



E3: THE LAST WORD!

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- The Legend of Zelda: Majora's Mask

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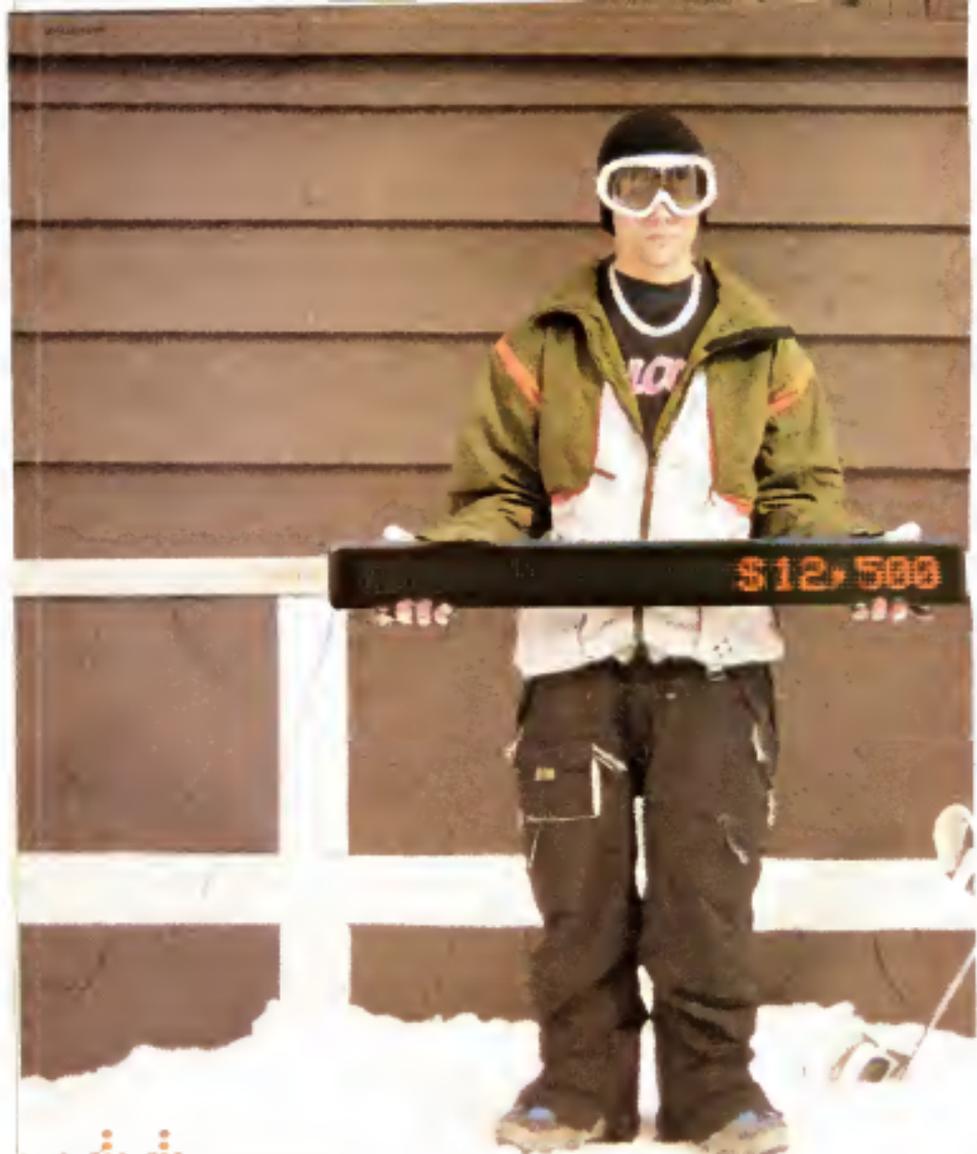
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## BANJO-TOOIE



The month we bare it all (but we're keeping the yellow shorts) and as Peter Dinklage Banjo out of his retirement. Get a replayful of never before seen antics 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 deal with a new stealthy spy game for the secret agent man. The world may not be enough for 007, 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? Fall out directly from Shigeru Miyamoto and the development team for Majora's Mask is an excellent alternative, and look at Link's latest.

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## CRYSTALIS



Whoo! The global war that the original NES Crystalis predict would happen on October 1, 1997, never happened. Now the world's a better place since the classic epic has returned on GBC, and the month's factors have 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  
Alston, 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/DuckDuckGoose  
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 darned Marathon Man in Zelda 64. I think everybody is sick and tired of having him always win. It's not fair!

Andy Dotia  
Sturtevant, IA

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 advice, though.

## Boba's Young Adults?

The most shocking, surprising and frightening part of E3 will be when they introduce...Boba's Kids 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 drosser, and Dippy the super dolphin. It could also have a battle mode to battle your friends in races or

Photo Credit: © Chris Coleman



with weapons. I'd 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!

Jarlan Falls  
Via the Internet

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

## 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 3-D. All I have to say is that it would be awesome!

Jyle LeBlanc  
Nora Scotia, Canada  
Thanks for the suggestion, Jyle. We don't know whether



Art by: © Bobcat Photography



Photo: Hawaii • Laguna Hills, California

this was an *EG* prediction 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.O.?

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.

Jason Barrows  
Via the Internet

*Boring?* If Mario, who couldn't be reached for comment, weren't a plumber, who would've navigated all of these pages in the Super Mario Bros. games? Who would've dived 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-saving, subterranean-he gets to do.

### Going Age

In Volume 134, 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?

Reis Koguchi  
Via the Internet

000-00-000-000. Our new 000-000 000-000. EES-EEE-EEE!

### There Can Be Only One

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

Now there's a stumper! We had to put your obscure question to NP's artist, grammar-judging 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 Soterich  
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 (9.2), Banjo-Kazooie, Toy Hawk's Pro Skater, Tetris 2: 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 134, Arren was incorrect: On the *EJ* Quiz, it said to name the **ONLY** five Pokémon that had three *E's* in their name. They had. Egg-cute, Wax-pin-kell, Victreebel,



Arren's illustration • Pokémon Collection

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 stonier editors 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 "Volsar," Bombberman has "deep pouch," and James Bond has a "tinned body." But what is all bolts down to is, no one has asked where Ash Ketchum keeps his Póid Balls. Where do all of the characters keep their stuff?

Mary Allison  
Seperton, Gt

*Where do you keep your Póid Balls? In your Pokémon! All right, we know what you mean. As you may remember from Episode 4 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 Pokémon 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 Pop • Photogames

# 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

## 1 TONY HAWK'S PRO SKATER



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.

## 2 POKEMON STADIUM



## 3 GOLDMONEY 907



RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	TONY HAWK'S PRO SKATER	ACTIVISION	—	1
2	POKEMON STADIUM	NINTENDO	3	2
3	GOLDMONEY 907	NINTENDO	2	43
4	THE LEGENDS OF ZELDA: GEMMA OF THE	NINTENDO	1	19
5	GOWNY EDGS 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	YODI: SNOWBOARDING	NINTENDO	—	21
10	MARIO PARTY	NINTENDO	0	16
11	POKEMON SNAP	NINTENDO	10	11
12	ARMY MEN: SARGE'S STRIDES	3DO	19	7
13	HARVEST MOON 64	KATSUME	9	6
14	RAINBOW SIX	VIDEOSTAR	29	6
15	RESIDENT EVIL 2	CAPCOM	12	4
16	HYE BLITZ 2000	MOJOBY	16	7
17	STAR WARS: BATTLE SQUADRON	LUCASFILM	15	17
18	KAYO-KAZZDAM	BARE	13	23
19	GAUNTLET LEGENDS	MIDWAY	18	6
20	SUPER MARIO 64	NINTENDO	16	44

GAME BOY TOP 10

## 1 POKEMON (RED, BLUE, YELLOW)



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

## 2 THE LEGEND OF ZELDA: LINK'S AWAITING DX



## 3 POKEMON PINBALL



RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	POKEMON (R, B, Y)	NINTENDO	1	20
2	THE LEGEND OF ZELDA: LINK'S AWAITING DX	NINTENDO	2	27
3	POKEMON PINBALL	NINTENDO	3	10
4	POKEMON TRADING CARD GAME	NINTENDO	—	1
5	JAMES BOND 007	NINTENDO	4	27
6	SUPER MARIO BROS. DX	NINTENDO	5	6
7	ARMY MEN	3DO	—	1
8	WHY WRESTLEMANIA 2000	TNO	—	1
9	GOWNY EDGS LAND	NINTENDO	10	60
10	GOWNY EDGS LAND 3	NINTENDO	7	21

### 1. POKEMON GOLD & SILVER (SAME NOT)

2. DOLPHIN

3. ZELDA: BUNT OF THE MYSTERIOUS TIDE (GAME BOY)

4. THE LEGENDS OF ZELDA: MAJORA'S MASK (N64)

5. PERFECT DARK (N64)

6. MEY YOU, PIRACONY (N64)

7. WREY 64: THE OFFICIAL MARIO 64-2

8. RANJO-TOOIE (N64)

9. ARMY MEN: AIR COMBAT (N64)

10. POKEMON PUZZLE LEAGUE

# MOST WANTED





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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 Ripple 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.



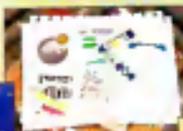


# HOUSE OF SHARDS

Plung with bonuses to unlock, multiplayer fun and razz attacks, Kirby 64 is mainly about finding the Shard fragments. By brushing up on eating, power-up, precise 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 those worlds to pick up the pieces, and finding them usually requires the sofy to swallow the right combinations of enemies that'll give him the one ability to pull off the task.



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 to find any Shards you've missed; you'll unlock the next stage.

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 Set list option.



## Minigames

While the adventure is for one player only, up to five 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 end up to three boards and an CPU opponent in a coin game, racing on Kirby's 30-Yard Hop, catching falling items in the Bumper Drop Bung or juggling the floor out from under your mailbox in the Checkerboard Chase.



## Enemies?!? Gulp!

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



As Kirby scans a dictionary, lock him in a position by pressing and holding A, then jump for the prize list's listing. If you score a Mystery Card, you'll unlock an Enemy Info file. Access it in 64's Data to uncover the foe's power-up info. If you're re-decked, you'll be able to collect all of Kirby's

## 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



02



NEEDLE



BOMB



SPARK



GUTTER



02

Kirby's not afraid of enemies—he eats 'em for 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. Wear 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 power, then swallow the new, more powerful star that appears.



**Fire + Fire**  
By absorbing the powers of two Fire Foes, you can transform into a fireball to charge and destroy things in your path.



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



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



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



When Kirby has the fireworks-like, rapidly tap the B Button to increase the puffballs' performance and aerobics.



Press and hold B to get Kirby airborne. Use the controls in Stage 3 of Recipe Stone to answer a Shred at the bottom of the well.



Hit B to save the fire sword if you tap it 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 cooling stone, 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 3D action, combine a Stone with a Bomb. Press and hold B to charge, and release it 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 it all right.



Since it's fattened to Kirby and eats over him in a devastating way, the electric shield backup has incredible range.



The Stone-Cutter combo will transform Kirby into a random rock or other. Some have special abilities you can activate with A.



Change Kirby from a pink puffball into a white snowball. Poked with powder, Kirby can peek a peewy bowling over enemies.



Leak out five icy projectiles in a starburst. They only last a few seconds, but the fire-stealing attack looks the same every time.



As the explosive bomb, Kirby will detonate (keeping the team together) as soon as his fuse burns down or touches someone.



When you're riding a train, you'll spit out high-mountaining head bats. Hit B to change buckets Kirby and pick them up.



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



Similar to the four Needle combo, the twin Needle combo has Kirby spouting out spines, the twin like a Swiss army knife.



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



Conduct electricity by using the Needle power-up with a Spark. Electrofied Kirby will zap enemies above and beside him.



Press and hold B to welcome enemies with open, spiked arms, then release B to bring down on them with a big, low-trip trap.



Watch out when Kirby sheds his mouth off—the candies will allow Kirby to fire up to the new scales frames more at a time.



Flowing into a waterfall as a bright glow since it will allow you to form enemies by simply walking into them.



Combine a Bomb and a Cutter power-up to see Kirby with a sharp tongue blowing the shell explodes an impact.



When the activity of the geosynaptic leg-camp shield, Kirby can walk sideways, but the foot field's radius will shrink.



To get all Don'ts that an enemies, press D to breathe and watch double-caged light saber. Press Down to put it away.



Two Cutters are Kirby with a jumbo soul because they. The weapon will pass through obstacles on a road trip 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 repeats on every stage on Pop Star, so venture left when you start each area.



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 bouncing haddies before placing the crystal piece.



Color-coded baracoles of four ticks Shantis. Uncover them with a combo containing power-up uses of a matching color scheme. At the black pad at the river, use my Bomb attack to blast it away.



If you don't have a combo to use against possessed Waddle Dees, smack up the stars he carries when he charges it to either side of the arena. Spot them so he'll delect them and win a Shard.



If you can't find the ingredients you need to concoct 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, pause the game, then select Try Again to take your combo to another stage.



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



Inside the tree, you'll find 10 in overalls, park floppy hat & a Shard. If you don't have a power combo to use against it, smack up the smaller Bouncers and spit them out as arms.



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



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.



Step the platform covering the Shantis green, you must combine two green power-ups. Only the megabouncer can produce two. Cut it as well as possible to slice through the green barrier.



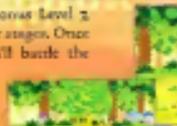
After you pass Adeleine, you'll reach the foot of a spiral staircase. Before climbing the steps, turn around and fire. The wavy you come in. If you fly left across the entrance, you'll find a Shard.



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.



Every planet (except for Boonies 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-spining tree. Inhale its bad apples, then attack its spiky room that pop up on your path. When the tree is on its final herb, it'll surrender the Shard.



# 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.



Carnivorous 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. Fix it up and charge across the area with your drill in motion as white puffs of 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 refill 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 companions. A flying saucer has parked 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 their 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 lift you're riding reaches the top. Once you're there, word walking since the diamonds constantly see on the go. Stay put and retaliate with a Needle-Cutter combo.



Inside the building, one-eyed Mooks will drop to the floor if you get near them. But you can't seem to adhere to their angles—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 claim a crystal gem.



To access the Shard in the skeletal tower, you'll need a Stone power-up. Bring one from another stage, then choose the brown area (also 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 you can drop into the central sanctum that holds the Shard.



You'll win a Shard if you defeat the giant octopus. The plant is a puzzle over—the red cylinders in its long neck will let a peep. Resist 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 dash. Right beneath the top step is the pit.



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



It's time into the lightbulb when you find Apeiron. Remember the three platforms you've shed light on. Then place the corresponding burrows in the next block to uncover a Shard.



Keep your eyes peeled for camouflage, two-faced surfaces. The brown and yellow stripes outside the sand-floated chamber mean you should use a Stone-Spark combo on the beam.



As Dedede, climb the ropes and work your way to the left side of the chamber. Hammer the five-diamond line for the ladder, then head to the right. Follow the path to the Shard's cell.



In the vertical sewerway, swim up with a double jump and banking forals. The crystal doll on the right is the exit. Get swim past it to find the Shard at the passage's top—top.



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 jaws around a certain pink windbag.



The first stage is by the seashore, but it'll be no day at the Beach Star, as 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 spit you to pieces you need to visit in the cave, hop into a smelly box to get past the devil heads. Just below there's a floating Shard.



Wipe that smile off the grinning enemy's mug by defeating it and wearing its Shard. 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 cracked hole lower in the tower. Fall into the green ball below to launch into the Shard.



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 dominates a Shard. Become the volcano to blast away the platform blocking it.



A Shard floats above the second waterfall. Jump as you go over the edge to sail into it. If you miss, pause the game and select "Try Again" to replay the stage without losing any items.



After drifting the boat, you'll journey on foot, sliding down streams. The third Shard sits at the foot of the final waterfall. Use fish flounders 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 beady, black eyes.



Drop into the stone spine. Don't touch the pigwiggar at the green and black mound on the left to uncover a Shard. When you're ready to leave, remove the Sea Blue and sail into the cave.



The left side of the floor breaks away when you win the battle. Since a Shard 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 lip. Turn into the bear cub, then press and hold the Control Pad against the wall while tapping A to climb to the Shard.



Stage 3 takes place underwater, and you'll have greater control if you dive in sand 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 Shards sit 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 ride the current to the crystal gear.



Swim to the pole, then climb down to the sea floor. Walk to the right toward the floating Shard, 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 bidders your way. The Shard sits in a scumple area, and it's easier to reach if you're weighed down on a Rock Cutter rock outfit.



When the killer whale drifts bombs back off shore, rock debris will shoot out sideways. Stick up the rocks and fish for ammo. Once you've finished round one, swim up before the ground crumbles away. The area will possess you on its second wind, so keep swimming up and attacking to win a Shard.



02



07



07



# 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 leafy traps but none there. A Shield lurks in the trap between the second and third trunks.



When you reach the orb controlled by the purple orb-sucker, jump to the opposite cliff and grab the vine. Climb down to obtain 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 mousing down on the stump or any other manufacturer's bill lifts you weight.



In the cave, Waddle Dee will take you for a mine cart ride. As you race along the rails, watch for Waddle Dees' 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 guff 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 head hat.



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 Meelee armor, and that ability will crumble the orange slab of ground that hangs over a starless, uncatchable Crystal Shield.



Win a Starship removing boxes from the stack to the formation resembles Adeline's parking. Tomake Adeline park a few steps, resist the urge to hit her with 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 while the Star floats, 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.



Remember enemy as Dedede, swing all the pillars to clear them out. You can ignore the lower and top-to-less of rocky columns, and a Shield is embedded in one of the pillar's upper reaches.



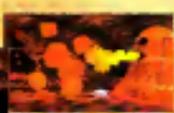
Wither then using a color-coded power-up to hit the Shield stuck in the rafters mound, use the power-up that's the polar opposite of your foe. Any two cards will do the trick.



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 flee, you'll hop by the last Shield.



The Stone-Speak weapon banter gets rough, and it comes in particularly handy against the lava monster. Once you've stocked in lava tentacles, the blob will chase you to the right. As soon as round one is over, jump over 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 Deed always taking Kirby on wild rides, and in the winter wonderland, Kirby's pal will pick him up for a bobbed run. But 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 dash 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 mousehole, 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 arched bridge of the second glaze. The Crystal Shard sits atop its roof, so your next race over the top of the snow dune to score the piece.



At the end of your ride, you'll go low to low with a snowman. Once you're safe and set, use the Burn power-up to melt the ice surrounding the Shard at the top of the glaze.



The frozen jake containing a Shred! Dive into the final crack in the ice between the spiked arches to get a pearl. Then swim to the right through the spiral hill to find the elusive treasure.



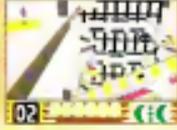
After you've crossed the barbed pink, yellow and green platforms, jump to the next cloud. If you fall through the hole, you'll land on a lower cloud. Head left to grab the Shard.



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.



Once you've deflected the cloud enemy, a Shred! will appear in the yellow's throwing box in the middle of the arena. The matching Needle-Spark combo is your ticket in.



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



If you can absorb the giant spider, you'll gain another silver of the crystal. The spider will drop down from its web, but you can avoid it by staying high yourself. Close to a wall!



Adelaine 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.



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



Drop down the middle of the well so you land on the platform curved and in the lower. Ground the feature, then wrap-up your light saber to slice open the Shreds call at the ceiling.



The sideways closure on you as you head across the conveyor belts. The Shreds sit on the right side of one of the upper floors, so walk to the left if, then double back to escape.



## Pretty in Pink

Two planets and ten Shards remain. While the foe of Ripple Star is uncertain, its Crystal-Shard close that 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...



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GAMEBOY ADVANCE



POKÉMON YELLOW  
GAMEBOY ADVANCE



POKÉMON EMERALD  
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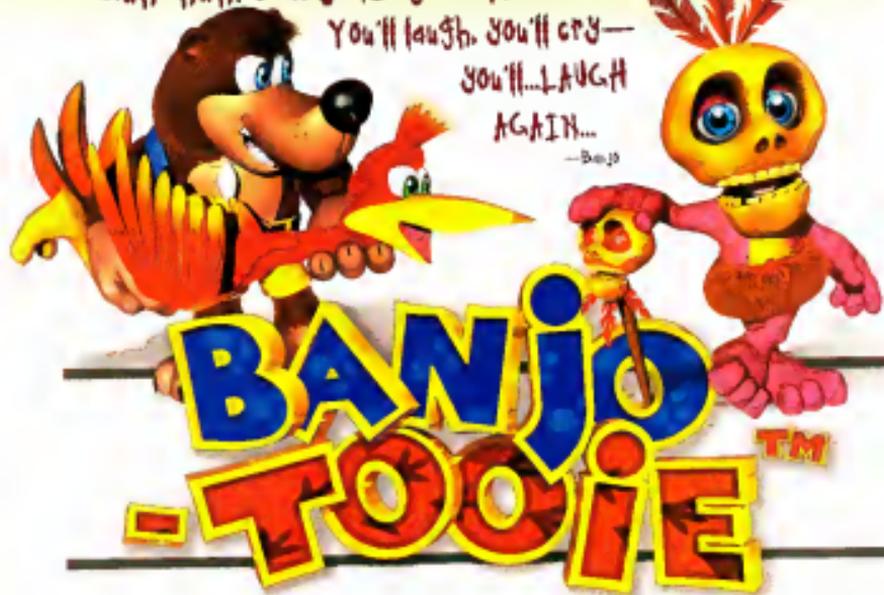
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Guh-huh! Banjo is great!

You'll laugh, you'll cry—  
you'll...LAUGH  
AGAIN...

—Banjo



THE  
STARS

release date: fall 2000

Starring: Banjo, Kazooie, Mumbo Jumbo

Co-starring: Gruntilda, Bottles and the jiggos and introducing  
Herbert Wario as the "Best Magic Person in Whole Game"

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

#### BANJO'S BREAKTHROUGH ROLE

**B**ANJO, KAZOOIE AND MUMBO JUMBO are back and better than ever in an all-new action/adventure extravaganza called Banjo-Tooie, the most-act, most-play event of the fall!

Banjo and Kazooie begin their new adventure with all the funniest 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

**R** Banjo-Tooie's ©2000 Nintendo/Bam Game by Bam. Nintendo logo is a trademark of Bam.



## 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!

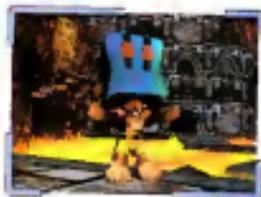
### KAZOOIE SAYS IT'S TIME TO SPLIT UP

Kazooie also gets to spread her wings and fly solo in Banjo-Tooie. The beegall 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. Kazooie, the trash-talking toughie, finally shows her feminine side in Banjo-Tooie, and she's hatching up some pretty cool stuff this time around. Her "Hatch" isn't really an attack, but it does come so very handy for our feathered friend.

### MUMBO'S BUENOS ON UP

It's said that there are no small roles, just small shamanes, 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 Tooie. 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-Tooie is definitely an ensemble piece, and the three leads all want together to make the game an ongoing success. Of course, Banjo, Kazooie and Mumbo exchange 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, Kazooie. —Bongo

# THE COSTUMES

## HUMBA WUMBA'S MAGICAL MAKEOVERS

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

## A TRANSFORMING EXPERIENCE

A big-budget blast like *Benjo-Took* always features the stars in an impressive array of outfits and makeup, and Humba Wumba has the wizardry that transforms the pair into a number of fabulous forms. Humba Wumba's costumes don't come cheap—she asks for one Glozbo 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, corpeuses 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!

—Kazooie



THOSE  
BOSSSES DON'T  
SCARE ME.

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



LIGHTS! CAMERA! 2 MINIGAMES! ACTION!

**B**anjo-Toolie is loaded with minigame madness. Minigames are not only a great diversion, but they're also very rewarding—each has a special prize, usually 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/ems to flying-saucer shoot-'em-ups.

LET'S GO! MEET THE BOSSSES

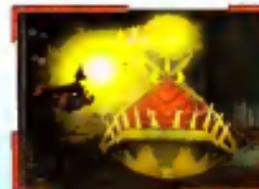
**B**ig, bad bosses made Banjo and Kazooie's lives miserable back in Banjo-Kazooie, and there are more where that came from in Banjo-Toolie. In fact, the bosses are bigger and even worse than before! Banjo usually needs his birdy buddy with him when he's facing the big bosses, because egg-shooting is often essential to sending the bosses into early retirement. The bear and bird combination 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.

THE  
ACTION



MUMBO NOT MINIGAME TYPE.  
NOTHING MINI ABOUT MUMBO JUMBO!  
OOMA-NAKA!

—MUMBO



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

# THE DIRECTOR'S CUT

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

## ALL THAT AND A BAG OF POPCORN

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

In addition to the new characters, Banjo-Tootie 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 loon-scene. Tack on a spontaneous, world-spinning team, 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-Tootie's got big bosses, bigger adventure, and even bigger stars. Add to that a too-tee-for-previous-audiences multiplayer mode, suspenseful Jiggy-collecting, and the inevitable Mumbo music—and you've got a surefire hit! 🍿



Kazooie and Banjo are raking 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-TOOTIE...**  
I'm the one HATCHING  
up something  
EGGciting,  
NOT that  
dumb bear. —Kazooie





# classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

## EXCITEBIKE 64

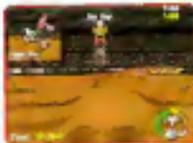
### THREE CODES, TWO WHEELS AND ONE REALLY BIG HEAD



Leave it to the sly developers at Left Field to bury a Cheat Menu somewhere in the dirt of Excitebike 64. They had a Cheat Menu in NBA Courtside 2 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.



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 Smart Bonus.



Those must be custom-made helmets to they're wearing, because these are some parbo eggs in the make. At least the Head Mode doesn't make the cyclists top-heavy.



Make your day at the motor control center by typing in WASTECR With all of 0's below available, you'll never know when your ride is about to have balance or take a tumble.

## VIGILANTE 8

### I WILL SURVIVE



Accessions fairly equal 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 flowchart. 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 picture. 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
ELBICNINI	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 simulator wouldn't exhibit, there's really may be some bullet-proof material! Thanks to the ELBICNINI password.



! To deactivate my cheat, you must press your NR4. But with a code like LLA KCOLNU that gives you the keys to every vehicle, why would you want to?



# DUKE NUKEM ZERO HOUR

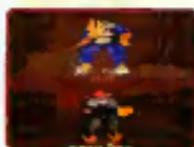
## A DUKE FOR ALL OCCASIONS

 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, hood, 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, B, ←, →, ←, →	PIG COP, RIOT PIG, ROAD HOG, WAR PIG, COWBOY GRUNT, SAVAGE GRUNT, SOLDIER GRUNT & CAPITALIST PIG
A, L, R, ↑, ↓, +, *	ENFORCER, ENFORCER CAPTAIN AND BATTLE ENFORCER



 What, you thought Battle Dress meant Duke would be covering a certain segment? At ease, soldier!



 The codes will allow you to play as Duke's enemies, including a variety of parkies. Just don't get blasted into bacon 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
FCOVH	INFINITE AMMO
GZXCX	LEVEL SKIP
HLNRV	DEBUG MENU
JYMNT	STEALTH MODE
KPLYO	INFINITE ATTEMPTS
LLMNNH	DOUBLE MPG



## GROISIN' 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 buttons you have pressed, you'll take it to the streets with either Akuma or M. Bison.

**ICON KEY:**

C BUTTING ▲▲▲▲▲

CONTROL PAD →→→→→



BIG CHIEF



SMILEY



HOT



JUST FOR FUN



SENT BY READER

# NBA SHOWTIME

## NBA ON NBC

### WHITE SASQUATCHES CAN'T JUMP!



Most of Midway's sports games (as well as its Martial 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 faint 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

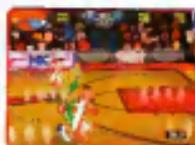
If you're one of the furry or feathery mascots they don't even have to play for their own team, select Enter initials before starting your game. When "Enter name for record keeping" appears, answer yes, then type in the appropriate name and PIN to activate any of the mascots for the home towns listed 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 in the Controller sequences while viewing the Vs. Screen. Enter in as many codes as you can before the game starts.



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

#### SEND CODES TO:

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P.O. BOX 37033  
REDMOND, WA  
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 spate-on running commentary and several modes of play. Pick any path—the journey is sure to be filled with awesome animations, raucous crowd noise and heated action.



Jump right to the frenzy of penalty kicks in PK Mode or press on 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 Turf.



Over 16 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 slick ball header is what in the open field, no player also deserves the ball for sure a long. Keep the ball moving with lightning quick passes and quick on the defense. Just be prepared to pass up a clear opportunity if nothing is made open (yet).

## PUT THE "D" IN "DEFENSE"

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

### STAY ON YOUR FEET



Making a dramatic slide is not the best way to steal the ball or defend. If you stay on your feet, if you slide to stop, you'll have a defense out of the play. Try to get in front of the ball handler and block a pass or shot.

### 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 tries to get to the goal. Let the ball hit into the air and in front of the goal, and hope that someone can head it in.

### KICK OUT FOR LONG SHOTS



If you zone your player will be stuck on either side of the goal without a high-percentage chance to score. Kick the ball back to one of the mistakes for a long-distance attempt. If you're managed to a target, so an defender, the play could be successful.

### ANTICIPATE THE LONG PASS



Instead of charging toward the player with the ball, cut back and relax to allow the ball to go to you. Scan the field and look for the opportunity most likely to receive the ball. If you're too focused, the opposition will easily get past you.

### HOLD ON TO THE BALL



Always remember that soccer is about defense. Don't let the other team try to get the ball away from you. If you're in a tight spot, it's better to hold onto the ball and pass it to a teammate than to let the other team get it.

### THROW THE THROUGH BALL



Another basic strategy involves using the through pass to get up opposition players or the goal. The idea is to keep away from the defense and the goal. 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, prioritizing your strongest shot as a set piece. A well-executed set play could give the defense a chance to score a goal.

### WATCH THE BIG FAD FLOW



Always know the score and the time left in the game. If you're up, you can attack more aggressively. If you're down, you can play more defensively. Be aware of how the other team is reacting.

### A SPOT OF VIOLENCE



There may be a few exceptions to the rules. Sometimes an opposing player will have a free kick toward the goal, in which case you'll want to try to get in front of the ball and kick it into the goal. Keep in mind, such a move could fix up your opponent.

INTERVIEW: I SUFFERED A SCREWY 2009



# THE WORLD AT YOUR FEET

ESL 4000 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 team. There is no longer leagues, but the teams play as they would in real life.



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

## DENMARK

AT 11  
DF 11  
AL 11

F93 Sorace  
F91 Schubert

WB 83  
SK 82

The outstanding goalkeeper, Schubert, is the heart and soul of the team. Denmark is able to organize tactics with solid passing skills. Halberg and Sorace will provide the offense, but after a goal, Denmark should drop back and focus on holding the lead.

## FRANCE

AT 11  
DF 11  
AL 11

F93 Anselme  
F91 Svan

CF 92  
DH 94

Team France is packed with great players, including the well-rounded Svan, who can take over a game by himself. Anselme and Svan add more power, while Svanca protects the goal. The defense is solid, and the back line is nearly impenetrable.

## HOLLAND

AT 11  
DF 11  
AL 11

F93 Chivich  
F91 Dritz

CF 83  
DH 83

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

## SPAIN

AT 11  
DF 11  
AL 11

F93 Roca  
F91 Penique

SK 90  
DH 90

If you want a perfectly balanced squad, look no further. A solid goalie, lots of speed, powerful attacks and a strong defense can all be found here. There is no opposition, but Spain has a hand of well-rounded players. Roca and Penique are the stars.

## BRAZIL

AT 11  
DF 11  
AL 11

F93 Ronaldo  
F91 Fivito

SK 92  
WB 93

Brazil could be considered the powerhouse of FIFA98. The team is loaded with quickness and great ball-handling ability. Ronaldo is a possible superstar with a strong leg, and Fivito is a speedster who will make things happen on the wings.

## CROATIA

AT 11  
DF 11  
AL 11

F93 Supan  
F93 Jovan

SK 90  
WB 89

The gutsy Captain has been enough captain on the field to compare with the best of 'em. A bunch of strong shooting strikers will give lots of goals up for you. Supan is a veteran who knows how to hold the fort, and speedy Jovan has a mean passing leg.

## ENGLAND

AT 11  
DF 11  
AL 11

F93 Owen  
F91 Beahm

CF 91  
DH 91

There isn't much to brag about on team England. Most is an incredibly steady goalkeeper. Owen has quick feet and an excellent shot, and Beahm is an accurate sniper who can score from anywhere on the field. Beahm defense anchors the powerful group.

## GERMANY

AT 11  
DF 11  
AL 11

F93 Bierhoff  
F91 Gahr

CF 91  
DH 92

Another powerful team, Germany is among the best in the world. And they have the most creative player, Bierhoff. He's a great scorer with a powerful leg. Gahr is a solid defender who can score a solid defense. The team also has another poacher.

## ITALY

AT 11  
DF 11  
AL 11

F93 Cantello  
F91 Panti

ST 94  
CF 93

Italy is yet another nearly unstoppable team. Excellent defense makes this a daunting group to play against. The Italians don't have a star but ranked below an SP Cantello and Panti are the mercenaries, and Cantello is the best goalie at the game.

## YUGOSLAVIA

AT 11  
DF 11  
AL 11

F93 Mlarch  
F91 Stalich

CF 90  
DH 89

After examining Finland, Germany and Italy, you may think Yugoslavia looks weak, but don't be fooled. Mlarch can score at will and Stalich is a master FT leader. The ball. The dynamic 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 there you introduce different endings to tight games. Use these tips to succeed and make 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 don't hit the corner kicks well under a little pressure. Still, Germany is incredibly talented and should be able to score on Turkey at all. Consider replacing Nowell and Dossier. Also, long passes work well with Germany.

## SCENARIO 6 YUGOSLAVIA 2 CROATIA 2



The scenario begins with a few seconds remaining, but Yugoslavia's goalkeepers seem to stop anything, which makes this an uneasy scenario. It will be Croatia's turn with the ball, and you should score either easily. But don't get comfortable—your defense won't be at its best.

## SCENARIO 7 WALES 0 ITALY 4



Forget that tale about a stunning 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. Nevertheless, it's fun to try.

## SCENARIO 1 ENGLAND 0 SCOTLAND 1



Scoring against Scotland's nasty defense is no mean feat, so you may want to wait until then it appears. You start the game with an advantage—Bingham 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



Ukraine is not so fast, the lead with a penalty kick unless your goalie can make an amazing save. Chances are, Ukraine will score and you'll have to use France's blazing speed and impressive talent to knock home two goals a lot less than a minute after the ball is free.

## 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 better lock without a home field left to overcome. Play tough defense, then get the ball to Orkney, who has the best chance of leading the team to victory.

## SCENARIO 19 GREECE 0 NORWAY 2



Thanks, but much love 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 tough players waiting for action, including Turgut, Frimpong and Nikolaos. 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 Pashalis and Aftis will knock out Denmark. Try to score quickly on the center lock. 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 continue to lead. 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 11 URUGUAY 0 BRAZIL 5



Down by three to Brazil in the second half, Uruguay doesn't seem to have a prayer. But before knowing this scenario completely, consider this: Brazil is a bit too comfortable and isn't playing with much excitement. The stage is set for a stunning comeback!

## SCENARIO 18 SWEDEN 0 ENGLAND 0



Defenders have been pulled from the game, with one man returning, 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 see the game. Prepare to defend England's long locks.



With 13 seconds remaining, ending Romania is set for a freekick to take the lead. Switch to an offensive formation and sub in Cebal and Miletta. Use quick throw passes to move the ball toward the goal. Portugal's defense will try to stop 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. Break the opening freekick and move the ball down field 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 sneak ahead for the wrong goal!



After fighting through a bunch of grinding scenarios, this one will be a piece of cake. Beginning the opening penalty kick to take the lead, then drop back into a defensive for most of the game. Show no fear from 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 freekick, try aiming a pass to the right for an easy score, or DASH through the wall and design the goals. 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 needs 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 freekicks give you great opportunities to use set plays and score easy goals. Use 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 outgoings. His ranking will likely be in the range of 80-85.



The player isn't a meanie! It's just not very deep. You can't make a team that's unbeatable, which isn't exactly those who have enjoyed victory 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.

NINTENDO 64



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# SUPER BOWLING

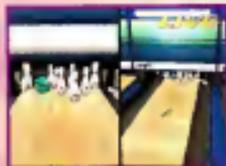


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**THE SURPRISINGLY INTENSE AND SLIGHTLY PSYCHEDELIC SUPER BOWLING FOR N64 HAS CROSSED THE SEAS AND ARRIVED IN AMERICA, COURTESY OF ATHENA AND UFO INTERACTIVE. MAKE NO MISTAKE, THIS GAME IS NOT FOR AMATEURS.**

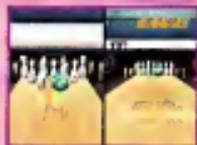


**W**hen you think of bowling, you might imagine a row of lanes crowded with league players and stumbling beginners. But Super Bowling has its roots in Japan, and, as a result, it looks and feels more like an RPG than a sports sim. There's a cast of colorful characters, an epic soundtrack and several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



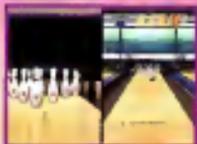
### HIT THE LANES

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 lane. It determines the direction of your throw. Select the release spot by moving the arrow at the front. By default, our commentators will 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

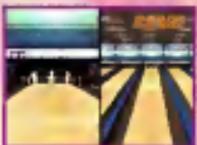
Versus Mode is a race against the clock. Knocking down pins will restore your energy and save your life. As the time ticks away, a danger line moves down the lane. Good rolls will add more time and push the danger line back. The player who can survive the longest wins.



## GOLF + BOWLING = MADNESS

### STROKE PLAY

Watch for flying bowling balls and hit the deck if someone yells, "Fore!" Okay, so there are no clubs, no tees, 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 technician works, try exploiting 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 for either side of the lane. Move the return spot to the opposite side of the pins and try to knock the outer pins of the front pin. If the angle is right, the ball should fall into the back pin.



### BUCKET



If the bucket is on the left, shoot a straight ball on the left side of the front pin, a right-hand break at an even angle—lead up a straight shot at the center of the center ball. If the bucket is on the right, shoot down.



### CHRISTMAS TREE



This looks like a difficult spare to pick up, but it's really identical to the baby split. Once you get the front pin in the outer edge, the ball will carry into the corner pin while the front pin falls into the far one.



### 7-10 SPLIT



Hope you've been practicing that curve ball. The 7-10 split is a spare that every bowler has had. It's from your six o'clock side of the lane. The ball needs to knock the outer edge of the pin, sending 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 throws

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

**ACCURACY** This is by far the most important aspect. You need pinpoint control to get spares. Don't lose track of it due to your accuracy

## PIN NUMBERS



## CINCINNATI



This one every little extra that will leave you surprised. Aim for the outer space of this pocket pin. With the right angle and enough spin, you'll send the middle pin flying across the lane and starting into the center pin.



## FENCE



When the fence is on the left side between the lead pins, the rest of two pins will be no accident. It's for knocking over the four and seven pins. For a right hook, make the release point on the left and be sure to hit at low pin.



## DOUBLE WOOD



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



## MAKING IT FIT



This simple split captures into to be quite a headache. There is no way to fit the ball between the two pins without touching at least one, but the trick is a little math. Practice really helps to find the center with the right 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 rises at different speeds for each character, which makes it difficult to jump from one to another.

### Hiro the Bowling Hero

Hiro is a stout, eight-handed bowler whose strength allows him to clear the pins when his release isn't perfect. His back swings steadily, making it easy to adjust to his accuracy bar. Use his curve and more power in the Hero.



### 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'll clear out the pins. We're talking about the hook on her ball to make up for a lack of strength. Use a curvy bar to rise slightly faster than Hero's.



## 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 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...

**A**s you know, MI-6's annual research department has been studying the activities of Eurocorp, a firm's software development on the brink of creating a new espionage simulation for the No. 1 code-named "The World Is Not Enough" or *WI-NE*. The program promises to immerse users in realistic environ-



ments from a first-person perspective. Given that the game is based on your own experiences in the field, MI-6 assigned you the task of testing this simulation. Exerting your elite physicality with the Reaper 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 Reznov. Terrifiedly ill as the result of a bullet lodged in his brain, the maddening overlord is hoping to leave his mark on the world by detonating a nuclear warhead on the shore of Istanbul. You'll need to complete a series of mission stages before you'll be able to neutralize the threat. We hope you appreciate



the need for caution as you tackle their multiple-objective scenarios. Some of them require the utmost discretion and stealth, while others demand speed and aggression. You'll need to be a true 007 to succeed. For more information on the game, visit [www.eagames.com](http://www.eagames.com). EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES and EA GAMES logo are trademarks of Electronic Arts Inc. EA GAMES logo is a registered trademark of Electronic Arts Inc. EA GAMES logo is a registered trademark of Electronic Arts Inc. EA GAMES logo is a registered trademark of Electronic Arts Inc.

## LICENSE TO COMPARE

**M**ulti-mission analysts have anticipated your first question: How will this new challenge compare to your prior exploits in GoldenEye? Rare's revolutionary first-person shooter offered realistic and detailed objectives in a game that up to then had been little more than run-and-gun game play. Over the course of its release, the "resident" Michael Conroy indicated developers of the new game are fervidly so: his gun squad surpasses the Navy's classic P4160 as loaded with the useful elements that characterized the earlier game, even taking them a step beyond such steady-state technologies like the venerable Grogg's and A-Har Glasses. Don't worry, though, you'll still have ample opportunity to perform the mission with bullets, just be careful of who gets in the way, or you'll have to scrub the mission. There will be no excuse for collateral damage—firewalls claim that the control interface and frame rate in the game will be responsive and lightning fast have been verified. The adjustable controls allow for the classic GoldenEye control scheme, but it's only a mere moment or a custom set-up. GoldenEye also managed to capture the look and atmosphere of the actual mission locations in your search for 006. Eurocom has plans to bundle that benchmark with dynamic lighting, game-play-generated cinema sequences and high-resolution graphics. Of course, the major test for TWINE will be the multiplayer mode. We know you regularly spend hours accepting the floor with 008 in GoldenEye's Facility. Be advised—the Eurocom designers are looking to lure you away with a selection of diabolical arenas. Sky Rail will take you and your opponents to a ski lodge in the Alps, where wintering gentlemen provide excellent patches for ailing Field of Fire puts you in



the zone. Don't let Rare's over-the-top molding lure you. The widest multiplayer test will be a death-defying battle in the stratosphere, jumping between two jets as they battle through the sky. You can battle inside the planes or even on their wings. I



Don't want to hear my comments about realism from you, 006? Remember Moscovitz? Right, then, feel free to build whatever you want with customizable load weapons, vehicles and special challenges, like GoldenEye Gun Mode.



# 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. Earning 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 knickknacks worn by your enemies. When you put on MI-6's advanced Night Vision Goggles, you'll be able to skulk

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.



BMW Z8  
(Q-Branch Z-1141020)



## 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 see any of them *wooly*. The designers at Eurocom have created remarkably convincing texture maps of the key players from your mission to stop

Renard, 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.

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.



## PLENTY O' WORLD

**T**WINE 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 areas from which you haulight that exploding money into the familiar office, the game. It gives you a chance to try again. Maybe you'll do it right this time—near bloody hell! The



street again, chasing villains like the toothsome Tullien through fetid old white, you'll look familiar as about 10 months' play, when you start and blowing things up and making an ungodly racket. Try a little silent surveillance at Kibbly Stage, or, if you can't stand the rain, you may have some fun work a little skiing into your trip. Granted, you will be in the Caucasus Mounmins, 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 vistas, challenging slopes and heavily armed Russian paratroopers. It's like a slalom course, except with explosions. While you're playing around on the slopes, Renard 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



**T**he latest episode in the rate TWINE will be released in a fortnight, or, if you're 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 we report that Eurocom programmers had an excellent playable version of the game on display. The dock is ticking away as when this dangerous challenge is unleashed on the world. Stop playing with those X-Box Glasses, 007, and start preparing for the mission. Renard will be waiting for you this November. ☛









# *The World Is Not Enough* **007<sup>™</sup>**



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**Serious  
 Race  
 Machine.**



**Ditto.**



**SIGNATURE TEAM**

NEW TEAM 2012

**TEAM RACING**

- TEAM:** 2012 Alex Clements Racing
- BIKE:** 2012 Redline Element
- CRANKS:** 8x14 Proton Curbs - States

- ARM:** SHIMANO
- BIKE:** REDLINE
- BIKE:** REDLINE

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[www.redlinebicycles.com/team.asp](http://www.redlinebicycles.com/team.asp)

ALEX CLEMENTS RACING

TIGRA

COOL STOP

REDLINE POWER

ATI

SHIMANO

FLUENCY WITH TRIZ

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.



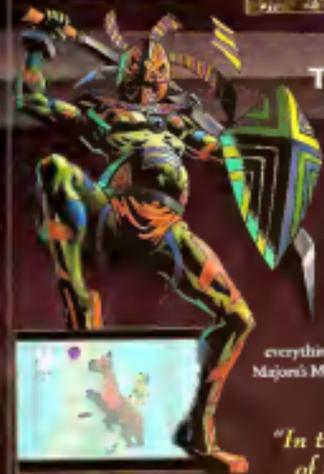
## THE TWO FACES OF ZELDA



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 way you play that you didn't find in Ocarina of Time. In the past, you didn't need to worry about time, 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 gets to know everyone's secret. Much of Link is the detective who can figure out 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 attack 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.



Link's new lady companion is, but 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.

*"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

## THE MAN IN THE GORON MASK

The true formation 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 can't find the Deku Mask, Goron Mask and Zora Mask. As the lovely Deku Scrub, Link can dive into conveniently placed plants and absorb them into the air, then 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, breeching over enemies, leaping across wide chasms and plowing patches of plants to get rarer seed items. As a Link Zora, 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 glide over in chasms and he can shoot bubbles at enemies.



Being Link means about like a combat 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 dangers where Link will face some of the main enemy characters. The outer regions include the Marsh Land, Woodfall, Termina Field, Piate Fortunes 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 throughout the three-day adventure, many of the characters he meets are huge.

Major enemies (left) in *Dungeons* 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

Whenever he goes, Link is asked to help out in some way or to meet some challenge. The Goron's mountain is his because the cold, and Link must battle a giant mechanical bird to restore the natural balance. And the Zora's "worry" house has become too warm. Sometimes, on rare days, Link agrees to help two entities, but on a rare day he is charged to take a horse race by a familiar-looking one.



## The Mask Merchant

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

Link: "So find the mask and bring it back to me." Only by doing so will Link save Termina from the horrible fate that hangs overhead.



## Musical Masks

Music plays an important part in Mayor's Mask, just as it did in *Twilight Princess*. Link takes the scenario along with him on the journey, and he'll have to learn ten songs to accomplish various tasks. But the orchestra isn't Link's only accompaniment. Zoro Link belongs to a band and plays the coolest folk-rock 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 him 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 conceived the project and gave it early direction. Don't miss the rest of the interview, appearing this month in the *EG* 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 panel. Nintendo Power has a discussion of their latest masterpieces.

**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 is 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 changes 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 create all this trouble?



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

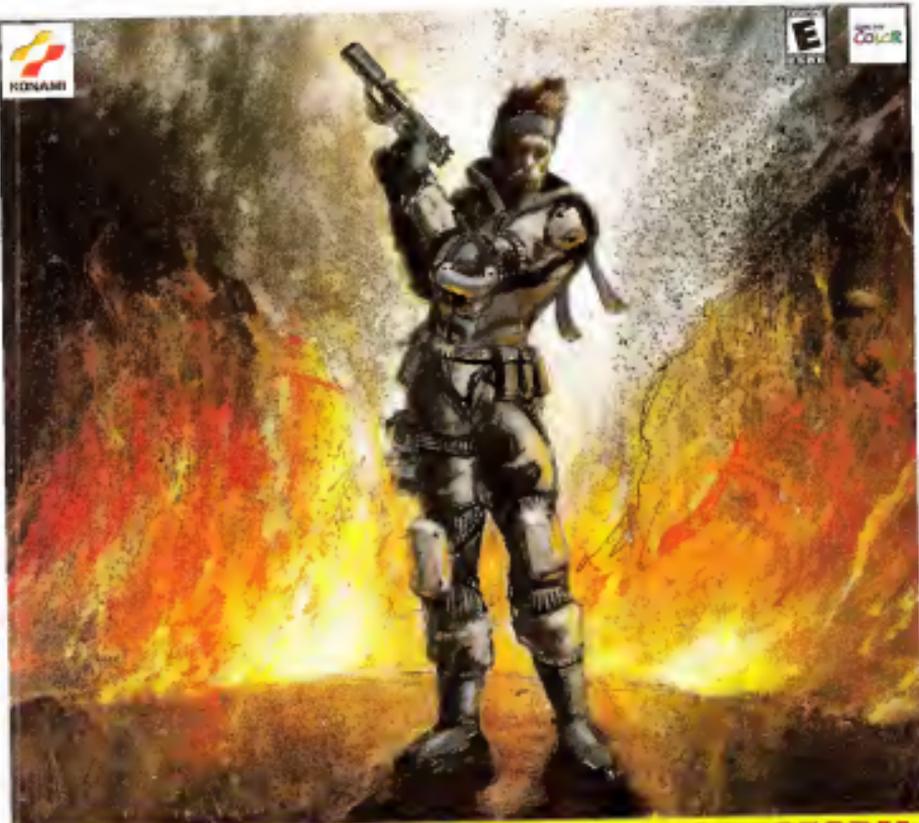
**NP:** How does the limited game time of three days shape the game experience in *Majora's Mask*?

**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 when and where everything happens.

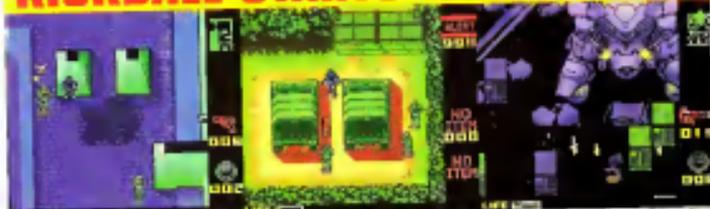
## A MOON LANDING!

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. ☞





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



GAME BOY COLOR



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# 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? A war-torn underdog in the world of Warlocked—a dark realm of the people. Battle forces of good against forces of evil against forces of evil—against the evil overlord. You'll need to master the multi-tasking mechanics of real-time strategy (RTS) as you build up your forces of good from the magical land.

WITH COURAGE AND STEEL, YOU'VE GOT LIVES



FOR THE BATTLE THAT LIES AHEAD

Warlocked offers many levels of action-slayer action. The complex RTS game play is easy to master, while veterans will find many of the finer levels challenging.

Head 2 Head

HUNT TO DUST



If you wish to try Warlock in your computer, visit our website, you'll be able to take the first and most important step: How to Choose from our different battle map scenarios.

## 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 food—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



Preparing 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 orders to them. They will fight, and they expect to win.

## BATTLE LINES

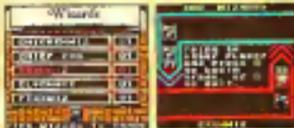
While the basic game play remains the same throughout Warlocked, you can choose to command two different sets of characters and accomplish different objectives. Queen Anard's forces comprise Knights, Archers and Grants. Chief Zag commands an army of Warriors, Skeletons and Goblins. The ultimate goal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



The look and location of the battlefields are drastically different depending on which side you choose—ranging from the pleasant countryside to the lowlands of Barst's old 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 Pak sets 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 set in the final part. Try to collect all 27 Wizards by finding players who have needed—or maybe—discarded who are out 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 blue scrolls on the battlefield, you'll unlock the games. Go to the options menu to access them.

### SLIDER



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

### HIGH STAKES POKER



Stand down a scary local Goblin for a few games of five-card draw limit poker you play. \$10 will be deducted from your war chest. 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: 100 Gold  
Fuel: 0



Gnats and Goblins can be assigned to excavate gold and fuel and build necessary structures. You can create more 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 Barron for Soldiers and B Barron for Archers.

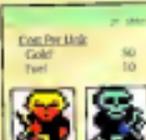


## SOLDIERS

Cost: 100 Gold  
Fuel: 0



Human Knights and Bestial Warriors act as infantry in battle. Characterize the fray with their swords. Stranger than Acheron, they are more vulnerable to attack.



## ARCHERS

Cost: 100 Gold  
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 there, but most levels already contain a temple.



## WIZARDS

Cost: 100 Gold  
Fuel: 0

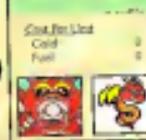


Wizards have a unique skill you can employ on the battlefield. Use them with care—if the enemy eliminates them, they are gone for good in the campaign.



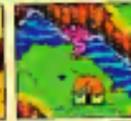
## DRAGON EGGS

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: 100 Gold  
Fuel: 0



Dragons are powerful allies and troublesome foes. Invulnerable to sword attacks and magic, the fire-breathing beasts must be destroyed with arrows or other Dragons.



## FARMS

The more troops you want, the more farms and Caravan 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.





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 attacks. Some Wizards are natural 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.



**CRACKWIZ**  
The leader of the Beasts' beasts morale on the battlefield, decreasing training time.



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



**SILVERWIZ**  
Bolster your forces with Silverwiz, who turns any unit into 500 Arbers.



**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 500 worth of gold.



**ICEWIZ**  
Freaky freeze enemies into ice cream that melts into puddles.



**MUDWIZ**  
Mudwiz will turn enemies into a horrible mess of mud with the wave of his filthy hand.



**POISONWIZ**  
Like Sego, Poisonwiz can turn enemies into ooze for a far better healing.



**NECROMAWIZ**  
The evil Necromawiz can summon lost souls to turn enemies into Skeleton Arbers.



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



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



**PORKWIZ**  
The blessed spell caster unleashes a deadly gas that spreads to nearby units.



**QUARWIZ**  
Summer Quarwiz is demolish a wall or construction structures quickly.



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



**SAGE**  
This kindly Sage helps Humans units by turning Beasts into units that restore health.



**SLEEPWIZ**  
Enemies will be forced into an involuntary nap as Sleepwiz sneaks up on them.



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



**STEALTHWIZ**  
Stealthwiz is a shifty spy who can cancel your forces off the enemy attack the enemy.



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



**SWEATWIZ**  
Speed up your workers by evoking the frazzled spirit of Sweatwiz.



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



**TOXICWIZ**  
A dealer in distilled warfare, Toxicwiz can poison enemies with a gas attack.



**WINDWIZ**  
Wizards get hot news from the grounds-to-the-producers, and his occasional talking.

# AZAREL'S ASSAULT

Starting in the placid—and relatively safe—countryside, you must command Amarel'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.



**HARVEST**



## GOLD DIGGING

There's plenty of gold and treasure in there that falls. Be sure to collect all of it for your coffers before you felled the swaying trees from the forest for fuel.



**TREE OF EVIL**



## 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.



**ARMY TRAINING**



## 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.



**SNOW FOREST**



## IDLE HANDS

If you build up a big force, you should be able to defeat the Bards. Be sure to monitor your Grunts so they have work to do when the time is depleted.

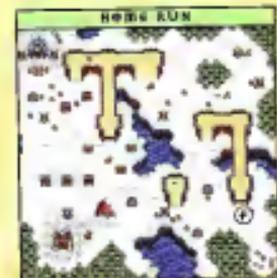


## TOWER POWER

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



**RESCUE AZAREL**



**STONE RUN**



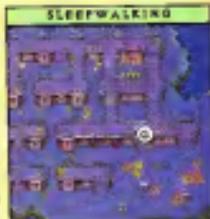
## STAIR REPAIR

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 Bards' Main Hall.



## SNEAKING THROUGH

Don't be afraid to walk past the guards carrying 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 outside wall.



**SLEEPWALKING**



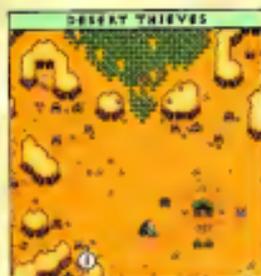
### STASHED SKELETONS

You'll need to harvest the forest to get some fuel, but don't start clear-cutting. Leave traps 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 Mine Hill on the Spider's Lair level. Remember to assign a Knight or two to guard duty.



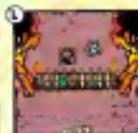
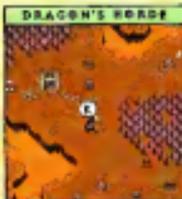
### COVERT GRUNT

Your Steel Troops to conceal a Grunt, then have the worker build a tower right under the noses of the enemy. The worker stealer can't take 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 to wait to build this after you assign a Grunt to tear down a tower, but you should wait until you've built a sizable force. Otherwise, the Bonets will overwhelm you.



### LINE OF DEFENSE

When the Bonet attack commences, it will be ferocious. Plan for the worst by positioning towers near the Mine Hill 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 plagued by covert counterattacks until you eliminate the fighting pits. Send a Grunt to build towers next to the pits to turn the game's techroom into the Bonet's Mine Hill.



# 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 Azazel'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.

## FLESH FARRIS



### SEEK KNOWLEDGE

Apart from defeating the mine of gold, you should also collect all the scrolls in the area. They usually contain valuable game play information or tips about the level.

## SEARCH & DESTROY



### SHOW MERCY

A line of Grants has created a Human shield around a Wizard you need to rescue. Knights will attack you if you kill them, so destroy a team to reach the Wizard.

## FIRST BLOOD



### 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.

## SAND CANYONS



### SPIDER HALL

The Beast alliance with the Giant Spiders puts a whole twist on a standard strategy. Instead of taking the gold and going to a Main Hall, you take it to the Spider.

## BURNING BRIDGES



### TWO-STAGE ATTACK

You'll need to repair the burning bridge before you can destroy the Humans. Meanwhile, capture the Wizard, but you should take care of the three Barracks first.

## HIDDEN TEMPLE



### SINGLE FILE

Don't be in too big 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.

## PLAGUE



### QUARANTINE

Plague will spread to disease among your enemies. Unfortunately, disease doesn't discriminate between friend and foe. You should keep your distance from the affected.



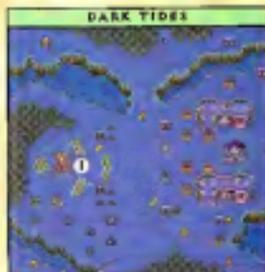
### BUILD POWER

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



### FUEL ON FEET

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



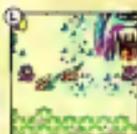
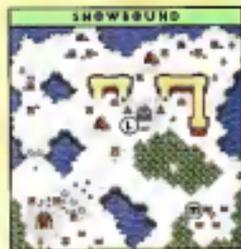
### DEMILITATION TEAM!

Concentrate your fighting forces around your Mine 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 mine at all costs, and the best defense is a good offense. Send the Dragon to backdown the Human Barracks before their troops mass.



### SLEEPY TIME

Enemies will weaken to time as they near your base. Use Sleepwicks to render their precursors, then send Wermors to eliminate them as they slumber.



### SPARE DRAGON

You have access to two Dragons, but you can hatch only one at a time. Put the second Baby Dragon in your Mine Hall in case the first Dragon is defeated.



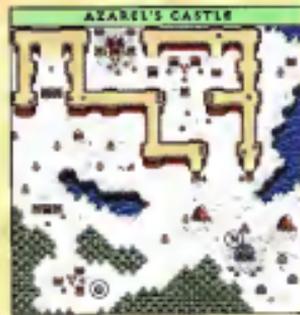
### FOCUSED ATTACKS

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



### GÖBLIN COVER

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



# 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 devoted fellow human instead of the more limited AI in the game. The player to access *Vs Mode* first plays as the Humans. *Stowpols* play as Bears.

GOLD RUSH		
HUMAN	Fuel	0
	Gold	0
	Workers	3
	Archers	0
BEAST	Fuel	0
	Gold	0
	Workers	3
	Archers	0

The primary objective in this scenario is to mine the 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.



A player controlling the Bears should use a Dragon as a snorty at the Main Hall, then build towers to lay siege to the castle. Humans and players should build towers on the castle's east or cannon, then protect the corners of the castle with Archers.

CASTLE SIEGE		
HUMAN	Fuel	500
	Gold	3
	Workers	3
	Archers	4
BEAST	Fuel	0
	Gold	0
	Workers	4
	Archers	4

MINE FIELD		
HUMAN	Fuel	0
	Gold	0
	Workers	3
	Archers	2
BEAST	Fuel	0
	Gold	0
	Workers	3
	Archers	6

The mine in the center of the map has more gold than the others, so it's not in 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 can't get there first.

DUST TO DUST		
HUMAN	Fuel	0
	Gold	0
	Workers	4
	Archers	0
BEAST	Fuel	4
	Gold	0
	Workers	4
	Archers	0

The first battle you wage is far less intense than the player with the majority of any unit will prevail. Concentrate your Grunts or Goblins on the center of the map. If you strike your opponent's fuel, you'll win.

TREASURE FORTRESS		
HUMAN	Fuel	500
	Gold	500
	Workers	0
	Archers	4
BEAST	Fuel	500
	Gold	500
	Workers	0
	Archers	4

There are no gold mines and no fuel to harvest on the level. Create as many light towers as you can to maintain resources, then collect treasure. Try sending your Archers to circles near your opponent's barracks to help bring.

CASTLE SIEGE 2		
HUMAN	Fuel	0
	Gold	0
	Workers	3
	Archers	0
BEAST	Fuel	0
	Gold	0
	Workers	3
	Archers	3

As in 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		
HUMAN	Fuel	8
	Gold	0
	Workers	3
	Archers	0
BEAST	Fuel	0
	Gold	0
	Workers	3
	Archers	0

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

LAVA ISLANDS		
HUMAN	Fuel	6
	Gold	3
	Workers	3
	Archers	0
BEAST	Fuel	0
	Gold	0
	Workers	3
	Archers	3

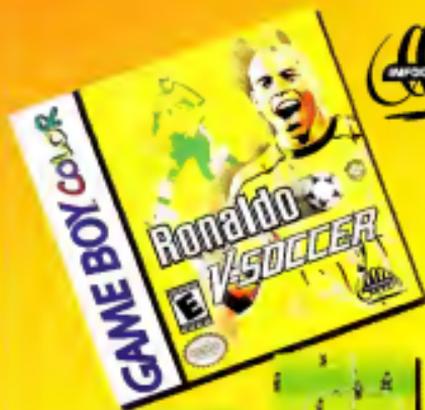
Because they control when the bridges are repaired, Bears' side players have the advantage of choosing when and where to attack. Humans should position an army at one bridge then send a Dragon to the other to stop Goblins from.

UNDERWORLD		
HUMAN	Fuel	0
	Gold	0
	Workers	3
	Archers	3
BEAST	Fuel	0
	Gold	0
	Workers	3
	Archers	0

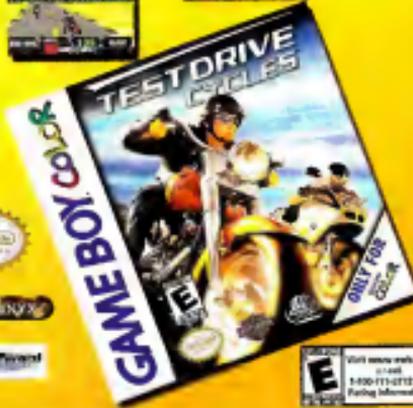
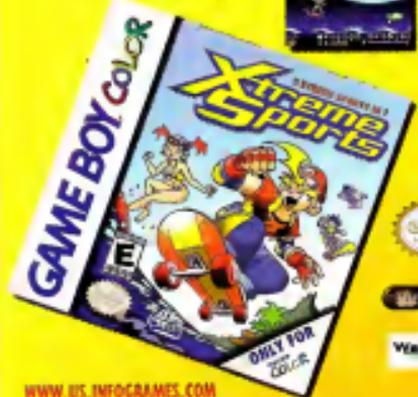
You should send workers immediately to the lower-left and upper-right corners of the screen to reach the Dragon. The dragons can be used to defend your Main Hall or to transport your opponent. If you have Swarms, use them to speed up your workers.

# 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 internet ports then wage CPU-controlled battles to determine whose army is better.



**BETTER BUY EXTRA BATTERIES!**



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MEGA MAN  
GETS A  
MEGA  
MAKEOVER IN



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## THE LEGEND CONTINUES

Mega Man 64 starts a new legend named after an old, beloved character. The new Mega Man is a 14-year-old living on a water-covered world where people struggle to live on tiny islands or in giant straits. The Diggers, the bravest of the people on the drowned world, don marvelous mechanical suits and tunnel deep under the oceans searching for energy sources and other treasures. If this sounds familiar, it's because Mega Man 64 is an enhanced version of the popular PlayStation title Mega Man Legends. Capcom has added analog control and Rumble Pak support to the game and also redesigned levels and repositioned enemies to give Mega Man 64 an identity of its own.



### A BRIEF HISTORY OF MEGA MAN

Mega Man made his debut on the NES in 1987. The game was popular enough to spawn dozens of sequels on many different platforms, and it continues today with the upcoming releases of Mega Man 10 and Mega Man X 4 for Game Boy.

#### NES

##### Mega Man—Dec. 1987

In the beginning, Dr. M. Man was a tiny robot who saves the world. He's a tiny robot who saves the world. He's a tiny robot who saves the world. He's a tiny robot who saves the world.

##### Mega Man II—Jan. 1989

The game and character are very popular, leading to a sequel. The sequel is very popular, leading to a sequel. The sequel is very popular, leading to a sequel.

##### Mega Man III—Nov. 1990

The next iteration is Mega Man III, which introduces Mega Man's "Rolling" move. The game is very popular, leading to a sequel.

##### Mega Man IV—Jan. 1992

Mega Man and Protoman battle a new evil scientist, Dr. Wily, in Mega Man IV. The game is very popular, leading to a sequel.

## 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 his lasers and bombs for him to fire at enemy targets. The powerful blue suit, however, is where the similarities to other Mega Man games end. *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 miniquests and bosses.

### ROLL

This teen dream may have questionable fashion sense, but she has respectable 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 robot 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 hero into the brain-rewired world of polygons.



### Mega Man V—Dec. 1992

Protagonist goes to be evil in Mega Man V. The player can not change it they appear to fly through all 198 doors of P... P... P... and that's not true.

### Mega Man VII—Nov. 1994

Adventure, the instant prototype with a new Mega Man game for the NES. This time they made it to Super Mario Bros. 3 on the NES.

### SUPER NES

#### Mega Man X—Jan. 1994

The Mega Man X series starts a new Mega Man game line on the Super NES but loses the blue hero's suit-out. They action start.

#### Mega Man Soccer—Apr. 1994

Mega Man Soccer sports the question, "What do robots, soccer and end games do in the same size MP? They play soccer, naturally."



## 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 stylish 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 lie 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, intimidating 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 X<sup>2</sup>—Jan. 1995

Mega Man's renewed popularity is reflected by the two games released in 1995 and the Mega Man cartoon movie, 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 X<sup>3</sup>—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 head, Jan, is a physics director 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, Red, Blue, the Man and the Wily one himself.

# MEGA MAN 64



Tron Bonne cooks up some seriously scary mechanical monsters to take on Mega Man.



## SERVBOT

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



## 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 old 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, why can't he be like in his own technology and better robots that will defeat dogs that you will be at 04 points etc...

### Mega Man III—Dec. 1992

The Game Boy game, including Mega Man II, features faster robots than previous games in new locations—a special treat for the fan.

### Mega Man IV—Dec. 1992

It may seem like you got the strongest boss the strongest boss controlling the many of all the robots at the North Island. You Can Mega Man the best!

### Mega Man V—Sept. 1994

Mega Man V features robot dog companion, 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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# COUNSELORS' CORNER

Your Questions—Our Experts!



## 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 2 pencils—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 topple backward. Steady the terrain to look for the path of least resistance.



The Hill Climb track has no safety rails. You'll have the ultimate wipeout 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 need 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 cache 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 enemy 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 Hostage's entrance.



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, Grinchaw 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 Fr-Tracker to locate the hackers.



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



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 Trap you finds 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 trap appear.



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



You'll automatically eat the Blue Apple when the trap 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 dedication, however, to create 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



Yummy, 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.

menu. You should walk in a straight line from the doghouse to the field. There will be obstacles in your way, so be sure to stay on the correct path. When you approach the edge of the field, mark the path with your



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.

hoe. Go to the base of the tree, then walk back to the field in a straight line. Again, you may need to go around obstacles. Dig out times in the spot where your new path intersects your previous path.



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 back like the boomerang, except it continuously passes you while you try to dodge 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 Baracuda area consists of a maze of blocked-off, item-filled rooms connected by elevators 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 end 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

Stank? Pick up the phone and give our controllers a call. Or write to: Gamers' Corner, P.O. Box 57553, Redwood, WA 98673-0753.

In the USA Call:  
1-800-288-0707

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In Canada Call:  
1-800-451-4400

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### ASTERIODS HYPER 64

- Q: How do I play classic Asteroids?
- A: Destroy the green asteroid outline on level 10.
- Q: How do I get the extra ship in the final?
- A: You must complete the game.
- Q: Why can't I change my lasers?
- A: If you are using the Doggie, you can't change the weapons.

### BUNSLAWK BOWLING

- Q: How do I change the camera angle?
- A: Select "camera" using any motion from the Options Menu.
- Q: Can I create a bowler/bowler in Create A Bowler Mode?
- A: No.
- Q: How do I unlock hidden bowlers and lanes?
- A: There are no hidden bowlers.

### MONSTER RANCHER BATTLE CARD

- Q: What do you do at the deck?
- A: You can trade cards and learn via the Game Link Cable.
- Q: Where do I find Metal Pieces?
- A: Check any place that credit cardlessly hold one of the pieces, like bookshelves, paintings, clocks and beds.



# Pokémon

# Pokécenter

All Pokémon, All the Time!

## 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 pair.

### Creatures

**TI**/Tsunekazu Ishihara: General Producer

### GAME BREAK

**JM**/Junichi Masuda: Sub-Director, Planning and Music  
**KS**/Ken Sugamori: Character Design and Graphics  
**SM**/Shigeki Morimoto: Programming  
**TI**/Tsuyoshi Kishimoto: Sound  
**TO**/Takumi Oku: 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 aren't just colors, they're also real, magical things. Precious things.

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

**JM**: Approximately 200 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 Kishimoto, Junichi Masuda, Tsunekazu Ishihara, Ken Sugamori, Shigeki Morimoto, Takumi Oku.

**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 compatible 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 easy 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.





# 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 ours 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 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 usually 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

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

## Eggigor



Using advantage of Eggigor's high Special Rating, Sean

often tries to give some Grass-type with the Psychic and Mega Drain attacks, but if which can do some heavy damage Eggigor's beauty branch. Smart moves, Sean! He learned the move! Also uses the crazy combo! Toxic plus Leech Seed, an off-drawing 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 the low-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 backed with a great array of different moves that let Blastoise handle a wide range of 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 specifically made for this tough-flying bird. Sean likes to use Toxic combos, and the Toxic comboes the HP-drawing abilities of Toxic with the farm-stander to crank up his Spin. Not a bad idea, especially when

- ◆ Sky Attack
- ◆ Toxic
- ◆ Fire Spin
- ◆ Fire Blast

batting an Electro-type. Fire Blast is another high-power, low-accuracy attack, that covers the gamble when it hits.

## Snorlax



Snorlax's high-HP combined with the HP-restoring/leech gives this huge Pokémon an insane 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 attack a steady head start against those cock Electro types.

- ◆ Double Edge
- ◆ Rest
- ◆ Earthquake
- ◆ Rock Slide



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#148 Dragonite  
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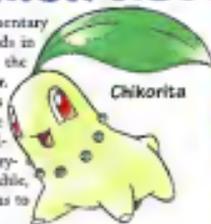
# Hot off the Press



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 honcho, Gail Tilden, 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 get 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 on a sunny day in L.A.



Totodile

For more Pokémon news, be sure to check out [www.pokemon.com](http://www.pokemon.com)

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# 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 pack jellies in them—550,000 square feet in all. That's the L.A. Convention Center in downtown Los Angeles. The sixth 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 Rare.



Golden Sun and Solara



Perfect Dark GPC



Paper Mario



Mickey's Speedway USA

## 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*, *Banjo-Toolt* 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 excessive 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 y-D gaming debut in *Mickey'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



Banjo-Tooie



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 *Karting* 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 *ED* 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 *Banjo-Tooie*. 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.



*Banjo-Tooie*™ ©2000 Nintendo/Plex. Game by Rare. *Dinosaur Planet*™ and *Conker's Bad Fur Day*™ are trademarks of Plex. ©2000 Rare. Nintendo is a registered trademark of Plex.

## 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 could have only one game, I'd be choosing a classic: a copy of *Mario Tennis*. *Conker* and *Dinosaur Planet* have some long adventures laid out to conquer them both, but the time-of-day system in *Mario Tennis* is just too fun to see go up in flames. There's a reason the Mask of Sorrow was always jam-packed with gamers: It's easy to play and impossible to put down. Keep your eyes peeled by [www.computers.com](http://www.computers.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, *Eternal Darkness* stepped into the bright lights 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

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 Denis Dyack at E3, the president of SK talked about *Eternal Darkness*, the creative environment at Silicon Knights and even how studying Shakespeare helps SK make better games.



*Eternal Darkness*



*Eternal Darkness*

look like a next-generation uber box and game play that goes beyond anything ever seen in a 3-D thriller. And while ED 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

## The Crusade

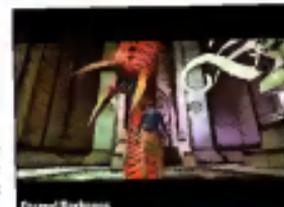
*Silicon Knights* began its quest to make outstanding games back in 1992. According to Denis Dyack, "the name *Silicon Knights* represents our desire to be the champions of quality games." Like knights in shining armor, the *Silicon Knights* are dedicated to an ideal, although SK's ideal has more to do with creating great game play than insuring diamonds in distress 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," Dyack told us. "There would be lots of action and rade 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



*Eternal Darkness*



*Eternal Darkness*



*Eternal Darkness*



*Eternal Darkness*

## JASON'S PICKS

Nintendo is dripping with gems with the genre and both games of *Conker* and *Eternal Darkness*, but *Mario Tennis*, although more characteristic of Nintendo, manages to be the gem and showstopper. The crowd around the game never let up, and rightly so—there's tennis to beat, tennis and everything I've ever seen from Conker, the developer behind *Mario Golf*. The *Beff's Donald Duck* also gets a nod for being open, necessary in every way, and I'm intrigued by *Get Fucks*, it only because as one seems to know anything about the cat-in-hat means crap.



*Donald Duck*

rather than the surface action theme. In our games, we have action and great graphics to pull people in, but there's an epic story, too." Dyack also talked about SK's new relationship with Nintendo. "Working with Henry Strach 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."

I found it difficult to pick one favorite from the games on display at E3. Games like *The Legend of Zelda: Majora's Mask*, *Diocletian*, *Final* and *Pokémon Gold & Silver* promise many hours of outstanding game play. But the game I am most looking forward to is *Cookier's Bad Fun Day*. The hilarious sitcom success here represents everything, and the game play was surprisingly innovative. There is game safety where an Nintendo system designer has gone before with this one, and they're pushing the limits of the M14 hardware.



Cookier's Bad Fun Day



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 further. Dwyck 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," Dwyck said. "The theme of *Eternal Darkness* is about how mankind confronts extremely dangerous situations and overcomes great difficulties.

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 cutscene in the Roman period sets off begins speaking in his native Latin, which then translates into English.



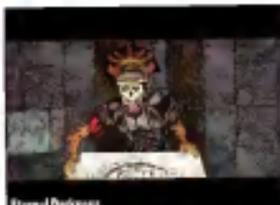
Eternal Darkness

## 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, so stealth becomes an important tactic. Players must also make many choices—it's not all beating ghouls. The Roman cutscene 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 cutscene takes. "The puzzles aren't guaranteed," Dwyck 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 genre, and the Halloween release date seems to support that, but at its heart, *Eternal Darkness* is a game of epic proportions, and Siftware Krypton is just getting started.



Eternal Darkness



Eternal Darkness



Eternal Darkness

## E3 NOTABLES:

**Most Approachable Online:** *Toy Hawk*. Also, Gary Coleman, who was actually there to play games instead of as a celebrity.

**Most Game-Visible "Cute":** MTV's *What Not? Buy Now!* exhibition, which features a "Toy Hawk" scoreboard and freestyle bike freestyle events.

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

**Best Meet in Row of Venues:** *Final Fantasy: Mission's X-Box* theater.

**Funniest Moment:** The N64's "Whispering" sport starring Mario, Phosphor, Mike Nelson and Larry Craft.

**Big Surprised License:** Adam Sandler's Little Nicky for the PS2.

**Best Free Papers:** *Natal*.

**Biggest Letdown:** No beverage game along with the popcorn at E3.

**Best Ad on Wheels:** TGI's Mystery Machine parade.

**Most Notable:** *Barbie*, NAMCO's announcement to Ms. Pac-Man.

**Best Non-Wildlife Game:** Dreamcast's *Sonic de M'Amie*.

**Best E3's Notable:** While from the start of the game, there were lots of game activities to walk and places to sit, *Cookier's* kitchen game and a later show.

## Best of the Rest

There were a few third-party surprises that showed up in the Nintendo booth, as well. *Get Ready* 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. *Madax NFL 2000* was present in Nintendo's booth, as well, although it didn't show up at EA Sports'. The two *LooneyTunes* 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 these was hardly any notable 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 film: 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. *Regras* is a game focused on a young audience, and it was a huge improvement over the *Regras* Board Game from a year ago. *Seedy-Do* also looked young, and the 3-D graphics brought the classic cartoon to life, and the game play included cleverly disguised action strategies to keep things hopping. But most impressive was the latest version of *Atari's Civilization: The First Age*, which is a true epic RPG with more depth than a gold mine.

*Ops 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 2000* 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 bodies, 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 *Suitcase Beyond* was very early, but the art in the



Looney Tunes



Atari's Civilization: The First Age



Seedy-Do



WWF: No Mercy

developer 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* at 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. *Looney Tunes* and *Return of the Ninja* both promised quality and depth of play from Nintendo. Surprising everyone, LEGO had three Game Boy Color titles: *LEGO Rooms*, *LEGO Action Time* 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 *Poseyoff Girls* 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 *MGM's Madness* from Majesco, a platformer starring the multi-year-mouth candidate. And we learned that *Salesia*, *The Jinnage 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 great play drove the design of the latest *Zelda* when new. To find more of the interview, 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*, that 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 exciting 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 to 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 *Advance* 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

**Discuss Please** was my top pick. I could have spent all these days over there. Actually, I didn't even buy it. I was supposed to buy *Legend of Zelda*. 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 *Duke* type fan will slip into without wanting a shot. *Adys Chronicles* from THQ also looked promising, but it wasn't really playable. As for the other guys, I was had a rocking booth, and I was a bit shocked that the only exceptional PS2 title, *Samurai Metal Gear 2*, likely would've been snatched up after *Dolphin*.



Discuss Please

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. Copyright for All Rights Reserved. ©1999 SNK. Nintendo Game Boy Color. Nintendo Software Technology Corp. One World Plaza, Suite 2000, New York, NY 10036.



## A WORLD UNDER SIEGE

From the ashes of global war arose a new world in which magic played a key role. Hoping to escape 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 swords in Crystallis aren't simple weapons of steel. They grow in power and gain new attacks. Specialty attacks may be necessary to defeat some enemies.



When sorcerers such as Zabus grant you the use of new spells when you probe your world's secrets. Use it! Use Magic Points to cast your spells.



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

## Magic on the Menu

<p><b>Refresh</b></p> <p>Full health adds to your MP while using up two MP. Cost varies during battle—the spell takes you on your feet!</p>	<p><b>Telepathy</b></p> <p>For a cost of eight MP you can control weapons on the far side. Terald, Zabus, Asara and Nerusu. They'll give you sage advice.</p>	<p><b>Teleport</b></p> <p>For a cost of 20 MP you can instant teleport yourself to any of the towns that you've visited previously in the game.</p>	<p><b>Paralysis</b></p> <p>Freeze your enemies for several seconds using the spell of Paralysis. Each paralyzing shot will cost you four MP.</p>
<p><b>Recover</b></p> <p>For a mere 24 MP, you can recover from being poisoned, paralyzed or turned into a stone statue!</p>	<p><b>Barrier</b></p> <p>Barrier prevents enemy shots from hitting you, but at five MP for every second of protection, the cost is high.</p>	<p><b>Change</b></p> <p>Sometimes you need to wear a different class. Once the Change spell for 20 MP is cast into Stone, Assassin, Archer, or a Wizard!</p>	<p><b>Fly</b></p> <p>Flight is not as expensive as it is in MP, but it's a second of free speed in the air, but the spell's first you fly over barriers.</p>

## Cordell Plains, North



## The Adventure Begins

Near the town of Leaf, 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



Talk to everyone in Leaf to learn about local interests. Then visit the man in the upper left (archaic) as he'll give you the Sword of Wind and tell you about the sacred war in Nivia, who has yet to awaken.



Get the Alarm Flute in the East Cave. Then go to Zebra Cave and talk to the merchant. He'll ask you to help out by stealing the wind spell. At the Windmill Caves, wake up the miller using the Alarm Flute and get the key.



With the key, you can enter 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 Spirit Cave where you got the Ball of Wind, you'll also run into the Vampire that you had to avoid in Nivia. 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 game, talk to Alahine and learn about the last stone. Leave the town and look for a bridge. On the far side of the bridge, walk around as the grass to find this house. Then trade it with Alahine for the Gas Mask.



Beyond the game, follow the road and get the stone and if you reach Lemell's Learning Stone. Get the Stone to earn the Reddish spell, then head to the swamp, using the Gas Mask for protection, and look for the town of Oak.



A dirty, straight woman in Oak has lost her child, and she wants you to go find it. If you find the young child in the nearby red mushroom barn, you'll get the Insect 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 Caroll Plains. South, use the Rabbit Boots on the ice skins and the Sword of Fire when you reach the walls. You'll find the Tornado Bracket.



Wind through the mountain maze to find Tanel and get the Tornado spell. Use the spell to return to Leaf. Back in Leaf, head to the shed and talk to the rabbit. You'll learn about the missing villagers and your next quest.



Report to Oak and go to Mt. Sabre North. Stay at Nolan's Inn, then continue to the cave. There, find the general and General Kalliope. You must be at Level 7 or higher to defeat the general and get the Flame Bracket.



While searching for Gylbasal, you'll find the Prince Key behind a wall of ice. Use the Sword of Flame to melt the ice. After defeating the general, use the key to enter the secret gate where you get the Family Map.

## The Rivers of Porton



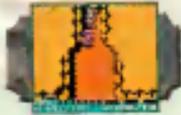
## PART 4: THE RIVER KINGDOM



In Porton, east the far bank of the river, then the Queen (through the cave door) and then the hermit-elder again. Do this several times, perishing guards to get to the queen. With the queen gives you the Fute of Lane.



Outside Porton, to the north and west, you'll find a well to fill and a peck in the ice. When you encounter the stone people, restore them using the Fute of Lane. Move twice as far further on and get the Sword of Water.



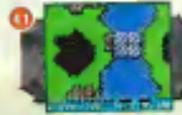
Head left from the chest where you found the Sword of Water until you reach the river; then look for the steps and three-way intersection. Take the left-hand path, use the Fute of Lane on Awahera and get the Steel Ring.



Return to Porton after getting the Shield Ring. Stay overnight, then go west and south until you reach Lane. Free Lane. Then you'll find Rage, a fellow who will give you the Ball of Ice. Head back to Porton to meet a wizard at Herb.



Back to Aana in the room near the table to get the spell of Resistor. From there, go west and north until you reach the oak dagger. Feed the dog in your Medical Herb. It will give you the Shell Flute.



Using the Sword of Water to make ice bridges over rivers, head east from Porton until you reach a cave. 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 go 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 Karoo 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.



## PART 6: A COASTAL TOWN



In **Swim**, talk to **Storm** in the woodshed. Then persuade 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 **Korbu** to get the **spell of Change**.



Teleport back to **Brynnor** and head south to the **market** in **pass** and **Amnassan**. Use the **Change** spell to transfer items to the **winner**, then seek out the **queen** and give her the **Ring of Power**. She'll give you the **Ring of Moon**.



After your audience with the **Queen of Amnassan**, look for the **stars** behind the **Throne**. **Devorion** will be a **guard** that contains the **Blizzard** **Emblem**, which is yours for the taking.

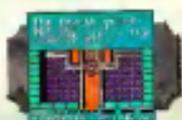


Teleport back to **Swim** and use the **Change** spell to transform into a **soldier**. In the **discovery**, you'll be able to walk past the **guards** at the **exit** past to the west of **town**, and that means that you can reach **Mt. Hydra**.

### Mt. Hydra



## PART 7: MT. HYDRA



The **town** of **Shyren** is your next stop. Walk your way past the **town** by making **bridges** with the **Sword of Wyrms**. In **Shyren**, you'll meet up with your **elios**. In particular, you should talk to **Zeta** to receive the **Key of Styx**.



Leave **Shyren** heading east to the **coast**. Walk your way through the **trap** to the **gate** where you'll see the **Key of Styx**. Use the **right** break at the intersection in the **hall** and defeat the **witch** who is blocking the door.



You'll have to build several **bridges** to cross **desert** and reach the **hallway** with the **solids**. Use the **Phobos** **Boots** to hop across the **solids**. Go straight and look for the **chest** with the **Sword of Thunder**.



Exit **Mt. Hydra** on the **rocks** to **Ice**. When you reach **Ice**, you'll face about the **crack** on **Shyren**. Return to **Shyren** and defeat **Mecha** to get the **Dial of Thunder**. You should be at **level** **11** and use the **Sword of Wyrms**.

## PART 5: GOA



From Goa, head south to the desert and the Dashi Cave. Inside, you'll find the Power Ring and Leather Boots. The Power Rings drop made the cows, 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 northeast 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 sliding stones, 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 ringlet 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 Korrine, use the Ivory Statue to restore Kyrin and get the Flight Spell in Mt. Hydra. Fly over the river beyond the second witch to get the Psycho Shield. The Slave 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 change 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 using the pearl, leave Sahara by the east gate route and go to the Pyramid. Use the Flight Spell to reach the entrance. You'll fight Dragons; then get the Bow of Truth.



Fly to the entrance of the Basement structure north of the Pyramid; use the Bow of Moon against the foe with the moon symbol above it and the Bow of Sun against the other statue. 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 your most useful Crystalis Sword, then battle Dragonite again. Once you enter the Sky Tower, there's no going back, so make sure you're well-supplied.



Now it's time to reach the Sky Tower through the Basement. Use the Gemini spell when crossing the surface and just beyond the entrance. Search for DYN inside the Sky Tower. Be prepared for a host of enemies, including



Perhaps the most useful after the final tower battle is the Psycho Shield. Use the Psycho Shield to recover 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 was the final boss in the original Crystalis, but not this time. After beating the previous culprits, Mace will appear and you'll get the Sword of Crystalis. Still, there is a surprise rescue and Dragonite.



## 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 Dragonite. 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.

PIB HAI THE ONE NA... FROM MONSTERS?

Monster Rancher Battle Card



TECMO

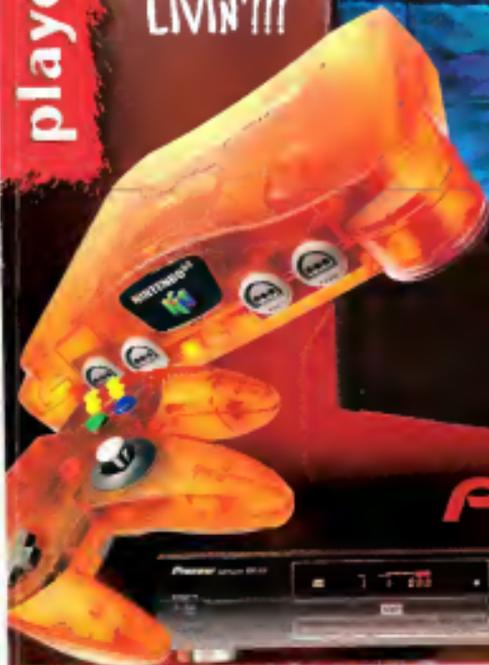
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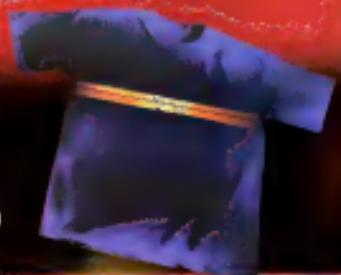
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TRAINERS SHOULD KEEP AT A SAFE DISTANCE!

# 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 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 weak, with a single hero and his or her modest army. When you have enough money, improve your stronghold, find more heroes, better your armies 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

Many of the most powerful spells in the game have interesting explanations. You can add to your own collection of spells by reading the descriptions of the spells and the items that they affect. This is a list of the spells that are most interesting to read about.



**Axe**  
The axe is a powerful weapon that can be used to cut through the toughest of defenses.



**Berserk**  
The berserk spell causes the target to become enraged and attack all nearby enemies.



**Berserk**  
The berserk spell causes the target to become enraged and attack all nearby enemies.



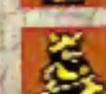
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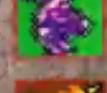
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# A HEROIC START

Each of the 10 spells is available to all players, and the power of each spell is based on the player's level. The spells are: **ADRENALINE** (protects a troop from all spells), **ARMAGEDDON** (inflicts 50 times the spell's power on all troops), **BERSERKER** (makes troops to attack the nearest troops), **BLESS** (makes troops inflict maximum damage), **BLIND** (renders troops capable of retaliating only), **CURE** (lifts negative spells from friendly troops), **CURSE** (causes troops to inflict minimum damage), **DISPEL MAGIC** (removes all active spells on all creatures), **FIREBALL** (inflicts 10 times the spell's power on certain troops), **HASTE** (troops become faster), **LIGHTNING BOLT** (inflicts 25 times the spell's power on one troop), **METEOR SHOWER** (inflicts 25 times the spell's power on certain troops), **PARALYZE** (stops troops from retaliating), **PROTECTION** (gives troops three defense points), **RESURRECT** (brings 50 dead soldiers back to life), **SLOW** (makes troops move only one space and act last), **STORM** (inflicts 25 times the spell's power on all troops), and **TURN UNDEAD** (destroys one troop of undead creatures).

## COMBAT SPELLS

### ADRENALINE

Protects a troop from all spells.

### ARMAGEDDON

Inflicts 50 times the spell's power on all troops.

### BERSERKER

Makes troops to attack the nearest troops.

### BLESS

Makes troops inflict maximum damage.

### BLIND

Renders troops capable of retaliating only.

### CURE

Lifts negative spells from friendly troops.

### CURSE

Causes troops to inflict minimum damage.

### DISPEL MAGIC

Removes all active spells on all creatures.

### FIREBALL

Inflicts 10 times the spell's power on certain troops.

### HASTE

Troops become faster.

### LIGHTNING BOLT

Inflicts 25 times the spell's power on one troop.

### METEOR SHOWER

Inflicts 25 times the spell's power on certain troops.

### PARALYZE

Stops troops from retaliating.

### PROTECTION

Gives troops three defense points.

### RESURRECT

Brings 50 dead soldiers back to life.

### SLOW

Makes troops move only one space and act last.

### STORM

Inflicts 25 times the spell's power on all troops.

### TURN UNDEAD

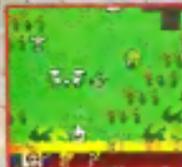
Destroys one troop of undead creatures.

## CLINKS GOLD



It's a good idea to have a few gold pieces on hand in case you need to buy some more troops.

## FREE FORCES



It's a good idea to have a few gold pieces on hand in case you need to buy some more troops.

## FREE CAUTION



It's a good idea to have a few gold pieces on hand in case you need to buy some more troops.

## PROTECT US



It's a good idea to have a few gold pieces on hand in case you need to buy some more troops.

It's a good idea to have a few gold pieces on hand in case you need to buy some more troops.

## EXPLODE



It's a good idea to have a few gold pieces on hand in case you need to buy some more troops.

## DISPEL MAGIC



It's a good idea to have a few gold pieces on hand in case you need to buy some more troops.

## PROTECT US



It's a good idea to have a few gold pieces on hand in case you need to buy some more troops.

# MAGICAL MIDGAME

With the midgame, you'll be able to combine your own spells with those of your allies. This is a great time to experiment with your own spells, and to see how they can be used in combination with those of your allies. The midgame is also a great time to experiment with your own spells, and to see how they can be used in combination with those of your allies.

## COMBO SPACE AGE



Combos are a great way to combine your own spells with those of your allies. This is a great time to experiment with your own spells, and to see how they can be used in combination with those of your allies.

## CAST A SPELL



Combos are a great way to combine your own spells with those of your allies. This is a great time to experiment with your own spells, and to see how they can be used in combination with those of your allies.

## LOCATION OF THE RESOURCES



Combos are a great way to combine your own spells with those of your allies. This is a great time to experiment with your own spells, and to see how they can be used in combination with those of your allies.

## THOSE WIZARDS



Combos are a great way to combine your own spells with those of your allies. This is a great time to experiment with your own spells, and to see how they can be used in combination with those of your allies.

## DEFENSE



Combos are a great way to combine your own spells with those of your allies. This is a great time to experiment with your own spells, and to see how they can be used in combination with those of your allies.

## PROTECTION



Combos are a great way to combine your own spells with those of your allies. This is a great time to experiment with your own spells, and to see how they can be used in combination with those of your allies.

## TAZEMO



Combos are a great way to combine your own spells with those of your allies. This is a great time to experiment with your own spells, and to see how they can be used in combination with those of your allies.

## SOFT STONE



Combos are a great way to combine your own spells with those of your allies. This is a great time to experiment with your own spells, and to see how they can be used in combination with those of your allies.

## DIVERSITY



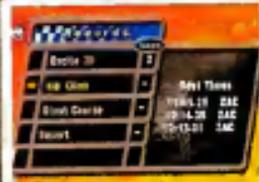
Combos are a great way to combine your own spells with those of your allies. This is a great time to experiment with your own spells, and to see how they can be used in combination with those of your allies.





# ARENA *are you game?*

## THE CHALLENGES



### Ecstebike 64

#### Uphill Battle

Is it lonely at the top? Find out by fighting gravity in Ecstebike 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'

Hit 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 3:10 default record time, then send us a pic of the new record. The 25 fastest Wacky Racers will score Power Stamps.

1  
In Mario Golf for N64, can you record your full 18 holes in a single shot?

2  
TWISTED CHALLENGES  
Can you score 100 million points in George in Tiny Toon's Fun House?

## Challenge Scoreboard

### THE LEGEND OF ZELDA: OCARINA OF TIME

Staff Keston, Appleton, WI  
Aaron Kelling, Fremont, CA  
Brian Kucycky, Mechanicsville, VA  
Koree Klark, Wichita, KS  
Cory Lickowicz, Brooksville, FL  
Daniel Ledford, Leander, TX  
Marc Leget, Princeton, NJ  
Robert Ludlow, Shreveport, LA  
Zack Ludwigson, Austin, TX  
Ben Livingston, Little Canada, NY  
Thomas Lopez, TX  
The Lopez, Richardson, TX  
Lorenza Lombardi, Orem, UT  
Aurora Loring, Pittsburg, MO  
Joyce Lu, Capertown, CA  
Scott Madigan, Syracuse, NY  
Garry Mei, York, PA

### MAJOR FINNY

Matthew Starr, Biga Park, NY \$24.85

### SUPER SMASH BROS.

Brandon Clark, Bloomington, IN  
Travis Clark, Blue Bell, PA  
Michael Coss, North Providence, RI  
Austin Christian, Newington, NJ  
Steven Cook, Warwick, RI  
Ryan Galt, Jamestown, NY  
Kyle Coleman, Newnan, GA  
Wes Cofer, Atlanta, GA  
Douglas Cook, Hamilton, OH  
Ron Corbin, Palmetto, AL  
Tony Corwin, Inverness, FL  
Steve Corwin, Quebec City, PQ  
Christopher Cramer, Winston-Salem, NC  
Rae Corral, Grand Rapids, MI  
Matthew Crapko, Yuba, CA

Shane Corra, Grand Rapids, MI  
Tom Olin, Warrenville, IL

### STAR WARS: EPISODE I RACER

Deak Edward, Mooresville, NC 3:27.578

### STAR WARS: EPISODE II RACER

Chris Rayola, PL Jefferson St., NY 6:25.820

### STAR WARS: EPISODE III RACER

Chris Rayola, PL Jefferson St., NY 2:46.434

### MAJOR GOLF

Erik Bush, Lisle, Illinois, IL  
Austin Smith, Woodland, CA  
David Torgel, Hershey, PA

# Try This!

## RED, WHITE, BLUE OR CANADIAN?

Hoorsy for the Red, White and Blue! To Yanks, July 4th is better known as the anniversary of independence for the US. To Canadians, that day's better known as Tuesday. But July is also the month of Canada Day (July 1st), so to celebrate both countries' holidays, this month's quiz asks you to identify whether the following game-related items are red, white, blue or Canadian.

Check the one box that best describes the item, then check back after you've had a safe and sane Independence Day/Canada Day when the answers appear in Volume 135.

Red White Blue Canadian

**Mega Men**

**Version of Pokémon where Gloom is found**

**Version of Pokémon where Ekans is found**

**Luke Skywalker and Wedge Antilles' squadron before Rogue Squadron**

**Joanna's Carrington Villa outfit on Agent or Special Agent (Perfect Dark)**

**Joanna's Carrington Villa outfit on Perfect Agent (Perfect Dark)**

**Dave Foley, the voice of Filk (A Bug's Life)**



Filk (A Bug's Life)

The 1-up Silly Guy (Yash's Story)

Ricky Winterborn (100% Snowboarding)

Panda Man (100% Snowboarding)

Boreth (Twisted Edge Snowboarding)

Edge (WWF WrestleMania 2000)

Evil Weevil (Hot Wheels Turbo Racing)

## Where Am I?

If you can recognize a locale in Perfect Dark, you'll be perfect in the game's Cooperatorative Mode. Are you in the dark with this mystery location? We'll shed some light on the Perfect Dark locale next month.



**Do you have what it takes?** Photograph your solution to the top of this month's issue for our Challenge, then send your solution or challenge ideas to: Perfect Dark Challenge, PO Box 99999, Redmond, WA 98073-9999. E-mail digital games and challenge ideas to: [perfectdark@nintendo.com](mailto:perfectdark@nintendo.com). Please include the following info on the back of your photos or postcard: Name, Address, Membership number (if you have one), IP/Mail number and Challenge location. The deadline for this month's challenge is August 15, 2000. If we use your suggestion or yours as one of our top solutions, you'll receive a Perfect Dark good reward merchandise as our Super Power Supplies. <http://www.nintendo.com/perfectdark> for a complete list of guidelines.

### ANSWERS TO VOLUME 133

#### Father's Day Gift

- Professor Parvo (Daisy's father)
- Supa (Serge/Rainier)
- James McCloud (Star Fox 64)
- Silas (The Legend of Zelda: Ocarina of Time)

#### Calling All Perfects

- |         |          |
|---------|----------|
| A. 20%  | F. Green |
| C. 50%  | P. Julia |
| D. 10%  | G. Blak  |
| E. 100% | H. None  |

#### Who Are U?

- |                              |
|------------------------------|
| A. Luke Skywalker            |
| B. Sir Jiver' Rogan Squadron |



# 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 breedmark 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 Weird

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 archenemy, 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 nettle to survive?



# Fighting Freaks

Each mutant has his or her own unique attacks, but some of them has a distinct advantage in a fight. Build up your Boys Blue 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 through her powers. Her Lightning Storm and Whirlwind Blast attacks will electrify opponents.

## Wolverine



Sometimes swiftness things come in small packages. The Adamantium-clawed swordsman is built to gouge enemies. His Kinetic Slash and Blade Dance attacks.

## Gambit



Enemies fear the raging Cajun's martial arts skills when he executes his opening 360 Assault, and they are most afraid when he turns energy into playing cards during his Kinetic Assault.

## Cyclops



Cyclops controls energy emissions from his eyes with his ruby quartz visor. He Eye Beam attack is powerful of its own or in conjunction with punches, as is the firing Eye attack.

## Sabertooth



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

## Pyro



Pyro has made friends with fire, making him a dangerous enemy of the X-Men. He inflicts his attack by blasting attack throws great balls of fire at opponents, and the defensive Fire Spirit attack anguishes 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 from his helmet, 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 may then make up for the omission.

## UPROAR ALERT!

Two powerful fighters are waiting to be unlocked by victorious mutants: Gambit in the Story Mode as an X-Men for the code to unlock Phoenix, the superpowered form of X-Men Jean Grey. Frank the reader is available to release Apocalypse, the X-Men's most 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 your allies. To grow your skills, then take on your enemies. Win two out of three battles against a each opponent to progress.

### OFFICIAL BIRD "EGG" EDITION



### Battle Mode

It's no Polynesian Sabotage, but Battle Mode is similarly structured. Choose the two characters to use in battle then choose three characters to fight. We need to defeat the opposing three characters before they defeat you. One or two players can compete in this 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 are learning how to play the game. Press Select to view a button combination for a character's special moves, then try them out against a defenseless opponent.

### VR Mode

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



## Scaly Skills

If you think you've mastered all things Nintendo, take a spin around the dance floor with these scaly monsters. Game Entertainment's black-busting time trials will have you swerving ballers. Use your dragon to keep a ball in play as you face diabolical block puzzles and bosses. 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 row that the 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 unit or shoot fireballs. 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 so 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 its capacity, you will evoke one 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 on every 10th level using the same techiques on the block levels (smile the blocks, however, the bosses 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 punished 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. Practice 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 fire 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 is not enough, though, to save you. Speed up the ball to give yourself more shots, or stop the clock.

# Rugged Racing

Game Boy  
a Go-Go

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.



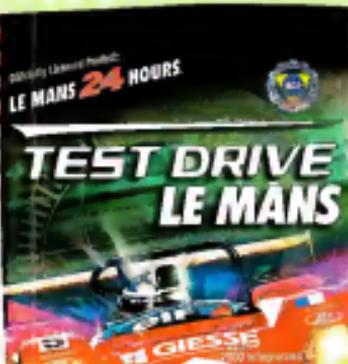
## Le Mans

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 placements 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

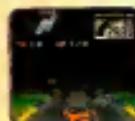
Arcade Mode frees you from real-world considerations like refueling or changing tires. All you need to do is conquer a race on racing. Grab power-ups like extra traction, extra speed or invulnerability along the way to gain an edge on opponents.

## Red-Flag Races

Take your pick of 16 licensed race cars from the GT1, GT2 and proto-type classes. There are different cars to choose from depending on whether you pick Astonair or Prokars 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 car 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 there before you make a long-term commitment in Le Mans or Championship Mode. You'll need early mistakes when you try those long-by challenges later.



## Play Fair

If it's your best 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 if you, in other words, follow the rules if you need to win.



## Car Care

After you've played a round on the different tracks to determine your racing style, try experimenting with different features 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 a handy drive conservatively when other cars and obstacles are nearby. Hitting objects will slow you down more than a little, so careful thinking will.



## 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 Spax and the spawning Qix hawks to win a round, and there are added features in Qix Adventure. A monster laboratory will talk to you at the start of a level, and when you're doing some handy progress. 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

Character items you collect can help you when you're facing the Qix and Spax. 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 challenge yourself with treasure hunting, game Upgrades! 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 Kicks, two Game Boys and one Game Link Cable can compete against each other with 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 free-floating Qix, or partition most of the screen to avoid the Spax 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 Spax.



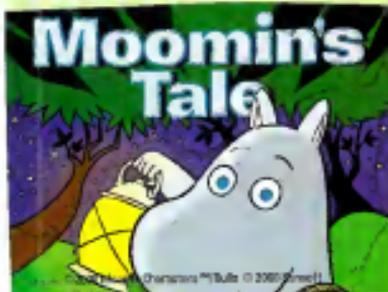
### Build Traps

It's always safer to break small blocks on the screen, because you are exposed to the Qix for a shorter period of time. Try to build thin walls that curdle off sections of the screen. You can trap the Qix in a small no-man's-land if all.



### 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 Moomins 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 Moomins and his extended family than this platformer from Sunsoft. Climb, jump and bounce across cartoonlike terrain to retrieve valuable items and solve mysteries.



## 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 resolving the Snork Maiden.



### Moomentum

Go on six different adventures with multiple stages, starting with the recovery of Moomintroll's lost harpoon, which contains her memories—and, hopefully, nothing else.



### Eat and Run

Mystery Dishes, breakfast is served in Moomin, but they often contain bad food ingredients your life hurts. Keys open doors. Collect them as you go.



### Tough Guys

Most of the creatures you face in your adventure are more like actual enemies 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 Titan, Eldred, Nomad, Drakken, Scumb 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 Races 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 difficulty options. 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 best in type varies depending on planet.

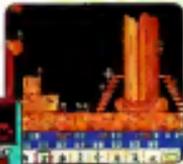


### Alien Attacks

If you place first or second in the initial race on a planet, you'll compete against your rival driver to score points against it during a rematch. It's simple. The player with the most points when the alien explodes wins.

## Make the Leap

Psygnosis'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 Off-Normal. 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 Internet 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 hit 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 tracks and earn money.



### Retrofitting

Use the cash from your winnings to buy the next best bike. Victory in the Tournament Mode will also earn you gear 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, fend off a fictitious Cop Chase Mode, or challenge another player in Two-Player Mode.

 **POLARIS**

**SnoCross**

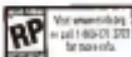
winter begins in august



**Win Your Own Sled!**  
And Other Great Prizes On:



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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 in the side-scrolling action of Disney's *Titan* rather than the relatively static perspective of Yoshi's Story. While Kirby does share in common with Yoshi, though, in 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 opt 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 30-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 enjoyable for novices, puzzling enough for pros and a party for multiple players.

**SOUND:** The top-rate music runs the gamut, even invading 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 shared habit to break.



OVERALL  
RATING  
**8.1**

- Nintendo 64 Megacrit
- 1 to 4 players simultaneously
- Available in cardboard
- 6 worlds plus 1 boss planet
- 3 multi-layer minigames

GRAPHICS  
**7.8**

PLAY  
CONTROL  
**8.3**

GAME  
DESIGN  
**8.0**

VALUE  
**8.0**

SOUND  
**7.8**

ENTERTAINMENT  
WEEKLY  
**7.5**

IGN  
**8.0**

GAME  
PROFESSOR  
**8.0**

IGN  
**8.0**

IGN  
**8.0**

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**E**  
EVERYONE

**HOW IT RATES:** Probably the only quality Nintendo thing about Kirby 64 into everything, better of that subtitle. But don't let the name "Crystal Shards" put you off—Kirby 64 is a cartoonish-sweet and fun experience recommended for Everyone.

**IGN**  
**PROFESSOR**  
**STAFF**  
**SCORES**

8.5—Jason

8.4—Andy

8.2—Drew

8.1—Chris

7.2—Sonya

## SUPER BOWLING

Get set for funny shoes and life in the fast lanes.

**GRAPHICS:** With anime-style bowlers and alleys that stretch across river-benks and garages, Super Bowling looks more exciting and colorful than ven 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 Beamstick world, Super Bowling provides just enough of a sim setup, while juggling things up with arcade elements, like the Golf Mode in which you must knock down pins within the par number of tries.

**SAISFACTION:** The inspired lanes, like the gutterless garage where you mowcut your ball off the sidewalls or the moribund 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 error, 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  
RATING  
**7.1**

GRAPHICS  
**7.0**

PLAY CONTROL  
**7.3**

GAME DESIGN  
**7.5**

SAT.  
**6.5**

SOUND  
**7.0**

NINTENDO  
POWERUP  
STAFF  
SCORES

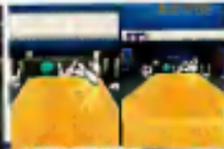
7.5 — Senja

3.4 — Jordan

1.3 — Drew

7.6 — Juice

4.1 — Drew



## INTERNATIONAL SUPERSTAR SOCCER 2000

It's the fanciest footwork 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 Scamino, and the 2000 edition introduces a Momentum variable that will also affect player performance. Along with passing options aplenty and twitch-responsive controls, you'll have no problem keeping things afloat.

**GAME DESIGN:** Konami's ISS 2000's shortcoming is its lack of a license, but you can overcome it by tailoring players with the game's one attraction—its micro-management feature.

**SAISFACTION:** 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  
RATING  
**7.0**

GRAPHICS  
**7.0**

PLAY CONTROL  
**7.2**

GAME DESIGN  
**7.6**

SAT.  
**7.3**

SOUND  
**7.8**

NINTENDO  
POWERUP  
STAFF  
SCORES

6.3 — Chris

5.8 — Senja

7.1 — Juice

1.7 — Judy

1.1 — Drew



ESRB  
RATING  
**E**

### HOW IT RATES

The ESRB has awarded this game the rating of Everyone.

International Superstar Soccer 2000, with all E rating. Desert of any foul games, Konami's game sports fair play that's suitable for all ages.

## 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 cut scenes) the graphics look as sharp and vibrant as ever on Game Boy Color.

**PLAY CONTROL:** Your journey to stop Drag-onis 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-slaying. *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. *Alexar* changes such as the flickering candles are great. *Jennifer*—A great reworking of an already cool gaming experience.



## Crystalis



OVERALL  
8.4  
RATING

- Nintendo 64 Magazines
- 1 player
- GBC exclusive
- 18 areas

## GRAPHICS

8.2

## PLAY CONTROL

8.3

## GAME DESIGN

8.4

## SFX

8.3

## SOUND

7.3



## HOW IT RATES

Thought criss watermarks of "mid-assisted violence," the ESRB has deemed *Crystalis* an E rated game appropriate for all ages insured that the best days you've got are never gone.

## HOW TO FIND POWERUP STAFF SCORES

6.2 → Chris

5.8 → James

6.7 → Jennifer

6.2 → Scott

7.2 → Steve

## WARLOCKED

Real-time strategy has GBC bewitched, spellbound and Warlocked.

**GRAPHICS:** Colorful and textured, the tiny graphics are visual dynamite.

Unlike *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, so 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 soon washed, 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 hearing, 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.



## Warlocked



OVERALL  
8.2  
RATING

- Nintendo 64 Magazines
- 1 to 2 players simultaneously
- GBC exclusive
- Data Link compatible

## GRAPHICS

8.2

## PLAY CONTROL

7.6

## GAME DESIGN

8.3

## SFX

8.3

## SOUND

8.2



## HOW IT RATES

Rated K, appropriate for Everyone by the ESRB, *Warlocked* carries over warning that the game doesn't "yield unassisted violence." It's really nothing to worry about since the action isn't even remotely graphic.

## HOW TO FIND POWERUP STAFF SCORES

6.7 → Drew

5.6 → James

5.2 → Chris

6.1 → Jennifer

7.4 → Andy

## X-MEN: MUTANT ACADEMY

Attention, true believers! A mutant melee is coming to GBC.

**GRAPHICS:** Though "bill," "bars" and "paw" don't appear on screen, Marvel's uncanny X-Men fighting game bears an uncanny resemblance to its comic book origins. The cosmopolitan backdrops are never dull (most locales have day and night settings), and the heroes look as snazzy as anyone dressed in a uniform can.

**PLAY CONTROL:** The mutants fight with most of the superpowered moves any X-Men fan could hope to see, and it's easy to rattle off the basic moves at a frantic clip. Each character also has two special moves, activated by one of a few generic combos. But pulling one off can be a frustrating feat since it requires precision timing.

**GAME DESIGN:** Mutant Academy fulfills all your fighting needs, packing a punch with Story Mode, Survival Mode, two-player Vs. Mode and

score-based Battle Mode.

**SATISFACTION:** You don't need mutant powers to fight the good fight since it's pretty easy to dial out the abuse without letting the CPU opponent get a nose in edgewise. Even so, the scrappy little fighting game should please X-Men fans and newcomers for great two-player combat.

**SOUND:** The hyperactive action is matched by hyperactive music, which actually ends up drowning out the sound effects.

**COMMENTS:** *Jason*—When you get right down to it, this is essentially Street Fighter parading around in spandex.



OVERALL  
RATING  
**6.8**

**GRAPHICS**  
7.0

**PLAY CONTROL**  
6.6

**GAME DESIGN**  
6.0

**SAT.**  
6.6

**SOUND**  
6.6

ESRB  
E  
EVERYONE

## HOW IT RATES

It's not how much Wolverine slashes, you'll never see blood, but as of late, mutants in X-Men: Mutant Academy Th. (2001) recognize in the fighting game as being nothing more than E-rated, game book action.

WANT TO  
POWER  
UP?  
STAFF  
SCORES

7.9 — Chris  
6.7 — Andy  
6.7 — Scott  
6.5 — Jason  
6.3 — Drew

## HEROES OF MIGHT AND MAGIC

3DO gets medieval by bringing a hit RPG to GBC.

**GRAPHICS:** The heroes are necessarily tiny (you're basically moving your party along spaces on an invisible grid), and while the look isn't flashy, it's descriptive enough to convey its medieval aesthetic.

**PLAY CONTROL:** M&M is the GBC debut for the long-running RPG series, which relies on turn-based adventuring. Once you've figured the means, getting around and getting by will be second nature.

**GAME DESIGN:** During your travels, you will encounter heroes who'll want to join your party. Who you meet, who you recruit, how you raise your resources and how you fortify your forces change things every go-round, making Might and Magic a strategy game to come back to again and again.

**SATISFACTION:** Like a good game of chess, M&M forces you to think a few turns ahead,

making every step of the way like walking on eggshells as you hope your opponent's men won't touch your next move. With such a setup and over 30 battle scenarios to fiddle with, M&M makes for a replayable role-playing experience.

**SOUND:** The music is impressive, easily sending the minutiae who've wandered out of a resistance fan.

**COMMENTS:** *Scott*—A good scaled-down version of the PC game. *Chris*—The time function and necessity to do things by certain dates add a nice element. *Jennifer*—Epic the way levels are huge!



OVERALL  
RATING  
**6.7**

**GRAPHICS**  
6.0

**PLAY CONTROL**  
6.4

**GAME DESIGN**  
7.0

**SAT.**  
6.8

**SOUND**  
6.2

ESRB  
E  
EVERYONE

## HOW IT RATES

M&M earned an E rating from the ESRB, but it's hard to wait that the game features "mild violence." Mild, indeed. Do a lot of character stats and equipment, and you'll be in good luck.

WANT TO  
POWER  
UP?  
STAFF  
SCORES

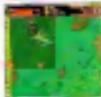
7.6 — Chris  
7.0 — Scott  
6.6 — Scott  
6.4 — Jason  
6.3 — Jennifer

## ALSO PLAYING THIS MONTH

## QIX ADVENTURE

- Nintendo Wii Magazine
- 1 to 2 players (online only)
- ESRB: Everyone
- Game Link compatible

Qix of old was before a spinning helix makes contact with your drawing or burning laser catches up to your cursor. The new version from the early '80s arcade game Qix, and Nintendo's update keeps it intact while adding nice touches like the all-new Bonus Mode in which you must conquer off-story challenges and collectibles.



**OVERALL RATING**  
**7.0**

**GRAPHICS** **7.0**  
**PLAY CONTROL** **7.0**  
**GAME DESIGN** **7.0**  
**UI** **7.0**  
**NET PLAY** **7.0**  
**SOUND** **7.0**

## MOOMIN'S TALE

- Nintendo Wii Magazine
- 1 player
- GPC exclusive

Alert of an oncoming invasion, the Moomin children's books by Finnish author Tove Jansson may game a higher profile in the east with Super Nintendo and emulating software. The action's basic jump-and-collect fare, but the music and graphics are sharp, and the tight controls will make things manageable for tiny fingers.



**OVERALL RATING**  
**6.9**

**GRAPHICS** **7.0**  
**PLAY CONTROL** **7.0**  
**GAME DESIGN** **7.0**  
**UI** **6.5**  
**NET PLAY** **7.0**  
**SOUND** **6.5**

## LEMMINGS V3

- Take 2 Wii Magazine
- 1 to 2 players (online only)
- GPC exclusive
- Game Link compatible
- Game Boy Advance

As an ever-rotating head of Lemmings traits is a single file, you must tug at the children and assign their abilities, like bombing or building powers, to help guide them to the exit. The latest entry in the popular Lemmings series looks like since it feels to take advantage of GPC's color palette, but the tried-and-true game play still dominates.



**OVERALL RATING**  
**6.7**

**GRAPHICS** **7.0**  
**PLAY CONTROL** **7.0**  
**GAME DESIGN** **7.0**  
**UI** **7.0**  
**NET PLAY** **7.0**  
**SOUND** **7.0**

## TEST DRIVE: LE MANS

- Nintendo Wii Magazine
- 1 player
- GPC exclusive

Information claims that it has over 10 GPC games in the works, which is good news concerning the company is showing a real knack for creating solid portable titles. Le Mans is one of them, and the racing game whizzes by with its great sense of motion, licensed cars, racing tracks, slick graphics and slick weather conditions.



**OVERALL RATING**  
**6.6**

**GRAPHICS** **7.0**  
**PLAY CONTROL** **7.0**  
**GAME DESIGN** **7.0**  
**UI** **6.5**  
**NET PLAY** **7.0**  
**SOUND** **6.5**

## TEST DRIVE: CYCLES

- Nintendo Wii Magazine
- 1 to 2 players (online only)
- GPC exclusive
- Game Link compatible

Next up to the standard art by Test Drive: Le Mans, Test Drive: Cycles is more of a bumpy ride. Instead of air supports like Le Mans, Cycles is a fine spring paw on wheels for catching on. It's a struggle to stay balanced in this motorcycle game, but its strong graphics merits two-player Game Link feature and Cop Drive Mode.



**OVERALL RATING**  
**6.1**

**GRAPHICS** **7.0**  
**PLAY CONTROL** **6.5**  
**GAME DESIGN** **6.5**  
**UI** **6.5**  
**NET PLAY** **7.0**  
**SOUND** **6.5**

## BEHIND THE NUMBERS AND NAMES

## EVALUATIONS

**ARON:** [@aron](#)  
**ARMOND:** [@armond](#)  
**CHRIS:** [@chris](#)  
**DAN:** [@dan](#)  
**DREW:** [@drew](#)  
**HENRY:** [@henry](#)

**JASON:** [@jason](#)  
**JENNIFER:** [@jennifer](#)  
**KYLE:** [@kyle](#)  
**OLIVER:** [@oliver](#)  
**SCOTT:** [@scott](#)  
**SONJA:** [@sonja](#)

## RATINGS

Each week, our staff of 10 reviewers will evaluate the games on a scale of 1 to 10. The overall average is calculated by adding up the scores for each reviewer, dividing that by the number of reviewers, and rounding down to the nearest whole number. The overall average is then rounded down to the nearest whole number.

**GRAPHICS** 100%  
**PLAY CONTROL** 100%  
**GAME DESIGN** 100%  
**SATISFACTION** 100%  
**SOUND** 100%

## AGE RATINGS

These ratings are based on the ESRB's rating system. The overall average is calculated by adding up the scores for each reviewer, dividing that by the number of reviewers, and rounding down to the nearest whole number.

**C** Early Childhood

**T** Teen (13+)

**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

### DEADON WARRIOR I & II



Score this double-duty team beat!

### MARIO TOWN



In 11 Luigi's big break!

### JUSTIN POWERS



Backseat's got the mop.

### PIPER MARIO



Wizards turn the page.

## LUCASARTS STORMS THE N64 WITH TWO TITLES

**W** e 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 speedies in the streets of Theed, fighting Trade Federation droids, fighters and battle tanks in 16 levels. The original story line intersects that of the movie at critical junctures, but the main character is newcomer Lt. Gynsa 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 acea 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 nostalgic 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.



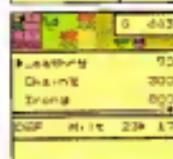
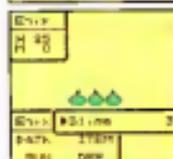
## Dragon Tales

*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 22 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 pointing 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 Tower 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 I) 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, towns and castles. Excellent music and graphics help complete the experience, and the GBC versions of DW I & II have more 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

**M**ario 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

**T**he 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. Sun, 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 ones—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 complex, 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**

**W**ill you hear the rumors, of course, that an interdimensional 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. Gags from the movie are everywhere you look, even in the credits. Of course, there are minigames, too—side-scrollers, puzzles 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 menu-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 Peeks

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 *Gamelet: Legends for Game Boy Color*? Midway has recreated the arcade and N64 hit in miniature, but don't expect a light-



weight challenge. *Gamelet: 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, sorcer, or valkyrie, then head off to conquer the missions of Skornor. Two players can link up to rid the world of the scroogs 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 *Gamelet* 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 jam feel than a sim. Although the launch date hasn't been set as of yet, *Pocket Soccer* can't 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 title, and the development of the colorful pinballer is by Left Field. The resulting pinball game for one to four players makes full use of

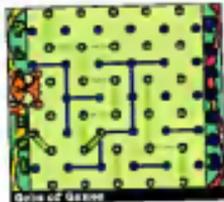


*The Little Mermaid* and *The Little Mermaid II: Return to the Sea* licenses. The two vertically scrolling boards are filled with characters from the movie and direct-to-video sequel so fans of all ages can interact with Ariel, Melody, Flotsam and Jetsam, Sebastian and others. The pinball mechanics are 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 mini-games and table game

bonuses, plus the Game Pak will have some extra goodies such as a print option for making stickers 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 2001* featuring Ricky Carmichael includes 30 real rides, 20 motocross, supercross and freestyle events, and more than 16 customizable bikes from major manufacturers such as



Honda, Kawasaki, Yamaha and Suzuki. The unusual graphics style actually helps players get a sense of track elevations, and the bikes and riders are nice and large. On freestyle rides, catching air and pulling stunts are easy tasks, but sticking your landings isn't. For racing and motocross fans, there's a lot here to rev their engines.

## The Game Boy Gamut

Believe it or not, there's even more Game Boy Color news this month, making it an all-GBC Pak Peek. Let's get started with something from overseas: Capcom gave us a sneak peek of an upcoming RPG called Metal Wolfen. The Japanese version of the game had a unique battle system that involved aiming at enemies and powering-up your robotic character. The graphics looked excellent, too, and we're told that the game has a lot of depth. But we'll have to wait longer for word on a release date since Capcom is still working on the North American version.

Konami's ESPN: The Games is a track and field collection of ten events: vault, fencing, long jump, high jump, pole vault, triathlon, 100-meter dash, 100-meter high hurdle, javelin throw, weightlifting and 100-meter freestyle swimming. With nice graphics and easy-to-learn control functions, the latest track and field from the masters of T&E bring home the gold. As for the ESPN license, it doesn't look like the game has any connection to the network except that it is a sports title.



## Benjo-Fools



Bare

## Starcraft 64



Nintendo

## Blues Bros. 2000



Titus

## Donkey Kong Country



Nintendo

## Disney's Donald Duck



Ubi Soft

## Rugrats in Paris



TRQ

# RELEASE FORECAST

## SUMMER 2003

FAIRY MONI 2000  
E1 TRACKING CHAMPIONSHIP  
FRODO'S  
HARIO FISHES  
OCHI HATTER 64  
TIGER 2  
ALICE IN WONDERLAND  
JURY! MMA: AIR JETICE  
CRICK  
DARTY BRICK: POW! PLAY  
DOME: THE GAMES  
MMA 2000

QUINLED: USARIS  
REBOR 15  
WETA MAR X  
PERFECT DARK  
SAN FRANCISCO 2004  
SQUAD: ALL-STAR  
STARRA RACING  
TWIN TOWERS  
TRANSFORMER  
TIGER HUNTER  
VICIOUS SURFING  
XENA

## FALL 2003

ADIC COMBIBLES:  
THE FIRST WAVE  
ALAN! AWK: SHANE'S HEROES 2  
BASIC-FOUR  
NORMAN RETURN  
BO MOUNTAIN 2000  
CONKER'S RACING RAY  
CROWN! DUSTKA  
SHANE'S DONALD ROCK  
TERRAN BARBERS  
KEY TOLL: PHANOM  
THE LEGEND OF CELRIC:  
MILLION'S RACE  
MADONNA 64 2003  
MMA MAR 64  
MURPHY'S SPYGLASS 64  
NFL FOOTBALL  
NFL QUARTERBACK CLUB 2000  
PAPER MARIO  
PILARIS SMOOZE  
PUSHOVER PUZZLE LEAGUE  
PUPPER BARBERS  
UNIDENTIFIED RESUME  
HONEY 2 BUNNIE 2  
ROSWELL CONSPIRACIES  
MIRA 2004  
VHS-000 BTRONICNESS  
SPIDER-MAN  
STUNTER 2000: OPTIMUS  
TAX EXPRESS  
THE WICKED IS NOT DROGG  
TWIN! NO MEXIC  
U. MIP: MURPHY ACADEMY  
JUDG  
MONEY MON 2  
MURPHY POWERED ON: BRIDE!  
MURPHY THE MURPHY SLAYER  
CASTAWAY 6

CHAMPIONSHIP MOTORCYCLES 2001  
FUTURIST BIKES: CARNICIALES  
CRIC 2  
MADONNA: ADVENTURE  
SHANE'S ACADRE  
SHANE'S BOWLED ROCK  
SHANE'S PHAN'S NEED  
LIONEL OF SPICE CORONADO  
BL. TWE: THE COMRA TO MY SAN  
BRADON: WARRIOR 1 & 2  
GAINFIELD: LEGIONS  
BANDS OF SHINE  
DORNEY BOWD CORNIST  
HARVEST WIKER 2  
INSPICTION GANGET  
LEGION-OF THE RIVER KING 2  
THE LEFTY MADONNA BL  
MIRAGAL REARLET  
LOONEY TUNES  
COLLECTOR: ATTACK  
MAY BISHOPMAN'S PIRI KING  
POPPABLE GOLD  
PUSHOVER PUZZLE LEAGUE  
PUSHOVER PUZZLE  
PUSHOVER PUZZLE  
PUPPER BARBERS  
SUNFIELD RESCUE  
MADONNA OF THE BRILL  
MADONNA'S IN PARIS  
THE SMYTHS  
ATOMY 2000: DYNAMICS  
D-TIX  
TERRISTORY  
TWEETIE'S MIRA  
FELTY: ADVENTURE  
TALL: GANET'S THE JUNGLE BOOK  
THE WORLD IS NOT THUNDER  
WINT: NO JUDGY  
X-MEN: MUTANT HUNT

## WINTER

UNCOMMON PLANT  
LANTERNING 64  
MIRA  
UNCOMMONS OF NIGHT & MARCH  
WINT: THE RETURN'S OF A LEGION

MIRAL WARRIOR  
POCKET MEXICO  
THE 2: SHIBOLE  
SABON'S ITTUSI

# MARIO TENNIS



Net is and company are ensuring their rackets to prepare for an explosive barrage of backhands on the Net. It looks like Camelot and Nintendo will serve up an ace in August with a twisted take on tennis. Before you throw a tantrum in front of the line judge, let our coaches help you get a grip on the techniques you'll need to reach center court.

## DIKE BATTLE 64



Whether you'd rather come off as a Tazman of Tazdilly Gable or a Keanu-comebacker, you'll get a quest to help you through the mighty medieval RPG of the Nineties.

## DONKEY KONG COUNTRY



It's not a "Duke" quest, it's a "Duke" quest. It's a quest to help you through the mighty medieval RPG of the Nineties. If you don't want to, you'll get a quest to help you through the mighty medieval RPG of the Nineties.



## POKÉMON THE MOVIE 2000

It's not a "Duke" quest, it's a "Duke" quest. It's a quest to help you through the mighty medieval RPG of the Nineties. If you don't want to, you'll get a quest to help you through the mighty medieval RPG of the Nineties.

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