracks

8 racers



HOW IT RATED
E
Everyone

A good race goofy racing game for all ages. *Wacky Races* was approved by the ESRB for Everyone. Explosive power-ups do come into play, but there's no marching but the dastardly dongs in the comic and integrated.

OVERALL
7.2
RATING

GRAPHICS

7.8

PLAY

CONTRO

7.4

SAME

PERSO

6.4

SA

7.2

OUND

7.6

WRITER-UP
POWER
STAFF
SCORE

9.0 — Kyle

7.8 — Chris

6.8 — Seiji

6.7 — Drew

6.5 — Scott

OVERALL
5.8
RATING

GRAPHICS

5.8

PLAY

CONTRO

5.7

NAM

DESIGN

5.8

SA

5.5

OUND

5.5

WRITER-UP
POWER
STAFF
SCORE

8.5 — Drew

6.2 — Andy

6.8 — Seiji

6.5 — Scott

6.6 — Kyle

DISNEY'S DINOSAUR

Ubi Soft unearths Disney dinos and *Jurassic* action.

GRAPHICS: A far cry from the jaw-dropping animation of the Disney flicks, Ubi Soft's relatively lackluster adaptation looks a tad primitive and in need of evolving. In contrast, the 3D character portraits that you can point out, look more on par with Disney standards.

PLAY CONTROL: As you find the other characters in the game, you'll eventually be able to play as them. Each character has a unique ability that may help you finish an objective, like climbing vines using Sun, jumping crevasses as Pio or pushing heavy objects with Aladar. The game is meant for younger players, so mastering the repertoire of moves is made easy thanks to simple and responsive controls.

GAME DESIGN: Similar to the character juggling of *Donkey Kong 64*, *Dinosaur*

requires players to choose the right prehistoric creature for the job, and the setup makes things interesting and puzzling.

SATISFACTION: The game encourages teamwork and teaches problem solving, making *Dinosaur* a positive diversion for younger gamers.

_SOUND: The sound track is a notch above the usual, and the dinosaur snarls and sound effects have considerable bite.

COMMENTS: *Andy*—Appropriate for the target audience, but the action is too simple for older gamers. *Drew*—This may become the victim of natural selection.



GAME BOY COLOR

Ubi Soft/16 Megabits

1 player

GBC exclusive

Game Boy Player compatible

5 worlds, 28 levels

8 playable characters



HOW IT RATED
E
Everyone

In this case, I awards for "Everybody's" not "Extract," and *Dinosaur* drives with bone-pounding suitable for all ages. Just as you'd expect from a Disney-related title, *Dinosaur* is safe for anyone.

OVERALL
5.8
RATING

GRAPHICS

5.8

PLAY

CONTRO

5.7

NAM

DESIGN

5.8

SA

5.5

OUND

5.5

WRITER-UP
POWER
STAFF
SCORE

8.5 — Drew

6.2 — Andy

6.8 — Seiji

6.5 — Scott

6.6 — Kyle

ALSO PLAYING THIS MONTH

XTREME SPORTS

- PlayStation/PS2/Megadrive
- 1 player
- ESRB: Everyone
- 5 credits

A slick and exciting mix of fast-paced, combo-based events, Xtreme Sports has competitors executing tricks to earn points, racing to burn in record times and maneuvering to collect flags. Set up an adventure-style format, the sharp-looking game also manages to poke fun at how game companies market to "extreme" types.



GRAPHICS 7.9
PLAY CONTROL 7.4
GAME DESIGN 8.0
EASE OF USE 7.8
SOUND 7.4
SYSTEMS 8.0

MAGICAL DROP

- GameCube/Windows/PS2/Megadrive
- 1 to 2 players simultaneously
- ESRB: Everyone
- 5 credits
- Game Link
- 3D Printer

An instantly frantic puzzle megahunter of the Super Mario kind, Magical Drop unleashes gobs of blocks toward a character in the middle of the playing field. Then character can magically clear away blocks, but you must protect it from the avalanche by extracting like-colored columns and shooting them back at matching blocks.



GRAPHICS 7.0
PLAY CONTROL 7.8
GAME DESIGN 7.4
EASE OF USE 7.8
SOUND 7.0
SYSTEMS 7.0

WANNA BE A FARMER: ADVENTURES IN THE 100-ACRE WORLD

- GameCube/Windows/Megadrive
- 1 player
- ESRB: Everyone

Nowadays's game year video game jams will engulf the tents and tents and tents that you tent. A.A. Milne's tales, such as in *Holes in the Ground*, are the perfect pastime here. Gamers can play as various storybook-style characters and discover Pooh's home in a charming environment that's as low-key as and melodic as Pooh himself.



GRAPHICS 8.0
PLAY CONTROL 7.2
GAME DESIGN 7.0
EASE OF USE 7.8
SOUND 7.0
SYSTEMS 7.0

ME82: MEN IN BLACK - THE SERIES

- GameCube/Megadrive
- 1 to 8 players simultaneously
- ESRB: Everyone

More Missionique than the previous ME81, this ME82 further the dynamics of Agents J and K in their pursuit of long-lost, bone-thin and all-imploded aliens. Up to eight players can switch off or turn the collector mode in a cooperative mode, which lets each player begin where the previous one left off.



GRAPHICS 7.0
PLAY CONTROL 6.8
GAME DESIGN 6.8
EASE OF USE 7.0
SOUND 7.0
SYSTEMS 7.0

WE SPORTS POWERBOAT RACING

- GameCube/Megadrive
- 1 to 2 players simultaneously
- ESRB: Everyone
- Game Link compatible

In WeSports' top-down hydro race, you'll pilot either a sit-down or stand-up-style boat down a winding course that ends with a crashing wave. Decent controls allow for smooth sailing, but what really keeps this game afloat are your cutthroat riv rivalries with the inclusion of a two-player Game Link competition.



GRAPHICS 7.0
PLAY CONTROL 6.5
GAME DESIGN 6.5
EASE OF USE 6.8
SOUND 6.8
SYSTEMS 6.8

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

ANDY: *Entertainment Weekly*

ARMONI: *Entertainment Weekly*

CHRIS: *Entertainment Weekly*

DAN: *Entertainment Weekly*

DREW: *Entertainment Weekly*

HENRY: *Entertainment Weekly*

JASON: *Entertainment Weekly*

JENNIFER: *Entertainment Weekly*

KYLE: *Entertainment Weekly*

NATE: *Entertainment Weekly*

SCOTT: *Entertainment Weekly*

SONJA: *Entertainment Weekly*

RATINGS

GRAPHICS

PLAY CONTROL

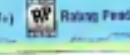
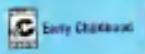
GAME DESIGN

SATISFACTION

SOUND

SYSTEMS

AGE RATINGS





The adventure continues.

THIS MONTH

DISNEY'S DONALD DUCK



GS 2000



CHURCH EROTICA



MADCH 2001



PAK WATCH

The inside source for all
Nintendo News.

GAME BOY ADVANCES? YOUR QUESTIONS ANSWERED

Ever since Nintendo of America held a conference for developers of Game Boy Advance games in early April, readers have been writing and e-mailing us with questions about the next generation, handheld system. So here's the latest:

Q: What will Advance look like?

A: We don't have any images of the final casing yet, but you can get a fair idea from the following description. Game Boy Advance (known at Nintendo as AGB) will be about the same size as Game Boy Color. It will be held horizontally instead of vertically because of its wider screen. The central interface of Game Boy Advance will consist of six buttons and a Control Pad. There will be a serial port connection, and an infrared port will be available as an accessory since it won't be built into the system.

Q: How good are the graphics?

A: Very good. The 3" diagonal LCD is 60% larger than the screen of Game Boy Color, and it has a resolution of 250 x 160 pixels and a palette of over 32,000 colors in bitmap mode. The screen image is very sharp and it doesn't blur when characters move about. Several sample animations were shown to the developers, including a full-motion video running at 30 frames per second and 2D animations that demonstrated AGB's built-in transparency and fading capabilities. Other highlights included showing 120 objects moving on the screen simultaneously. A running demo

of Yoshi's Story signaled that the system isn't limited to recreations of Super NES titles.

Q: Is the sound better than on Game Boy?

A: The sound sampler emulating the output from the Game Boy was quite impressive, demonstrating that AGB can combine four audio channels from the original Game Boy with two new PCM channels capable of producing very high quality music and sound effects. A demonstration of Factor 5's music software tool MaxX blended 29 instrument voices together. Of course, the sound will be best heard through headphones.

Q: What serial capabilities will Advance have?

A: Four AGBs will be able to link together via their serial ports for direct multiplayer gaming. The AGB also will feature advanced capabilities for wireless or landline networked gaming and support cool accessories such as the color camera and printer.

Q: Will older Game Boy titles play on Advance?

A: Yes, all of them. Advance contains the Game Boy Color CPU in addition to the 32-bit CPU. New games will range in size from 52 Megabits up to 256 Megabits, comparable to N64 games. Advance games will not run on older Game Boy systems.

Q: When will it be released?

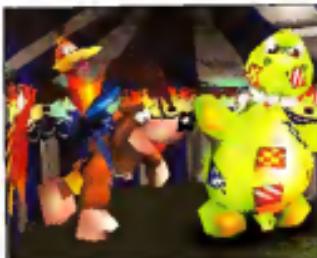
A: The current plan is to release the system

SUMMER STYLE SET BY BEAR IN HOTPANTS

NP

The year 2000 is likely to enjoy a rare summer. It's not that rain or heat likely to fall or that the sunsets will be an unusual shade of orange this year. No, it's going to be special because two incredible N64 games will be launched by Rare within a span of three months. At the end of May, Perfect Dark got the ball rolling with intense action. Then, on August 28th, the release of Banjo-Tooie will be much-needed comic relief with the irrepressible bear and bird duo from Banjo-Kazooie in what possibly the most beautiful video game ever made. Up until this point, news on the development of Banjo-Tooie has been kept fairly quiet, but Power can't keep it any longer. Banjo-Tooie is a treasure, and though it's still being polished, we can see clearly that it is a gem with Rare qualities. Beginning with all the moves players learned in B-K, Banjo-Tooie goes on to add at least another 20 moves to the pair's repertoire. The eight new worlds contain Jiggies and Jinjos, as in the previous adventure, but the puzzles are clever enough to fool these Nobel laureates and a weasel, and some of the fights take place against enemies that are big enough to get their own zip code. Players will

encounter hilarious characters, a wonderful musical score, vast areas that must be visited over and over, and graphics so stunning that they should be painted on the exterior of some really famous building. And then there are those brilliant yellow shorts—we think they're going to be all the rage this summer.



Banjo-Tooie™ ©2000 Nintendo/Rare. Banjo and Kazooie are trademarks of Rare.

Pak Play

Hands-on previews of upcoming games.

MIDWAY CRUISES AGAIN

Cruis'n Exotics takes the tried and true formula of speed, road courses, unusual racing vehicles and lots of bumper to bumper action, and to make the *Cruis'n* truly exotic, Midway slips in some fantasy elements such as roads on Atlantis and Mars. With 12 tracks and fields of 12 cars, there's a lot to explore. The cars are as otherworldly as some of the roads: the Cooler is a beast, the War-wagon has a cannon mounted in back, the Wadi-land is a convertible semi, and the Sundowner is an experimental solar-

powered vehicle. *Exotics* for the N64 remains true to its arcade heritage with solid play control, high frame rates and a rocking sound track. The low-poly objects help keep the game fast, as all those flat trees are really a good thing. *Cruis'n* fine will have three modes to master—Exotics, Freestyle and Challenge. If you do well, you'll win new vehicles. Midway hasn't nailed down the release date yet, but they've suggested that it will be late this fall.



A SOCCER SUPERSTAR RETURNS

Konami's international Superstar Soccer scored the first goal when it was released for the N64, but in the years that followed, the *FIFA* series stole most of the thunder. Now approaching the 2000

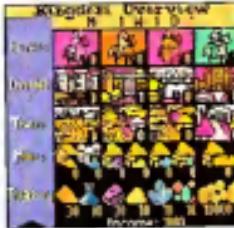
Olympics this October, Konami is making another run at stardom, and the competition from *FIFA* is nowhere to be seen. *ISS 2000* features most of the things that have made the series so solid. There are seven modes of play: Pre-season Match, World League, International Cup, Euro Cup, PK, Scenario and Training. Up to four players can join in. In fact, four players can join together and go up on the CPU. Once again the commentary is realistic, provided by Chris James and Terry Butcher. And the graphics also received a boost, at least if you plug in an Expansion Pak. The innovative player status icons help you put the best team on the pitch.



YE MIGHTY HEROES OF 3DO

Hail all heroes—knights and wizards alike—for thy quest is about to begin. *Heroes of Might & Magic* for Game Boy Color has appeared on the RPG/strategy scene like a breath of fresh air. In this innovative PC adaptation, you'll take the throne of a kingdom in one of eight scenarios. As the monarch, you're charged with ordering the affairs of your country, recruiting and commanding heroes, managing natural resources and your coffers of gold, and doing battle with enemy nations on your borders. The battle system combines real-time and turn-based elements—all very intuitive.

Like *Warlocked*, *Heroes of M&M* asks players to explore uncharted lands and build new units. Tools such as the Kingdom Overview help you check the states of your possessions so you can make quick decisions. *Know* Wonder, the developer, is better known for educational PC titles, but this mini GBC epic is mightier than most, and you'll be able to bring it home to your castle by the end of this month.



PAK WATCH



THE "OTHER" DONALD

When it comes to video game characters, Donald Duck is set to trump the competition in Ubi Soft's upcoming N64 title featuring Disney's hero. Early versions of the game show a 3-D Donald hopping and bopping through a wide range of worlds. Due out this fall, Disney's Donald Duck will feature

platform action of all sorts. You'll find open 3-D arenas, Marioesque adventure areas and Crash Bandicoot-style action-on-a-track. Our early versions have had sweet play control, as well. This month's Pak gallery gives you a beak-watering taste of the fine-feathered fowl.



Mr. Duck steps out on the N64.

Pak Peeks

What's breaking in the world of games.

Mia means soccer

Shortly before E3, South Peak Interactive made history by announcing that Mia Hamm, the star of the U.S. women's 1999 World Cup championship soccer team, would endorse Mia Hamm Soccer 2000 for the N64. The remarkable thing is not



Mia Hamm

that another soccer game will be available later this year, but that for the first time in console game history a female athlete will endorse a video game of a major team sport. The game features real-time weather conditions, multiple difficulty levels, 50 women's soccer teams from around the world and voice commentary from Wendy Gebauer, lead analyst for the 1999 Women's World Cup broadcasts. It's about time women's sports were added to the video game library, and we hope other publishers follow South Peak's lead.

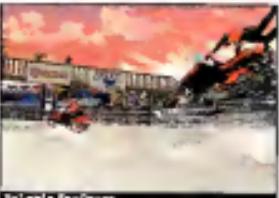
N64 update

Who's in and who's out? The world of video game publishing constantly shifts with titles being announced, developed, dropped or published. The latest drop is Tony Hawk's Pro Skater 2—the announced game was dropped recently, but it certainly isn't the result of poor performance by the original game. Tony Hawk has been on the top 10 sales chart since its debut. But on the other side of the coin, new titles such as Batman Beyond, currently in the works for the N64 at Kemco, tend to balance out the equation.

Another unexpected game for fall 2000 is a new Madden football game for the N64. Rumormongers on the Internet falsely reported that EA Sports didn't have any N64 titles in their lineup for the fall season. It turns out that they will go head-to-head one more time with Activision's NFL Quarterback Club.

Activision's X-Men: Mutant Academy may turn out to be a surprise hit when it's released later this year. The upcoming movie could make this comic book franchise even more popular than expected. In the game, you'll find yourself in the training facility of the famous X-Men, where you'll learn the fighting moves of ten of the mutants. Wolverine, Cyclops, Gambit, Storm, Beast, Phoenix, Magneto and Sabretooth each have signature moves and mutant powers. And honestly, who among us hasn't wanted to use our superpowers to kick some mutant tail?

Wendy's duo of Polaris SnoCross and Sea-Doo HydroCross are looking remarkably sheepish even at an early stage of development. Both racers are likely to miss their scheduled launch dates in August, but we



Polaris SnoCross



Sea-Doo HydroCross

won't complain if the final games look this good.

At Red Storm, the people who brought you Rainbow Six are working hard on a new N64 chiller with a more radiosilent threat than terrorists. Based on a new TV series, Roswell Conspiracies follows two intelligence agents as they probe 40 levels in search of evidence that aliens live among us. Part of the strategy will be to keep what you know hidden from the public so running around blasting aliens in midtown Manhattan will be a no-no.



Infogrames has moved ahead with plans to release Taz Express this fall. The game is finally taking shape at Zed Two, the British developer that created Wario. Although the plot hasn't changed since we first reported on Taz, the game play mechanics have been refined. The best part of the pre-view version we played at Pak Watch was Taz's spin move, which lets players blast through walls and obstacles.

The ninja returns

What little publisher produces innovative GBC games that everyone loves? If you have just one answer to this million-dollar question, choose Nintendom. The year 2000 will see Nintendom continuing its self-appointed campaign to bring classy games with surprising depth to Game Boy Color. Launching two RPG sequels—*Harvest Moon 2* and *Legend of the River King 2*—would have been enough to satisfy most gamers, but Nintendom has bigger plans. *Luigi: The Beginning of a Legend* brings a

COMING SOON



popular RPG franchise from the Super NES to GBC, but The Beginning of a Legend is an entirely new game, its events predating the original *Lufia*. For action fans, *Namco* will reintroduce a game that is based on one of the all-time NES classic series—*Ninja Gaiden*. *Namco* developed the *Ninja Gaiden* games for *Tecmo*, and the license remains with that publisher. So *Namco*'s *Return of the Ninja* will have different characters and a new story based in feudal Japan, but it will have the same style of leaping, slashing action that made the NG games huge hits. *Return of the Ninja* will feature multiple pathways and special move skills such as the ability to walk on water, climb on ceilings or blend into backgrounds. It sounds too cool to miss.

The gods are crazy about GBC

Saffire Corp. has been working on a franchise concept for the past year or two, and it's finally coming to fruition. Originally called the *Young Olympians*, the game was to reintroduce a young set of Greek gods to our modern world where they would combat ancient evils that never seem to go away. The first game of the franchise is going to be for the Game Boy Color, and it's now being called *Saffire*, after a character in the game. We suspect that it's just a coincidence that the character shares a name with the developer. More as it develops.



Hercules



Titans

Atari Men: Barge's Heroes 2



3DO

Crystallis



Nintendo

Dragon Warrior I & II



Knix

Heroes of Might & Magic



3DO

Legend of Zelda: Majora's Mask



Nintendo

RELEASE FORECAST

SUMMER 2000

ATARI CD/REBIRTH	DAIRY MUCK: FARM PLAT
BARBERSHOP	FNU 2000
BLADE HORN, 2000	HERCULES
F-1 RACING CHAMPIONSHIP	HEROES OF MIGHT & MAGIC
HERCULES	HEROES II
IGA 2000	HEROES: PERFECT HERO
ARMY MEN: FIRE CRYSTAL SHARDS	HI-TECH PRINTER 2000
DIRT BIKE 44	SHIZUOKA ALL-STAR
SUPER BOWLING	EXTREME RACING
TRIUMPH 3	TEST DRIVE CYCLE
MAST OF WORLDSLAYER	TRICK ROADEER
ARMY MEN: AIR ATTACK	WINGER SURFING
CRATE	3-HIGH MASTIFF ACADEMY
CRYSTALLIS	YARNA

FALL

ARMY MEN: SAHARA'S HEROES 2	DISNEYFAIRY II
RAHMAN REBORN	CRUSADERS OF MARS & BLACK
ICE MOUNTAIN 2000	BARBERSHOP ADVENTURE
CONAN'S RAGE-UP! DUST	DISNEY'S MULAN
CHICAGO CRIMICA	DISNEY'S DONALD DUCK
DISPOSER PLANET	DISNEY/THEKLA'S BIZZ
DIRKIE'S ROCKIN' ROCK	LIGHTSABER OF SPACE COMMAND
ETERNAL INFERNO	KARATE KEE LIZARDS
HEY 1998, PALOOZA!	GODS OF RARUS
THE LIVES OF ZEAL	DONKEY KONG COUNTRY
BLAZ KAT'S KATA	HERCULES: ROCKY 2
MANHOLE 2000	INSPECTOR GADGET
SHADOK TORNIS	LEOPARD OF THE REVENGE 3
RAHA MAN 44	THE LITTLE MERMAID 2
RECKY'S SPONGEBOB USA	SO HOT TUTUS
THE NEW ADVENTURESS	COLLECTOR'S ATTACCO
ON ICECAST	DISNEY'S THE DOBBINS
RET. MATE 2001	DISNEY'S THE DOBBINS
RET. GUTTERBACK 2001-2004	DISNEY'S TOYS R US
POLARIS SABROOSS	POKEMON POKEMON LEAGUE
POKEMON FREED LEADER	POKEMON POKEMON LEAGUE
POWER KAMIKAZE	POKEMON MASTERS
LIVIN' IT UP!-BONZAI	POKEMON GYM BATTLE
RAKEY S'NUMBER 2	POWER RUMMERS
ROSA	SHREWDY RESCUE
SHREWDY CONSPIRACIES	RETURN OF THE MULAN
RAKA 2000	ROBERTS OF POKES
SAN BOO KROOBODSS	THE SIMPSONS
SAPER-MAN	STORYTELLER OLYMPICS
SUPER HAMMER BPG 2	T-TEA
STREETS 2000-OCTOPUS	TOYSTORY
TAXI EXPRESS	TOYSTORY'S HIGH FLYIN'
TONY HAWK'S PRO SKATE 2	ADVOCATE
VIP	WON'T FAREET'S THE FABLED MOON
THE WORLD IS NOT ENOUGH	YARLUCKED
WHITE RABBITGUN	YIP
X-EARTH	THE WORLD IS NOT ENOUGH
X-EARTH	3-HIGH MASTIFF PARKS
X-EARTH	3-HIGH MASTIFF PARKS
X-EARTH	SHREWDY STREETS

NINTENDO 64 GAME BOY COLOR

Coming Next Issue...

Volume 134, July 2010

KIRBY⁶⁴: THE CRYSTAL SHARDS



Your little pink friend from the NES, Super NES and Game Boy is back! The enemy-halting superstar bounds onto the N64 in an action/adventure that will take Kirby far and beyond. The Dark Matter has made a mess of things on Ripple Star, leaving Kirby to pick up the pieces on a series of treacherous planets. Start your journey with our crystal-collecting coverage in July.

WARLOCKED



Two armies of brave knights and foul beasts are clashing on the Game Boy Color. We'll walk you through the finer sword points of real-time strategy next month.

CRYSTALIS

The four elemental swords are waiting to be found in this adaptation of the NES classic for Game Boy Color. Our sage advice will help you become the savior of Dragoaia.



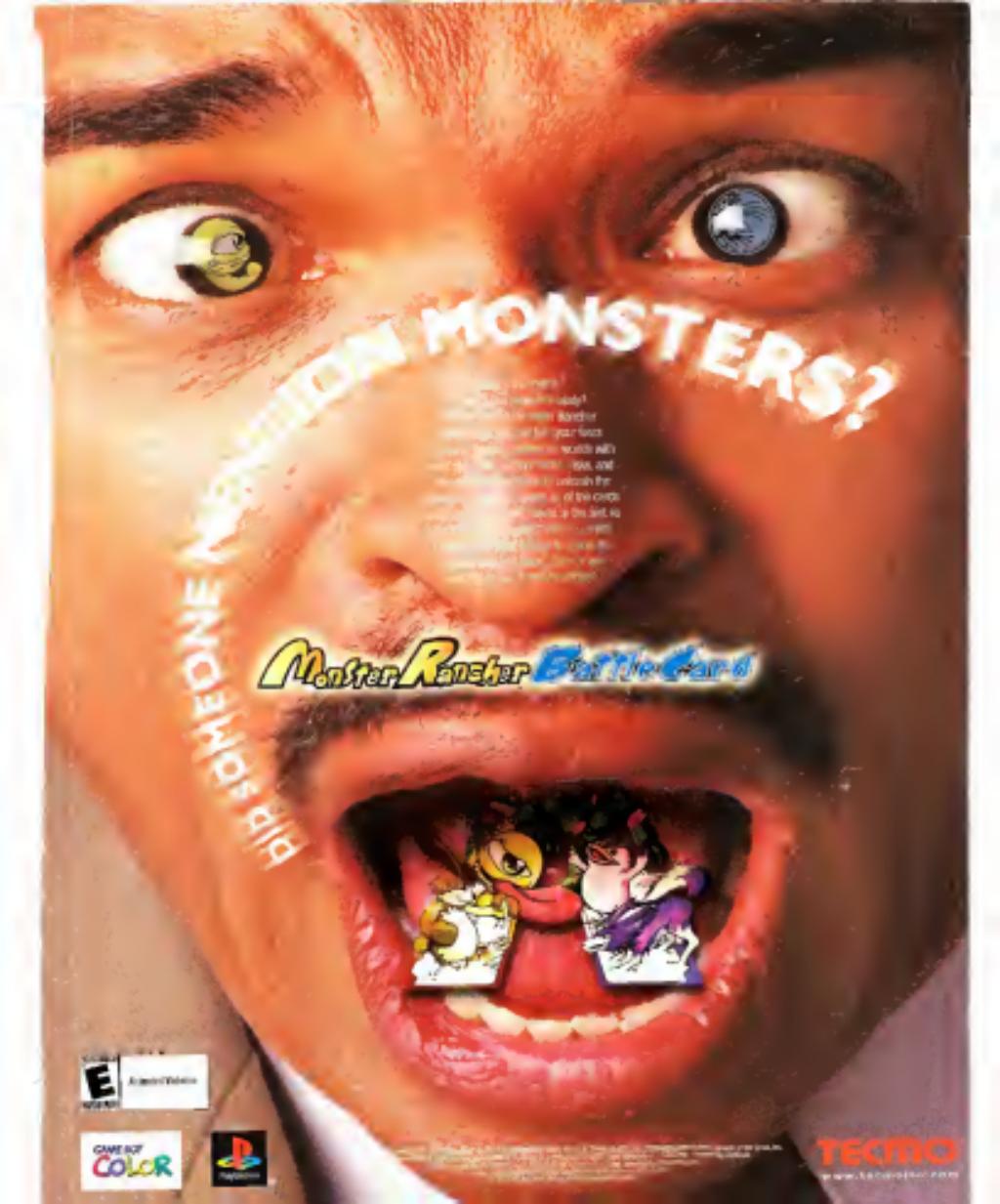
THE CRYSTAL SHARDS



E8 Wrap-Up

After the IF:ameic Entertainment Expo folds up shop and the dust settles, our expert witnesses will give full testimony about the exciting new products displayed there.

6



ARE YOU A MONSTER?

The monsters
are here already!
The monster doctor
will help you fight
them off your face.
You can switch into
the monster world and
travel around 1986 and
1996. You can also unlock the
secret ways of the circle
of life and the secret to
the secret of life.

Monster Rancher Battle Card



ESRB Rating

GAME OF
COLOR



TECHNO
www.tecnosoft.com

NP BACK ISSUES

These *Yucca* flower stems are available individually. Add them to your collection! Features in each stem are listed below.

Use the BookSmart® Up Book Order Form to place an order for past Nintendo Power issues and books at full list price. Department store customers may also place an order by phone with Visa or MasterCard.

Volume 250 (May 2012) Boardwalk 12, Perfect Deck Multiplayer
Strategy Tournament 84, The Second Attack, Street War!
Transnational League Series California (West) 2012, Sanderson
Max, Max Champion, Red Challenger (10E), Metal Gear Solid
(10E), Tomb Raider (2E), Hercules Fortune, 127 Warriors and
Transnational League Series Deck Dodge Fortune, 10199 Nationals

Williams 194. Dope '900' Skip Hawaii For Shove. Freder Dink,
Entomologist. Head of the Black Dogs, ECW Hardcore Revolution,
All-Star Wrestling 2000, Dedication, International Truck It Field, Top
Gear Hyper-Mile, Rainbow Six KGB, Pokiesino Trading Card Game
HOT, Entomology & Business, Army Men Air Combat, Preemie Rugby
& Positive Goodness Games.

Volume 29 (Mar 2007) Pekinmon Studios, HydeTheater, Ranch Fork Rally, Rouserville Corral, Fra Sardine, Rally Challenge 2006, Rustlers Radio 44, Rouser Magazine (GR), Express (GR) Perform, Dark Ops South Press, Ranch Radio Press (GR), 1998-2007 Awards, Honorees, Dancers, Ranch Colossal Coronas

Noblemen a/B/Jan. with Mary Perry 4. an Wifte. Milverton
Predicatore. Wimme. Annaygynion. Doulery Roag 147-150
Rochdale. Superstiti 1600. Briston 2010. Asturias,
Dragon Water. Macclesfield (XII) Miners. Impenole (XII) Gas.
Deep Pocket Quicks (XII)

Volume and (Non-)Profit Decision Making, *Journal of Public Welfare*,
Harvard Business School, 1984, France Gremm, "NBA Committees in Processing
Ruler Requests: Sequential Rule and Monopoly Equilibrium," *Journal of
Public Economics*, 3, March 1973, Harvard Series 1281.

Wrestling (Oct. '98) in Their Gloves Army Men, Super Heroes
Savayal-lic Road Rash tag, Wolfpack, Hot Wheels, Tekin, Loring,
Rayman & The Great Sasuke, WCW Masters, Knockout King
2000, Polymer Special Plushie Edition (GFL, Dockey Roeg 64
in-Sector, Domo, Smackdown)

Volume 114 (Sept.-Oct.) Joe-Pepe-Gemini Premier Grounder
Legatus Hybrid Hammer-Tan & NFL Metal Series G-1 Deep
Cane Gemini Re-Vol. Shadown Metal, Wieldon NFL 2000 vs. NFL
Quartermash Club-Spreads Premier Starburst Premier Series
Gal. Rockshock The Demon Major (GMO), County Tunes (GMO),
Djaz Vol. 1 & 11 (GMO), Paper & Chain Songbook

Volante (sq) (Dog, 191) - Hybrid Heavies, NWPP Armada 'World Driver Championship' - Port 1, Army Main Buses Marion Special, Miami Grill, Command 8 Company, One 3, Deep Creek Troika Firebirds, Iron Hunter Sq, Daley Hounds, Zeus Hounds, LHDG Stars Maserati Truck Madness, Spanish (CE)

Volume 102 (July '93) World Darts Championship, Quicksilva, Isle of Wight, England. Part 2. Commented by Georges. Hybrid. Review. Review Tennis. The Genius of Mathematics. The New Tennis. Roger Federer. Halle. Mexico Gold. European Shadow. Max. Review. Ben Gravy II. (Mugger) Goli. Polka. Prokofiev. (GFB). Duke Nukem (GFB).

Volume 110-May 1993 Guide to E3, San Mico, E3kido E-Race, Firepower '93, Final Fantasy Steven Award, Winamax, Superstars, All Star Basketball, Lucas, Shindengen Co., Tales of the Four Swords, All Star Games '93, East A-More '93, Beta Quality (via SuperSoft), Preview, Autohealer '93, Pokemon Snap Preview, Conker's Pasties Take, Firepower Game Box Color Games, Super Stars Show, Dream CD '93

THE BEST OF BOTH WORLDS: TWICE THE POWER!

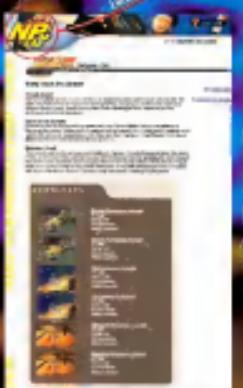


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²⁰ See, for example, the discussion of the 'right to a name' in the 1993 UN Convention on the Rights of the Child.



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