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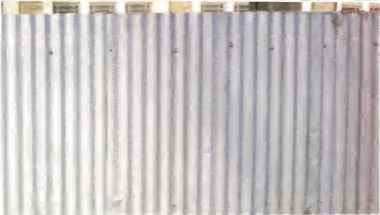
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KIRBY'S BLOWING BACK INTO TOWN,
SO SUCK IT UP AND TAKE IT LIKE A
PUFFBALL. THIS MONTH'S TIPS WILL
HAVE YOU SLURPIN' AND BURPIN' UP
ENEMIES (AND THE OCCASIONAL
SHARD) WITH THE BEST OF 'EM
AS YOU LEARN TO THINK PINK.

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KIRBY 64

The Crystal Shards

BANJO-TOOIE



This month we bare it all (but we're keeping the yellow shorts) and as Peter Dinklage Banjo out of his mountain. Get a replayful of never before seen shots and top secret info on the sequel's new moves, transformations and enemies.

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THE WORLD IS NOT ENOUGH



Banjo's back, and this time it's EA that has the license to build with a new stealthy spy game for the secret agent man. The world may not be enough for G07, but maybe this sneak peek will suffice. It's for your eyes only.

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THE LEGEND OF ZELDA: MAJORA'S MASK



How do you follow up a landmark game like The Legend of Zelda: Ocarina of Time? Find out directly from Shigeru Miyamoto and the development team for Majora's Mask in an exclusive interview, and look at Link's latest.

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CRYSTALIS



Wow! The global war that the original NES Crystalis predicted would happen on October 1, 1997, never happened. Now the world's in better place and the classic spec has resurfaced on GBC, and this month's feature has arrived.

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player's pulse

Well, the developers' booths at E3 have been torn down and the Los Angeles Convention Center floors have been swept. The curtains have closed on another huge E3 show, and it's time to see just how many of your predictions came true. One thing is quite clear—everyone is ready for Dolphin.

Making a Big Splash

It's very obvious what is going to be the biggest hit in May: Dolphin will come out! I mean you have put us, the wonderful readers, in suspense for the longest time! I think it's about time to let us Nintendo freaks get our hands on possibly the best system ever! I just

have one suggestion. When Dolphin does come out, put some coffee in the box—we're going to need it!

Agent APJ
Via the Internet

You've got to be kidding me! The biggest announcement at E3 will be about Dolphin. It may not show its face, but it will be all people talk about because everyone knows it's going to be unlike anything anyone's ever seen!

Anonymous
Alison, OH

Episode 64

I think that the biggest surprise will be a new Star Wars game for the N64. I'm not sure what it will be, but if it's anything like the last add-on to the Nintendo system, I'm going to buy it.

Julian Bell
Via the Internet

Go-a Long, Okay-Dekey?

I think that Mario Tennis will steal the show at E3. Or maybe another game might

steal the spotlight, a secret game, maybe Mario Football! Duckplayguy
Via the Internet

How Did This One Get In There?

I think the biggest surprise at E3 will be when the secret is finally released about how to defeat that damned Marathon Man in Zelda 64. I think everybody is sick and tired of having him always win. It's not fair!

Andy Dotia
Saratoga, CA

Hey! That's not a game prediction, but we're happy to help you out anyway. You can stop racing the Marathon Man, because there's no way to beat him. It's good exercise, though.

Bob's Young Adults?

The most shocking, surprising and frightening part of E3 will be when they introduce...Bob's Rids 64!

Anonymous
Via the Internet

We'd have to agree—it would be frightening.

Riding the Wave

The biggest surprise for this year's E3 will be the second Wave Race 64 game. It could have new characters like Rex the radical dinosaur, and Dippy the super dolphin. It could also have a battle mode to battle your friends in races or

Photo Credits: © Chris, Columbia



with weapons. I'll buy it in a second.

Taylor Adams
Via the Internet

Smash 2

I think the big surprise will be a sequel to Super Smash Bros. Can you imagine it? More characters, more moves, more levels and getting to kick the crud out of more enemies!

Jordan Folks
Via the Internet

Now that we've seen what DK, Mario, Kirby, Samus, Ness and the other original Smash Bros. all-stars could do, who do you think would be the next big brother? Maybe the sequel would introduce a new hero on the block, someone who could defeat anything in its path, someone like, say, Magolor?

The Pokémon Rainbow

I think that Nintendo should make Pokémon Yellow (or when it comes out, Gold or Silver) for N64. You could walk around just like you can in the Game Boy game, and use the same views as Zelda and the same battles as Stadium—all in y-D. All I have to say is that it would be awesome!

Jyle LeBlanc

Nova Scotia, Canada

Thanks for the suggestion, Jyle. We don't know whether



Art By: © Bobcat, Phantasyland



Flower Herald • Laguna Hills, California

this was an *Ey* production or not, but we like your idea either way. Our question is, would you play as Ash or as a member of Team Rocket?

Mario, M.Q?

I was writing to ask if Mario plans to be a plumber all his life. I mean, isn't that kind of a boring job? I think he should have experimented with some other jobs.

James Barrows
Via the Internet

Boring? If Mario, who couldn't be reached for comment, weren't a plumber, who would be navigating all of these pages in the *Super Mario Bros. games*? Who would've devised the pool in *Super Mario 64*? Besides, it seems that the life of a plumber is better than you think—it affords Mario enough time to become a pro at tennis and golf, not to mention all that Koopa-scooping, Princess-rescue subcontracting he gets to do.

Going Age

In Volume 132, you say that you have no human-simian translator. But in Volume 131, you have an interview with DK in the Goomba Gazette. How did you understand the interview?

Betsy Koguchi
Via the Internet

One-one, one-one-one. One one-one-one-one. EEE-EEE-EEE!

There Can Be Only One

What's the plural of Tetra? Antagonous
Via the Internet

Now there's a stumper. We had to put your obscure question to NP's astute, grammar-policing editors, who had no idea. Their guess was "Tetras," the last syllable of which would be pronounced "tose." But since there can be only one Tetra (well, one Tetra family of games), you should accept no substitutes.

And the Winner Is...

When I first looked at Perfect Dark's rating of a whopping 9.6, I was wondering to myself what other games have received such high ratings. So help me out and tell me!

Marcus Scortchey
Princeton, MN

If you haven't already checked it out, we suggest you see why we gave *Perfect Dark* the highest score of any video game since we started its current rating system in Volume 100. Other top-ranked games are, of course, *The Legend of Zelda: Ocarina of Time* (9.5), *Rampage-Ransom*, *Toy Hawk's Pro Skater*, *Terri's Seeds of Evil* (all of which were tied at 9.2), *Star Wars: Rogue Squadron* (9.1), *GoldenEye 007* and *Jet Force Gemini* (which tied at 9.0).

Three E's

In Volume 132, Arcade was incorrect. On the *Ey Quiz*, it said to name the ONLY live Pokémon that had three E's in their name. They had: Eegad, Waxpinbell, Victreebel,



James Barrows • Pleasant, California

Butterfree and Electrode. But they forgot about Weedle. What, did you think he was too weak to include? That isn't fair.

Michael Brown
Old Saybrook, CT

Right you are. Our sincerest apologies to our readers and, most of all, to Weedle, whom we think of as very, very strong.

Ash's Stash

I want to know where all of the Nintendo characters keep their weapons! In previous issues you have said that Link has "Velcro," Roonberman has "deep pouch," and James Bond has a "treated body." But what is all this talk where Ash Ketchum keeps his Póid Balls? Where do all of the characters keep their stuff?

Mary Allison
Saperton, Ct

Where do you keep your Póid Balls? In your Póidball! All right, we know what you want. As you may remember from Episode 2 of the TV series, Ash keeps his Póid Balls tucked in his belt, beneath his jacket. That's why he always seems to have the right Póidball for every occasion.

That's Capisce

I was just reading your Player's Pulse in Volume 132, and in the section asking Mario a question I found a little error. There is a question about how well he can fix a leaky pipe. His response is that saving the princess is

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Steve Meyers • Strawberry Hill, Pennsylvania

power charts

You'd better sit down. Tony Hawk

skated so quickly to the number one slot on the Power Charts, our heads are still spinning. But how long will he be able to hang on to the coveted spot? They say it's lonely at the top—maybe Joanna Dark will pay him a visit next month!

NINTENDO 64 TOP 20



What? What happened? As if that out of nowhere, Tony Hawk's Pro Skater sailed into the chart in style. This may be a record, folks. We don't recall seeing any other games debut in the number one slot.



	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	TONY HAWK'S PRO SKATER	ACTIVISION	—	1
2	POKEMON STADIUM	NINTENDO	3	2
3	GOLDEYE 007	NINTENDO	2	43
4	THE LEGEND OF ZELDA: OCEANIA OF TIME	NINTENDO	1	19
5	GOOSEY KONG 64	NINTENDO	4	4
6	SUPER SMASH BROS.	NINTENDO	5	13
7	WHY WRESTLEMANIA 2000	TNO	8	4
8	JET FORCE GEMINI	BARE	6	7
9	TOO! SNOWBOARDING	NINTENDO	—	21
10	MARIO PARTY	NINTENDO	6	16
11	POKEMON SNAP	NINTENDO	10	11
12	ARMY MEN: SARGE'S STRIDES	3DO	19	7
13	HAIRYEST MOON 64	KATSUME	9	4
14	RAINBOW SIX	RIO STORM	29	4
15	RESIDENT EVIL 2	CAPCOM	12	4
16	THE BLITZ 2000	ANDREW	16	7
17	STAR WARS: ROGUE SQUADRON	LUCASARTS	15	17
18	KANJO-KAZOOBAY	BARE	13	23
19	GAUNTLET LEGENDS	MIDWAY	18	6
20	SUPER MARIO 64	NINTENDO	14	44

GAME BOY TOP 10



There may not be any surprises in the top three spots this month, but plenty have climbed on the Game Boy List. Three new games, Pokemon Trading Card Game, Army Men and Wrestlemania 2000, are now joining the climbing list chart.



	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	POKEMON (R, B, Y)	NINTENDO	1	20
2	THE LEGEND OF ZELDA: LINK'S AWAKENING DX	NINTENDO	2	27
3	POKEMON PINBALL	NINTENDO	3	19
4	POKEMON TRADING CARD GAME	NINTENDO	—	1
5	JAMES KONG 667	NINTENDO	4	27
6	SUPER MARIO BROS. DX	NINTENDO	5	8
7	ARMY MEN	3DO	—	1
8	WHY WRESTLEMANIA 2000	TNO	—	1
9	GOOSEY KONG LAND	NINTENDO	10	10
10	GOOSEY KONG LAND 3	NINTENDO	7	21

1. POKEMON GOLD & SILVER (GAME NOT)

2. DOLPHIN

3. ZELDA: MIST OF THE MYSTERIOUS TREE (GAME NOT)

4. THE LEGEND OF ZELDA: MAJORA'S MASK (W-4)

5. PERFECT DARK (W-4)

6. MEY TOO, PYRAMID (W-4)

7. RISKY 64: THE OFFICIAL (W-4)

8. RANJO-TOOIE (W-4)

9. ARMY MEN: AIR COMBAT (W-4)

10. POKEMON PUZZLE LEAGUE

MOST WANTED



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Isaac, Wal-Mart Customer



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KIRBY 64™

The Crystal Shards



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WAITING TO INHALE

There's no blowing hot air here—Kirby, the ball of fun who tickled players pink with his Dream Land series, has finally landed his long overdue starring role in an N64 game. And it's none too soon, either. Dark Matter has enveloped the planet of Popple Star and shattered its precious crystal into pieces. Blowing onto the scene, Kirby and his trademark ability to swallow enemies and appropriate their powers must sharp, burp and save the day.



HOUSE OF SHARDS

Plunged with bonuses to unlock, multiplayer fun and many attacks, Kirby 64 is mainly about finding the Shard fragments. By brushing up on eating, power-up, place and combo attack info, you'll get the job done. Consider the school of Shard knocks to be in session.

Playing Shard to Get

Ripple Star's precious crystal has shattered into Shards that have scattered over six planets. The one-player adventure sends Kirby bouncing through these worlds to pick up the pieces, and finding them usually requires the safety to swallow the right combinations of enemies that'll give him the one ability to pull off the task.



By finishing the game, you'll unlock the Sound Check option if you find every Shard, you'll unlock Level 7, Dark Star. By defeating the boss there, you'll unlock the Boss Battle boss option.

Sound Check



The game features six planets that contain the six or four side-scrolling stages. Once you've traveled to the end of a stage (you can always revisit it by finding Shards you've missed), you'll unlock the next stage.

Minigames

While the adventure is for one player only, up to four gamers can get in on the action with Kirby 64's trio of minigames. Choose Options on the Select File screen to access them.



You can end up to three friends and/or CPU opponents in one company, racing as Kirby's 100-Yard Hop, catching falling items in the Bumper Drop Bump or zapping the floor out from under your machine in the Checkershot Chase.



Enemies?? Gulp!

When you reach the end of a stage in the main adventure mode, Kirby will be panned to pounce on any of a number of bonus-round prizes spread out on a picnic blanket.



Enemy Info



As Kirby scans the enemies, lock him in a position by pressing and holding A, then jump for the prize he's holding. If you score a Miniature Card, you'll unlock an Enemy Info file. Access it in Up Data to uncover the foe's power-up info. If you're dedicated, you'll be able to collect all of cards.

Power-Ups

Kirby's biggest talent isn't his knack for being cute, nor is it his vacuum breath—it's the pink air bag's ability to absorb the powers of the enemies he swallows. If the enemy Kirby gulps has one of the seven special powers shown on the right, Kirby will earn that ability.



BURN



STONE



ICE



NEEDLE



BOMB



SPARK



CUTTER



Kirby's not afraid of enemies—their parts can be lunch. Press and hold B to suck up an enemy, then press Down on the Control Pad to swallow it. If one of the seven power-up icons appears in the lower-right corner of the screen, it means you've swallowed an enemy with that particular power and you can't B to use it. To get rid of the power, hit L. War any L-Buttons.



POWER COMBOS

Once you have one special power, you'll be able to mix it with another power-up to boost your abilities. Hit L, R or any C Button to open up your current power, which will appear as a star. Hold it at another enemy with special powers, then swallow the new, more powerful star that appears.



By absorbing the powers of two fiery foes, you can transform into a fireball to charge and destroy anything in your path.



With the combined powers of Bomb and Stone, you can blow your top as a volcano. Use the Control Pad to aim and B to erupt.



To protect yourself in enemy-damaging areas, blend hot with a Burn power-up as you'll quickly freeze and thaw yourself!



As a saw, Kirby will shoot flaming arrows. Press and hold the B button to adjust your firing angle. Release B to fire.



When Kirby has the fireworks ability, simply tap the B button to release the puffballs, pyrotechnics and aerobatics.



Press and hold B to set Kirby ablaze. Use the control in Stage 3 of Recipe Mode to power a Star at the bottom of the well.



Hit B to saving the fire sword if you tap on the Control Pad while wielding the blade and then hit B, you'll throw it.



As a snail, you won't be able to jump but you can harm anything you walk into. Shed your geological armor by hitting B.



As a ceiling crane, Kirby will slide in the direction he was facing when he transformed and he'll freeze all foes in his path.



For a bit of drill action, combine Stone with Needle. Press and hold B to charge, and release B to launch the power tool.



The dynamite you toss can harm you, so press and hold Down on the Control Pad to protect yourself with its hit.



Since it's battered to Kirby and in a desert, the electrified bucket has no redde range.



The Stone-Cutter combo will transform Kirby into a random rock on the. Same have special abilities you can activate with A.



Change Kirby from a pink puffball into a white snowball. Press and hold B to pick a power by bowling over enemies.



Look out five icy projectiles in a snow halo. They only lose. But they're slow, but the for trading attack looks the same every time.



As the implosion bomb, Kirby will determine (looking) team to "nerf" it as soon as his fuse burns down or he touches someone.



When you're riding a snail, you'll spit out health-renewing head-balls. Hit B to change back into Kirby and pick them up.



Kirby's pink and at home in the rink, body-skiing enemies and starts. Hit B to start or stop and A to burst a lot.



Similar to the for Needle combo, the twin Needle combo has Kirby playing out spins, this time like a Swiss army knife.



Pair a Needle with a Bomb to make Kirby explode with spiky ghignat. Use the Control Pad to position the flaring explosive.



Charge up electricity by using the Needle power up with a Spark. Electrified Kirby will zap enemies above and beside him.



Press and hold B to welcome enemies with open, spiked arms, then release B to climb down on them with a leg, knee-trip hug.



Watch out when Kirby sheds his north star - the combo will allow Kirby to fly up to the top of the frame in a blink of an eye.



Transforming into a light bulb is a bright idea since it will allow you to harm enemies by simply walking into them.



Combine a Bomb and a Cutter power-up to arm Kirby with a sharp-range throwing star that explodes on impact.



Within the safety of the geosync light-saw shield, Kirby can walk sideways, but the force field's radius will shrink.



Is get all Dumb Metal on enemies, press B to broom and wait a double-edged light saber. Press Down to put it away.



Two Cutters are Kirby with a jumbo sword-sworder. The weapon will pass through obstacles on its way to the light.





SHARD WARS

Five of Kirby's six worlds are covered here, and all of their Shard locales are revealed. If it takes a specific power-up or combo to uncover a Shard, the power-ups you must use will appear circled in red in the screen shot's lower-right corner.



Pop Star

The hunt begins on the planet Pop Star. There, Kirby will team up with Waddle Dee, Adeleine, and King Dedede. But his new allies will tag along only after he's defeated the Dark Matter that has possessed them.



Before you start trekking to the right to begin your journey, do an about-face and head left. A Star that will get you one step closer to earning a 1-up lies before your starting point. The setup occurs on every stage on Pop Star, so venture left when you start each area.



If you can't find the ingredients you need to construct the right power combo for the task at hand, revisit Stage 2 of Pop Star. Every possible power-up appears in the stage's first two areas. Gulp up the items you need, power the game, then select Try Again to take your combo to another stage.



The third stage takes Kirby to King Dedede's castle. The king isn't the friendliest bird on Pop Star, but if Kirby can rid Dedede's kingdom of Dark Matter, the regal eagle will become a valuable ally and the newest member of Kirby's ragtag band of Shard collectors.



Every planet (except for Bonus Level 2, Dark Soul) has three or four stages. Once you've finished them, you'll battle the planet's boss to earn a Shard. On Pop Star, the resident evil is an apple-planting tree. Inhale its bad apples, then attack its spiky roots that pop up in your path. When the tree is on its final limbs, it'll surrender the Shard.



After crossing the river, you'll reach a gray and-white checkered ring. Just beyond it floats the first Shard. To collect it safely, take out the two boomerang baddies before plucking the crystal piece.



Collect Stars while crawling on the gondola. When your ride goes over the vertical line of Stars, jump off and follow the trail to a floating Shard. Sweep it up then quickly fly back.



Since the platform covering the Shards is green, you must combine two green power-ups. Only the magic beam can produce two Cutters well enough to slice through the green barrier.



Color-coded barcodes of ten little Stars. Uncover them with a combo containing power-ups of a matching color scheme. At the black pad at the end, use any Bomb attack to blast it away.



Inside the tree, you'll battle an oversized, pink Blooper for a Shard. If you don't have a power combo to use against it, suck up the smaller Bloopers and spit them out as bombs.



After you pass Adeleine, you'll reach the foot of a spiral staircase. Before climbing the steps, turn around and face the way you came in. If you fly left inside the entrance, you'll find a Shard.



If you don't have a combo to use against possessed Waddle Dees, suck up the stars he carries when he charges in to either side of the arena. Spit them at him to defeat him and win a Shard.



To win the Shard from possessed Adeleine, inhale her charmed pendings and attack her work. When the struggling artist finally comes after you, squat to lock her if you have no special powers.



Always try to have a power combo handy whenever you go. You'll fight possessed Dedede for a Shard and, you climb the chain, so don't scale it until you're suitably armed.



Rock Star

With his newfound friends, Kirby heads for Rock Star, a crumbling planet that's home to parched deserts, ancient ruins, fossil caves, a UFO site and, of course, a handful of Crystal Shards.



Camus enemies populate Rock Star's desert, and if you inhale one along with a Stone enemy, you'll be able to throw together a drill attack. Fire it up and charge across the area with your drill in motion so while past the burrowing enemies that suddenly pop out of the ground.



Kirby and company's next stop is the site of the ancient ruins. King Dedede will lend a hand (or wing) in this level, giving Kirby a piggyback ride. Along with Kirby, Dedede will carry a hammer, and you can make him smack away walls and pillars with it by hitting B.



Before you venture to the right to go spelunking in the cave, head left to refuel with a piece of food. You'll need the energy since the cave's waters require skilled swimming. Let the trails of Stars guide you underwater—if you go off course and dive too deep, you could lose a Kirby.



It's not Roswell, but Rock Star's landscape is another desert that plays host to alien conspiracies. A flying saucer has landed in the sand dunes, and its crew has abducted three Shards. Board but beware—the UFO's passengers will try their best to keep you out of this world.



You can't harm a boss until its pink life bar appears at the bottom of the screen, so you must simply dodge the diamonds' lance assaults until the left you're riding reaches the top. Once you're there, woad sailing since the diamonds constantly are on the go. Stay put and retaliate with a Needle-Cutter combo.



Inside the building, one-eyed blocks will fly up to the floor if you get near them. But you can't stand to side up to them angrily—fly above the second block to find a Shard near the ceiling.



On the ground floor, right in the middle of the dilapidated temple is a Shard. Work your way over the building's roof, then enter the right side of the third floor to climb a crystal prism.



To access the Shard in the skull-tower area, you'll need a Stone power-up. Bring one from another stage, then choose the brown area that includes your rocky attack to blast your way in.



After the elevator takes you aboard the ship, maneuver past the retracting planks to reach the top of the room. From there, vacuum drag into the central vacuum that holds the Shard.



You'll win a Shard if you defeat the giant octopus. The plant is a just-over-the-top challenge is involving until it's a piece of candy. Bounce by jumping over the tent, landing once.



Ascend the triangular staircase inside the building haunted by ghosts. The Shard floats directly below the top of the stairs, so make a quick flight beneath the top step to nab it.



The second Shard is on a branching path. Find the correct fork by taking a tumble down the hole that's been your left area you've fallen through the pit in the stage's first area.



Items form into the lightbulb when you find Adeleine. Remember the three petals you've shed light on, then place the corresponding burrows in the next room to uncover a Shard.



Keep your eyes peeled for camouflaged, two-faced surfaces. The brown and yellow stripes outside the sand-floated chamber mean you should use a Soccer-Sport combo on the bouncer.



As Dedede, climb the ropes and work your way to the left side of the chamber. Hammer the five-levering bar for the ladder, then head to the right before ever again the Shard's call.



In the vertical sewerway, swim up while dodging fish and sinking fossils. The crystal dail on the right is the exit, but swim past it to find the Shard at the passage's top flap.



Put an eye out to win a Shard. Use power combos to defeat the giant peeper. Once you've seen victory against the evil eye, set your sights on the exit at the top of the room.



Aqua Star

As its name suggests, Aqua Star is the water world. Abounding in beaches and oceans, the planet is also where a killer whale hopes to get its paws around a certain pink windbag.



The first stage is by the seashore, but it'll be no day at the beach. Sure, the bright sun could do a nasty number on Kirby (he does have a pretty pink complexion, after all), but the real hazard is that the hot spot is flooded with enemies of all shapes, sizes and temperaments.



The green lumpy sea balls will get you to pieces you need to visit. In the cave, hop into a smelly box to get past the devil heads. Just below them is a floating shield.



Wipe that smile off the grinning enemy's mug by defeating it and wearing it's Shield. Drop down to the lower level and wage your battle from the safety of the central platform.



Use the Ice Bomb combo (you'll find both in the penguin cave) to melt the floor and bleed a checked floor beneath the tower. Fall into the green ball below to launch into the Shield.



Kirby's still in deep water, but this time it's in a forest river in the dead of autumn. Waddle Dee will give Kirby a lift in a raft, and you'll use the A Button to jump the boat over obstacles. But don't worry about sailing into enemies—they can't harm you in the boat.



By defeating the giant crab, you'll open the exit in the lower right corner. Just above the king crab domain is a Shield. Become the volcano to blast away the platform blocking it.



A Shield floats above the second waterfall. Jump as you go over the edge to sail into it. If you miss, you're in the game and select. Try again to replay the stage without losing any items.



After draining the boat, you'll journey on foot, sliding down streams. The third Shield sits at the foot of the final waterfall. Use fish flippers in front of it, so double back to get it.



Practice caution in the water. Kirby won't have to wait a half hour after gulping enemies before he can go swimming, but he should steer clear of the green fish that explode. And beware while beachcombing, too. The sand conceals some enemies, so look for their heady, black eyes.



Drop into the stone agate. Don't lose a the penguin at the green and black mound on the left to uncover a Shield. When you're ready to leave, remove the Sea Mine and set in motion.



The left side of the floor breaks away when you win the battle. Since a Shield also appears at that time, avoid standing near the danger zone so you don't fall away from your prize.



Use the Rock Cutter combo on the rotating wall, then stand above the Ice. Turn into the bear foot, then press and hold the Control Pad to open the wall while tapping A to climb to the Shield.



Stage 3 takes place underwater, and you'll have greater control if you dive in armed with a Stone power-up. Transforming into a rock will weigh you down when the current gets too strong, and it's an easy way to sink to the seafloor to dodge the floaters and jetters.



The Shields at the top, but the current that flows to the right may flush you out the exit. To avoid getting washed away, become a Rock Cutter and end fluster to the crystal piece.



Swim to the pole, then climb down to the sea floor. Walk to the right toward the floating Shield, then swim up to collect it before the current whisks you out of its vicinity.



The cave's current is so strong that it's flushing broader your way. The Shield sits in a sunken area, and it's easier to reach it if you're weighed down as a Rock Cutter rock cutter.



When the killer whale drifts bomb, look off since rock debris will shoot out sideways. Stick up the rocks and fish for armor. Once you've finished round one, swim up before the ground crumbles away. The area will pause you on its second wind, so keep swimming up and attacking to win a Shield.



Neo Star

Planet Neo Star is a hodgepodge of environments, taking Kirby and his crew across jungles, caves and canyons and, ultimately, straight into the heart of a raging volcano.



The jungle is laden with camouflaged traps, so take careful steps. A patch where little grass grows indicates sections of breakaway ground. If you stand on one long enough, it'll give way. Most often, you'll fall into a pit filled with spikes, but one trap contains a Shield.



After you cross the pond and pass the floating stump, you'll reach some tree trunks with leaky traps between them. A Shield hides in the trap between the second and third trunks.



When you reach the cliff perched by the purple crystal, jump to the opposite cliff and grab the vine. Climb down to claim the Shield, then exit by climbing to the top.



Jump across the tree swings until you spot a suspended, circular stump. Fly to the Shield above it, and swinging on the swing or any other handclimber will lift you from your weight.



In the cave, Waddle Dee will take you for a mine cart ride. As you race along the rails, watch for Waddle's reactions. If you see Dee react with "F," it means there's danger ahead and you're going to need to hit A to jump the cart over an upcoming hazard.



The stage begins with Kirby free-falling through the cave. The first Shield floats by the left side of the cave, so quickly puff up to stop your descent and float your way to the crystal.



As you ride the rails, clear the third jump to land on the upper track instead of the lower one. On the high road, you'll be able to jump into the Shield when you clear the next tunnel.



Test your Stone Bomb durability to blast open the brown and black stone wall. Before your explosive detonates, press Down on the Control Pad to don your protective bandana.



High above sea level, Neo Star's Stage 3 takes place atop skyscraping mesas. Bottomless chasms and canyons separate the plateaus, so make careful jumps and avoid hitting enemies in midair or the collision could send you plummeting countless stories below.



The first enemy you meet in the stage has Needle guns, and that ability will crumble the orange slab of ground that hangs over an otherwise unreachable Crystal Shield.



Win a Shantley removing boxes from the stack to the former resembles Adeline's painting. Tomoko Adeline paints a new shape, revives the area and is waiting another stage.



After hopping your way up the mesa pecked by cubbyholes stacked with food, walk to its right edge. By falling into the gap where the Stair Ranks, you'll drop into a Shield.



The volcano is geologically unstable, so rocks will fall from above. Watch for shadows on the ground that indicate where they'll touch down. The very ground you walk on will also move about, breaking away from the mainland to ferry you across the lava.



Hummering away as Dede, diving at the plane to clear them out. You can activate the lower and top levels of many columns, and a Shield is embedded in one of the pillars' upper reaches.



Whether throwing a color-coded power-up to hit the Shield stuck in the molten mound, use the power-up that's the polar opposite of lava. Any ice cube will do the trick.



In the final room, a flood of lava gushes into the chamber, so you must take to the air to make your escape. If you stay to the right as you fly, you'll flap by the last Shield.



The Spore-Speak weapon buster goes on, and it comes in particularly handy against the lava monster. Once you've struck its lava tentacles, the blob will chase you to the right. As soon as round one is over, jump since the magma monster will happily and ooze to the right. Finish it off to win a Shield.



Shiver Star

Your next stop takes you out of the frying pan and into the deep freeze. Shiver Star is the coldest world, and it's also the chilly home of a toy factory and a ride-high world among the clouds.



Waddle Deeds always taking Kirby on wild rides, and in the winter wonderland, Kirby's pal will pick him up for a bobbed run that before you bundle up for the ride, swallow any of the fiery foes at the beginning of the stage since you'll need the Burn power-up to make a Shred fire.



You'd think a pellow-soft character like Kirby would feel at home in the puffy clouds, but the sky-high residents aren't very accommodating. Nevertheless, Kirby must visit the unfriendly skies to recover a few Shards, so fall into the hilltop pit at the beginning of the stage to start the journey.



The opening stretch of the snowbound village seems to have nothing for you to collect, but looks are always deceiving in Kirby 64. Begin the stage by flying high and to the right. Directly above the doorway you'll be able to dine on a health-replenishing sandwich.



Your final destination on Shiver Star is the toy factory that's more dangerous than fun. You enter via a manhole, but before diving in, jump over the opening and walk to the right end of the area. At the end of the line you'll find some food to bump up your health meter one notch.



Park on the left side of the screen, then fire a Stone-Spark combo at the robot's arms when it swings and claps. After round one, run to the left as the robot transforms into a leftward-bound ship. Damage its hull to score the Shard.



On the bobbed run, jump over the archway of the second glass. The Crystal Shard sits atop its roof, so vault your nose over the top of the snow dome to score the piece.



After you've crossed the beeping pink, yellow and green air-fence, jump to the next cloud. If you fall through the hole, you'll land on a lower cloud. Head left to rob the Shard.



In the first room, you'll ride up a series of escalator ramps. Your zigzagging route will lead you to the last door in the upper right. Directly across from there, on the left, is a Shard.



Drill the brown-and-orange, X-marked crates. After drilling away the boxes on every level, drop to the lowest blue floor and walk to the right to climb the ladder to a Shard.



At the end of your ride, you'll go low to low with a snowman. Once you've deflated him, use the Burn power-up to melt the ice surrounding the Shard at the top of the igloo.



Inside the green smiley ball, hit A when its face is aimed in the direction that you want to go. The Shards in the upper left, while the exit is directly above the central green ball.



If you can subvert the giant spider, you'll earn a feather after all the crystal. The spider will drop down from its web, but you can evade it by staying as you're close to a solid wall.



Drop down the middle of the well as you land on the platform and on the lower ground the feature, then whip out your light saber to slice open the Shards call at the ceiling.



The frozen lake contains a Silver. Dive into the final crack in the ice between the spiked archway in an orb, then swim to the right through the spiral ball to find the elusive treasure.



Once you've deflated the cloud enemy, a Shard will appear in the yellow-and-orange box in the middle of the arena. The matching Needle-Spark combo is your ticket in.



Adeline will grant three fruit. In the next room, stand on the corresponding buttons and press Down on the Control Pad to push them. Tap all three in any order to uncover a Shard.



The sidewalk closes as you as you head across the conveyor belts. The Shards sit on the right side of one of the upper floors, so hurry to nab it, then double back to escape.

Pretty in Pink

Two planets and ten Shards remain. While the foe of Ripple Star is uncertain, the Crystal Shard dearth. Kirby 64 is a blast. It may not be terribly difficult, but the fun lies in the countless combos and ways you can play.



EX3

YOUR HEAD



CATCH ALL THE
Pokémon
TITLES TOO...



POKÉMON YELLOW: SPECIAL EDITION
GAME BOY COLOR



POKÉMON FIRERED
GAME BOY COLOR



POKÉMON LEAFGREEN
GAME BOY COLOR



POKÉMON RUBY
GAME BOY COLOR



POKÉMON SAPPHIRE
GAME BOY COLOR

GAME BOY COLOR QUARTERS

A small image of Mario Kart 64, showing Mario driving a red kart.

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Guh-huh! Banjo is great!
You'll laugh, you'll cry—
you'll...LAUGH
AGAIN...
—Banjo



THE STARS

release date: fall 2000

Starring: Banjo, Kazooie, Mumbo Jumbo

Costarring: Gruntilda, Bottles and the jingles and introducing
Herma Wumba as the "Best Magic Person in Whole Game"

The Buzz: It may be a sequel, but it's not #2!

BANJO'S BREAKTHROUGH ROLE

Banjo, Kazooie and Mumbo Jumbo are back and better than ever in an all-new action/adventure extravaganza called Banjo-Tooie, the must-see, must-play event of the fall!

Banjo and Kazooie begin their new adventure with all the fun-flying moves from Banjo-Kazooie, and they pick up new moves as the game progresses. Together, the bird and bear learn how to shoot eggs more accurately, how to break things with the bird's beak and much, much more. The two make a great comedy team with plenty of onscreen chemistry, and they give tear-de-force performances.

Kazooie-Tooie is FANTAST... what do you mean
it's called BANJO-Tooie? Call my agent!

—Kazooie

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MUMBO JUMBO MAKE GREAT ACTION STAR! MUCH PLENTY HANDSOME!

—MUMBO

For plus feathers has always equaled fun, but this time around, Banjo and Kazooie aren't joined in the backpack all the time. Toose allows Banjo, the bear who's done more for yellow shorts than any other major star, a chance to try out some solo work. Banjo can't glide through the air when Kazooie's not there, but he can use his backpack to carry stuff—and even jump inside it himself!

KAZOOIE SAYS IT'S TIME TO SPLIT UP

Kazooie also gets to spread her wings and fly solo in Banjo-Toose. The beegull babe is not as strong or tall as the brown bloke, but she can fly, flutter and generally catch more air when she doesn't have to pull his weight. She even has some slick wing attacks she can unleash on unsuspecting enemies—as long as they're not too big...Razooie, the trash-talking toughie, finally shows her feminine side in Banjo-Toose, and she's hatching up some pretty cool stuff this time around! Her "Hatch" isn't really an attack, but it does come in very handy for our feathered friend.

MUMBO'S SHUFFIN' ON UP

It's said that there are no small roles, just small shamans, but don't tell that to Mumbo Jumbo. Making the move from his player to full-blown star, Mumbo Jumbo has taken a lead role in Banjo Toose. Banjo and Kazooie can switch places with the magic man, who uses his very own Mumbo Pads to cast his spells. The suave shaman makes magic look easy, but what do you expect from someone who can make a fur skirt and a feather headpiece look so fashionable?

Banjo-Toose is definitely an ensemble piece, and the three leados all want together to make the game everything special. Of course, Banjo, Kazooie and Mumbo each have their own special talents, and this game is the perfect showcase for the talent individuals.



When I'm a Van I'm gonna be the **BEST** van I can be.
Quit laughing, Kazooia. —Bongo

HUMBA WUMBA'S MAGICAL MAKEOVERS

Newcomer Humba Wumba gives an impressive performance in *Benjo-Toxic* as "Best Magic Person in Whole Game," taking on the role vacated by Mumbo Jumbo when he moved on to his new action role. She's more confident with her magic than Mumbo ever was, and her magical makeovers turn Bongo and Kazooie into many interesting shapes, including the van, the dinosaur and the buzzingly brilliant bee.

A TRANSFORMING EXPERIENCE

A big-budget blast like *Benjo-Toxic* always features the stars in an impressive array of outfits and makeup, and Humba Wumba has the whondry that transforms the pair into a number of fabulous forms. Humba Wumba's costumes don't come cheap—she asks for one Globoe each time Bongo and Kazooie need a new look. The magical pink creatures fuel Humba and Mumbo's magic, so the bear and bird are always on the lookout for them.

Bongo and Kazooie often need a new look to get into new areas, talk to certain characters, or get past obstacles. Humba always seems to know which outfit will get the bear and bird in the door and talking to the right people. She gives the outfits the right accessories for the job, too, including combs, torpedoes and undershirts.



That Humba must
be PRE-HISTORICAL!
What food is a tiny
DINOSAUR?

—Kazooie



Thanks to Humba's magic, Bongo and Kazooie are nearly unrecognizable as a bear, van, dinosaur and dinosaur! Humba Wumba knows a good thing when she sees it, though, so Bongo and Kazooie's signature yellow shorts and backpack complete every look.

The MINIGAMES are MADDENING!
Show me the Jiggy already!

—Kagoia

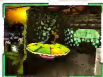


THOSE
BOSSSES DON'T
SCARE ME.

THE BOSSSES
ARE TOUGH—BUT WE'RE
TOUGHER. —Bansie



BANJO-TOOIE



LIGHTS, CAMERA, 2 MINIGAMES! ACTION!

Banjo-Tooie is loaded with minigame madness. Minigames are not only a great diversion, but they're also very rewarding—each has a special prize, usually of the Jiggy variety. While the minigames often make use of both Banjo and Kazooie's talents together, there are times when just one of the pair plays a game. Other minigames feature an exciting first-person egg-shooting element to the game play, with Banjo using Kazooie's big mouth as a weapon. There are many different kinds of minigames, from kick ball to dodge/cats to flying-saucer shoot-'ems-ups.

WATCH OUT FOR THE BOSSSES

Big, bad bosses made Banjo and Kazooie's lives miserable back in Banjo-Kazooie, and there are more where that came from in Banjo-Tooie. In fact, the bosses are bigger and even worse than before! Banjo usually needs his birdy buddy with him when he's facing the big bosses, because egg-shooting is often essential to sending the bosses into early retirement. The bear and bird connection must have trained for hours to get their flying, swimming and shooting skills up to the picture-perfect levels they need to defeat the bosses.

MUMBO NOT MINIGAME TYPE.

NOTHING MUMBO ABOUT MUMBO JUMBO!

OOMA-NAKA!

—MUMBO

The bird and bear are up to their beaks in minigames and bosses in the action-packed Banjo-Tooie. The script calls for plenty of skill, luck and good, old-fashioned hard work to come out a winner through the challenges

THE
ACTION

THE DIRECTOR'S CUT

THERE'S MORE TO ME than just yellow shorts and a blue backpack.
I have...uhh...a necklace, too.
—Banjo

ALL THAT AND A BAG OF POPCORN

Even more great stuff is in store for the Banjo-Toonie audience. Fair-foresakes like Boole and Gruntilda are back, and you've never seen either of them like this before! New characters like Boole's brother, drill sergeant Junjo, the Jinjo monarch, King Jingaling, and the evil Jinjo-imperatrices, the Minjos, make this an all-new experience for Banjo-Kazooie fans.

In addition to the new characters, Banjo-Toonie has new eggs for Kazooie to shoot. Ice Eggs, Fire Eggs, Grenade Eggs and Clockwork Eggs open up all sorts of game play possibilities for the Toone-some. Tack on a rip-roaring, world-spinning train, secret passages between worlds and plenty of warps to help the furball and the feather-head get around the enormous overworld. It's safe to say that this is the biggest thing Banjo and Kazooie have ever done.

THAT'S A WRAP

Banjo-Toonie's got big bosses, bigger adventure, and even bigger stars. Add to that a too-hoe-for-previous-audiences multiplayer mode, suspenseful Jiggy-collecting, and the inevitable Mumbo music—and you've got a surefire hit! ☺



Kazooie and Banjo are taking it all in their second action-packed feature. Kazooie and Banjo do all of their own stunts—no stunt birds or bears were used!



BANJO-TOONIE...
I'm the one HATCHING
up something
EGGciting,
NOT that
dumb bear. —Kazooie



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YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

EXCITEBIKE 64

THREE CODES, TWO WHEELS AND ONE REALLY BIG HEAD



Leave it to the sly developers at Left Field to bury a Cheat Menu somewhere in the dirt of Excitebike 64. They hid a Cheat Menu In NSA Courtyard 3 Featuring Kobe Bryant, and they've done it again in their rip-roarin' motorcycle game. To unearth the secret Cheat Menu, simultaneously press and hold L, right C, bottom C and A at the main menu to bring up the hidden Cheat Menu. When the Cheat Menu pops up, type in SLASHBLAH to enable Big Head Mode, SHOWOFF to activate the Stunt Bonus and INVISIBLER to make the bikes perform a vishinging act.



Press and hold L, right C, bottom C and A at the main menu to bring up the hidden Cheat Menu.



Use the Control Stick to type in the codes, such as SHOWOFF, which activates the Stunt Bonus.



Those must be custom-made bikes to they're wearing, because these are some turbo-cogging the riders have. At least the Head Mode doesn't make the cyclists top-heavy.



Make your day at the races even better by typing in INVISIBLER with all of the letters available, you'll never know when your rider is about to lose balance or take a tumble.

VIGILANTE 8

I WILL SURVIVE



Activision's fairly sequel to Vigilante 8 could have you burning out like a disco inferno, but that's nothing a few cheats can't fix. Activate the game's password menu by selecting Options from the main menu. Choose Game Status, then highlight any character on the Bowchart. If you press the L and R Buttons at the same time, a place to enter passwords will appear at the bottom of the screen, right below the character pictures. Type in any of the codes below, and be sure to include spaces where necessary. If you hear someone shout out "Funky!" you've correctly entered in the code and you'll be ready to boogie-boogie-boogie.

CODE

RESULT

ELBICNIVNI

INVINCIBILITY

HI CEILING

LIGHTER VEHICLES

LLA OORTON

MAX STATS FOR ALL VEHICLES

LLA KCOLNU

ALL CHARACTERS




! We always knew that little four-wheel drive wagon had it in it to be invincible. Bewildered that simulated wagon can conquer, there's actually may be some better great material! Thanks to the ELBICNIVNI password.



! To deactivate any cheat, you must press your N64. But with a code like LLA KCOLNU that gives you the keys to every vehicle, why would you want to?

DUKE NUKEM ZERO HOUR

A DUKE FOR ALL OCCASIONS

 Duke Nukem Zero Hour's multiplayer mode is a blast, but wouldn't it be better if you could dress Duke up for the occasion? Dogtag Duke, Battle Dress Duke, Evil Duke, Posh Duke, Ginger Duke, Fun 'n' Sun Malibu Duke. All of those outfits (except for those last two) along with some female, blond and pig characters will be available if you punch in the following codes at the title screen after "Start" appears. You can enter multiple codes when the title screen appears, and you'll hear a horse whinny if you've successfully unlocked a set of characters.

CODE	RESULT
↑, ↓, ←, →, +, *	POSH DUKE, BATTLE DRESS DUKE & DOGTAG DUKE
↑, ↓, ←, →, A, Z	EVIL DUKE, CUSTER, RIPPER & X-TERMINATOR
B, B, B, R, ↑, A	MARSHALL, SHERIFF, SQUAW, SURVIVOR & KIMBERLY STROKES
↑, ↓, B, A, A, *	MARINE & SERGEANT
B, A, A, R, ↓, ←, →	PIG COP, RIOT PIG, ROAD HOG, WAR PIG, COWBOY GRUNT, SAVAGE GRUNT, SOLDIER GRUNT & CAPITALIST PIG
A, L, R, ↑, B, ↓, *	ENFORCER, ENFORCER CAPTAIN AND BATTLE ENFORCER



 What, you thought Battle Dress meant Duke would be donning a camouflage gown? At ease, soldier!



 The codes will allow you to play as Duke's moment, including a variety of parkies. Just don't get blasted into space bits.

NUCLEAR STRIKE 64

LOOK WHAT THE WINCH DRAGGED IN

 Swoop up an advantage by flying into the Options section of Nuclear Strike 64. Select Codes, then enter in one of the cheats. Stealth Mode is particularly handy for recon runs, since enemies won't notice you flying overhead (you can't fire at them in this mode, though).

CODE	RESULT
DRWCV	INFINITE FUEL
FCOWH	INFINITE AMMO
GZXCX	LEVEL SKIP
HLNRV	DEBUG MENU
JYMYT	STEALTH MODE
KPLYO	INFINITE ATTEMPTS
LLMMNN	DOUBLE MPG



GRUISIN' FOR MORE BRUISIN'

 If you're just itching to take a few swings at Akuma or M. Bison, battle them right off the bat by selecting Arcade Mode. Pick Manual or Auto, then press and hold A and B until the match starts to duke it out with Akuma. For more abuse, press and hold A, B and Select instead to face off against beefy M. Bison.



As soon as your opponent's home country appears, press and hold A and B or A, B and Select until the match begins.



 Depending on what button you have pressed, you'll take it to the streets with either Akuma or M. Bison.

NBA SHOWTIME NBA on NBC

WHITE SASQUATCHES CAN'T JUMP?



Most of Midway's sports games (as well as its Mortal Kombat games) use the same system for entering codes, and NBA Showtime is no exception. When the Vs. Screen appears right before the tip-off, press the Z, B and A buttons the number of times that's listed for the code you're activating, then tap the Control Pad or Stick in the indicated direction. Whenever you tap Z, B or A, you'll change one of the three symbols in the lower-left corner of the Vs. Screen. For example, by tapping Z twice and B and A zero times, the corner display will show an "A" and two Midway logos. If you follow up by tapping Right, you'll activate the Big Heads Code. (If you're really perceptive, you might have noticed that this code appeared on a fan's sign in the background of the NBA Showtime-NBA on NBC magazine ads.)

DESCRIPTION	Z	B	A	PAD/STICK
ABA BALL	2	3	2	RIGHT
BIG HEADS	2	0	0	RIGHT
SHOW HOT SPOTS	1	0	0	DOWN
SHOW SHOT %	0	0	1	DOWN
NO HOT SPOTS	2	0	1	UP
TEAM UNIFORM	4	0	0	RIGHT
HOME UNIFORM	4	1	0	RIGHT
AWAY UNIFORM	4	2	0	RIGHT
ALTERNATE UNIFORM	4	3	0	RIGHT
TOURNAMENT MODE	1	1	1	DOWN

TEAM MASCOTS

To play as one of the furry or feathery mascots (they don't even have to play for their own team), select Enter initials before starting your game. When "Enter name for record keeping?" appears, answer yes, then type in the appropriate name and PIN to activate any of the mascots for the home towns listed below.



DESCRIPTION	NAME AND PIN
ATLANTA	HAWK 0322
CHARLOTTE	HORNET 1105
CHICAGO	BENNY 0503
DENVER	ROCKY 0201
HOUSTON	TURBO 1111
INDIANA	BOOMER 0604
MINNESOTA	CRUNCH 0503
NEW JERSEY	SLY 6765
PHOENIX	GORILA 0314
SEATTLE	SASQUA 7785
TORONTO	RAPTOR 1020
UTAH	BEAR 1226



Tap on the Controller sequences while viewing the Vs. Screen. Enter in as many codes as you can before the game starts.



Hey! Who's been messing with the ball pump? Oh, wait. That's just the good ol' Big Heads Code in action.

SEND CODES TO:

NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 37033
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98073-0733

Konami strikes again with its 2000 edition of ISS. And here's the kicker: Even the roughest soccer hooligan will love it since the N64 shootout piles on more realism, fancy footwork and killer audio than before.

INTERNATIONAL SUPERSTAR SOCCER 2000



LOOK, MA—NO HANDS!



With International Superstar Soccer 2000, the road to the Cup can be short and sweet or long and grueling. The two-player game features spot-on running commentary and several modes of play. Pick any path—the journey is sure to be filled with awesome animations, raucous crowds and heated action.



Jumpstart to the frenzy of penalty kicks in PK Mode or prepare your team for the season with four different training sessions.



Play in a league with up to 32 teams from around the globe or enter one of the two Cup tournaments: International and Euro.



Over 15 pre-programmed game scenarios will test your nerves in clutch situations. Can you score with the clock ticking down?

FEET DON'T FAIL ME NOW



SCORING MADE EASY

To some people, soccer appears to be a bunch of guys chasing after a ball. But as true fans know, every goal is precious and requires patience, teamwork and strategy (and maybe a touch of dumb luck). If you plan to beat the best and win the Cup, you'll need to learn how to score.

CONNECT QUICK PASSES



Unless a slack ball happens to land in the open field, no player should have the ball for very long. Keep the ball moving with lightning quick passes and quickly up the defense. Just be prepared to pass up a clear opportunity if nothing is made open for it.

SERVE UP HIGH CROSSES



One of the most basic strategies is to give the ball to a player in the wing and send him up the side of the field as he attempts a pass into the middle. Let the ball high into the air when in front of the goal, and hope that someone can reach it.

KICK OUT FOR LONG SHOTS



If you zone your player will stand on either side of the goal without a high-percentage chance to score. Kick the ball back to one of the midfielders for a long-distance attempt. If you've managed to attract too many defenders, the play could turn in success.

THROW THE TROUGH BALL



Another basic strategy involves using the through pass to set up an opportunity at the goal. The idea is to keep away wide forwards toward the man with the ball as teammates breach ahead. Throw the ball through the defense and watch a teammate kick it in.

MASTER SET PLAYS



Free kicks and corner kicks present excellent opportunities to score goals. Practice various set plays, perfecting your strategy at short and at outside points. A well-executed set play could catch the defense by taken in great victory and a crushing defeat.

PUT THE "D" IN "DEFENSE"

As the typically low final scores indicate, soccer is all about defense. One goal could be enough if your team is strong defensively. The weakness in soccer runs is to rush the ball and try to knock players down. But those are better strategies that will help underdog teams succeed.

ANTICIPATE THE LONG PASS



Instead of charging toward the player with the ball, sit back and relax to allow the ball to go. Scan the field and look for the open player nearest likely to receive the long pass. If you're too nervous, the opposition will easily slide past you.

WATCH THE PRESS AND FLOW



Always know the score and the time left in the game. If your opponent looks offensively good, keep them and then drop back to protect it. If you're significantly behind late in the game, make a strong offensive push. Be aware of how the other team is reacting.

STAY ON YOUR FEET



Making a dramatic slide to stop the goal is just the ball's undoing. If you stay on your feet, if you slide to stop, you'll give a defender out of the play try to get in front of the ball handler and block a pass or shot.

HOLD ON TO THE BALL



Always remember that soccer is about defense. Don't let the game quickly end by losing the ball. You could get burned and soon find yourself in a game. There's no need to be aggressive with a loose ball. Pass the ball around and clear up the clock.

A SPOT OF VIOLENCE



There may be a few exceptions to the rules. Sometimes an opposing player will have a true break toward the goal, in which case you'll want to trip him up from behind and risk getting in trouble. Keep in mind, such a move could fix up your opponent.

INTERVIEW: A SPECTATOR'S GUIDE TO THE 2002 WORLD CUP





THE WORLD AT YOUR FEET

188,000 boasts teams from over 70 different countries. While every player is fictional, each sports individual strengths and weaknesses just like the pros. Know your players' talents to keep the ball rolling, and play off your opponents' weaknesses to get a leg up on the competition.



Vary the competition by setting up a custom season. There is no longer a league, but the teams play as they would in real life.



In Franchise Mode you can handpick teams by adjusting the skill, experience, number of players and ability of the goalkeeper.

DENMARK

AT	54	Goalkeeper	Goalkeeper
DF	50	Defender	Defender
AL	50	Attacker	Attacker
FTB	50	FTB	50
FTB	50	FTB	50

The outstanding goalies, Thomsen is the heart and soul of the team. Denmark is a defense-oriented side with solid passing skills. Halberg and Sørensen will provide the offense, but when a goal, Denmark should drop back and focus on holding the lead.

FRANCE

AT	54	Goalkeeper	Goalkeeper
DF	50	Defender	Defender
AL	50	Attacker	Attacker
FTB	50	FTB	50
FTB	50	FTB	50

Team France is packed with gifted players, including the multi-talented Zidane, who can take over a game by himself. Arhéguez and Bonaldi mean power, while Barroca protects the goal. The defense is solid, and the back line is nearly impenetrable.

HOLLAND

AT	54	Goalkeeper	Goalkeeper
DF	50	Defender	Defender
AL	50	Attacker	Attacker
FTB	50	FTB	50
FTB	50	FTB	50

With an overall score of 88, Deyts is one of the best players in the game. He can do it all, and he can last forever thanks to incredible stamina. Cyhardt is also a marquee player, making the team an offensive force. The defense is solid as well.

SPAIN

AT	54	Goalkeeper	Goalkeeper
DF	50	Defender	Defender
AL	50	Attacker	Attacker
FTB	50	FTB	50
FTB	50	FTB	50

If you want a perfectly balanced squad, look no further. A solid goalie, lots of speed, powerful strikers and a strong defense can all be found here. There's no exception; but Spain has a hand of well-rounded players. Real and Perrenque are the stars.

BRAZIL

AT	54	Goalkeeper	Goalkeeper
DF	50	Defender	Defender
AL	50	Attacker	Attacker
FTB	50	FTB	50
FTB	50	FTB	50

Brazil could be considered the powerhouse of the game. The team is loaded with quickness and great ball-handling ability. Roderick is a powerful striker with a strong leg, and Finkov is a speedster who will make things happen on the wings.

CROATIA

AT	54	Goalkeeper	Goalkeeper
DF	50	Defender	Defender
AL	50	Attacker	Attacker
FTB	50	FTB	50
FTB	50	FTB	50

The gutsy Croatian has plenty enough options on the field to compete with the best of them. March of strong shooting strikers will give lots of goals. Defense is solid, but when a goal, how to find them, and speed. John has more passing.

ENGLAND

AT	54	Goalkeeper	Goalkeeper
DF	50	Defender	Defender
AL	50	Attacker	Attacker
FTB	50	FTB	50
FTB	50	FTB	50

There isn't much to be said about Team England. Most is an incredibly speedy goalkeeper. Owen has quick feet and an excellent shot, and Beghin is an equally snappy who can cross from anywhere on the field. David defense makes the powerful group.

GERMANY

AT	54	Goalkeeper	Goalkeeper
DF	50	Defender	Defender
AL	50	Attacker	Attacker
FTB	50	FTB	50
FTB	50	FTB	50

Another powerful team, Germany is among the best of the best. And they have the most creative player, Beckel. He's a great scorer with a powerful leg. Gaten is a creative player who is also a solid defender. The team also has another powerful.

ITALY

AT	54	Goalkeeper	Goalkeeper
DF	50	Defender	Defender
AL	50	Attacker	Attacker
FTB	50	FTB	50
FTB	50	FTB	50

Italy is yet another nearly unstoppable team. Defense is solid, and the team has a powerful group to play against. The team that have a star in the back line, and a star in the front line. The team is the best goalie in the game.

YUGOSLAVIA

AT	54	Goalkeeper	Goalkeeper
DF	50	Defender	Defender
AL	50	Attacker	Attacker
FTB	50	FTB	50
FTB	50	FTB	50

After examining Finland, Germany and Italy, you may think Yugoslavia looks weak, but don't be fooled. Melvich is a star in the back line, and Stokich is a star in the front line. The team has the ball. The team can help make up for the team's lack of speed and defense.

TROUBLE'S AFOOT



The Scenario Mode is made for those who like to get themselves into trouble and then find a way out of it. Between different scenarios throw you into dramatic endings of tight games. Use these tips to succeed and rank in each scenario, and remember, the more wins, the tougher the match.

SCENARIO 3 **GERMANY** 0 **TURKEY** 0



A seemingly easy scenario could become difficult if you both the center backs will under a little pressure. Still, Germany is incredibly talented and should be able to score on Turkey at all. Consider replacing Nevel and Dossler. Also, long passes work with Germany.

SCENARIO 6 **YUGOSLAVIA** 2 **CROATIA** 2



The defense too with a few accidents something. But Yugoslavia's goalkeeper seems to stop anything, which makes this an easy scenario to win. Croatia starts with the ball and should score after a few tries. But don't get comfortable—your defense needs the strongest.

SCENARIO 7 **WALES** 0 **ITALY** 4



Forget that tale about a starring comeback, it's not going to happen in this scenario. Italy's defense is like a brick wall, and if you do happen to break through, the Italian goals will perform miraculously to block your shots. Nonetheless, it's fun to try.

SCENARIO 1 **ENGLAND** 0 **SCOTLAND** 1



Scoring against Scotland's nasty defense is no mean feat. Scotland's defense is so tight that it appears you start the game with an advantage—Barnham preparing for a free kick. Move him to the right and aim for the lower left of the goal. If he misses, you'll have to start over.

SCENARIO 4 **UKRAINE** 0 **FRANCE** 0



Defense is not so tight, the lead with a possibly lack unless your goals can make an amazing save. Chance are. Ukraine will score and you'll have to use France's blazing speed and aggressive talent to knock home two goals in less than a minute. Get the ball to Bay.

SCENARIO 7 **HOLLAND** 5 **BELGIUM** 5



If you're looking to jump to the final seconds of a tied match, this is the scenario for you. Belgium has a corner kick without a time limit left to overtime. Play tough defense, then get the ball to Orghed, who has the best chance of leading the team to victory.

SCENARIO 19 **GREECE** 0 **NORWAY** 2



There's not much time left in the game, and you need to score three goals fast. Switch to a 1-4-5 formation and make a change. Greece has several beach players waiting for action, including Turgut, Frimpong and Nicholas. Norway's defense will be tough to penetrate.

SCENARIO 2 **ITALY** 2 **DENMARK** 3



What's this? Italy has surrounded the lead at home? No fear, 2:30 is more than enough time for the Italians to make a comeback. Perhaps Thulsa and Abba to win. Kosta and Dharco. Try to score quickly on the corner kick. Don't put on a strong offensive push to win.

SCENARIO 5 **SPAIN** 2 **CYPRUS** 3



With 30 seconds remaining and Spain down by one, a comeback seems unlikely. But for some reason, Cyprus will continually kick any player who dribbles into the middle of the field, which gives Spain great opportunities for set plays and a chance to win the game.

SCENARIO 1 **URUGUAY** 0 **BRAZIL** 5



Down by three to Brazil in the second half, the game doesn't seem to have a prayer. But before long, this scenario completely comes alive. The fact that Brazil is a bit too comfortable and not playing with much motivation. The stage is set for a stunning comeback!

SCENARIO 11 **SWEDEN** 0 **ENGLAND** 0



Defenders have been pulled from the game with one minute remaining, leaving Owen as England's main weapon. You have the option of either replacing the captain, Schuster, or hoping he has enough in the tank to win the game. Prepare to defend England's long looks.



With 15 seconds remaining, undaunted Romania is set for a freekick to take the lead. Switch to an offensive formation and sub in Cebelu and Miletici. Use quick throw passes to move the ball toward the goal. Portugal's defense will try to disrupt the set piece.



There isn't much time left for the Czech team to score, but the Dutch defense is disorganized and can be taken advantage of. Block the opening freekick and move the ball forward for your best opportunity to take the lead. Use quick passes when on the attack.



This game seems like a mismatch, but the Brazilians are missing some key players. Even so, you'll be going up against a tough defense and you'll need to search for a more effective formation. At the same time, don't let Brazil break ahead for the winning goal.



After fighting through a bunch of grueling scenarios, this one will be a piece of cake. Beginning the opening penalty kick to take the lead, then drop back into a defensive formation and prevent Slovenia from tying the contest. The snow will help slow them down.



The final scenario is one of the most difficult. Brazil is healthy and dominating Argentina. On the opening free kick, try sending a pass to the right for an easy score, or blast through the wall and change the goal. Then all you have to do is score two more times!



THE GAME BEHIND THE GAME



QUALITY CONTROL

As we've stated already, massive amounts of strategy and preparation go into each battle on the field. If you play on the more difficult levels, you'll need to know the ins and outs of each and every club, including your own.



Watch the moods of your players, particularly the captain's. His mood could affect the team as a whole. Remove players who aren't ready for an intense game.



The standard formation is a 4-4-2, but there are times when you'll need to make an offensive push or dropback and play heavy D. Be aware of the score.



Corner kicks and free kicks give you great opportunities to use set plays and score easy goals. Take advantage of these game-changing options whenever possible.

THE PERFECT PLAYER?

Unfortunately, your customized player will be far from perfect. There is a limited number of points allotted for each new creation. Still, you can build quite a machine by distributing the points equally among the various categories. His ranking will likely be in the range of 80-85.



The player creation system is not very deep. You can't choose a face or skin color, which isn't exactly those who have enjoyed variety in other games.

GOOOOAAAL!

International Superstar Soccer 2000's lack of a league license may turn off some diehard soccer fans, but the inclusion of editable players makes up for the shortcoming. The bottom line is that ISS 2000, with its smooth animation, tight plays, seamless commentary and fierce CPU competitors, delivers all the realism you'll need to get your kicks. **B+**



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SUPER BOWLING



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**THE SURPRISINGLY INTENSE AND SLIGHTLY PSYCHEDELIC
SUPER BOWLING FOR N64 HAS CROSSED THE SEAS
AND ARRIVED IN AMERICA, COURTESY OF ATHENA
AND UFO INTERACTIVE. MAKE NO MISTAKE,
THIS GAME IS NOT FOR AMATEURS.**



When you think of bowling, you might imagine a row of lanes crowded with league players and stumbling beginners. But Super Bowling has its roots in Japan, and, as a result, it looks and feels more like an RPG than a sports sim. There's a cast of colorful characters, an epic soundtrack and several visually impressive lanes. At the same time, the physics of bowling are accurately replicated, and the game is undeniably challenging.



IT'S TURKEY TIME

Ever been jealous of the flawless bowler in the next lane who clears the pins on every roll? Ever wanted a turkey to flash on your screen, signifying that you've nailed three strikes in a row? After a frustrating night at the lanes, Super Bowling could be just what you need. With several intriguing modes of play and smooth animation, you'll be hooked in no time.



HIT THE LANES

In this game, practice really does make perfect. Repetition and consistency are crucial to success in bowling. Make use of the Practice Mode to experiment with various speeds, spins and ball weights. It's also a good way to adjust to different lanes.



Adjust the target spot by moving the arrow that's in the middle of the line. It determines the direction of your throw. Select the release spot by moving the arrow at the front. It's different and fun! You'll find the right one.

PARTNER UP

Multiple players can join in the fun without plugging in additional Controllers. Team Play allows each bowler to complete a game and adds their scores together. Doubles competition forces teammates to switch between rolls. You can also play on two lanes if you have extra Controllers.



FAST AND FURIOUS

Versus Mode is a race against the clock. Knocking down pins will restore your energy and save your life. As the time ticks away, a danger line moves down the lane. Good rolls will add more time and push the danger line back. The player who can survive the longest wins.



GOLF + BOWLING = MADNESS

STROKE PLAY

Watch for flying bowling balls and hit the deck if someone yells, "Foul!" Okay, so there are no clubs, no grass, no flags and no flying bowling balls. But golf bowling is still fun. A series of pins are set up on each hole, and every roll counts as a stroke. In Stroke Play, all strokes count toward the final score and the player with the lowest total wins.



MATCH PLAY

In Match Play, each hole counts as one point and the player who wins the most holes takes the entire match. Needless to say, the mode requires more than one player. When playing against the computer, choose the Double Lane option and watch how your opponent approaches each hole before you take your turn. If the technique works, try duplicating the successful roll.



SPARE PARTS

The ability to knock down a difficult spare separates the great bowlers from the average bowlers. In Challenge Mode, you have five chances to clean up ten different spares. There are eight possible configurations. Each time you fail, one ball is taken away. The game ends after you've lost all five chances or completed the ten frames. Use these tips and meter settings to collect various spares.

BABY SPLIT



This baby split can be located on either side of the lane. Now, the return shot to the opposite side of the pins and try to knock the outer edge of the front pin. If the angle is right, the ball should rebound into the front pin.



BUCKET



If the bucket is on the left, shoot a straight ball to the left side of the front pin. A right-hand bucket is even easier—load up a straight shot to the center of the number three (front) pin. Try it all week, bowling down.



CHRISTMAS TREE



This looks like a difficult spare to pick up, but it's easily identical to the baby split. Once again, clip the front pin on the outer edge. The ball will carry into the corner pin while the front pin deflects into the corner.



7-10 SPLIT



Hope you've been practicing that curve ball. The 7-10 split is a spare that every bowler has. Roll into frame and angle into the side of the lane. The ball needs to knock the outer edge of the front pin, sending it into the other





HOOK Putting a good curve on the ball can bring your game to another level, but without practice you will hardly be able to control draws.

POWER Raw kinetic power is an essential part of the game, but it comes in handy when you need to defeat pins. Accuracy might be sacrificed.

ACCURACY This is by far the most important aspect. You need pinpoint control to get spares. Don't use hook if it hurts your accuracy.

PIN NUMBERS



CINCINNATI



This is every little split that will leave you cursing. Aim for the outer corner of this split's pin. With the right angle and enough spin, you'll send the middle pin flying across the lane and sparkling into the center pin.



FENCE



When the fence is on the left, use between the lead pins. The rest of the two pins will be no problem for knocking over; the four will leave pins. For a right hook, place the release just to the left and be sure to hit all four pins.



DOUBLE WOOD



Also known as the slinger, this is one of the easiest splits to pick up. Use a straight ball and make contact with the front corner of the lead pin, which will swing into the back pin. Spin is irrelevant, but accuracy is crucial.



MAKING IT FIT



This simple split captures into the gutter a headshot. There is no way to fit the ball between the two pins without knocking at least one, but this trick is little more than a study ball to force the center pin to slight angle.



STRIKE A POSE

The characters in *Super Bowling* look as if they took a wrong turn in *Final Fantasy* and ended up at a bowling alley. There's a muscular hero, a damsel in distress, a winged elf and several others. Each has a set of strengths and weaknesses, and you'll want to pick your favorite and stick with him or her. Most notably, the accuracy bar moves at different speeds for each character, which makes it difficult to jump from one to another.

Hiro the Bowling Hero

Hiro is a stout, right-handed bowler whose strength allows him to clear the pins even when his release isn't perfect. His hook swing is steady, making it easy to adjust to his accuracy bar. Use his curve and more power with Hiro.



Ball weight 6-16 pounds

In general, use a heavy ball when clearing a bunch of pins with a straight power swing. Select a light ball if you plan on giving it a lot of hook. Of course, each player will have varying degrees of success with different weights.



Alpha the Bowling Beauty

This crafty lefty may not have as much power as her male counterparts, but she uses her outswirl and we're talking about the hook on her ball to make up for a lack of strength. Use a curvy ball to make slightly fewer than three.



NEW PLACES, NEW FACES

Acquisition Mode allows you to bowl against new characters in bizarre locations. Any player you defeat will be unlocked. There's an athletic penguin who bowls on ice, a bulky monster who plays in a dark dungeon, and four other distinctive personalities.

Loco lanes



Curious Creatures



THE ELUSIVE 300

Each location has its share of complications. For example, the ball is difficult to control on the ice and the pins are not visible in the river or in dark lanes. If your goal is to roll a perfect 300, take one of the powerful bowlers, such as Hiro or Dot, and head to the river. You'll be sending the ball off a cliff, but the gutters are replaced by walls that allow lots of ricochet. Aim straight with a fractional amount of spin—you'll get a strike every time. ☹

THE MEN ARE BACK!

things to do today...

- press suit
- strap on shades
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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.

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[illegible]

We know just what you
CRAVE

The World Is Not Enough

007

BOND IS BACK

IN PREPARATION FOR YOUR NEXT MISSION FOR H.M. MAJESTY'S SECRET SERVICE, MI-6 HAS DEVELOPED THE FOLLOWING RISK ASSESSMENT IN CONJUNCTION WITH EA GAMES. PAY ATTENTION, 007.

GREETINGS, COMMANDER BOND...

As you know, MI-6's internal research department has been studying the activities of Eurocom, a British defense development on the brink of creating a new espionage simulation for the No. 1 code-named "The World Is Not Enough," or *WINE*. The program promises to immerse users in realistic environ-

ments from a first-person perspective. Given that the game is based on your own experience in the field, MI-6 has assigned you the task of testing this simulation. Falsifying your desk phone with the Reeper may give you pause, 007, but you will also get a second look at the exotic locales and beautiful women you've "encountered." Once again, the target is Ramon. Terrified ill as the result of a bullet lodged in his brain, the murderous anarchist is hoping to leave his mark on the world by detonating a nuclear warhead in the shade of Istanbul. You'll need to negotiate some treacherous stages before you'll be able to neutralize the threat. We hope you appreciate

the need for caution as you tackle these multiple-objective scenarios. Some of them require the utmost discretion and stealth, while others demand speed and firepower. You'll find yourself in the shoes of a British agent, not a hero, so you'll have to use your wits and resources to get the job done. We hope you appreciate



DON'T TOUCH THAT, 007

Where would you be without Q-Branch, Bond? Quietly decomposing, most likely—or at least walking with a very bad limp. You've always relied on Q's ingenious gadgets, from laser watches to jet packs, to help you out in a pinch. Canning will get you only so far—after that, you'll need a car that can launch surface-to-air missiles. The World Is Not Enough will

give you such a car, and so much more. From rocket-propelled boots to pocket Fingerprint Scanners to wrist-mounted grappling devices, the big brains in Q-Branch have thought of all your counterespionage needs. The X-Ray Glasses will allow you to spot concealed weapons and the occasional pair of knickers worn by your enemies. When you put on MI-6's advanced Night Vision Goggles, you'll be able to stalk

through the darkness with confidence. Of course, we can't forget the guns. You'll have access to a full range of weaponry, including your trusty automatic, sniper rifle, grenade launchers, .44 caliber revolvers, satchel charges, antitank missiles, sticky bombs and—the ultimate conversation ender—the Witch Taser.



SPIES LIKE US

You'll see some familiar faces when you begin to walk through the virtual corridors of TWINE. Don't worry, 007, you don't owe any of them money. The designers at Eurocom have created remarkably convincing texture maps of the key players from your mission to stop

There are nearly 500 lines of recorded dialogue so try to listen for one. It won't be like some boring mission briefing. Many of your conversations will take place in the warm glow of gunfire. Eurocom also promises that you'll get several chances to turn on the charm with the comely beauties who seem to appear everywhere you go—or is it the other way around? By the way, the developers have asked that you please stop stuffing their suggestion box.



Reward, including Electra King, Christmas Jones, M. Q., Money Penny and more. Instead of getting valuable mission information in text form, as you did in GoldenEye, you'll interact with characters in the game.

PLENTY O' WORLD

TWINE will send you on a passport-abusing jaunt across the globe, starting right here in the kingdom by the sea. We've already blown up the area, even when you brought that exploding money into the bank's office. It's game on. It gives you a chance to try again. Maybe you'll do it right this time—our bloody liberty. The



street again, chasing villains like the toothless Fulton through fetid old alleys, you can't let yourself get ahead. It's a tight plan, when you are, and it's saving things up and making an ungainly report. Try a little silent surveillance at Rivington House, if you can't find the money. Well, you may have some to work a little skiing into your trip. Granted, you will be in the Caucasus Mountains, not the Swiss Alps, but you have to take your R&R where you can get it, 007. They have everything there that you look for in a high-end ski resort: beautiful views, challenging slopes and heavily armed Russian paratroopers. It's like a slalom course, except with explosions. While you're playing around on the slopes, Bernard will still be hard at work on his little nuclear terror project. It turns out he's stolen a Russian submarine and plans to detonate the warhead from inside the vessel. People always seem to be stealing Russia's submarines—how hard can it be to keep track of a submarine? Anyway, off you go. Try not to embarrass yourself, or England.



odds are you'll have to chase terrorists across the streets of London, over the Thames and into the Tube. When you're done, you can take off to the warmer climes of the Middle East, but don't expect a trip to the spa. You'll probably be running around in the

LIVE AND LET RESET



The latest episode in the saga of TWINE will be released in December, and after more than a year of development at Eurocom. We managed to sneak it in into the

recent Electronic Entertainment Expo to get a look at the game, and to report that Eurocom programmers had an excellent playable version of the game on display. The clock is ticking down for when this dangerous stuff



is unleashed on the world. Keep playing with those X-Ray Glasses, 007, and start preparing for the moment Bernard will be waiting for you this November. ☛







The World Is Not Enough
007[™]

[illegible]

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Race
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Ditto.



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The moon is falling, and time is running out. Link has just three days to save the world in his most desperate adventure ever.

THE LEGEND OF ZELDA MAJORA'S MASK

Say hello to the most innovative adventure game of all time. The Legend of Zelda: Majora's Mask enters a new realm of game playing, and it will pull you in, as well. Now that Majora's Mask has been released in Japan, Nintendo Power takes you inside the game and behind the mask. It's not what you'd expect.



THE TWO FACES OF ZELDA



The Legend of Zelda series has gone through many changes over the years, but Majora's Mask and Ocarina of Time share the same game engine, so it's natural to compare the two. The most obvious difference is that Majora's Mask has a clock that counts down the hours until the moon crashes into the world. The time limit gives a sense of urgency to the game's play that you didn't find in Ocarina of Time. The clock doesn't prevent a player from saving, however, because Link starts over with most of his achievements intact each time the moon crashes. Reliving the three days gives Link a chance to learn everything that is going on in the world.



Learning everything that is going on in the world turns out to be the key to the game because Majora's Mask is a mystery instead of an epic quest like Ocarina of Time. Each character has hidden depths in the game, and it's vital that Link goes to know everyone's secret. Much of Link's role is to determine who can help and how the pieces of the puzzle fit together. Another difference between Ocarina of Time and Majora's Mask is that Link can transform into a Deku Scrub, a Goron and a Zora. Only in the alternate forms can he reach certain areas and gain critical information.



THREE DAYS, THREE NIGHTS

The mystery of Majora's Mask begins a few months after Link's conquest of Ganondorf in Ocarina of Time. He is riding Epona through the woods when two fairies startle the horse. Link is thrown and knocked cold. While he's lying unconscious, the Skull Kid appears wearing Majora's Mask. He finds the Ocarina of Time and steals it from Link. In the ensuing chase, Link follows the Skull Kid into a parallel world that is strangely similar to Hyrule. When Link reaches Clock Town, he learns that the moon is falling and just three days and nights remain before everything is destroyed. At the heart of the mystery are Majora's Mask and some unnamed evil. The clock begins to tick.



"In this game, we wanted to give more insight into some of the minor characters found in Ocarina of Time. We were able to give gamers a better look at old characters and develop new characters at the same time."

Eiji Aonuma

Link's new fairy companion is Tet, who plays a role similar to that of Navi from Ocarina of Time. Most of the play controls and action functions, such as talking to characters or using items, are identical to the controls in Ocarina of Time.

THE MAN IN THE GORON MASK

The transformation of Link into a Deku Scrub, Goron or Zora is one of the keys to Majora's Mask. Link gains special abilities once transformed, but never before. Link must find the Deku Mask, Goron Mask and Zora Mask. As the lovely Deku Scrub, Link can dig into conveniently placed plants and shoot away into the air, thus perform a helicopter gliding move to cross gaps and other obstacles. As a Goron, he can curl up and roll at high speed. This can be useful for racing, knocking over enemies, leading across wide chasms and plowing patches of plants to get rapid seed drops. As a Zork Zee, Link gains the ability to swim at high speed.



Link may not enjoy being a Deku Scrub, but he gets the ability to hover and plant seeds in chasms and he can shoot bubbles at enemies.



Goron Link races about like a giant wheel. He also has the ability to punch things with devastating force.



As a Zora, Link can remain underwater for as long as you like, and he also gains the ability to throw two boomerang-like fins.



"Our primary goal is to present something which is very mysterious..."

Shigeru Miyamoto

THE NEW AND THE OLD

Link's Essentials

Heart Containers, bottles, keys and rupees are all part of the rich Zelda tradition. Majora's Mask has all these elements, plus many of the items that were introduced in Ocarina of Time such as the Deku Stick and Bombchu. One of the new items is the Pictograph Box, which Link must use to document certain events. He also can make an impression by using the Powder Keg.



The Horseman of the Apocalypse

Link's fighting moves in Majora's Mask are much the same as in Ocarina of Time except for those abilities that he gains from the transformation masks. The Z Burton jumps and lock-on function are still critical in hard-fought battles. Link also has the ability to ride Epona and aim all around in any direction with the bow and arrow. Mastering the technique takes practice.



THE WORLD OF TERMINA



Although much seems familiar in this parallel world, the land of Termina is not a mirror image of Hyrule. At its center is Clock Town. Paths radiate out from the hub, leading to adventures and dungeons where Link will face some of the main enemy characters. The outer regions include the Marsh Land, Woodfall, Termina Field, Piate Fortress and Deku Palace among many others. Some of the people also seem vaguely familiar, but in Termina nothing is quite what it seems. Link's quest is to discover all of the secrets of the land and its people, whether they are human, Deku, Goron or Zora.

He may have to help people, join in their activities, disguise himself or approach characters at certain times of the day or night.



An Age of Giants

Although Link is just a boy through out the three-day adventures, many of the characters he meets are huge.



Major enemies (such as Obedient) tend to loom over our young hero. On the other hand, Link makes friends with a turtle the size of an island, and he gets a ride across the sea.



Helping Hands



Wherever he goes, Link is asked to help out in some way or to meet some challenge. The Gorons' mountain has become too cold, and Link must battle a giant mechanical bull to restore the natural balance. And the Zoras' watery home has become too warm. Nonetheless, on one level, Link agrees to help two enemies, but on another level he is charged with to a heroic deed by a familiar-looking one.

The Mask Merchant

After arriving in Termina, Link finds the Mask Merchant who has lost Master's Mask to the Skull Kid in the clock tower. He explains

Link to find the real mask and return it to him. Only by doing so will Link save Termina from the horrible fate that hangs overhead.



Musical Masks

Music plays an important part in Master's Mask, just as it did in Ocarina of Time. Link takes the journey along with his on the journey, and he'll have to learn ten songs to accomplish various tasks. But the more fun Link's only moment. Zoro Link belongs to a band and plays the coolest fishbone guitar in Termina.



Specialty Masks

The transformation masks may be the most impressive piece of hardware in the game, but Link can collect other masks and hats to help him in his quest. For example, the rabbit ears give you the extra speed. There are 24 masks in all, including a frog mask, a bird mask, a pig mask and a skull mask.



THE FACES BEHIND THE MASKS

What do the creative masterminds of the latest Zelda adventure have to say about the game? We talked with Eiji Aonuma, the director of *The Legend of Zelda: Majora's Mask*; Takashi Tezuka, who helped produce the game; and Shigeru Miyamoto, who oversaw the project and gave it early direction. Don't miss the rest of the interview, appearing this month in the *E3 Best Three* article.

NP: What prompted you to place *Majora's Mask* in a parallel world to Hyrule and limit the game to a period of three days (game time) that players revisit over and over?

Mr. Tezuka: There were a number of characters in *Ocarina of Time* that we wanted to describe more fully. We didn't have the means to do it in *Ocarina*, but in *Majora's Mask* we do because players have the opportunity to meet every character in the game and learn more about them.



From left to right: Shigeru Miyamoto, Eiji Aonuma and Takashi Tezuka posed for Nintendo Power for a discussion of their latest masterpiece.

Mr. Miyamoto: After seeing *Toy Story 2*, I realized that *Majora's Mask* used a similar technique as the sequel. We focused on some of the minor characters from the original in order to expand the world.

NP: This game seems to be darker and scarier than previous Zelda games. Is that intentional?

Mr. Miyamoto: Our primary goal is to present something that is very mysterious, rather than scary.

NP: Is there anything you weren't able to accomplish in *Ocarina of Time* that you have included in *Majora's Mask*?

Mr. Miyamoto: Yes. In fact, that's why we've decided to base the game on three-day intervals. This allows gamers to see characters as they go through their daily routines in more detail. Depending on which time of day you visit a particular character, he or she will be doing different things and that may reveal essential clues to the mystery that is at the heart of the game. To conquer the game and solve the mystery, players must learn all about the many characters and discover new masks.



NP: Let's talk about the Skull Kid. Why has he decided to cause all this trouble?



Mr. Aonuma: Actually, Mr. Skull Mask is in control of the Skull Kid. It's really not his fault. He's just a puppet, and the mask has its own secret purposes in the game.

NP: How does the limited game time of three days shape the game experience in *Majora's Mask*?

Mr. Miyamoto: The game world is a small garden, and the player must explore everything in the garden to experience the game. It's the same idea that is behind all Mario and Zelda games, but in *Majora's Mask* we limited the time span to three days so that players would have to learn everything that happens in the world during that time. To save the world, they must know where and when everything happens.

A MOON LANDING!

So just when will the moon begin threatening to land on North America? The launch date for *The Legend of Zelda: Majora's Mask* is November 24th. Between now and then, only the final English translation needs to be completed, and that's in the very talented hands of Nintendo Power's senior writer Jason Leung. It's time to prepare for the coming of a new legend. ☾



WARLOCKED

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NINTENDO AND BITS STUDIOS TAKE YOU THROUGH MYSTICAL REALMS IN GAME BOY COLOR'S FIRST FORAY INTO REAL-TIME STRATEGY.

WARRIORS AND WIZARDS

Are you fit for command? As warlord, ruler, or in the world of Warlocked—a dark realm of the parallel Bitworld, forces of good against forces of evil, spiritual beings, dragons, and the evil overlord, you'll need to master the multi-tasking methods of real-time strategy (RTS) as you build up your forces of war and magic into the realm of bit.

WITH COURAGE AND STEEL, YOU'VE LIVED



FOR THE BATTLE THEY LIVED

Warlocked offers many levels of warlike-slayer action. The complex RTS game play is easy to master, while you can win and lose many of the four levels challenges.

Head 2 Head

HUNT TO DUST



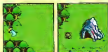
EVERYONE
E
ALL AGES

If you wish to try Warlocked on your computer, visit our website, you'll be able to take a look and view comments by the Bits. Choose from our different battle maps and more.

MILITARY-INDUSTRIAL COMPLEX

There's much more to fighting a war than actual combat. You should put the proper infrastructure in place to support your army before you take on the enemy. You will need to accumulate two basic resources—gold and fuel—by assigning Gnomes or Goblins to chop down trees or work in the mines. Workers are the backbone of your army.

A TOUGH ROW TO HOE



Providing for the basic needs of your troops is the first order of business. Find good places for workers to set up shops, then select the farm icon from the building menu to construct them.

STRATEGIC STRUCTURES



Many of the resources you consume will be devoted to construction projects. You can't train troops until you build barracks, and you'll need to build a lot of them if you want a big army.

THE FRONT LINES



When your fighting forces are deployed to the correct locations, you can order units to attack by selecting them with the cursor, then assigning enemies to them. They will fight until they expire or win.

BATTLE LINES

While the basic game play remains the same throughout Warlocked, you can choose to command two different sets of characters and accomplish different objectives. Queen Annel's forces comprise Knights, Archers and Grunts. Chief Zag commands an army of Warriors, Slayers and Goblins. The ultimate goal of either side is the conquest of their mortal enemy.



The look and features of the battlefields are drastically different depending on which side you choose—ranging from the pleasant countryside to the live fields the Berserks call home.

GIVE A WIZ

There are many powerful Wizards to find in Warlocked, but you won't be able to possess them all without trading with a friend. Different Game Paks have different Wizards. Once you find or collect a Wizard, you can use the sorcerer in any level in the campaign or in Vs Mode. Even some Wizards you collect as a Human can be used in a Beast campaign.



You can borrow a Wizard to another Game Pak Color via the infrared port. Try to collect all 27 Wizards by finding players who have needed—or rejected—characters who are on in your Game Pak.



WARLOCKED R&R



When you tire of the battle, settle down with one of two bonus games. You'll need to fight to find them, however. By discovering and opening special laser scrolls on the battlefield, you'll unlock the games. Go to the options menu to access them.



Try to rearrange scrambled versions of cool character portraits by choosing the correct piece to go in the spot next to it. The game keeps track of both elapsed time and the number of moves you make.

SLIDER

HIGH STAKES POKER



If you lose, that money will be taken from you, but if you win, the winnings will go into your war chest.

ARCHITECTURE TOUR

Every structure you find or build in Warlock has a unique purpose—from training units to conjuring sorcerers. Finding a sensible balance of buildings is critical to success in the game. Consider mission objectives, available resources and existing structures before you start any major construction projects.



MAIN HALLS

On missions where you have a Main Hall, the structure will automatically be there when you start the level. They serve as resource repositories.



WORKERS

Cost Per Unit
Gold 50
Fuel 0



Gnomes and Goblins can be assigned to excavate gold and fuel and build necessary structures. You can overtake your workers in the Main Hall.



BARRACKS/PITS

If you have the resources to train fighters for your cause, then you should build the proper facilities to prepare for battle. Human Knights and Elfin Archers are carefully trained in castlelike barracks, while Warriors and Skeletons are produced in brutal fighting pits. Hit the A Button for Soldiers and B Button for Archers.



SOLDIERS

Cost Per Unit
Gold 100
Fuel 0



Human Knights and Beast Warriors act as infantry in battle, charge into the fray with their swords. Stranger than Archers, they are more vulnerable to attack.



ARCHERS

Cost Per Unit
Gold 50
Fuel 10



Skeletons and Elfin Archers provide deadly, long-distance attacks. Try to keep them out of harm's way, because they can't take enemy hits.



TEMPLES

Temples allow you to conjure any Wizard you have freed in your adventures. You can't build them, but most levels already contain a temple.



WIZARDS

Cost Per Unit
Gold 0
Fuel 0



Wizards have a unique skill: you can employ on the battlefield the Tiamat with care. If the enemy eliminates them, they are gone for good at the campaign.



DRAGON EGGS

It's easy enough to make Dragon Eggs hatch, but a Baby Dragon is a big responsibility. Take it to your Main Hall to raise it to maturity.



DRAGONS

Cost Per Unit
Gold 0
Fuel 0



Dragons are powerful allies and troublesome foes. Invulnerable to sword attacks and magic, the fire-breathing beasts resist the destruction of arrows or other Dragons.



FARMS

The more troops you want, the more farms and Carlin Tents you'll need to feed them. Destroy enemy structures to limit the numbers of enemy fighters.



TOWERS



The arrow-firing structures are useful for defending sensitive areas and for assaulting castles in locations that Archers can't reach.



WIZARD WORLD

You'll go to a lot of trouble to rescue Wizards from the enemy, but your efforts will prove worthwhile. The spell casters, shown as they appear in the game, can turn the tide of battle with their magical skills. Some Wizards are neutral allies to either the Beasts or the Humans, but most of them will fight for both sides.

ALIGNMENT KEY: HUMAN BEAST MERCENARY



BOMBWIZ
Bombwiz transforms enemies into shrapnel bombs that create a destructible blast.



BRICKWIZ
Brickwiz is a cunning contractor with magic mortar to strengthen your structures.



CHICKENWIZ
Chickenwiz can instantly transform enemies into easily-ready farm fowl.



CROWWIZ
The leader of the Beasts beats morale on the battlefield, decreasing training time.



CROWWIZ
Use magic to turn your troops into crows. The birds can spy on unexplored territory.



ELVENWIZ
Bolster your forces with Elvenwiz, who turns any unit into Elf Archers.



FIREWIZ
Reduce enemies to a pile of smoking ash with Firewiz's combustible magic.



FUELWIZ
Why leave enemies on the battlefield? Let Fuelwiz convert them into usable energy!



GOLDWIZ
An alchemist by trade, Goldwiz can turn enemy units into 150 worth of gold.



ICEWIZ
Frosty freezes enemies into ice cubes that melt into puddles.



MUDWIZ
Mudwiz will turn enemies into a homie pile of mud with the wave of his filthy hand.



POISONWIZ
Like Sego, Poisonwiz can turn enemies into over 100 instant healing.



PIGWIZ
The evil Humanian pig enemies lost souls to turn enemies into Slaughter Archers.



PIGWIZ
Enemies will turn to bacon on the hoof if you wield the power of Pigwiz.



POISONWIZ
Call on Poisonwiz to stop the your enemies with deadly poison arrows.



POXWIZ
The disease spell casters unleash a deadly pox that spreads to nearby units.



QUAKEWIZ
Summer Quakewiz to demolish weakly constructed structures quickly.



QUEEN AZAZEL
The powerful leader of the Humans will speed up training times for recruits.



SAGE
This heady Sage helps Human units by turning Beast units into their restore health.



SLEEPWIZ
Enemies will be forced into an involuntary nap if Sleepwiz snicks up on them.



SMITHWIZ
Smithwiz uses his skills in the forge to strengthen the armor of Knights and Warriors.



STEALTHWIZ
Stealthwiz is a shadowy figure who can cancel your forces and they attack the enemy.



STONEWIZ
Direct Stonewiz's lightning bolts against enemy units for a shocking experience.



SWEATWIZ
Speed up your workers by evoking the fiery, reducing spells of Sweatwiz.



TELEWIZ
Use Telewiz to transport your forces to unexplored areas of the battlefield.



TOXICWIZ
A debater in a diabolical warfare, Toxicwiz can poison enemies with a gas attack.



WINDWIZ
Wizards gets his name from the tornadoes he produces, not his vocal-cord talking.

AZAREL'S ASSAULT

Starting in the placid—and relatively safe—countryside, you must command Azarel's Human forces in a series of missions as they push to the gates of Chief Zog's Fortress. Some levels require you to engage the enemy in an open-ended battle, while others have detailed objectives that must be completed in sequence.



GOLD DIGGING

There's plenty of gold and treasure in these thin hills. Be sure to collect all of it for your coffers before you finish harvesting trees from the forest for fuel.



BIG FORCE

Towers won't work against the Tree of Evil—you'll need to chop it down with a platoon of Knights. Build up an overwhelming force before you attack.



SAVE THE WIZ

After you train a few Knights, send them to the upper-right corner of the map to save a Wizard. Be sure to save the Wizard in the temple before you complete the level.



IDLE HANDS

If you build up a big force, you should be able to defeat the Bawds. Be sure to monitor your Grunts so they have work to do after the mine is destroyed.



TOWER POWER

Send your Grunts to build towers next to the castle walls to take out the Skeleton Archers. When they're gone, you'll have easy access to the Queen.



STAIR REPAIR

As soon as you can, send Grunts to repair the burning stairways on the castles. They will give your Archers access to the high ground, where they can attack the Bawds' Main Hall.



SNEAKING THROUGH

Don't be afraid to walk past the guards camp on the lower-right side of the map. They're watching the other way, so they won't detect you if you sneak along the castle wall.





STASHED SKELETONS

You'll need to harvest the forest to get some fuel, but don't start clear-cutting. Leave trees around the Skeletons in the forest so they don't attack your Grunts.



STAND GUARD

You'll spend a lot of time away from your Main Hall on any maps like this one, so the Spider's Lair level. Remember to assign a Knight or two to guard duty.



COVERT GRUNT

Use Steel traps to capture a Grunt, then have the worker build a tower right under the noses of the enemy. The worker should return to keep the tower standing.



DRAGON REMOVAL

You won't get much score placed until you eliminate the Dragon guarding the mine. Build a tower next to it, then assign a Grunt to keep the structure standing.



BE PATIENT

You'll have seconds to gold mine after you assign a Grunt to tear down a tower, but you should wait until you've built a sizable force. Otherwise, the Beasts will overwhelm you.



LINE OF DEFENSE

When the Beasts attack comes, it will be ferocious. Plan for the worst by positioning towers near the Main Hall to provide a perimeter defense.



WIZARD WARS

You should have several powerful Wizards to call upon by the time you reach Zag's lair. Send them to help destroy enemy barracks and other buildings.



GIVE 'EM A BREAK

You'll be played by Beasts counterattacks until you eliminate the fighting pits. Send a Grunt to build towers next to the pits then use the same technique to destroy the Beasts' Main Hall.



ZOG'S SCHEME

As a commander of Zog's evil army, you'll need to force your way through human defenses to a final victory at Annel's Castle. If you haven't played the game before, you may want to finish the Human campaign before you take on the more difficult Beast campaign. The challenges will require all of your cunning and supernatural strength.



SEEK KNOWLEDGE
Aside from defeating the nine at gold, you should also collect all the scrolls in the area. They usually contain valuable game play information or tips about the level.



SHOW MERCY
A line of Spirits has created a Human shield around a Wizard. You need to remove the Knights will attack you if you hurt them, so destroy a form to reach the Wizard.



FIRST BLOOD
Send a Goblin down to trick a Knight into following him, then move the Goblin around the Main Hall—which will destroy the Knight with its arrows.



SPIDER HALL
Use the Beast alliance with the Giant Spiders puts a new twist on a standard strategy. Instead of using fast and gold to a Main Hall, you take it to the Spider.



TWO-STAGE ATTACK
You'll need to repair the burning bridge before you can destroy the Humans. Marshall and capture the Wizard, but you should take care of the three Bericks first.



SINGLE FILE
Don't be in too much of a hurry when sending your troops to the Dragon Egg on the far side of the map. Send one Warrior at a time down the path, or Knights will attack your group.



QUARANTINE
Plague spreads disease among your enemies. Unfortunately, disease doesn't discriminate between friend and foe. You should keep your distance from the infected.



CAVERNS OF JINZU


BUILD
POWER

The goblins in the cave protect the Humans, but protection is a two-way street. Don't let them down until you've built up a considerable attack squad!



FUEL ON FEET

There is ample fuel in the pockets of trees surrounding your Main Hall. Unfortunately, the trees provide you with cover. Use Fuelwax to convert enemies into fuel instead.

ELVEN FOREST



DARK TIDES



DEMOLITION TEAM

Concentrate your fighting forces around your Main Hall—a trap—while you send Goblins to demolish enemy Barracks. Keep the building between your Goblin and enemy Archers.


DRAGON
ASSAULT

The Dragon should defend its tree at all costs, and the best defense is a good offense. Send the Dragon to burn down the Human Barracks before their troops mass.



SNOWBOUND


SLEEPY
TIME

Enemies will waste so time attacking your base. Use Sleepwax to render them unconscious, then send Wermors to eliminate them as they slumber.


SPARE
DRAGON

You have access to two Dragons, but you can't split any one at a time. Put the second Baby Dragon near your Main Hall in case the first Dragon is defeated.


FOCUSED
ATTACKS

Move a batch of Knights and Sierkers to attack an enemy building at a time. The faster you destroy them, the less arrows they can fire at your troops.


GOBLIN
COVER

Goblins can help you remove enemy strength by destroying items that sustain their troops. The buildings will take the Goblins until they are finished with the current item.



LINKED BY WAR

Players can open new two-player battle maps as they progress in the single-player campaign. The game play in Vs Mode is much like the single-player game, but you will face a *devious fellow human* instead of the more limited AI in this game. The player to access Vs Mode first plays as the Humans. *Slimepops* play as Bears.

GOLD RUSH											
	<table> <tr><td>Fuel</td><td>0</td></tr> <tr><td>Gold</td><td>0</td></tr> <tr><td>Workers</td><td>3</td></tr> <tr><td>Warriors</td><td>3</td></tr> <tr><td>Archers</td><td>0</td></tr> </table>	Fuel	0	Gold	0	Workers	3	Warriors	3	Archers	0
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The normal objective in this scenario is to mine the most gold, but your primary goal should be to move the Dragon back to your Main Hall. Once you have the Dragon, you'll be able to destroy your opponent's Main Hall easily and take all the gold.

CASTLE SIEGE											
	<table> <tr><td>Fuel</td><td>300</td></tr> <tr><td>Gold</td><td>3</td></tr> <tr><td>Workers</td><td>3</td></tr> <tr><td>Warriors</td><td>0</td></tr> <tr><td>Archers</td><td>4</td></tr> </table>	Fuel	300	Gold	3	Workers	3	Warriors	0	Archers	4
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A player controlling the Bears should use a Dragon as a sentry at the Main Hall, then build towers to lay siege to the castle. Human side players should build towers on the castle's periphery and then protect the corners of the castle with Archers.

MINE FIELD											
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The mine in the center of the map has more gold than the others, so it's worth your while to mine a claim by building a tower next to it. A nearby castle is an excellent place to position Archers, ensuring your opponent doesn't get there first.

DUST TO DUST											
	<table> <tr><td>Fuel</td><td>0</td></tr> <tr><td>Gold</td><td>0</td></tr> <tr><td>Workers</td><td>4</td></tr> <tr><td>Warriors</td><td>0</td></tr> <tr><td>Archers</td><td>0</td></tr> </table>	Fuel	0	Gold	0	Workers	4	Warriors	0	Archers	0
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The first battle you wage is far easier—then the player with the majority of any unit will prevail. Concentrate your Grunts or Goblins on the cluster of trees in the center of the map. If you strike your opponent at first, you'll win.

TREASURE FORTRESS											
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
There are no gold mines and no fuel to harvest on the level. Create as many light towers as you can with available resources then collect treasure. Try sending your Archers to circles near your opponent's barracks to halt mining.

CASTLE SIEGE 2											
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
As on the other siege map, one player must use towers to attack castle Archers. The other player takes up a defensive position in the castle while launching counterattacks against the enemy base. The Bears must guard the castle this time around.

FARMING FRENZY											
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There are enough resources on the map to build two powerful mines, but you should be able to dip into your opponent's mine. Send your workers to your opponent's mine, as well as your own. He may not even notice until his mine is destroyed.

LAVA ISLANDS											
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Because they control when the bridges are raised, Bear-side players have the advantage of choosing when and where to attack. Humans should position an army at one bridge then send a Dragon to the other to stop Goblins from passing.

UNDERWORLD											
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You should send workers immediately to the lower-left and upper-right corners of the screen to reach the Dragons. The monsters are biased to defend your Main Hall, so to harass your opponent if you have Sweetmeats, use him to speed up your workers.

UNLOCKING WAR

Once you've beaten all the levels in Warlock and waged many battles in Vs Mode, there is yet another way to play the game. Units and resources that you have used in your campaigns can be used to build your own personal armies. Trade armies with other players via infrared ports then wage CPU-controlled battles to determine whose army is better.

A GOOD GROUP

MEGA MAN

Mega Man may be human, but that doesn't mean he hasn't got some interesting tricks built into his sleeve. Mega Man's Digger suit keeps him shielded and has lasers and bombs for him to fire at enemy targets. The powerful blue suit, however, is where the similarities to other Mega Man games ends. Mega Man 64 is an adventure game with RPG-type elements, so Mega Man will have to explore worlds both above and below the ground, talking to people and picking up items. Mega Man also has to deal with moneys and bosses.

ROLL

This teen dream may have questionable fashion sense, but she has impeccable instincts when it comes to machines. Mega Man relies on Roll for her ability to fix the broken machines he brings back to her. Roll talks to Mega Man on a radio, giving him advice about enemies and treasure.

GRANDFATHER CASKET

Roll's grandfather, Barrel Casket, found Mega Man when he was just a baby and named him as his own grandchild. Grandfather is a retired Digger who taught Mega Man everything he knew about digging. Grandfather disappears early in the game, and Mega Man searches for him.

DATA

The lovable mechanical monkey, Data, is the Casket family's adorable robotic pet. Data speaks in gibberish that only Mega Man can understand. As far as we know, Data doesn't do much...but he sure is cute!

Mega Man 64 brings the blue bomber into the brainy new world of polygons.

SUPER NES

Mega Man X—Jan. 1994

The first time X comes to life, a new Mega Man clone lives in this Super NES beat 'em up. The hero's sub-plot (his action story).

Mega Man Soccer—Apr. 1994

Mega Man Soccer answers the question, "What do robots, scientists and evil geniuses do in their spare time?" They play soccer, naturally.

Mega Man V—Dec. 1992

Modern games do it well in Mega Man V, but they are not always as they appear. The Mega Man V is a 100% clone of Mega Man V, but it's not.

Mega Man VI—Nov. 1994

Amazingly, the instant classics with a new Mega Man game for the NES. The Mega Man V is a 100% clone of Mega Man V, but it's not.



A BAD BUNCH

TRON BONNE

The girl with the aerodynamic hair is 14 years old, just like Mega Man and Roll. Tron is a talented mechanic who creates and repairs fighting machines and keeps her family's status shipshape. That may sound sweet, but her family happens to be a band of pirates who are out to steal the Mother Lode, a repository of great wealth and energy that is rumored to be somewhere beneath the ground. Her father, Teasel Bonne, is the leader of the band of pirates known as the Bonne Brothers.

TEASEL BONNE

Tron's father is a pirate who loves to steal other people's treasures in a flashy way. He leads a bizarre band of pirates who fly around their water-logged world in an airship piloted by his daughter's simple Servbots. Teasel is a brilliant strategist who sometimes lets his flamboyant personality overcome his logical plans. Teasel secretly loves animals, toys and models, but he would never let anyone know it!

BOMB BONNE

The huge, intruding robotlike figure is actually Teasel Bonne's much younger brother, Bomb Bonne. The youngest member of the Bonne Brothers is big and strong, but he's also a big baby.



Mega Man X2—Jan. 1995

Mega Man's renewed popularity is reflected by the two games released in 1995 and the Mega Man cartoon show, which was in its second season.

Mega Man VII—Sep. 1995

Unlike Mega Man X, Mega Man VII continues the story line from the original Mega Man series from the NES games.

Mega Man X3—Jan. 1996

The last Mega Man X game on the Super NES is considered by many to be one of the hardest. Mega Man X's least love, a physics classmate in the game.

Game Boy

Mega Man: Dr. Wily's Revenge—Dec. 1991

The first Mega Man game for Game Boy may have been in black and white, but it was full of colorful enemies such as Col. Man, Evil Man, and the Wily dog himself.



Ton Bonne cooks up some seriously scary mechanical minions to take on Mega Man.



MEGA MAN 64



SERVBOT

Clever mad Ton Bonne created 40 Servbots to do her family's dirty work. The Servbots are controlled by Ton, who gives them the unenviable task of running around the surface inside Ton's other mechanical creations—bunks, bigger robots and other contraptions. The rather inept Servbots are loyal to Ton and the Bonne Brothers, even though they make lousy pinches.

MEGA MANIA

Mega Man 64 revamps the entire Mega Man universe right down to the hero and brings the game into a 3-D world, yet it still manages to retain that old-school Mega Man magic. For a bigger helping of that ol' Mega Magic, check out **Mega Man X for Game Boy**. Mega Man X is a 2-D side-scroller in the tradition of the original Mega Man and Mega Man X games. It features a new story line, new characters and even new bosses. Mega Man 64 will debut in September, while Mega Man X for Game Boy will come along in October. It looks like the proud Mega Man tradition lives on! 🍌



Mega Man X for Game Boy

Mega Man II—Feb. 1992

Oh, Wily wants to be the future to fast use technology and better robots that will defeat dogs like you and for all of us to see...

Mega Man III—Dec. 1992

The Game Boy game, including Mega Man II, features faster robots from previous games in new locations—a good test for the box.

Mega Man IV—Dec. 1992

Oh, Wily doesn't give up! The scientist finds the device that controlling the minds of all the robots at the World Robot Expo. Can Mega Man stop him?

Mega Man V—Sept. 1994

Mega Man V begins robot dog company, but, get a little mechanical companion when Mega, a robot cat, joins Mega Man's team.





Look for Army Men™ on



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Excitebike 64

HOW DO I OPEN THE ORIGINAL EXCITEBIKE?

To open up the classic NES *Excitebike*, you're going to have to take some tests. You won't need to get out your number 1 pencil—just access the Tutorial Mode. If you want to get the most out of your racing experience, the tutorial should be your first stop, anyway. A series of lessons will help you ramp up your skills for the many challenges ahead of you. You won't be able to move forward in the tutorial until you pass three timed tests. After you finish the final exam, which incorporates all the basic moves, you'll need to show off your stunts-riding skills to finish the mode. The game will show you how to execute the stunts,

but you'll need to add a step: Push the Control Stick in the opposite direction before pushing it in the indicated direction.



You don't need to crank for the final exam in Tutorial Mode, but you may need to take it a few times before you get a passing grade.

When you complete this exam credit challenge, you'll be able to access the original *Excitebike* on the Special Tracks Menu.



When you're finished with the Tutorial, you'll be able to play a perfect reproduction of the original NES version of *Excitebike*.

WHAT'S THE BEST WAY TO TACKLE THE HILL CLIMB?



The Hill Climb is perhaps the most difficult challenge you'll find in *Excitebike 64*. The Special Track opens after you finish first in the Gold: Amazon Sound of Season Mode. Turbo is the key factor in

getting up the mountain, so pick a high-powered rider like Bobby "Big Dog" Malone, who can power up the slope. A series of quick wheelies should help get you up the steepest sections, but you

should slow down or stop if you start to lose control. Don't stop on steep hills, however, or you'll teeter backward. Study the terrain to look for the path of least resistance.



The Hill Climb track has no safety rails. You'll have the utmost lookout if you veer off course and slip over the edge.



Pop wheelies frequently to build up forward momentum. You'll need the speed when you have to jump over small hills in your way.



Stop if you start to lose control, but don't rest for long—especially on small hills. If you slide backward, you'll have to start over.

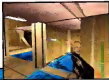
Perfect Dark

WHERE DO I FIND THE LAPTOP GUN?

You may need some extra firepower when playing Perfect Agent on dataDyne Central: Defection. Help comes from an unlikely source: the conspirator you take hostage after eavesdropping on his phone conversation. As you escort him to the elevator, give him a chance to run away. Catch up to him as he opens a room filled with weapons beyond the elevator. You'll find the powerful Laptop Gun inside. The high-speed machine gun has a Sentry Gun function that will help you take care of the guards in the lobby.



If your hostage temporarily escapes, he'll run to the door and unlock a weapons closet containing the Laptop Gun.



The Laptop Gun's primary function is a powerful machine gun. Its secondary function can be a lifesaver when you face many enemies.

HOW DO I DEFEAT CASSANDRA'S BODYGUARDS?

The toughest guards on the dataDyne Central Extraction level are the members of Cassandra de Vries' elite bodyguard. These shotgun-toting women are found in three general locations in the building: two of the upper floors and inside the rooftop. Keep moving until they fire at you, then target them. It takes them a second to eject a cartridge before they fire again. They'll come at you in waves inside the building, but you'll be in a crossfire on the roof. Turn on the lights to blind them.



Take advantage of the delay between shotgun blasts to target the bodyguards. Try to keep them between you and the Holographic's vision.



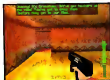
A switch near an exhaust vent inside the roof will turn on the lights and temporarily blind Cassandra's bodyguard.

HOW DO I STOP THE HACKERS IN THE VILLA?

As soon as you finish powering up the windmill when playing Perfect Agent, Grimshaw will radio you with some bad news: Hackers are on the verge of breaking into the Carrington Institute computer system, and you have only 60 seconds to find them. It can be done, but you cannot waste a second. Head up to the second floor right after you activate the windmill. Eliminate the two hackers then run upstairs to stop

the final intruder. If you deployed a Sentry Gun previously, it will take care of the two hackers, but you will give up all your ammo in the process. Leave some extra ammo on the ground for insurance.

When you are sure the hackers on the second floor are eliminated, rush up to the third floor to stop the last one.



A 60-second countdown clock will start as soon as you turn on the windmill. Activate your Tracker to locate the hackers.



You can leave your Laptop Gun at the two computers before you arrive to the windmill, but you will lose all of your ammo for your CWBills.



When you are sure the hackers on the second floor are eliminated, rush up to the third floor to stop the last one.

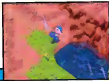
Harvest Moon 64

HOW DO I WORK IN THE RAIN WITHOUT GETTING SICK?

It would be nice to relax inside on rainy days, but there's work to be done on the farm (and nothing good on TV). Unfortunately, you'll get sick if you spend too much time out in the elements. What you need is a little preventative medicine: a Blue Apple. The Water Imp who lives in the fishing pond will give you this rare item in exchange for several fish. Catch the fish in the pond then save them to your Belongings Menu. Toss the fish back into the pond to make the Imp appear.



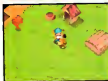
There's more in the old fishing pond than fish. A grateful Water Imp will appear if you throw at least three fish back into the water.



You'll automatically eat the Blue Apple when the Imp hands it over. It will temporarily protect you from sickness.

WHY CAN'T I WIN ANY RACES?

You'll have a tough time winning any horse or dog races during your first year on the farm, but don't blame your animals. They won't have enough stamina built up to win until the second year. You can increase your chances of victory greatly by taking good care of them. Feed your dog regularly—even though it isn't required—and let him run around to build up strength. Be sure to ride the horse whenever you get a chance and brush it regularly to show you care.



Your dog will get along fine with a minimum of attention, but you should feed him and pick him up if you want to win races.



Your horse is a valuable asset on the farm for work and transportation. It takes exercise, however, to make it a fine race horse.

WHERE CAN I FIND TREASURE?

There is treasure right under your nose on your farm, but you need to know where to look for it. Start with the treasure map hidden in the tree near the pond. Use the Z Button to read the map on the inventory.



You may not remember it, but you buried some treasure on the farm when you were a kid. A map hidden in the tree will help you find it.



When you find the spot where the line from the doghouse intersects the line from the tree, use your hoe to dig up the booty.



A broken stone box doesn't seem like much of a find, but maybe someone important will like it. Perhaps you could have someone fix it for you.

Metal Gear Solid

HOW DO I DEFEAT SLASHER HAWK?

You'll need to be quick on your feet to defeat Slasher Hawk, the Stage Four boss. At the beginning of his attack, he'll stay in one place while throwing a boomerang at you. Study the pattern of his throws—the projectile bounces off the walls at predictable angles. Stay out of harm's way then lunge forward with grenade attacks when it's safe. Slasher Hawk will release his attack bird and start to move back and forth when his life meter is half gone. Stay in motion to avoid the bird while continuing your grenade attacks. When his life meter is almost gone, Slasher Hawk will simultaneously unleash the bird and boomerang. When the boss's speed increases, time your throws so that the grenades explode in front of him.



Slasher Hawk's attack bird moves much like the boomerang, except it continuously pursues you while you try to evade it.



Just before he's defeated, the boss will speed up. Time your grenade throws so he runs into the explosions.

HOW DO I GET ALL THE BOXES IN STAGE FIVE?

If you want to get all three colored boxes in Stage Five, you'll need to go through a conveyor system that puts the Denver airport to shame. The Barnacle area consists of a maze of blocked-off, ice-filled rooms connected by elevator to a second level of conveyor belts that allow you access to the rooms and a basement. Start by grabbing the yellow box on the first level, then take the elevator to the conveyor belts. If you ride the conveyor belts all the way to the end while equipped with the yellow box, you will move through yellow transfer points to the red box. The red box will allow you to move through red transfer points, ultimately leading you to the Level Three Card Key. The Level Three Card Key will allow you to reach the blue box.



Transfer points in the conveyor belt system are color-coded. Equip colored boxes while on the belts to move in the corresponding direction.



Find the Level Three Card Key by switching back and forth between the red and yellow boxes. Equip your gas mask when you enter toxic areas.

Q&A FAST FACTS

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ASTEROIDS HYPER 64

Q: How do I play classic Asteroids?

A: Destroy the green asteroid on level 10.

Q: How do I get the extra ship in the demo?

A: You must complete the game.

Q: Why can't I change my lasers?

A: If you are using the Dugan, you can't change the weapons.

BRAUNSWICK BOWLING

Q: How do I change the camera angle?

A: Select necessary viewing or motion from the Options Menu.

Q: Can I create a female bowler in Create-A-Bowler Mode?

A: No.

Q: How do I unlock hidden bowlers and lanes?

A: There are no hidden features.

MONSTER RANCHER BATTLE CARD

Q: What do you do at the deck?

A: You can trade cards and items via the Game Link Cable.

Q: Where do I find Metal Pieces?

A: Check anywhere that could conceivably hold one of the pieces, like bookshelves, paintings, clocks and beds.



Nintendo Power Chats with Pokémon Bigwigs

Nintendo Power was at the E3 Conference in May, and we had a chance to talk with the team that created Pokémon Gold and Silver. While they wouldn't tell us all of their secrets, they did give us some inside information about developing the precious pairs.

Captures

TV/Takeshi Ishihara: General Producer

GAME BREAK

JM/Junichi Masuda: Sub Director, Planning and Music
 KS/Ken Suganami: Character Design and Graphics
 SM/Shigeki Morimoto: Programming
 TI/Tsuyoshi Ichikawa: Sound
 TO/Takao Ota: Programming

NP: The first Pokémon games came in three colors: Red, Blue and Yellow. Is there any reason you chose Gold and Silver for the new Pokémon games?

Ti: We wanted it to be very different from the previous Pokémon games. Gold and Silver weren't just colors, they're also real, material things. Precious things.

NP: How many people worked on Gold and Silver, and how long did it take?

JM: Approximately 20 people, I think. We started three years ago, right after Red and Green (Blue in the U.S.) were finished. We developed the Japanese Blue version and the Yellow version after the original game, too, but we were developing Gold and Silver at the same time.



From left to right: Tsuyoshi Ichikawa, Junichi Masuda, Takeshi Ishihara, Ken Suganami, Shigeki Morimoto, Takao Ota.

NP: Could you tell us what's new in Gold and Silver?

JM: It's the same Pokémon World as before, but there is a different story. You'll see many new Pokémon. I can't reveal anything more at this time.

NP: What was the hardest part of developing Gold and Silver?

Ti: We designed Gold and Silver to be comparable with Red, Blue and Yellow, and making sure all the elements in all the versions worked together was a challenge. The debugging process was also tough.

JM: Making the game easier to understand for everyone was the most difficult part for me. We looked at everything, even how to catch Pokémon. We thought Gold and Silver would be many people's introduction to playing Pokémon, and we wanted to be prepared for that.

KS: Keeping the game fresh was a difficult thing for me. Lots of people have played Pokémon, and Gold and Silver need to stay fresh and interesting for them, too.

SM: Keeping true to the feeling of the original Pokémon games while creating a brand-new game was my challenge. Everyone has a unique idea of what Pokémon is, and I didn't want to betray that.

Ti: This is the first Pokémon game I have worked on, and it was a challenge for me to learn about and stay true to the atmosphere of the original Pokémon games.

TO: I was in charge of programming. I tried to make a programming system that was easier to use. I was able to make some changes, but not all, because we were under a very tight schedule.

NP: Are there any new Pokémon like Mew in Gold and Silver?

KS: (Laughing) Maybe, maybe not.

NP: How do you create new Pokémon?

KB: There are several ways we come up with Pokémon. Some are inspired by a shape, figure or creature that already exists. For others, we tried to consider what kind of Pokémon would be interesting in game play. For example, in Gold and Silver, we'll introduce new Pokémon types. Psychic Pokémon seemed to dominate in the previous Pokémon game, so we wanted to come up with new Pokémon and types to make Gold and Silver more balanced. We came up with several hundred new Pokémon, but most of them got cut during development.

NP: What is your favorite Pokémon?

T1 Engadget, because I have been using it for a long, long time.

JM: Pwybach. He looks funny.

KS: Hoothoot. It has only one leg. When I was a kid, I had a pet bird. One day, I was surprised to see my bird standing on only one leg.

I've learned since that that was normal for that kind of bird, but it had already made a big impression on me and I couldn't forget it. That inspired me to create *Moother*.

TO: Charmander. Fire-types are cool! I also like Cyndaquil, the new Fire-type Pokémon.

SMI Mew: I created Mew two weeks before we were finished developing the original Pokémon game. I owe a lot to Mew.

NP: We know that Pokémon Puzzle League and Hey You, Pikachu! will soon hit the US Market, as will Gold and Silver. What is the plan for Pokémon beyond that?

TE: We are working on a new Pokémon game that will come out after Gold and Silver. We can't say which platform it's for at this time. I was thinking about the different language versions of Pokémon and how you can't trade between them. If we can make them compatible with each other, they would be far more interesting. Pokémon users around the world would be able to communicate through the Pokémon game. A world without language barriers is possible in the Star Trek world (laughing), and if we could do the same thing in the Pokémon world, that would be great!

Pokéchat

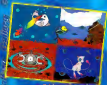
Sorry, Pokéchat fans! This month's Pokéchat has been shortened to make room for the interview with the Gold and Silver development team. But keep those questions coming, and don't forget to start a little Pokéchatster with your friends and family, too!

Q: There are lots of rare Pokémon in the Safari Zone, but every time I throw a safari ball at a Pokémon, it runs away. They get mad when you throw rocks at them, too. What's going on?

As Pokémon is a pretty tough game, and if you want to catch 'em all, you have to be very patient. You also have to try everything you can think of to capture Pokémon, especially the hard-to-capture creatures in the Safari Zone. Try throwing both food and rocks to distract the Pokémon so you can catch 'em off guard. You can do it!

Q: Polkinton Stadium's Kids' Club is way too easy. Even the hard difficulty is child's play. But I like the games. What should I do?

A: Too easy! *Wow, you must be some player!* There are a couple of things you can do to raise the challenge level of the Kids' Club. First, try playing Who's the Best against three computer players on the Hard setting. Set the number of wins as high as you dare, then try to beat the computer. If you do manage to beat the computer players five times in a row (good luck), you'll unlock the even harder Hyper difficulty level, and, voila, it's extra hard!



Pokémon Adventure
 Allen Kozlowski
 San Diego, CA



#40 Wigglybutt
Jerry Kumb
Marquette, MI



ADD Slowbro
Garth Dringey
Billerica, MA



#72 Tortulacoid
Holly Schenck
Forest du Lac, WI

Ask the Professor



Hello everyone! Professor Oak here, star of the big and little screens, ready for my close up in *Pokémon the Movie 2000*. Don't fret, faithful readers—fame hasn't gotten to this professor's head. I am still here to answer any Pokémon game questions you can think of, so keep those questions (and fan letters) coming!

How can I catch a Digtrio to use in the Pika Cup?

This is one of those tricky trades I spoke of last month. To catch a Digtrio that can attend the Pika Cup, you'll need Pokémon Yellow, Pokémon Red or Blue, a lot of time and a lot of patience. Go to Route 12 in Pokémon Yellow and catch a Slowbro that's under level 20. It will take time and luck. Next, trade the Slowbro for a Lickitung at Route 18 of Red or Blue, then go back to Yellow and trade the Lickitung for a low-level Digtrio at Route 11. Nice warning for nerdy Pokémon Trainers—the process will take a long time, so don't try it if you're easily frustrated.



Once you've found a low-level Slowbro of your very own, it's time to trade it for a Lickitung!



Trade Lickitung back with you to Yellow, and trade it for a Digtrio that's eligible for the Pika Cup.

How do I build a good Pokémon Trading Card deck?

Just like there is no such thing as a perfect Colosseum team, there is no such thing as a perfect Pokémon Trading Card deck. Everything depends on whom you're dueling, not to mention the luck of the draw. There are, however, some things to keep in mind as you put your deck together. A reliable, well-balanced deck for your early battles will have 20-25 Pokémon Cards, 10-16 Trainer Cards and 24-28 Energy Cards. Also, remember to balance your Pokémon cards—for every four Basic Pokémon use three Stage One Evolution and two Stage Two Evolution cards.



Don't get caught without enough energy to power your attacks!



Pick your cards wisely and don't use too many of the rare types of Pokémon.

Lapras used Thunderbolt! How can that be?

Many Pokémon Trainers think that a Pokémon can have only attacks that are discredited to its type, such as a Pikachu with Thunder. That is definitely not the case, and good thing, too—Pokémon battles would be pretty dull if you knew exactly what kind of attacks to expect from each Pokémon! Most Pokémon can be given moves with TMs and HMs that don't match their types, and many learn moves that don't match their types automatically as they gain levels. For example, Lapras is a Water-and-Ice-type that starts with Water Gun, Growl and Sing and learns most, Body Slam, Confuse Ray, Ice Beam and Hydro Pump as it gains levels. Water Gun and Hydro Pump are Water-type attacks, and Growl, Sing and Body Slam are Normal-type attacks and Confuse Ray is a Ghost-Type attack!

In addition to the moves Lapras will learn as it grows, it can also learn attacks from TMs and HMs. Check Lapras's chart to the right, which shows the huge number of TMs and HMs you can use on Lapras. It's pretty impressive—most Pokémon can't learn quite that many moves. Now, however, can learn any TM or HM attack, which is just one of the reasons that it is such a powerful Pokémon.

TM & HM ABILITIES

#	ATTACK	TYPE	WID
01	THUNDER	PM	*
07	ROCK GEM	RM	*
08	ICE SLAM	RM	*
09	ICE BEAM	RM	*
10	ICE BEAM	RM	*
11	ICE BEAM	RM	*
12	ICE BEAM	RM	*
13	ICE BEAM	RM	*
14	ICE BEAM	RM	*
15	ICE BEAM	RM	*
16	ICE BEAM	RM	*
17	ICE BEAM	RM	*
18	ICE BEAM	RM	*
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58	ICE BEAM	RM	*
59	ICE BEAM	RM	*
60	ICE BEAM	RM	*
61	ICE BEAM	RM	*
62	ICE BEAM	RM	*
63	ICE BEAM	RM	*
64	ICE BEAM	RM	*



Lapras can use Thunderbolt, and it will in the Gym Leader's Castle.



The ever-injuring Mew can learn any TM or HM you want it to!

Colosseum

We're not anti- Mewtwo and Mew here at Pokécenter central, but honestly—it's too easy to rely on the **Psychic** powerhouses to clean up your opponents.

Sean Walsh is definitely a Pokémon Master. His team would do well against teams in and out of Pokémon Stadium because it's extremely well thought-out. The diversity of the Pokémon types is matched by the diversity of the Pokémon's attacks, and each of the Pokémon is a pretty impressive specimen separately. Put them together in a team, and they're even better! Way to go, Sean!

Electrode



Sean actually starts with Electrode because it is so fast, and that's a great strategy. There's nothing like being the first to attack! Sean uses

- **Thunderbolt**
- **ThunderWave**
- **Body Slam**
- **Explosion**

ThunderWave to stop tough opponents in their tracks, and he relies on Thunderbolt for its power against many Pokémon. Body Slam is there as an all-purpose attack, and Sean knows he can always use Explosion to go out with a bang.

Exeggutor



Taking advantage of Exeggutor's high Special Rating, Sean outfit it to give some Grass-type with the Psychic and Mega Drain attacks, both of which cancel some heavy damage Exeggutor's beauty brings. Smart moves, Sean! he learned the move! Also, the crazy combo of Toxic plus Leech Seed, an HP-draining one-two punch that will drain the power out of many Pokémon pretty quickly.

- **Psychic**
- **Mega Drain**
- **Toxic**
- **Leech Seed**

Dragonite



Dragonite is a favorite of Sean's (and the Colosseum staff) because it can learn so many different attacks and is weak against so few. Body Slam takes advantage of Dragonite's great Attack rating, and it will put the hurt on nearly any Pokémon type. The other three attacks—Thunderbolt, Blizzard, and Fire Blast, make Dragonite a well-rounded Pokémon that can handle just about any opponent easily.

- **Body Slam**
- **Thunderbolt**
- **Blizzard**
- **Fire Blast**

Blastoise



This Blastoise is another of Sean's favorites, and it's easy to see why. It's packed with a great array of different moves that let Blastoise handle many different opponents. Sean uses Submission when fighting against low-types, and he has to rely on Electro-type, he has Earthquake on his side. Hydro Pump and Blizzard are superpowerful attacks that don't always hit—but when they do, watch out!

- **Submission**
- **Earthquake**
- **Hydro Pump**
- **Blizzard**

Moltres



Moltres is one tough flying-type, and Sky Attack was precisely custom-made for this tough-flying bird. Sean likes to use Toxic combos, and this time he combines the HP-draining abilities of Toxic with the burn-inducing trickery of Fire Spin. Not a bad idea, especially when battling an Electro-type. Fire Blast is another high-power, low-accuracy attack, that is worth the gamble when it hits.

- **Sky Attack**
- **Toxic**
- **Fire Spin**
- **Fire Blast**

Snorlax



Snorlax's high HP combined with the HP-restoring feast gives this huge Pokémon an unusual longevity. If played correctly, Snorlax could be in a match for a very long time. Double Edge is a powerful move that won't make much of a dent in Snorlax's sky-high HP while Earthquake and Rock Slide give the sturdy sloth a shot against those quick Electro types.

- **Double Edge**
- **Rest**
- **Earthquake**
- **Rock Slide**



Pure Porygon
Derek Yang
Prismo, CA



#149 Dragonite
Sean J. Walsh
Toms River, NJ



Robinson College
Nig. J. Warrick
Burlington, CO, GA



Obonon
Nicole Martin
St. Louis, MO

Send questions, comments and art to:
Matthew Power
P.O. Box 1162
Lancaster, WA 98033

Hot off the Press



The E3 Conference featured a just-for-kids press conference where five new Pokémon from Gold and Silver were revealed for the first time in North America, and Nintendo Power was there to have a little fun in the sun with Pokémon!

New Pokémon Revealed!

Pokémon fans from Calvert Elementary School in California were the first kids in the U.S. to see five Pokémon from the upcoming Gold and Silver games. Mr. Ishihara, one of Pokémon's creators direct from Creators, unveiled the five new Pokémon to the delight of the children in attendance—and people everywhere. Chikorita, Cyndaquil, Totodile, Lugia and Ho-oh all made their debuts to hearty rounds of applause.



Chikorita



Nintendo's own Pokémon Master and former Nintendo Power head henchman, Bill Trice, emceed the Pokémon press conference for kids at E3 in Los Angeles. Behind her, you can see Lugia and Ho-oh.



Lugia



Some extremely lucky Pokémon fans got to take part in the Pokémon press conference. The kids got to ask questions about their favorite subject—Pokémon!



Cyndaquil



Ho-oh



Mr. Ishihara from Creators answered Pokémon questions before unveiling the new Pokémon names at a sunny day in L.A.



Totodile

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

Official Pokémon Zip Binders 3-Ring Trading Card Holders

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- Sleeve refills available to expand card-holding capacity
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- Compatible with all official Pokémon collector card sets

E3 2000

NINTENDO POWER'S THREE-PART COVERAGE

Report Three: E3 has come and gone, and we finally have the complete scoop for you from L.A. Our show wrap-up will begin with some fast facts and impressions, then we'll talk about hands-on game play, introduce you to Nintendo's new partner, Silicon Knights, take a peek at two N64 titles from LucasArts, talk to Mr. Miyamoto and check out some surprises on Game Boy Color. To top it off, we've included our editors' favorite show picks. So get set for a virtual tour of E3.

The Real Deal

Imagine a series of halls so large you could pick pebbles in them—550,000 square feet in all. That's the L.A. Convention Center in downtown Los Angeles. The 56th annual Electronic Entertainment Exposition was filled with flashing lights and blasting sounds, celebrity appearances and models dressed as game characters. But most of all, E3 was filled with video games—2,400 of them from over 400 exhibitors. As expected, Dolphin and Advance remained under lock and key, but the number of great games for the N64 and Game Boy Color was remarkable. Competing systems like the upcoming PS2 didn't live up to their hype. In fact, many N64 and Dreamcast titles seemed to have better graphics than the 128-bit wonder box, leaving most observers wondering what all the hype was about. As for games that you'll actually play and love, the best titles came from the sources that you expect to deliver the goods—Nintendo and Sega.



Hands-on Fun

The list of must-play N64 titles at Nintendo's booth was distinguished and dazzling: *Dinosaur Planet*, *Conker's Bad Fur Day*, *Mario Tennis*, *Midway's Speedway USA*, *Eternal Darkness*, *The Legend of Zelda: Majora's Mask*, *Perfect Dark*, *Bongo-Bongo* and *Paper Mario*. Each game station was crowded for all three days of the show.

Dinosaur Planet from Rare was a feast of graphics and full of adventurous play reminiscent of *Zelda*. The heroes may look like animals, but their expressions and the extensive use of voices convey very human emotions. The wonderful cinematic scenes led to thrilling action sequences such as a high-speed chase on a snow speeder through icy canyons and a Star Fox-like battle that pits you against a mother ship against you and your flying dragon. The buzz at E3 was that DP may be the best game ever from Rare.

Ah, but then there was Rare's *Conker*. This game is definitely for mature audiences only. As Ken Lobb of Nintendo of America described it, "Conker is all about getting to the next area to see what the joke is going to be." Instead of collecting items or scoring points, players were motivated to keep

playing because of the slapstick and verbal humor that lay ahead. Many showgoers felt that *Conker* was the most impressive title at E3.

If *Conker* was rude, then *Mario Tennis* was all sweetness and light—at least the tennis racket seemed to have a large sweet spot that made it easy to volley back and forth with Mario and his friends. Created by the same developer that made *Mario Golf*, *Mario Tennis* featured intuitive play control, fun graphics and lots of potential competition. As in *Mario Golf*, there were plenty of special tournaments and players will be able to trade data between the N64 and Game Boy Color versions. Of all the games in Nintendo's booth, *Mario Tennis* always had a huge crowd waiting for a chance to play.

Midway made his 3-D gaming debut in *Midway's Speedway USA*, another title being developed by Rare. Think *Mario Kart*, or *Diddy Kong Racing*, but with big cars and lots of talking going on between



Bongo-Bongo



Dinosaur Planet



Conker's Bad Fur Day



The Legend of Zelda: Majora's Mask

the races. Easy play control and surprising depth, not to mention the popularity of its namesake character, will turn *Kartier* into a juggernaut this holiday season.

Perhaps the biggest surprise of the show was the classy, mature thriller from Silicon Knights—*Eternal Darkness*. Rich graphics and a richer story and game concept will spell hours of tension, intrigue and pleasure for adult gamers this October. (Meet the makers of *SD* on the next page.) As for *The Legend of Zelda: Majora's Mask*, you can read more about the upcoming Nintendo classic in this month's special preview. The same is true of *Bongo-Bongo*. Rare's stunning sequel to the award-winning bear and bird combo, *Perfect Dark* you know about already, and chances are you've already seen it for yourself. And *Paper Mario*, which is the new title for *Super Mario RPG 2*, which debuted at E3 and surprised countless gamers with its unusual graphics and fun game play. In all, it was an E3 to remember for Nintendo.

R *Bongo-Bongo*™ ©2000 Nintendo. *Paper Mario* by Rare. *Dinosaur Planet*™ and *Conker's Bad Fur Day*™ are trademarks of Rare. ©2000 Rare. Nintendo logo is a trademark of Nintendo.

ANDY'S PICKS

I was totally blown away by the awesome games in Nintendo's booth. It's impossible to pick a favorite, but if I had to choose one, I'd go with *Mario Tennis*. *Zelda* and *Conker's* I love too, but *Mario Tennis* is just too fun to see go up in flames. There's a reason the *Mask* is always out: it was always jam-packed with gamers. It's easy to play and impossible to put down. Keep your eyes peeled for www.nintendo.com.



Mario Tennis

Meet Silicon Knights

From Canada to California may seem like a long way to go, but that's nothing compared to the trips that Ontario developer Silicon Knights has in store for gamers on the N64. At *E3*, *Artemis Darkness* stepped into the bright light for the first time, wowing players with sound and dialogue that seem almost cinematic, a story that spans thousands of years, graphics that make the N64



look like a non-generation-ther box and game play that goes beyond anything ever seen in a 3-D thriller. And while *EO* became an instant hit at the show, the development studio that created it earned a very special honor, becoming one of the elite secondary developers working exclusively on

JASON'S PICKS

Nintendo is dividing its age with the genre and Gersh gaming of Cowher and Eternel Darkness, but Mario Tania, although more characteristic of Nintendo, seems to be the real showstopper. The award around the game never hit up, and rightly so—Mario Tania is fast, frantic and everything I'd expect from Nintendo, the developer behind Mario Golf. The Self's Donald Duck also gets me used for being apart from being in some way and I'm intrigued by his Gosh, it's only because his one seems to know anything about the cat-yo-mama temp



Nintendo titles. Just prior to the show, Silicon Knights joined Rare, Left Field, Remo Studios and NST as a member of Nintendo's game development brain trust. When Nintendo Power met up with Dennis Dykack at E3, the president of SK talked about *Final Darkness*, the creative environment at Silicon Knights and even how studying Shakespeare helps SK make better games.

The Crusade

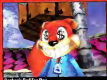
Silicon Knights began its quest to make outstanding games back in 1992. According to Dennis Dyck, "the name Silicon Knights represents our desire to be the champions of quality games." Like knights in shining armor, the Silicon Knights are dedicated to an ideal, although SK's ideal has more to do with creating great game play than securing domains in diavasa and its armor is made of silicon chips instead of steel. The company earned a reputation for innovative game play and dazzling graphics with its 1996 release of *Blood Omen: The Legacy of Kain* for PSX. One of the reasons that Silicon Knights continues to excel is that the core development team has stayed together since the beginning. Working together for eight years has helped the artists, designers and programmers learn to communicate and even anticipate each other's needs and ideas. SK games also stack layers upon layers of depth. "Shakespeare's philosophy was to include several layers of meaning," Dyck told us. "There would be lots of action and rife jokes for sheer entertainment value, but at deeper levels there would be stories within stories, character studies and historical contexts that made his plays much



such as the surface action alone. In our games, we have action and great graphics to pull people in, but there's an epic story, too," Dyck also talked about 5B's new relationship with Nintendo. "Working with Henry Strickland and the other guys at Nintendo has really helped us on *Eternal Darkness*," he said, adding, "One of the great things about working with Nintendo is that we have the same philosophy. Both companies are dedicated to making the best games possible."

DAN'S PICKS

I found it difficult to pick one favorite from the games on display at E3. Games like *The Legend of Zelda: Majora's Mask*, *Duke's Tenacious* and *Pokemon Gold & Silver* promise many hours of outstanding game play. But the game I am most looking forward to is *Casper's Bad Hair Day*. The hilarious classic cartoon has resurfaced recently, and the game play was surprisingly innovative. There is going to be a lot of fun to be had with this one, and they're pushing the limits of the M64 hardware.



Casper's Bad Hair Day



Eternal Darkness



Eternal Darkness

Out of the Darkness

Eternal Darkness follows in the epic tradition of *Blood Omen: Legacy of Kain*, but the N64 thriller pushes the boundaries of game depth and cinematic storytelling much farther. Dyck noted that games such as *Resident Evil* have a B-rated horror film quality. "Survival horror games are about the shock value, not depth of play," Dyck said. "The theme of *Eternal Darkness* is about how mankind confronts extremely dangerous situations and overcomes great difficulties.



Eternal Darkness



Eternal Darkness



Eternal Darkness

We studied masters of horror such as Edgar Allan Poe and H.P. Lovecraft, and we extensively researched the periods of history that make up the settings for the game including ancient Rome, World War I and right up to Desert Storm." Music and sound effects also help set the spooky mood, and spoken dialogue is a huge part of the game. A contention in the Roman period actually begins speaking in his native Latin, which then translates into English.

Insane Play

The result of all this intensive development is a game that truly messes with your mind...in a fun way, of course. The "Sanity Meter" might be the most innovative game concept of the year. Designed as a means to keep players thinking on their toes, the Sanity Meter increases whenever you're detected by an enemy, and it decreases whenever you defeat enemies. Strange things begin to occur as your Sanity Meter increases. Rooms may seem to change each time you enter them or your items may suddenly vanish, then reappear later. If you sneeze around and avoid detection, you'll avoid building up your Sanity Meter, as sneezing becomes an important tactic. Players must also make many choices—it's not all busting ghouls. The Roman contention encountered early in the game requires you to choose one of three fates in the Doom Decision Room. Everything in the game that follows depends on which glowing orb the contention takes. "The puzzles aren't guarantees," Dyck pointed out. "They actually help tell the story, and later in the game they become important." This sort of depth is everywhere in *Eternal Darkness*. On the surface it may seem like a horror game, and the Halloween release date seems to support that, but at its heart, *Eternal Darkness* is a game of epic proportions, and Sifen Kuehn is just getting sound.

E3 NOTABLES:

Meet A Remarkable Couple: Tony Hawk, Alton, Gary Coleman, who was actually there to play games and not on duty as security.

Most Game-Visible "Celebrity": MTV's "What Not? Tony Hawk" cohosted, John Madden, who was actually there to play games and not on duty as security.

Best Photo Op: The three twins grinning like in *Twister's* EOW wrestling ring.

Best Most in Need of Ventilation and a Fan: Nintendo's E3 booth.

Funniest Moment: The N64's "Whispering" sport starring Mario, Peach, and Yoshi.

Big Surprise License: Adam Sandler's Little Nicky for the N64.

Best Free Paper: N64.

Biggest Letdown: No longer a game, but a game with the power of N64.

Best Ad on Wheels: T2's Mystery Machine.

Most Notable: N64, N64's announcement to N64.

Best New Nintendo Game: Nintendo's N64.

Best Party Nintendo: N64. From the start, the game, there were lots of game machines to walk and places to sit, and the N64's N64 game and a lot of other.

Best of the Rest

There were a few third-party surprises that showed up in the Nintendo booth, as well. *Cat Racer* was a video-only clip with 3-D cartoon cats and mice created by a development team in Japan. The piece of animation wasn't actually a game. Rather, the developers hoped to solicit comments from the people who saw it to determine if they should turn it into a game. *Madden NFL 2000* was present in Nintendo's booth, as well, although it didn't show up at EA Sports' booth. The two LucasArts games, as predicted by Power, appeared at the last minute. Literally, moments before the doors at E3 opened, *Indiana Jones and the Infernal Machine* and *Star Wars Episode I: The Battle for Naboo* were being shown to Nintendo product demonstrators for the first time.

Beyond Nintendo, dozens of other N64 and Game Boy Color titles jammed the crowds at third-party booths. Disney's *Donald Duck* at Ubi Soft played right beside the PS2 version of the same game, and there was hardly any noticeable difference. EA Games' N64 version of *The World Is Not Enough* also compared well to other console versions. The expectations for the game are sky high, but it seems that the development team at Eurocom is doing a great job of creating the next first-person Bond extravaganza.

THQ had an early version of *WWF: No Mercy*, which used the same engine as

WWF: Wrestlemania 2000, and it should be another huge hit this fall. *Rogues in Pairs* focused on a young audience, and it was a

huge improvement over the *Rogues Board Game* from a year ago. *Scoby-Doo* also looked young, and the 3-D graphics brought the classic cartoon to life, and the game play included cleverly disguised action ringtones to keep things hopping. But most impressive was the latest version of *Atari's* *Chrono Trigger*, which is a true epic RPG with more depth than a gold mine. *Qix Battle 64*, now in English, also looked like the promised land for RPG gamers. *Mega Man 64*, *Army Men: Sarge's Heroes 2*, *NFL Blitz 2001* and *Rush 2000* could be big winners, as well. *Spider-Man* for the N64 wasn't present, but the PSX version, with stellar play and superior graphics gave at least a taste of what we should expect.

For one thing, *Spidey* has the power to climb on every wall and

ceiling, dropping down from above on unsuspecting badies, plus the webbed swinger will come equipped with a great assortment of spider specials like a shield and a swing that lets him practically fly through Manhattan. At Kemco, another superhero stepped forward. The futuristic *Batman Beyond* was very early, but the art in the



Rogues in Pairs faithfully recreated the look of the animated series.

As for Game Boy Color, there were so many titles appearing or being announced that it is impossible to discuss even a fraction. The highlights were *Pokemon Gold & Silver*, *Perfect Dark* and *Donkey Kong Country* on Nintendo. All of the Disney properties at Ubi Soft were stunning, although the game play was fairly simple, platform-based stuff. Activision and Infogrames had equally impressive lineups for Game Boy Color. *Lyle and Lyle and the Naga* both promised quality and depth of play from Nintendo. Surprising everyone, LEGO had three Game Boy Color titles: *LEGO Rooms*, *LEGO Action Theme* and *LEGO Island*—the first two are due to be released this fall, and *LEGO Island* is scheduled for early 2001. Only very early versions of the *Pokemon* GBA games were viewable, but Boy Area Multimedia has some fun ideas, including lots of extra passwords that will be available in contests and on the Internet. Hiding in the wings was a demo version of *Mega Man* Madness from Majesco, a platformer featuring the multi-in-your-mouth character. And we learned that *Sakura*, *The Teenage Witch* was also on her way to Game Boy Color.



Star Wars Episode I: The Battle for Naboo

Zelda & Beyond

Before the doors opened at E3, Nintendo Power was lucky enough to sit down with three creative stars from the EAD development group at Nintendo in Kyoto, Japan. Eiji Aonuma is the director of The Legend of Zelda: Majora's Mask. Takashi Tezuka, best known for directing the development of Yoshi's Story and producing other EAD games, joined the discussion along with Shigeru Miyamoto, whose vision of game play drove the design of the latest Zelda when new. To find some of the answers, turn to the special Zelda preview in this issue.

NP: How were you able to develop this game so quickly?

Mr. Aonuma: Well, since Majora's Mask uses the same game engine as Ocarina, this eliminated a lot of development time. Actually, fewer people were assigned to the Majora's Mask project than Ocarina of Time. The key project people from Ocarina were assigned to work on Majora's Mask.

Mr. Tezuka: In addition to the returning team, five new developers straight out of college were hired to work on this new Zelda adventure.

NP: Since you gave the Director's role to Mr. Aonuma, have you found it hard to be away from the development process?

Mr. Miyamoto: Well, I've been making games this way for years. It's really just a matter of to what extent I am involved in the day-to-day development. In this case, I worked with Mr. Aonuma to establish the basic principles of the game, then I left it to him to execute them. In a sense, we built a

table together, and I've given him the freedom to put his own ideas on that table. As long as the table is still there when the game is finished, I'm happy.

Mr. Aonuma: We've learned so much from Mr. Miyamoto already that we don't need much guidance.

NP: Do you plan to create other sequels like Majora's Mask with Nintendo's other star characters like Mario or Star Fox?

Mr. Miyamoto: I'm a little concerned that the company might ask us to do that to increase the bottom line! [Laughs] We thought that Ocarina of Time was a great game, but we truly believed that we could do more amazing things with the game engine. In Star Fox 64, for example, I believe that we accomplished all that we could in that game. Because of that, we would not consider creating a sequel until the release of Project Dolphin.

Mr. Aonuma: We will be able to use a lot of what we've learned in creating Majora's Mask while working on Dolphin projects.

Mr. Miyamoto: Who knows, on Dolphin, we might make it a requirement to make at least one sequel of major titles.

NP: How do you feel about Rare's great offerings here at E3?

Mr. Miyamoto: We are very thankful that Rare is creating such great games. Rare has done a lot for the gaming industry. All of



Left to right: Mr. Miyamoto, Mr. Aonuma, and Mr. Tezuka.

Rare's games are 3-D, but they all have very different game play. They are encouraging us to create a different genre of games that departs from 3-D adventure gaming.

NP: Do you plan on developing any games that are designed for a mature audience?

Mr. Miyamoto: We might make some games like that, but they will be different from Conies. Perhaps if we get a new game director with slightly different tastes, it could happen.

NP: What else are you working on?

Mr. Miyamoto: We've been finishing up Mother 3 and Mario's Story. I've also been working on games for the launch of Dolphin. One title is really a new genre of game—what we are calling a "communication" game, which we hope to finish this summer. We're working on new franchise characters, as well. The Dolphin launch titles must be perceived as new and exciting.

2001 & A Space World Odyssey

Nintendo of America's President, Minoru Arakawa, and Executive Vice President of Marketing, Peter Main, addressed the press prior to the show, pointing out that about 90% of the six-billion-dollar-plus video game industry will be generated by currently existing console systems in 2000. In 2001, the real odyssey of transition will begin, because that's when Dolphin and everyone will debut. Mr. Arakawa told everyone to look ahead to August 25th, the day when Nintendo opens its annual SpaceWorld trade show in Japan. There the interactive world will catch its collective breath as Nintendo reveals the future of gaming. ☽

SCOTT'S PICKS

Disco Elysium was my top pick. I could have spent all three days over there. Amazing, short-term, because I designed more time playing Eternal Darkness. I was also dying to play The World Is Not Enough at EA. The latest Grand Theft Auto is everything I had hoped for—great art graphics and an interface that my Grandma has will slip into without needing a shot. Aida Christie's from THQ also looked promising, but it wasn't really playable. As for the other guys, I was back a working book, and I was a bit checked that the only exceptional PS2 title, Resident Evil 2, likely wouldn't be ported over to Dolphin.



Disco Elysium

One of the greatest adventures from the classic library of the NES has arrived for Game Boy Color. Nintendo Software Technology Corporation breathed new life into the sprawling SNK epic so today's generation of gamers can enjoy the magic.



Licensed by SNK Corporation of America. © SNK Corporation of America. All Rights Reserved. ©1999 SNK, Nintendo. Co-developed by Nintendo Software Technology Corp. Other words used in Game Boy Color.

From the ashes of global war arose a new world in which magic played a key role. Hoping to end the misery, the evil Dragons combined magic with technology and began a reign of terror. Opposing Dragons were four enlightened sorcerers who created four elemental swords to challenge their enemy. When combined, those swords would become the ultimate Sword of Crystallis, which legend told would be wielded by a magician warrior.



The sorcerers in Crystallis aren't simple weapons of steel. They grow in power and gain new abilities. Specialty attacks may be necessary to defeat some enemies.



When sorcerers such as Zulu will grant you the use of new spells when you prove your worthiness. Not all Magic Spells to test your skills.



Throughout your journey, you'll meet people who look to you for help. If you aid them, they may give you a hint or information that you require.

Magic on the Menu

Refresh Refresh adds to your MP while using up two MP. Cost varies during battle—the spell leaves you on your feet.	Telepathy For a cost of eight MP you can contact someone on the four pages, Derald, Zulu, Asura and Rensu. They'll give you sage advice.	Teleport For a cost of 20 MP you can instantly teleport yourself to any of the towns that you've visited previously in the game.	Paralysis Freeze your enemies for several seconds using the spell of Paralysis. Each paralyzing shot will cost you four MP.
Recover For a mere 24 MP, you can recover from being poisoned, paralyzed or outed into a stone statue.	Barrier Barrier prevents enemy shots from hitting you, but at five MP for every second of protection, the cost is high.	Change Sometimes you need to wear a disguise. Cast the Change spell for 20 MP to turn into Stone, Ashura, a soldier, or a merchant.	Fly Flight is an expensive 30 MP spell for every second of time spent in the air, but the spell allows you fly over barriers.

Cordell Plains, North



The Adventure Begins

Near the town of Leif, a strange sight frightens a local man. It is the appearance of a human being stepping out of a cave in the mountainside. After a long, cryogenic sleep, you have returned to the world just in time to save it.

Cordell Plains, South



PART 1: VALLEY OF THE WIND



Tell everyone in Leif to learn about topics of local interest, then visit the man in the upper left house. He'll give you the Sword of Wind and tell you about the second war in Akia, which you yet to witness.



Get the Alarm Flute in the East Cave. Then go to Zebra Cave and talk to the magician. He'll ask you to help out by starting the windmill. At the Windmill Cave, wake up the miller using the Alarm Flute and get the key.



With the key, you can start the windmill. Once the windmill is operational, return to Zebra to receive the Reddish spell as a reward. After that, search for the Ball of Wind in the cave at the upper-left corner of the valley.



In the Skull Cave where you get the Ball of Wind, you'll also run into the Vampire that you'll need to defeat in town. The bloodsucker isn't hard to defeat, and when you do you can pick up the Blood Boots in the chest.

PART 2: THE CORDELL PLAINS



In the west, talk to Akahira and learn about his last strike. Leave the town and look for a bridge. On the far side of the bridge, walk around in the grass to find this about, then trade it with Akahira for the Gas Mask.



Beyond Brynmar, follow the mountain path the cave and if you reach Lemell's Learning Studio. Defeat Stone to earn the Sleepy spell, then head to the swamp, using the Gas Mask for protection, and look for the town of Oak.



A distraught woman in Oak has lost her child, and she wants you to go find him. If you find the young child in the swampy bottomlands, you'll get the Iceless Flute. The man in the upper house will give you the Sword of Fire.



Look for a large open area in the swamp. It's dark, light will up from Oak. Once there, use the Insect Flute to call the Giant Bug Attack it using the Sword of Fire. If you win, you'll earn the Ball of Fire power up.

PART 3: MT. SABRE



Look for the entrance to Mt. Sabre in the lower-left corner of the Corallia Plains. South of the Rabbit Bacteria on the ice slides and the Sward of Fire when you reach the wall. You'll find the Banned Dragon.



Report to Oak and go to Mt. Sabre North. Stay at Maden's Inn, then continue to the cave. Inside, find the prisoners and General Kalliope. You must be at Level 2 or higher to defeat the general and get the Flame Broccoli.



Walk through the mountain maze to find Tanel and get the Relic spell. Use the spell to return to Last Rock island. Head to the island and talk to the rabbit. You'll learn about the missing villagers and your next quest.



While searching for Galsbaug, you'll find the Prince Key behind a wall of ice. Use the Sward of Flame to melt the ice. After defeating the general, use the key to enter the island gate where you'll get the Family spell.

The Rivers of Porton



PART 4: THE RIVER KINGDOM



In Porton, wait for the fortune-teller, then the queen (through the city door) and then the hermit-like agent. Do the several steps, performing quests to get to the queen, and the queen gives you the Fruits of Love.



Outside Porton, to the north and west, you'll find a waterfall and a pe in behind it. When you encounter the stone people, restore them using the Fruits of Love. Move deeper well further on and get the Sward of Water.



Head left from the shore where you found the Sward of Water until you reach the river; then look for the steps and three-way intersection. Take the left-hand path, use the Fruits of Love on Awahara and get the Steel Ring.



Return to Porton after getting the Steel Ring. Stay overnight, then go west and south until you reach Lake Tree Lake. There you'll find Rage, a fellow who will give you the Ball of Fire. Head back to Porton and get a Medical Herb.



Back to Asara in the region near the bridge to get the spell of Recovery. From there, go west and north until you reach the oak. Defeat the ogre in your Medical Herb. It will give you the Steel Ring.



Using the Sward of Water to make ice bridges over rivers, head east from Porton until you reach a pass. Explore the maze inside until you find a chest. Inside the chest is the Fog Lamp. Head back to Porton.

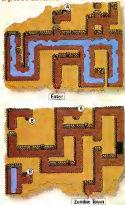


From Porton, walk south and east and pass through the mountain. On the other side, cross the river and enter the cave to the east. When you get outside again, walk around the up-right bushes to find the Kappa Plant.



It's time to go to the Angry Sm. Return to Porton and look for a building on the far west side of town. Give the Fog Lamp to the man inside, then take a boat ride to the Angry Sm.

Spirit Island



The Angry Sea



PART 5: THE ANGRY SEA



Harland's Delphin system may still be on the way, but a Crystal like you can't afford to let the Lovers Island. Show on the Shell Field to call your mount, then swim to the south-western cave and look around.



Hitch a ride on Jael and head to the large, central island. Enter the southern cave to find the tower of Jael. Talk to Jael and get the Necropolis here from a girl in town. It will open the gate of Spirit Island.



The Iron Necropolis is hidden deep inside a cave on Spirit Island. Look for narrow paths to create bridges across the river. Follow the map above to the small area connected by the 8 Starway. The rock faces in a chest.



The road to Zombie Town is in the cave on Spirit Island. In town, look for the four-way starpost and go all the way to the right and up. Defeat the vampire there to open the disguised Gates to win the Broken Statue.



Your only warning that Ghosts are nearby is the candle in the cave. If you see a ghost, they can't hit the Ghosts with a level-threshold to make them waste. You'll earn 1000 experience points by defeating them.



Return to Zombie Town and talk to Cark in the cellar of the lower level. Take the Eye Glasses and go to Jael in the woodshed, use the glasses to find the passage to the Lighthouse where you'll find the Shining Lamp.



Your next task is to calm the Angry Sea. The Shining Lamp has the power to repair the Broken Statue and turn it into the Gold Statue. Use the Gold Statue to the island in the far northwest and place it on the Sea Affair.



Back on your dolphin, swim between the two rocks in place 52. Adam will give you the Borneo spell. Continue above the water till to the beach in the northwest. The cave behind the beach leads to Swim.

PART 6: A COASTAL TOWN



In Gwent, talk to Sharna in the woodshed. Then paralyze the soldier in the pub and talk to him in the building to the right, use the Paralyze spell on the person who turns out to be Korus to get the spell of Change.



Teleport back to Brynneer and head south to the ruins in pass and Ammanusa. Use the Change spell to transform into the woman, then seek out the queen and give her the Ring of Power. She'll give you the Bow of Moan.



After your audience with the Queen of Ammanusa, look for the stars behind the Throne. Devine's will be a great shot contains the Wizard's Ring, which is yours for the taking.



Teleport back to Swin and use the Change spell to transform into a soldier. In the discovery, you'll be able to walk past the guards at the exit gate to the west of town, and that means that you can reach Mt. Hydra.

Mt. Hydra



PART 7: MT. HYDRA



The tower of Shyria is your next stop. Walk your way past the river by making bridges with the Sword of Winters. In Shyria, you'll meet up with your allies. In particular, you should talk to Zabu to receive the Key of Styx.



Leave Shyria heading east to the cove. Watch your way through the trap to the gate where you'll see the Key of Styx. Take the right branch of the intersection in the hall and defeat the witch who is blocking the door.



You'll have to build several bridges to cross the river and reach the hallway with the sockets. Use the Frost Boots to hop across the sockets. Go straight and look for the chest with the Sword of Thunder.



Exit Mt. Hydra on the route to Goo. When you reach Goo, you'll hear about the attack on Shyria. Return to Shyria and defeat the Witches to get the Bell of Thunder. You should be at least at level 11 and use the Sword of Winter.

PART 3: GOA



From Goa, head south to the desert and the Oasis Cave. Inside, you'll find the Power Ring and Leather Boots. The Power Ring is deep inside the cave, but the Leather Boots are easier to find.



Head back to Goa and use the Change spell to transform into Zaku. Talk to the girl in the house in the northwest part of town. She has been hiding the Warrior Ring for you, or for Zaku, and she'll give it to you.



Your next task is to defeat General Kelbesque once again. Enter the fortress at the north end of Goa, using the Barrier Spell to ward the attack of the swirling statues, and defeat the stone face using the Sword of Thunder.



Not only does the general appear, but all the other bosses do, too. You'll have to defeat all of them to win the God Statue. Fortunately, you'll have some help. Between rounds, a ring will restore your HP.

Fortress of Goa—General Kelbesque



Fortress of Goa—Mado

Fortress of Goa—Sabera



The Deadly Desert



PART 9: THE SANDS



After defeating Karmine, use the Ivory Statue to restore Kimo and get the Flight Spell in Mt. Hydra. Fly over the river beyond the second witch to get the Psycho Shield. The Sun of Sun is found by flying, as well.



In the original Crystalis, you needed to get a pendant from a rabbit named Des. No more. Go to Sahara and charge into Storm. In the small house, your father will give you Storm's Pendant, which helps restore MP.



After staying in the inn, buying supplies and saving the game, leave Sahara by the eastern route and go to the Pyramid. Use the Flight Spell to reach the western end. You'll battle Dragons; then get the Bow of Truth.



Fly to the entrance of the Basement structure north of the Pyramid. Inside, use the Bow of Moon against the foe with the moon symbol above it and the Bow of Sun against the foe with the sun symbol above it. Find the warp to the tower.

PART 10: THE SKY TOWER

The final challenge is in the Sky Tower, accessible only through the warp in the Basement. There, your most useful DYN is at Mesia; get the Crystalis Sword, then battle Dragon nin again. Once you enter the Sky Tower, there's no going back, so make sure you're well-supplied.



Now it's time for the Sky Tower. Break the Sunnet at the bottom and use the Psycho spell when crossing the surface and just before the entrance. Search for DYN inside the Sky Tower. Be prepared for a host of enemies of varying



power. The most useful after the final tower battle is the Psycho spell. Use the Psycho spell to move your MP and Storm's Pendant to recharge your MP. Just find a safe place and hang out until you are restored to full power.



DYN is the final boss of the original Crystalis. But not this time. After beating the midway cutscene, Mesia will appear and you'll get the Sword of Crystalis. Still ahead is a two-part rescue and Dragonus.



A New Ending

In the new final level of Crystalis, you must go outside the tower and use the Sword of Crystalis to battle your way to Dragonus. It's a fitting end for a legend among epic games. Whether you're a Crystalis veteran or newbie, the GBC version is too good to be missed.

MONSTERS?
 Monster Rancher Battle Card
 PLEASANTLY ONE MONSTER BATTLE

Monster Rancher Battle Card



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HEROES

OF MIGHT AND MAGIC

© 2000 The 3DO Company

RECRUIT VALIANT HEROES, RAISE MIGHTY ARMIES AND CREATE MAGNIFICENT CASTLES IN HEROES OF MIGHT AND MAGIC, 3DO'S MYSTICAL STRATEGY GAME FOR GAME BOY COLOR.



The goal is simple—conquer everything in sight. That task is difficult enough, but gather your courage, for three mighty warlords arise to challenge you and they will fight to the bitter end. Before you can conquer anything, you must prepare, and so you gather resources, find champions, build an army and construct fortresses. You start small, with a single hero and his or her modest army. When you have enough money, improve your stronghold, find more heroes, better your army and increase your land holdings. Only then will you be ready to fight and conquer. The goal might be simple, but reaching it certainly isn't.



the might STUFF

Take the time to make the most of the things you are exploring. You can add items to your collection and get familiar with your town's stockpiles to produce items that you can use in your adventures. There are also a number of items that you can use to help you in your adventures.



AKAJER

AKAJER is a warrior who is known for his strength and his ability to use his sword.



AKAJER

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MAGICAL MIDGAME

With the midgame, the game's focus shifts from the initial quest to the more complex challenges of the midgame. The game's focus shifts from the initial quest to the more complex challenges of the midgame. The game's focus shifts from the initial quest to the more complex challenges of the midgame.

COURT OF SPACE AGE



The Court of Space Age is a dark, industrial level with a focus on stealth and strategy. The environment is filled with various enemies and structures, making it a challenging environment for the player.

THESE WATERS



The These Waters level is a dark, industrial environment with a focus on stealth and strategy. The environment is filled with various enemies and structures, making it a challenging environment for the player.

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CONQUERING HERO

The most basic of the game's features is the ability to identify a hero. You can do this by clicking on a hero's icon in the map. You can also click on a hero's icon in the map and then click on the hero's icon in the map. This will pull up a window that shows the hero's name, level, and other information.

ADVENTURE SPELLS

Identify Hero

Reveals an enemy's statistics and troop size

SUMMON BOAT

Summons the fastest unoccupied boat

COUNT GATE

Teleports the current hero to an unoccupied castle or town

VIEW ALL

Displays the entire map

VIEW ARTIFACTS

Displays the location of all artifacts

VIEW HEROES

Highlights the location of all heroes

VIEW MINES

Shows the location and type of all mines

VIEW RESOURCES

Shows the location and type of all resources

VIEW TOWNS

Reveals the locations of all towns and castles

ATTACK

Attack
View enemy's stats and troop size

Attack
View enemy's stats and troop size

Attack

Attack

Attack

ATTACK ENEMIES



The 'Attack Enemies' window shows a grid of enemy units. Each unit has a name and a level. The units are arranged in a grid that is 10 units wide and 10 units high. The units are arranged in a grid that is 10 units wide and 10 units high.

SER GILBERT



When you click on a hero's icon in the map, a window will appear that shows the hero's name, level, and other information. This window is called the 'Ser Gilbert' window. The 'Ser Gilbert' window shows the hero's name, level, and other information.

OUTSIDE INFO



The 'Outside Info' window shows a map of the game world. The map shows the locations of all towns, castles, and resources. The map also shows the locations of all heroes and enemies.

ON THE MOVE



Press 'A' to cancel move.

MAKE MORE MAGIC

But as I'll show you, there's a lot more to the game than just attacking and defending. You can also build up your own army and use it to conquer the game world. This is called 'making more magic'. You can do this by clicking on a hero's icon in the map and then clicking on the hero's icon in the map. This will pull up a window that shows the hero's name, level, and other information.



ARENA are you game?

THE CHALLENGES



Excitebike 64 Uphill Battle

Is it lonely at the top? Find out by fighting gravity in Excitebike 64's Hill Climb. Head to the top of the mountain in record time, then send us a photo of your finish. If your peak performance is one of our top 25 times, you'll be one of the lucky few at the top of the heap on our Challenge Scoreboard.



Pokémon Stadium Amnesia Psyduck

Pokémon the Movie 2000 hits theaters this July, and to celebrate, we want you to prove you have "The Power of One" by landing all 151 Pokémon in the Hall of Fame. If you pull off the feat, you'll unlock Amnesia Psyduck. Snap a picture of it, then send it in to win!



Wacky Races Hawaiian Drivin'

Hik the road with Dick Dastardly and the other forgotten favorites from Hanna-Barbera's classic cartoon, then get your wacky wheels rolling in Hawaii in Time Trial Mode. Beat the 350 default record time, then send us a pic of the new record. The 25 fastest Wacky Racers will score Power Stamps.

Is Mario Golf for N64
any less fun than
just off two trees
in a single shot?

Can you score
one million points in
Gears in Tony Hawk's
Pro Skater?

Challenge

Scoreboard

THE LEGEND OF ZELDA: OCARINA OF TIME

Chris Kellin, Appleton, WI
Aaron Kellin, Pleasant, CA
Brian Kennedy, Mechanics, VA
Katie Kline, Wichita, KS
Gary Lickowicz, Brooksville, FL
Daniel Ledford, Leander, TX
Marc Luger, Princeton, NJ
Robert Lukow, Shreveport, LA
Zack Lunden, Austin, TX
Ben Livingston, Little Canada, NH
Thomas Lutz, FL, London, TX
The Lopez, Richardson, TX
Lemuel Lombard, Orem, UT
Aurora Loring, Portersburg, MD
Joyce Lu, Capetown, CA
Scott Madigan, Syracuse, NY
Denny Mei, York, PA

MAJOR PARTY

Matthew Starr, Biga Park, NY 628.85

SUPER SMASH BROS.

Brandon Clark, Bloomington, IL
Travis Clark, Blue Bell, PA
Michael Cruz, North Providence, RI
Austin Christian, New Britain, CT
Steven Clegg, Springfield, IL
Ryan Galt, Jamestown, NY
Kyle Coleman, Newnan, GA
Wes Coffey, Atlanta, GA
Douglas Cook, Hamilton, ON
Rae Corbin, Palmetto, AL
Tang Corbin, Inverness, KS
Steve Corbin, Dushan, TX, PD
Christopher Cramer, Winston-Salem, NC
Rae Corbin, Grand Rapids, MI
Matthew Crisp, York, PA

Shane Cunniff, Grand Rapids, MI
Tim Cunniff, Wrentham, IL

STAR WARS: EPISODE I RACER

Derek Edwards, Mechanicsville, NC 322.578

STAR WARS: EPISODE II RACER

Chris Rayola, PL, Jefferson St., NY 825.525

STAR WARS: EPISODE I RACER

Chris Rayola, PL, Jefferson St., NY 246.433

MARIO GOLF

Eric Bush, Lodi, Wisconsin, NC
Austin Smith, Woodland, CA
David Torgel, Hershey, PA

Game Boy

a-Go-Go

Mutation Mambo

Professor Xavier's not particularly merry band of mutant superheroes leads the charge of new Game Boy titles this month. A few of the games bear the distinct breedinary markings of their video game ancestors but twist the DNA enough to provide a challenging new experience. Other developers have tinkered with the genetic code of classic races to infect you with a new strain of road fever.

War of the Wierd

Born with special abilities, the X-Men were trained to use their powers to benefit mankind. The telepathic Professor X directs the noble mutants in their crusade to stamp out the forces of evil and intolerance. The professor's arch-enemy, Magneto, is equally committed to the subjugation of humanity. Activision lets you pick a side in *X-Men: Mutant Academy*, a classic fighting game featuring several favorites from the X-Men universe. These wars will be settled one battle at a time. Do you have the mutant mettle to survive?



Fighting Freaks

Each mutant has his or her own unique attacks, but none of them has a distinct advantage in a fight. Build up your Rage Bar by using powerful attacks then perform a Rage attack by simultaneously pressing the A and B Buttons.

Game Boy
a-Go-Go

Storm



The aptly named Storm can harness the elemental power of the weather thanks to it against her enemies. Her Lightning Storm and Whirlwind Blast attacks will electrify opponents.

Wolverine



Sometimes swiftness comes in small packages. The adamantium-clawed vigilante is a cutthroat employee for the X-Men. His claws and claws are his weapons.

Gambit



Enemies fear the raging Cajun's mortal sin: his fists. When he executes his opening 360 Assault, and they're most afraid when he finds energy in playing cards during his kinetic Assault.

Cyclops



Cyclops controls energy missiles from his eyes with a few quips. His Eye Beam attack is powerful enough to melt through your armor, and in a competition with punches, as is the Rising Eye attack.

Sabertooth



Sabertooth exhibits several characteristics of his namesake: speed, power, and sharpened claws. He backs up his intimidating attitude with devastating Ripping Claw and Head Smash attacks.

Pyro



Pyro has made friends with fire, making him a dangerous enemy of the X-Men. He inflicts a blast attack that throws great balls of fire at opponents, and the defensive Fire Spirit attack angers Pyro.

Toad



Don't be fooled by Toad's reclusive appearance. He is a formidable fighter. His jumping ability will get him out of trouble, and his Poison Sting and Sticky Hit attacks will topple opponents.

Magneto



The leader of the evil mutants wields the power of magnetism like a blacksmith, exerting little physical effort while punning on opponents with his Mega Beam and Mega Wall attacks.

Mystique



Mystique's primary power—the ability to transform her appearance—is absent in the game, but her Combo Kick and Head Rush attacks make them make up for the omission.

UNFOLDING

Two powerful fighters are waiting to be unlocked by victorious mutants. Complete the Story Mode as an X-Man for the code to unlock Phoenix, the superpowerful form of X-Men Jean Grey. Finish the mode as an evil mutant to release Apocalypse, the X-Men's next dangerous enemy.



Mutant Modes

The 2-D fighting mechanics don't change in the different modes of play, but you may need to adjust your strategy depending on which one you choose.



Story Mode

Story Mode puts you through a set sequence of battles, culminating in a fight against the leader of enemy forces. Start by fighting what you like to grow your skills, then take on your enemies. Win two out of three battles against each opponent to progress.

UNFOLDING



Battle Mode

It's no Polynesian Stadium, but Battle Mode is similarly structured. Choose three characters to use in battle, then choose three characters to fight. You need to defeat the opposing character before they defeat you. One or two players can compete in this mode.

SURVIVAL MODE



Survival Mode

Choose a character then fight it out with the other characters until you've defeated the lot. You get only one life bar for the duration of the game, so it will pay to take a more defensive approach in individual battles.



Training Mode

Training Mode is the logical first step when you're learning how to play the game. Press Select to enter a button combination for a character's special moves, then try them out against a defenseless opponent.

V.R. Mode

If you have two Game Boys, two GamePaks and a Game Link Cable, then you and another player can go head-to-head in battle.



Scaly Skills

If you think you've mastered all things *Reversi*, take a spin around the dance floor with these scaly monsters. Crane Entertainment's block-busting time trials will have you sweating bullets. Use your dragon to keep a ball in play as you face diabolical block puzzles and bonuses. Special abilities and power-ups will give you an edge, but you'll need all the help of the Dragon Gods to complete these challenges.



Block Party

Dragon Dance breaks out of traditional block-breaking action with complex puzzles, special power-ups and an organic "paddle" that adds new challenges to the simple act of hitting the ball.



Potent Power-ups

The Dragon Gauge at the top of the screen increases whenever the ball hits a more than one block while in play. As the gauge fills up, you'll temporarily be able to stop time, change the ball's direction while in play, create a blocking net or shoot footballs. Catch falling power-ups to speed up your movement, slow down the ball, increase your time and improve your health.



Slither Control

Your dragon coils around it when it isn't moving. Stay in motion to increase the contact area on the dragon and time your approaches to the ball. You can also hit. Select to increase ball speed when time is running out.



Dragon Deities

When your Dragon Gauge reaches capacity, you will evocations of two Dragon Gods. The Dragon God of Destruction will cause an earthquake that destroys some blocks. The Dragon God of Restoration restores your dragon's health.



Century of Challenges

To finish the game, you must complete 100 progressively difficult levels—each with a puzzlecode. You must defeat a boss creature on every tenth level using the same technique on the block levels. Unlike the blocks, however, the boss can move and fire back.

Dragon Fight

Connect two Game Boys with a *Game Link Cable* to compete against another player in ten different levels of play. If your opponent clears the section of blocks first, you will be paired with an extra row in the next round.



Best BOUNING

It will be difficult to win at *Dragon Dance* if you try to break the blocks without taking advantage of the game's special features. Some levels may seem impossible unless you use special abilities and power-ups correctly.



Geometry Class

Position the ball at the correct angle is critical to finishing a level. Practicing hitting the ball with your dragon to learn how to control the direction of the bounce. When you lose a ball, take advantage of the time shot to direct the ball.



Mind the Meter

Because special abilities are offered in a specific sequence, analyze the challenges in each level to determine which special ability will suit you best, then watch your meter for when that ability is made available.



The Clock Is Ticking

Your number one concern is completing the level within the time limit. Try to grab all the T blocks you can to increase your time. It can't expect them to save you. Spend up five level to give your self more shops, or stop the clock.



Rugged Racing

Infogrames has put the brutal endurance race at Circuit International de la Sarthe in the palm of your hand. Test Drive Le Mans takes you through a wide variety of courses with different weather conditions and terrain. You can build your cars from the ground up with specialized parts, but ultimately it will come down to a test of skill and will.

Game Boy
a Go-Go



Le Mans

It wouldn't make sense to call a game Test Drive Le Mans without including some sort of endurance racing, right? Test your longevity—and your patience—by logging up to 100 laps in a race Mode. You can save your progress if you need to quit.



Championship

Lead the race car driver lifestyle you've always dreamed about. Okay, maybe it's someone else's dream, but you can still have fun competing for place points in a seasonal season. The driver with the most points at season's end wins.

SHIFTING GEARS

Test Drive Le Mans offers three distinct styles of play, from the cheap thrills of arcade-style racing to a ten-race Championship Mode. Of course, you also can test your endurance in the grueling Le Mans Mode.



Arcade

Arcade Mode frees you from real-world considerations like refueling or changing tires. All you need to do is conquer 100 laps in racing. Grab power-ups like extra traction, extra speed or invulnerability along the way to gain an edge on opponents.

Red-Flag Rules

Take your pick of two licensed race cars from the GT1, GT2 and prototype classes. There are different cars to choose from depending on whether you pick Amstar or Proton as your lead racing. You'll need to perform well in Championship Mode to unlock three of the better cars.



ROAD RULES

You can increase your chances of success in all the modes by honing your skills, learning the tracks and finding the right cars for your driving style.



Hang Out at the Arcade

You've got all the thrills at your fingertips in Arcade Mode, so it pays to study them before you make a long-term commitment in Le Mans or Championship Mode. You'll need early victories when you try those lengthy challenges later.



Play Fair

If it's your best at interest to pay attention to the flags. If you hear by a caution flag, you will either be penalized with a pit stop or crash into objects ahead of you. In other words, follow the rules if you want to win.



Car Care

After you've played a round on the different tracks to determine your racing style, try experimenting with different setups on your car. Lower-performance cars will require fewer pit stops than high-speed racers.



Defensive Driving

Speed is a race car driver's friend, but controlled steering is handy. Drive conservatively when other cars and obstacles are nearby. Hitting objects will slow you down more than a little, but not as much as crashing.



Quick Draw

If you've already logged many hours playing the line-drawing arcade game Qix, your effort was not in vain. You can apply all of those skills to a gem-collecting adventure on a monster-filled island. If you haven't played Qix, You'll find Nintendo's new twist on the game a great introduction to the screen-partitioned classic.



Treasure Mapping

Playing as the character Sparky, you'll find yourself on a mysterious island filled with friendly and not-so-friendly monsters. You can unlock new areas of the island as you defeat enemies and collect items. After each victory you can return to your boat.



Box of Goodies

After you successfully finish a round of Qix, you'll be able to go back to your ship to take a look at the treasure you've collected. Scroll through your box, then select a piece of treasure or gem for a brief description of its value and uses.



Interior Decorating

Your cabin on the ship will look pretty bare until you win some treasure. Fill up the room with items from your box. When you're done with the game, it will be full of stuff.



Trapping Treasure

As in classic Qix, you need to enclose 75 percent of the screen while avoiding the electric Spinz and the spawning Qixhels to win a round, and there are added features in Qix Adventure. A monster adversary will talk to you at the start of a level, sometimes making some funny promises. Surround the monster on the game screen to open a treasure chest before you surround the chest. If you surround both at once, you won't win any treasure.



Extra Assistance

Certain items you collect can help you when you're facing the Qix and Spinz. For example, the Qix Stopper will freeze the Qix temporarily. It costs money to use items, so make sure you have enough dough in your account.

Multiple Modes

If you don't want to concern yourself with treasure hunting, queue up against Qix for some arcade-style action. It's also a good idea to polish your skills before you go on a gem hunt. Players with one Game Boy, two Game Boys and one Game Link Cable can compete against each other in matches, placing bets with treasure.



Tracing Tips

The basic Qix setup is deceptively simple—you can move along the perimeter of the lines you've drawn to avoid the Spinz on the screen, or partition most of the screen to avoid the Spinz on the perimeter. Try out these strategies.



Bide Your Time

There is no time limit for filling in the screen. In fact, the longer you spend on a particular screen, the more treasure is likely to appear. Keep tracing off small sections of the screen to evade the Spinz.



Build Traps

It's always safer to trap small blocks on the screen, because you are exposed to the Qix for a shorter period of time. Try to build thin walls that contain off sections of the screen. You can trap the Qix in a small no-man's-land and it will...



The Percentage Game

The greater the area you fill in, the more points you get at the end of a level. Try to trap the Qix in the smallest area possible. If there are two Qix in the level, you collect extra points for splitting them off from each other.



MOOM WALK

You might not have heard of Moomin unless you're from Finland, where the hippolike creature has delighted fans for 55 years with his whimsical antics. There's no better introduction to Moomin and his extended family than this platformer from Sunsoft. Climb, jump and bounce across cartoonlike terrain to retrieve valuable items and solve mysteries.

Game Boy
a Go Go



FIND THE SNOOK

Game play in Moomin varies from side-scrolling to top-down movement, but most of the challenges are side-view jumping games. Objectives range from finding a harmonica to rescuing the Snork Maiden.



Moomentum

Go on eight different adventures with multiple stages, starting with the recovery of Moomintroll's lost handkerchief, which contains his memories—and, hopefully, nothing else.



Eat and Run

Mystery Bells, thankfull's, aren't within the collection, but they often contain food. Food replenishes your life hearts. Keys open doors. Collect them as you go.



Tough Guys

Most of the creatures you face in your adventure are more like oddballs than enemies, but a boss at the end of each level will provide you with a tougher challenge.



Space Race

Metro 3D has taken characters from their futuristic universe then strapped them into high-tech vehicles for a handheld racing challenge. Race as a Temon, Eldred, Nomad, Drakken, Scorch and Vorgan for the right to take on alien invaders. The tricky tracks are full of environmental obstacles to keep your fingers twitching.



Terra Nova

B/X Racers is a top-down racing game, but the control scheme is first-person so you steer as if you are sitting in the driver's seat regardless of your position onscreen. Check the vehicles' characteristics to find a suitable ride.



Planetary Paths

Play the game in Campaign Mode to unlock a sequence of tracks and different planets. You'll be able to practice on selected tracks in Mission Mode. You'll unlock Survival Mode after you beat Campaign Mode.



Rocket Sleds

The first task on any planet in Campaign Mode is a race against three opponents. Pick up power-ups at different points on the track to improve the performance of your vehicle. The last-in type varies depending on planet.



Alien Attacks

If you place first or second in the initial race on a planet, you'll compete against another driver to score points against it slowly by ramming it's ship. The player with the most points when the alien explodes wins.



Make the Leap

Pyrostud's lovable Lemmings have jumped onto Game Boy Color for a multistage adventure from J-Wing. You'll need to step in to stop furry fools from doing something drastic to themselves. As in earlier Lemmings games, tasks are assigned to the shifless creatures to help them help themselves.



Take the Lead

A task bar across the bottom of the screen allows you to assign duties to an individual lemming, so it can work for the greater good of the group. Duties range from digging to blowing up like a bomb.



Two-in-One

Lemmings offers two different modes of play: Normal and Oh Nah! The modes are very similar, but each offers a different level of progressively difficult play.



Duty Roster

Choose well from among the many functions you can assign to your lemmings. Usually there is some type of clue about what you need to do at the start of the level.



Fight It Out

Two Lemmings leaders can compete via Game Link Cable or even game data between two Game Boy Colors using the infrared ports.



Hog Heaven

If you've ever wanted to hop on a high-horsepower two-wheeler and let the road, Infogrames has just the game for you. Test Drive Cycles lets you burn rubber through some of the most famous locations in the world on bikes that are equally renowned—Harleys, BMWs, Hondas and Moto Guzzis. All that's missing are the bugs in your teeth.



Wheeling and Dealing

As with any racing game, winning is everything in Test Drive Cycles. Not only do you have the pleasure of beating CPU-controlled riders—or another player—you'll get the cash to buy an even better bike for the next race.



Open Roads

Most of your racing will probably take place in the game's Tournament Mode. Each time you win, you'll progress to the next Cup. It's the only way to open it's ups and earn money.



Retooling

Use the cash from your winnings to buy the next best bike. Victoria in the Tournament Mode will also earn you power-ups that enhance your motorcycle's performance.



Rough Rides

If you don't feel like entering a tournament Cup, you can practice in Single Race Mode, head out to kickstart Cop Chase Mode, or challenge another player in Two-Player Mode.



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NINTENDO 64

KIRBY 64: THE CRYSTAL SHARDS

Kirby's back in the pink, and everything's coming up rosy.

GRAPHICS: A 2½-D platformer, Kirby 64 feels 3-D as the side-scrolling action of Disney's *Disney* rather than the relatively static perspective of Yoshi's Story. What Kirby does share in common with Yoshi, though, is its look, which is all-over cuddliness drenched in glossy, candy-colored graphics.

PLAY CONTROL: Kirby's trademark is his ability to inhale enemies and spit out their special abilities into a power all his own, and it's never a struggle activating them.

GAME DESIGN: The game features a card-collecting gimmick to get you to replay stage upon stage to earn all 81, but subse-

quent visits are never dull since Kirby's 50-plus special abilities add variety and are always fun to see in action. The multiplayer minigames are also reason to keep Kirby in your No. 4, since the four-player contests feel straight out of Mario Party (the game comes from the same production house, after all).

SATISFACTION: Cute but never condescending, Kirby 64 should be manageable for novices, puzzling enough for pros and a party for multiple players.

SOUND: The top-note music runs the gamut, even trending into bebop territory.

COMMENTS: *Jason*—Despite its mild difficulty level, I still found myself wanting to play this again and again.

Jennifer—Playing this is a hard habit to break.



OVERALL
8.1
RATING

- Nintendo 64 Megahit
- 1 to 4 players simultaneously
- Nintendo 64 compatible
- 6 worlds plus 1 boss phase
- 3 multi-layer minigames

GRAPHICS
7.8

PLAY
CONTROLS
8.8

GAME
DESIGN
8.0

VALUE
8.0

SOUND
7.5

ENTERTAINMENT
WEEKLY
8.5

IGN
8.5

GAME
SPOT
8.5

IGN
8.5

IGN
8.5

IGN
8.5

IGN
8.5

IGN
8.5



SUPER BOWLING

Get set for funny shoes and life in the fast lanes.

GRAPHICS: With anime-style bowlers and alleys that stretch across riverbanks and garages, *Super Bowling* looks more exciting and colorful than even night at the local lanes.

PLAY CONTROL: The well-designed shot meter gives you the freedom to adjust everything from your approach and aim to your grip and power. With so much control, there are no excuses for making a bad shot, except for the fact that the needle on the power gauge speeds by so fast that stopping it in the hot zone to nail the perfect shot is close to impossible.

GAME DESIGN: Striving to be the Mario

Golf of the Beamwicks world, *Super Bowling* provides just enough of a sim setup, while jussing things up with arcade elements, like the Golf Mode in which you must knock down pins within the par number of tries. **SATISFACTION:** The inspired lanes, like the gutterless garage where you noclutch your ball off the sidewalls or the morbid where your ball rolls down a drop-off into a stream, inject the sport with the excitement and unpredictability it needs to work as a video game.

SOUND: The sound effects score a stellar, while the cheesy music is a gutterball.

COMMENTS:

Senja:—The best bowling game for the N64. **Chris:**—The computer players are so good, that I quit out of boredom.



OVERALL
7.1
RATING

GRAPHICS
7.0

PLAY CONTROL
7.3

GAME DESIGN
7.5

SAT
6.5

SOUND
7.0

NINTENDO POWER
STAFF
SCORES

7.5 — Senja
7.4 — Jordan
7.3 — Chris
7.6 — Jesse
6.1 — Drew



HOW IT RATES

You can't get your hands near the ball, so this is a very difficult game of aiming anything from a ball to a ball. It's a true sport, and the good, clean hit, wins it in Bowling from the ESRB.

INTERNATIONAL SUPERSTAR SOCCER 2000

It's the fanciest football this side of Radio City.

GRAPHICS: Not as realistic looking as EA's FIFA games, ISS 2000 is still a head-turner and its graphics are an improvement over the '98 edition. Also sporting changes is the Create Player Mode, which includes a sharper looking variety of faces. Who knew there were so many styles of mallet out there?

PLAY CONTROL: ISS allows you to micro-manage your players down to their Scamline, and the 2000 edition introduces a Momentum variable that will also affect player performance. Along with passing options aplenty and twitch-response controls, you'll have no problem keeping things afoot.

GAME DESIGN: Konami's ISS 2000 is shortcoming in its lack of a license, but you can overcome it by tailoring players with the game's one attraction—its micromanagement feature. **SATISFACTION:** Other than its improved look and new Scenarios, there's not much to attract those who already own an N64 soccer game. If you don't own one yet, *International Superstar Soccer 2000* is a solid way to get your kicks.

SOUND: The seamless running commentary was the '98 version's standout feature. This year's model adds a second announcer, and the double dose of boots is always viewed and on the ball.

COMMENTS:

Drew:—You can adjust virtually everything in this game.



OVERALL
7.0
RATING

GRAPHICS
7.0

PLAY CONTROL
7.2

GAME DESIGN
7.5

SAT
7.3

SOUND
7.8

NINTENDO POWER
STAFF
SCORES

6.3 — Chris
6.8 — Senja
7.1 — Jesse
6.7 — Judy
6.1 — Drew



HOW IT RATES

The ESRB has awarded this game a rating of E for Everyone. It's a true sport, and the good, clean hit, wins it in Bowling from the ESRB.

- Konami/ISS MegaBalls
- 1 to 4 players simultaneously
- Controller and Parallel Pak compatible
- Expansion Pak enhancements

CRYSTALIS

After ten years, the *Sword of Crystals* resurfaces on GBC.

GRAPHICS: The classic adventure *Crystalis* originally came out for the NES in 1990, and after ten years (and some enhancements, like our series) the graphics look as sharp and vibrant as ever on Game Boy Color.

PLAY CONTROL: Your journey to stop Drag-on's from seizing control of the land is filled with fast-paced, aggressive, real-time battles, and wielding your sword and accessing your inventory are always user-friendly activities.

GAME DESIGN: The adventure is very much in the style of the early *Zelda* games, and it's similarly reliant on a good story and acres of sword-and-sorcery sleuthing. *Crystalis* pulls it off in great form, and more than *Zelda*, the epic stresses RPG elements, like earning Hit Points.

SATISFACTION: In NP's Best 100 Games of All Time compiled

three years ago, the original *Crystalis* ranked 59, and the stellar epic still holds up. *Crystalis* is a timeless adventure, and the Game Boy Color release is the perfect chance to catch an old favorite you might have missed.

SOUND: The music and effects pipe in with clarity and verve, and the digitized speech is an auditory bonus.

COMMENTS: *Chris—I loved playing this on the NES, and this version is even better. A mixer changes such as the flickering candles are great. Jennifer—A great reworking of an already cool gaming experience.*



- Nintendo 64 Magazine
- 1 player
- GBC exclusive
- 18 areas

OVERALL
8.4
RATING

GRAPHICS
8.2

PLAY
CONTROL
8.4

GAME
DESIGN
8.4

SAT.
8.3

SOUND
7.9

HOW WELL
POWERED
STAFF
SCORES

8.2 — Chris

8.8 — Jess

8.7 — Jennifer

8.2 — Scott

7.2 — Sergio

WARLOCKED

Real-time strategy has GBC bewitched, spellbound and Warlocked.

GRAPHICS: Colorful and textured, the tiny graphics are visual dynamite. Unlike the Heroes of Might and Magic, Warlocked's strikingly diminutive graphics manage to convey plenty of detail.

PLAY CONTROL: Put in charge of a human or monster army, you must point and click on your soldiers to order them to battle, build, mine or explore. Calling the shots is easy, and juggling the menus is refreshingly simple, too.

GAME DESIGN: Nothing in Warlocked is turn-based, as you must build up your forces and battle on the go. Though the action racks by in real time, things never reach a fever pitch and aren't rushed, which is good since the game's intricacies and depth require plenty of contemplation.

SATISFACTION: So just how well can you strategize under

pressure? Warlocked's light sense of urgency will keep you thinking on your toes and keep power-hungry warlocks playing again for another piece of the action.

SOUND: The minimal music is hardly worth humming, but the digitized voice is reason enough to lend an ear. Your troops respond to your orders with speech, and what they say is loud and clear.

COMMENTS: *Drew—A great introduction to real-time strategy. It's easy to pick up but difficult to master. Andy—Warlocked has me hooked. These are the best voice samples I've ever heard on Game Boy Color.*



- Nintendo 64 Magazine
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible

OVERALL
8.2
RATING

GRAPHICS
8.2

PLAY
CONTROL
7.6

GAME
DESIGN
8.3

SAT.
8.3

SOUND
8.2

HOW WELL
POWERED
STAFF
SCORES

8.7 — Drew

8.6 — Jess

8.1 — Chris

8.1 — Jennifer

7.4 — Andy

QIX ADVENTURE

- Nintendo Magazine
- 1 to 2 players (simultaneously)
- ESRC exclusive
- Game Link compatible

Qix of yore before a spinning helix makes contact with your drawing or burning fuses catch up to your cursor. This new version from the early '80s arcade game Qix, and Nintendo's update keeps it intact while adding nice touches like the all-new Treasure Mode in which you must defend on story-driven tans and collectibles.



**OVERALL
7.0
RATING**

GRAPHICS: 7.0
PLAY CONTROL: 7.0
GAME DESIGN: 7.0
SOUND: 7.0
VALUE: 7.0

MOONIN'S TALE

- Nintendo Magazine
- 1 player
- GBC exclusive

More of an overseas sensation, the Moonin children's books by Finnish author Jari Järvenpää may game a higher profile in the west with Superfitt's gentle and endearing platformer. The action is basic jump-and-collect fare, but the music and graphics are sharp, and the tight controls will make things manageable for tiny fingers.



**OVERALL
6.9
RATING**

GRAPHICS: 6.9
PLAY CONTROL: 6.9
GAME DESIGN: 6.9
SOUND: 6.9
VALUE: 6.9

LEMMINGS VS

- Take 2 Magazine
- 1 to 2 players (simultaneously)
- ESRC exclusive
- Game Link compatible

As an ever-maturing breed of lemmings beats a single file, you must tug at the lemmings' red string to change their abilities, like bombing or building power-ups, to help guide them to the exit. The latest entry in the popular Lemmings series looks like it will take advantage of ESRC's color palette, but the tried-and-true game play still dominates.



**OVERALL
6.7
RATING**

GRAPHICS: 6.7
PLAY CONTROL: 6.7
GAME DESIGN: 6.7
SOUND: 6.7
VALUE: 6.7

TEST DRIVE: LE MANS

- Nintendo Magazine
- 1 player
- GBC exclusive

Information claims that it has over 10 ESRC games in the works, which good news considering the company is showing a real knack for creating solid portable Paks. Le Mans is one of them, and the racing game whizzes by with its great sense of motion, balanced cars, racing tracks, slick graphics and slick weather conditions.



**OVERALL
6.6
RATING**

GRAPHICS: 6.6
PLAY CONTROL: 6.6
GAME DESIGN: 6.6
SOUND: 6.6
VALUE: 6.6

TEST DRIVE: CYCLES

- Nintendo Magazine
- 1 to 2 players (simultaneously)
- ESRC exclusive
- Game Link compatible

Not up to the standard set by Test Drive: Le Mans, Test Drive: Cycles is more of a bumpy ride. Instead of air supports like Le Mans, Cycles affords spring paw prints for catching air. It's a struggle to stay balanced in this motorcycle game, but its racing game merits two-player Game Link feature and Cop Chase Mode.



**OVERALL
6.1
RATING**

GRAPHICS: 6.1
PLAY CONTROL: 6.1
GAME DESIGN: 6.1
SOUND: 6.1
VALUE: 6.1

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Each of our reviewers has a unique perspective on the games we play. We've compiled a list of their favorite games and the reasons why they love them. We hope this will help you decide which games to play next.

ARON: *Super Mario Bros. 2*
ARMOND: *Super Mario Bros. 2*
CHRIS: *Super Mario Bros. 2*
DAN: *Super Mario Bros. 2*
DREW: *Super Mario Bros. 2*
HENRY: *Super Mario Bros. 2*

JASON: *Super Mario Bros. 2*
JENNIFER: *Super Mario Bros. 2*
KYLE: *Super Mario Bros. 2*
OLIVER: *Super Mario Bros. 2*
SCOTT: *Super Mario Bros. 2*
SORJA: *Super Mario Bros. 2*

RATINGS

Each of our reviewers has a unique perspective on the games we play. We've compiled a list of their favorite games and the reasons why they love them. We hope this will help you decide which games to play next.

GRAPHICS
90%
PLAY CONTROL
90%
GAME DESIGN
90%
SATISFACTION
90%
SOUND
90%

AGE RATINGS

These are the minimum ages for which the game is suitable. The ESRB rating is the minimum age for which the game is suitable.

E Early Childhood
T Teen (12+)
A Adult (18+)
E All Ages
M Mature (17+)
RP Rating Pending

PAK
WATCH

It's Naboo and Indy, too!

The inside source for all
Nintendo News.THIS
MONTH

DEMON WARRIOR I & II



Takeshi starts breaking things from left.

MARIO THINGS



In it Luigi's big break!

JUSTIN POWERS



Backman's got the rope.

PAPER MARIO



Nintendo turn the page.

LUCASARTS STORMS THE
N64 WITH TWO TITLES

We knew the story was going to break around E3, but as it turned out, LucasArts sprang the news of two new N64 games a week early. *Star Wars Episode I: Battle For Naboo* and *Indiana Jones and the Infernal Machine* share their inspiration from George Lucas's movies, but the two games differ in almost every other respect. Naboo is an action vehicle following in the great tradition of *Star Wars: Rogue Squadron*. In fact, LucasArts is working in conjunction with Factor 5 just as it did with *Rogue*. But Naboo won't be a *Rogue* clone. For one thing, the missions are much more varied. Players will pilot Naboo fighters in space and speeders in the streets of Theed, fighting Trade Federation droids, fighters and battle tanks in 16 levels. The original story line interests that of the movie at critical junctures, but the main character is newcomer Lt. Gungan Sykes who must learn to pilot the N-1 starfighter, a stolen

Trade Federation gunboat, a powerful Gnaa speeder and a heavily armed battle STAP. Combat includes air-to-air, air-to-ground and ground-to-ground battles. LucasArts is using a dynamic difficulty system that evaluates how a player is performing and adjusts the difficulty so that ace will always have a challenge while rookies have a chance to progress.

As for *Indiana Jones and the*

Infernal Machine, look for an action adventure based on the PC game of the same title. LucasArts has addressed some of the play control issues from the PC version by adopting a system similar to that of *The Legend of Zelda: Ocarina of Time*. The story involves Indy in a desperate race with Soviet competitors to find several scattered pieces of the Infernal Machine—an ancient device from the Tower of Babel that is used to open a door to a parallel dimension. Indy must travel the globe, solving puzzles and facing dangers. He has many skills including the use of his famous whip and many other weapons and items. In one of the areas shown at E3, Indy could even drive a Jeep.

Lucas has a lot to look forward to this fall, but LucasArts hasn't announced final publishing plans for *Star Wars Episode I: Battle For Naboo* and *Indiana Jones and the Infernal Machine*. We'll keep you updated.



ENIX RETURNS TO THE SOURCE OF ALL EPICS

At the end of August, a revitalized Enix America will reintroduce one of the all-time classics to RPG fans, but the Game Boy Color Game Pak that holds *Dragon Warrior I & II* isn't just a nostalgia trip. New graphics elements spruce up the game considerably, and the depth of play is just as impressive as always. Even more impressive is the combination of two epic adventures in one Game Pak. For old and new *Dragon Warriors* alike, this Pak is a treasure.



Dragon Tales

Dragon Quest, known as *Dragon Warrior* in North America, was the first video game RPG megahit in Japan for the Famicom (NES), and its success shaped the future of the industry in many ways. *Dragon Quest* was the first title that scored up gamers so much that any new *Dragon Quest* game was talked about for months prior to its release, and lines of eager DQ fans would line up by the thousands to buy the new title on the day it became available for purchase. More than 12 million copies of *Dragon Quest* games have been sold over the years, making it one of the hottest franchises of all time. *Final Fantasy* and *Pokémon* have *Dragon Quest* to thank for priming a generation of gamers with high expectations for RPGs. When Nintendo of America released *Dragon Warrior* in North America, it was meant to introduce western gamers to the immersive play of RPGs. To spread the word, Nintendo Power even helped out by offering a free *Dragon Warrior* game to subscribers. The success of DW was followed up by Enix, which brought out three more *Dragon Warrior* titles, each more complex and immersive than the previous game.

Packed to the Hilt

So what is it about *Dragon Warrior* that inspires such financial devotion? There's a consistent and evolving story line, certainly, and with the new cinematic cut

scenes in the Game Boy Color version of the games, that element is even stronger than before. There's also an excellent battle engine that combines weapon attacks, item use and spell casting. New background graphics for the battle scenes add to the appeal of this new Pak. The growth of the character (in DW) and characters (in DW II) appeals to gamers in a similar way that building up *Pokémon* appeals to trainers in the *Pokémon* series. The wide range of cool enemies such as Slimes, Wyverns and Dragons is another plus, not to mention complex dungeons, cunningly devised puzzles, huge worlds to explore and plenty of characters to meet and interact with in caves, towers and castles. Excellent music and graphics help complete the experience, and the GBC versions of DW I & II have nearly detailed graphics and seemingly perfect reproductions of the sound and music score than the NES games did. It's the epic experience that makes these games better than the vast majority of RPGs. And in the end, that's really what counts.



Slimes and Dragons and Wyverns, oh my!

Pak Play

Hands-on previews of upcoming games.

MARIO SERVES UP A WINNER

Mario Tennis takes center court next month, but we couldn't wait that long to share with you more details about the surprise E3 hit. Camelot, the developer of Mario Golf, performed some dazzling sports magic with this one-to-four player tennis romp. There are 16 characters from the Mario universe to pick from, including new bad boy, Waluigi. Each character has distinctive strengths, and they all become power players if you dare to take the lead. The 3-D characters also display lots of emotion on the court,

although they never seem to pick up a warning from the net judge. You can play singles and doubles, and you can enter tournaments or just play a set or two. There are lots of extra goodies, as well, like hidden characters, tons of special tournaments and special games such as hitting through rings during a match, playing on Koopa's tilting court and being bombarded by balls spun out by Piranha Plants. Any way you serve up Mario Tennis, it may be the most fun you'll ever have with a video game.



THE FUTURE BELONGS TO RUSH

The year is 2049. The place is San Francisco. The rush is fast cars, aerial stunts and competition. The game, if you haven't guessed yet, is Midway's Rush 2049 for the N64. Our test drive started in the new Stunt Mode, which features multiple arenas. All the vehicles now come equipped with wings, and once in the air, players can spin and flip to score

points—sort of like Tony Hawk with 200 horsepower under the hood. After an aerial performance that would have impressed the Blue Angels, it was time to hit the city streets. The city by the bay doesn't look quite the same in fifty years. Sure, the Golden Gate is there, but there are futuristic towers, monorails and an incredible number of shortcuts and

sidetracks. The wheels include almost recognizable models along with some very futuristic rides—all of them trimmed out with the same arcade play control that has made this series such a hit. Even though our version wasn't complete, it was a sweet play that promised more fun than any of the classic Rush games of the last century.



Yeah **ANYONE FOR AUSTIN** Baby! **POWERS?** Yes, please.

**PAK
WATCH**

We'll heard the rumors, of course, that an international man of mystery was on his way to GBC from Rockstar Games. But the truth is much more exciting. Not only is Austin Powers: Oh Behave! coming to the handheld system this summer, but Dr. Evil: Welcome to My Lair will accompany Austin. Rockstar's double play exists on two Game Paks with similar interfaces and quite a few differences. Players explore the Paks rather than play them, selecting backgrounds, experimenting with codes, even storing groovy info in the personal organizer. Gaps from the movie are everywhere you look, even in the credits. Of course, there are minigames, too—side-scrollers, puzzlers and even Game Link games. It's a blast, yeah baby!



THE PAPER CHASE

Although Paper Mario has been on our radar for about two years, only recently has the game popped up at Pak Watch HQ. For those of you who are keeping track, Paper Mario was originally called Super Mario RPG 2. The game features two-dimensional animated characters in a 3-D world. The title Paper Mario comes from the storybook feel that the cutout characters give to the game. But no matter the number of

dimensions in the graphics, the real story behind Paper Mario is the fun game play. Like the Super NES Super Mario RPG, Mario and friends set out on a grand adventure. The RPG aspects of the game are not as deep as more traditional epic games such as Ogre Battle 64, but gamers will find lots of humor and plenty of meme-based action. This month's gallery shows how great the game looks in every dimension.



It may be paper, but it's not recycled.

Pak Peek

What's breaking in the world of games.

And a valkyrie shall lead them...

Yeah, into the valley of the shadow of goblins must ye go...but is it you want to play *Garfield: Legends for Game Boy Color*? Midway has recreated the arcade and N64 hit in miniature, but don't expect a light-



weight challenge. *Garfield: Legends for GBC* can hold its own in the battle of the systems. The game play of this action Pak is remarkably like that of its high-powered kin. You choose a warrior, wizard, witch, or valkyrie, then head off to conquer the missions of Skoonie. Two players can link up to rid the world of the scourge or you can go it alone. The areas are large, the enemies are hungry for battle, and the magical spells spell the end of evil minions. There's even musical laughter when you first turn on the game. In our opinion, this *Garfield* is ready for war.

Five on the pitch

Nintendo has been working on a cool little soccer game for Game Boy Color called *Pocket Soccer*. What makes it cool or different from all the other GB soccer games?



Pocket Soccer has the best edit options around—it's that simple. In the main League Mode of the game, players can name their teams, choose team colors, edit practically every aspect of the team members' appearance and even select the type of surface that they play on. Training team members increases their proficiency ratings and helps build up their Special Skills. Players can trade team members using the Game Link Cable, too. As for the action on the pitch, it's five-a-side soccer with a definite arcade feel. The ball never goes out of bounds and the action is fast, more of a fun feel than a sim. Although the launch date hasn't been set as of yet, *Pocket Soccer* could be released any time this fall or later. We'll let you know the score.

Pinball under the sea

Disney's *The Little Mermaid II: Pinball Fantasy* is another Game Boy Color title that we just have to mention this month. Nintendo is publishing the Disney ride, and the development of the colorful pinballer is by Left Field. The resulting pinball game for one to four players makes full use of



The Little Mermaid and The Little Mermaid II: Return to the Sea licenses. The two vertically scrolling boards are filled with characters from the movie and direct-to-video sequel so fans of all ages can interact with Ariel, Melody, Flotsam and Jetsam, Sebastian and others. The pinball mechanics are excellent, whether you choose the Fast or Slow option, and the *Rumble* feature adds to the sense of playing a real pinball game. Both boards contain images and table game

bonuses, plus the Game Pak will have some extra goodies such as a pistol option for making skeletons of your favorite Little Mermaid characters.

3DO has gobs of fun

3DO has been on a roll with *Army Men* of various kinds, but the company is branching out in all sorts of fun ways. On Game Boy, the latest spree is a multi-game Pak called *Gobs of Games*. It's well-named, too, because *Gobs* really does have gobs of games. There are four categories to choose from—Peg Games, Paper Games, Puzzles and Boiled Games. Under Peg Games, there are seven games. *Paper Games* includes a mob of 12 games with familiar favorites such as *Hangman* and *Tic-Tac-Toe*. In the *Puzzle* category, there are two subcategories. The *Scramble* subcategory contains



16 scrambled images. The *Move-It* subcategory has 16 puzzles that require you to move pieces around in rooms. The *Boiled* Game option contains *Checkers* and *Vs. Checkers*. Our faves were the *Peg Games* and *Hangman*, but there's sure to be a game to suit everyone in this wonderful gob of games.

Ricky Carmichael on Game Boy Color

AMA motocross star Ricky Carmichael is coming to GBC this fall thanks to THQ and the development team at Tiertex. *Championship Motocross 2000* featuring Ricky Carmichael includes 30 real riders, 20 motocross, supercross and freestyle events, and more than 16 customizable bikes from major manufacturers such as

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Volume 131 (Apr. 1991): Tony Hawk's Pro Skater Defies Death, Basketball: Rise of the Black Dopes, ECW: Hardcore Revolution, 800 Sam Finkel 2004, Trudelman, last moment Truth & Field, Top Gear: Hype-Bike, Rainbow Ice (GZ), Publisher: Trading Card Game (TCG), Baseball: 64 Protons, Sony M2X Air Control: Pardon Rich & Pardon: Double Game.

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Masters Truck Madness, Super 1000

Volume 111 (July 1993) *World Drivers' Championship: Guide II, New Wins, Episodes 1, Dizzy Drivers, Road 2, Countdown to Canoe, Hybrid Heaven: Formula Inside the Future of Mercedes, The New Stars: Jürgen, Scoring Stars, Major Golf Preview: Shauli, Main Preview: Rob Griffin, J's Singles (X-1), Pick'em Pick'em (X-1), Pick'em Pick'em (X-1)*

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