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the source



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A close-up photograph of a young boy with dark skin and short hair, smiling broadly. He is wearing a yellow and blue patterned shirt. The background is a vibrant, abstract mix of yellow, orange, and blue.

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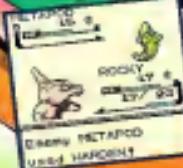
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# Pokémon

**GOLD VERSION &  
SILVER VERSION**

14



Just when you thought you'd caught 'em all, an all-new

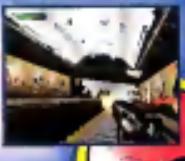
batch to catch emerges. Go for the

**Gold & Silver** and perfect your Pokémon

prowess, meet the new characters, tour the towns and get the lowdown for dethroning the first Gym Leader. It's supereffective!

## THE WORLD IS NOT ENOUGH

From EA, with love comes James Bond's second NSA adventure: Agent 003 returns as Her Majesty's Secret Service, and our spies have tracked the latest info on the soldier's policies and declassify the info. Get started on page 20—we'll get you there in one easy-to-read time.



20

## GRIDIRON GAMES 2001

NFL Blitz, Madden or GIG Club? See how this season's popular Paks fare in this football-for-fumble-to-helmet comparison. Whether you want to tackle, evade, action or aim realms, you'll find the NFL game that's best for you when we review the 30-yard field of football games.



28

## ARMY MEN: SARGE'S HEROES 2

Be it the plastic you can't fit 300% with this new sequel, Army Men 2. Fill in with this month's promise to set your sights on some of the new household weirdness. Meet the new recruits, including the Blue Army's famous Tyke, and find out why it still isn't easy being green.



42

## DRAGON WARRIOR I & II

A pair of decade-old RPGs make a triumphant return in Game Boy Color twofold. Both has combined the NES classics to one Game Pak, so it's clearly important that you must be collaborating, level building and just get that dragon fight machine!



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is a Junior! This could only mean that Bowser's real name is Morton, and that Bowser is probably some type of nickname. So is Bowser's full name Morton Koopa Sr.?

Jeff Brown  
Tucson, AZ

A fine question, Jeff, but it seems the Bowsers are in the middle of a family feud and the answer might never be known. When we asked Bowser he believed, "Sur! I have no Son!" and drew Bob-works at us until we ran away.

**But Wait, There's More!**  
**It's Not Sold in Any Stores!**  
Ok, what is the N64 Disk Drive, and what does it do? I've only seen it in back issues of *NP*, and never in any stores.

Tiggy  
Via the Internet

The Nintendo 64 Disk Drive—or 64 DDI as it more recently known—is a read/write drive capable of holding approximately 64 megabytes of information. It is compatible with only a limited number of games and was released in Japan last year, but at the time there are no plans to release it in other markets.

### Controller Conundrum

I want to keep my N64 Controller in good condition, so when I'm not using it I wrap the cord around the Controller so it makes an X in the middle. But I'm afraid that doing so might bend the wires or cause other problems.

What's the best way to keep a Controller?

Jane Andersen  
Via the Internet

The "wrapping the wire" strategy is the same one most of us have used to store our Gamepads, and we've never had a problem. We asked the technical wizards deep in the heart of Nintendo, however, and they said wrapping the cord is fine as long as you don't pull on either end or try to catch it tight.

**The Spy Who Confused Me**  
If you look at the Goldeneye part on the back of your N64 box, it shows Bond using a gun that I haven't heard of. What is it? Is there a way to get it?

Brian Wille  
Via the Internet

Well, we asked Bond, but he said it was classified. We asked *ME*, but she said she was too busy to deal with questions from some buck writer. So we finally just asked the developers, and they told us that the gun is a dross. It does not exist in the game, and there is no possible way to get it.

### Hey! Listen! Hey! Listen!

I heard that there is a musical CD for *The Legend of Zelda: Ocarina of Time*. Is the music orchestrated, or synthesized like in the game?

Rabiduke  
Via the Internet

As much as we would love to hear Saria's Song performed in glorious THX by the Boston

### PERFECT TOPLESS JOANNA



Mike Slobot • *Adult Games*

Pop, the *Zelda: Ocarina* CD is synthesized store. It's still worth your time to check it out, however, as there are over 30 tracks and almost 75 minutes of music!

### Nuf si Drawcab Giftrw

The name Waluigi just doesn't have any punch to it. Instead, I think that Luigi's evil counterpart should be called Igigi.

Jeremy Kahl  
Evanston, IL

Actually, the name Waluigi is an anagram of "wailugi," a Japanese word which roughly translates into "someone who is very bad."

### Can I Have Mine Tie-Dyed?

I just wanted to make a suggestion for the plain jobs on the Game Boy Advance. I think you should consider letting people create designs their own castings. You could start a special section in your online store with a blank GBA, give customers a pallet of colors to chose from, and let them go wild. Then you could ship the precious hardware to their door. It would be great!

Angepapel  
Via the Internet



Greg Aude • *Large Piranha*

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# power charts

In a stunning turn of events, Pokémon

Stadium has been bumped from the top three by a bunch of yahoos on motorcycles! Maybe Pikachu should strap on a helmet. (Oh yeah, and the number-one game this month is an old favorite. Golden... something-or-other).

## NINTENDO 64 TOP 20

**1** GOLDENEYE 007



James Bond films trail only Godiva for the greatest number of sequels, but the Fleming agent trails the one on the Power Charts. On another note, we haven't seen that many motorcycles in the same place since the *Terminator* movies.

**2** THE LEGEND OF ZELDA: OCARINA OF TIME



**3** EXCITEMENT 64



NAME	COMPANY	GEN	SCORE
1 GOLDENEYE 007	NINTENDO	2	45
2 THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	23
3 EXCITEMENT 64	NINTENDO	—	—
4 TONY HAWK'S PRO SKATER	ACTIVISION	6	3
5 POKÉMON STADIUM	NINTENDO	2	4
6 PERFECT DARK	RARE	—	—
7 SUPER SMASH BROS.	NINTENDO	5	15
8 DOMESTIC DODG 64	RARE	4	6
9 WIIYAH WRESTLINGMANIA 2000	THQ	2	6
10 JET FORCE Gemini	RARE	7	9
11 MARVEL MOON 64	MATSUMI	30	6
12 ARMY MEN: SARGE'S MISSION	ACCLAIM	—	—
13 JIMMY MCGRAN'S SUPER CROSS 2000	NINTENDO	9	2
14 MARIO PARTY 2	EA SPORTS	—	1
15 SUPERCROSS 2000	RARE	12	—
16 PAVO-KAZOOIE	RARE	—	5
17 RAINBOW SIX	RED STORM	—	—
18 RESIDENT EVIL 2	CAPCOM	18	6
19 ARMY MEN: AIR COMBAT	3DO	—	1
20 STAR WARS: ROTS: SQUASHON	LUCASARTS	14	19

## GAME BOY TOP 10

**1** POKÉMON (RED, BLUE, YELLOW)



These top four slots haven't moved an inch since last month, and it looks like the Pokémon Trading Card Game is settling in for the long haul. Let's wait, what's that? Could it be... another motorcycle game?

Go! NIDOGQUEEN!

**2** THE LEGEND OF ZELDA: LINK'S AWAKENING DX



**3** POKÉMON TRADING CARD GAME



NAME	COMPANY	GEN	SCORE
1 POKÉMON (R, B, Y)	NINTENDO	1	22
2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX	NINTENDO	2	20
3 POKÉMON TRADING CARD GAME	NINTENDO	3	3
4 POKÉMON PHAROS	NINTENDO	4	12
5 JAMES BOND 007	NINTENDO	6	29
6 ARMY MEN	3DO	8	3
7 SUPER SMASH BROS. B.C.	NINTENDO	5	8
8 MOTO CROSS MADNESS 2	ACCLAIM	—	1
9 SUPER MARIO LAND 3: SUPER GOLDEN BOMB	NINTENDO	7	91
10 FINAL FANTASY LEGEND II	SQUARE	—	—

1. DOLPHIN
2. THE LEGEND OF ZELDA: MAJORA'S MASK (GBA)
3. POKÉMON GOLD & SILVER (GBA)
4. MARIO-KART 64 (64)
5. ZELDA: TRIFORCE HERBS (GBA)
6. GBA: BOY ADVANCE
7. ARMY MEN: JABBA'S HITZ 2 (GBA)
8. REEF RAY: POKÉMON (GBA)
9. MEGA MAN 64 (64)
10. POKÉMON ATTACK (GBA)

## MOST WANTED





## SEPTEMBER'S SURFIN' SAFARI

It's September, and that means that school is just around the corner. What better way to while away those boring hours in computer class than with a heaping portion of *Nintendo.com*?

Now with 12 essential vitamins and minerals!



While we always suspected Mario was more of a root beer mimbawing kind of guy, his skill with the racquet has impressed even the bluntest of blue shoulds. Now it's your turn.

[mariotennis.com](http://mariotennis.com)

What's the latest sports craze that's sweeping the nation? No, it's not curling. It's *Mario Tennis*, and it's brand-spankin' new for your N64. So to celebrate our newest guilty pleasure, we're having a *Mario Tennis* tournament at [mariotennis.com](http://mariotennis.com). If you think you're the finest gamer ever to wield the racket, now's your chance to prove it. Compete with other up-and-comers in the big show from across the nation. Duke it out with duds from Dallas, Cream dreams from Calif, Launch lobs on the lady from Louisville... Well, you get the idea.



Remember, this isn't an online game. You'll need *Mario Tennis 64* to participate. As a bonus, the tournament will feature a leaderboard for worldwide bragging rights. Best of all, it's completely free of charge, no matter how many times you visit. Check back with the site often for stats on the most ferocious netters in the nation, as well as info on all the cool prizes you can win—like grass from the center court at Wimbledon and a night on the town with Arenas Kovalevskaya (Yeah, right!).

## MAMMA MIA! IT'S WALUIGI

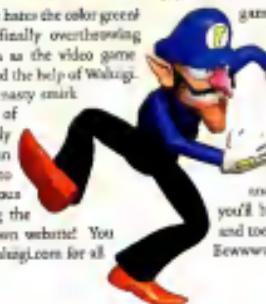


He's so bad, he sold Luigi's underwear to Elton. Which raises an interesting question... who bought the stuff?

[waluigi.com](http://waluigi.com)

He's mean, he hates the color green, and with hopes of finally overthrowing Mario's supreme reign as the video game king, Waluigi has enlisted the help of Waluigi. The big fellow with a nasty smirk and burning hatred of good, ol' Luigi finally shows his ugly mug in *Mario Tennis*, and to mark the momentous occasion we're giving the purple one his very own website! You can check out [www.waluigi.com](http://www.waluigi.com) for all

your evil sidekick needs: phone, secret information, and all the wacky hymns you could ever desire. We're looking to have online games, too, including the Waluigi's Toad Clipping Party. It seems that everyone's favorite mustachioed mischievous master has let his personal grooming go, and it's up to you to help him. Clip those rash good, and be sure to aim for the jar, or you'll be left with ragged dippings and toe jam all over your hard drive. Beware!



## QUICK BYTES

## NEWS



A complete wrap-up of Space World, Nintendo's trade show extravaganza, is now available. Get the latest on games and systems, including Game Boy Advance and Project Dolphin. You can be the first on your block with the skinny—unless your neighbors were checking out our live updates from the show.

## SITES



You asked, you pleaded, you threatened us with bodily harm. We got the message loud and clear, and info on the Legend of Zelda: Majora's Mask is on the way! Check out [Zelda.com](http://Zelda.com) for news on Link's latest adventure, and expect a certain *other* full-blown Majora's Mask game to be up very soon.



## GAME REVIEWS



She'll be in Sydney this month, schooling tennis fans across the globe, but you can catch her without leaving the comfort of your own home. *Mia Hamm Soccer 64* is the newest soccer game for the N64, and we'll have a full review on our site. It's more fun than a day trip to the gym.

## STRATEGIES



Turok 3 for N64 has been anticipated for months, and Nintendo Power's got the goods on the Fireseed clan's latest adventures. Discover the newest weapons in the Turok universe, learn about the dastardly Oblivion and get ready to lock and load.

## CONTESTS



Get your radars strong for the Mario Tennis tournament. We've also got contests for Barbie's Fashion Pack, Garanimals and Dragon Warrior I and II on Game Boy Color. Check out our website for all the info on how to win prizes beyond your wildest dreams, or at the very least some groovy kazoos to impress your friends.

GAMEBOY.COM

If you enjoyed our *Star Wars* bumper, we've got a full-scale bumper car attraction for you. This weekend is a full, prequel of *Star Wars* meets *Disney's The Little Mermaid* as *Pinball* Frenzy. We'll have the landforms on all the tables, special games and added extras that you'll need to become a true pinball wizard. And, if you're lucky, we might even break into our highly choreographed musical extravaganza. *Under Net*



PERFECTDARK.COM

What's the secret agent with a silky smooth British accent, blue leather pants and a website all her own? Joanna Dark, of course, and we've got the inside story on her latest adventure, Perfect Dark for Game Boy Color! Check out [perfectdark.com](http://perfectdark.com) for amazing Flash presentations, spooky audio clips, the complete guide to characters, and... give a hint or two! The site is rated Mature, which means you must be 17 or older to visit.



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# Pokémon®



GOLD VERSION & SILVER VERSION

## CATCH 'EM BOTH



### THE EXPANDING WORLD OF POKÉMON

The new adventures of the Gold and Silver versions of Pokémon will commence on October 15th when the games are released in North America. But Nintendo Power wanted to give you a head start this month with an introduction to the new features and a walk-through of the early areas of the games. Newcomers to the world of Pokémon will learn all the basics while veteran Trainers will see how the Gold and Silver versions differ from the earlier Red, Blue and Yellow versions. At the heart of the games are the Pokémon themselves—wonderful, often magical creatures that are studied, collected, trained and traded by devoted humans. The adventure begins when a

talented young Trainer (that would be you) is given a chance to help Professor Elm in his Pokémon studies. As you explore the cities and wilderness areas of a region known as Johto, you'll collect and train your own stable of Pokémons and test your abilities against the finest Trainers in the world. There's mystery, humor, challenge and hours of fun waiting around every bend in the path. Let's get started!



Everyone's having fun battlin' it out!



**MOM**  
The game begins at home. Your mom is down there, waiting to give you your new Pokédex—sort of tools that will help you during your adventure. Useful Trainers will call home regularly.



I'm back! Let's go! See you this week!



**PROFESSOR ELM**  
The Pokémon researcher has collected several new kinds of Pokémons. He's also interested in breeding Pokémons, and, best of all, he wants you to help him in his studies with new Pokémons.



ELM: Don't move out!



**YOUR RIVAL**  
Your Rival (who you will meet in the game) also hopes to become a world-class Pokémon Trainer, but he goes about it the wrong way. All his estimated time is spent Pokémon battles at any cost.



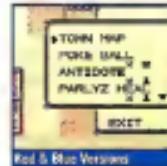
ELM: I'm sorry, here's a new POKÉMON!

## THE MANY FACES OF POKÉMON

The first two versions of *Pokémon*, *Red* and *Blue*, contained subtle differences, the most important of which was that some *Pokémon* appeared in just one of the games. The *Yellow* version introduced a new graphic style, a new play balance and *Pikachu* as your constant companion. In each of the first three versions, players visited the same areas, spoke to the same people, and were able to trade *Pokémon* freely from Game Pak to Game Pak. The *Gold* and *Silver* versions represent the biggest departure yet from the original versions. There are dozens of new *Pokémon* to discover and a vast new region to explore, filled with new people, towns, secrets and adventures. Whereas *Red*, *Blue* and *Yellow* were variations of each other, *Gold* and *Silver* are really new entries.

## IMPROVING ON PERFECTION

As incredibly fun as the Polkotton experience was in Red, Blue and Yellow, it's even



Read & Blue Version

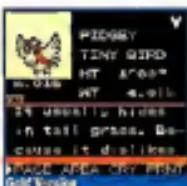


Gold & Silver Versions

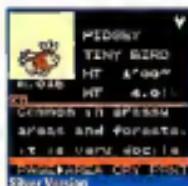
better in the new versions. The most obvious improvement is that the graphics are made for Game Boy Color. Everything in Gold and Silver just looks better. Another big improvement was made to the Backpack where your Poké Balls, TMs and other items are stored. In Gold and Silver, it's easy to rummage through and you won't run out of space all the time. The Inclusion of an Experience Meter that shows how much more experience you'll need to reach the next level for a Pokémons is extremely useful. Pokémon veterans will be happy to hear that they can activate special moves such as Cut or Surf with the B Button and items such as the Bicycle and Old Rod by simply pushing Select if the move is registered.

## TIME FOR A CHANGE

Improvements to the mechanics of the game such as those mentioned above are just the



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beginning of what the designers and programmers at GAME FREAK did to make the Gold and Silver versions the best Pokemon experience yet. The introduction of the clock and calendar is the most dramatic change. The Game Pak itself keeps track of the time of day and the day of the week. Night falls at six o'clock in the evening, for instance, at which time you may be able to meet Hoopahe where during the day you found only Pidgey. The calendar function is used for schedules because some things may be available on a particular day or on certain days only.

## NEW POKÉMON

Perhaps the most exciting additions to the Gold and Silver versions are the new Pokémons. There are new types, new moves, new evolutions and much more. Veteran Trainers will find the original Pokémons as well.

## GOLD VS. SILVER

No two existing *Pokémon* games are exactly alike, and that holds true with Gold and Silver, as well. Each version features several cosmetic differences. For instance, the art depicting each *Pokémon* in the Pokédex is different in Gold and Silver. The text describing each *Pokémon* is also unique in each version of the game. Other differences are seen in the opening screens where Lugia or Ho-oh appears.

that are found in each version. Ledian, for instance, is easier to find first in the Silver version while Ho-oh is found first in the Gold version. Some Pokémons that are found in Gold won't be available in Silver unless you trade for them. And as for the Pokémons, some have to be traded to evolve into certain forms, so the trading aspect itself is part of catching 'em all. For Trainers who want the full experience of Pokémons, both the Gold and

PLAYTHINGS

The more important differences between the games have to do with the Polkman

Silver versions are part of the whole, whether you own them yourself or trade with a friend who owns the other version. In either case, Gold and Silver complement each other perfectly.

# THE ADVENTURE BEGINS

For new Pokémon Trainers, the next few pages contain most of the basic information needed to play the game. Veteran Trainers will get a chance to see how Gold and Silver differ from the earlier versions of Pokéman. You'll learn how to set up the game, explore towns and routes, battle Trainers and wild Pokémons, and get through the first Gym battle in Violet City.

## SET IT UP

Time plays an important role in the Gold and Silver versions of Pokéman. In fact, the game begins with Professor Oak asking you for the current time. When you enter in the time, it'll set an internal clock in the Game Pak that will tick away the hours and days as long as you play. In addition to some graphics and sound options, you'll also have to enter in your name, the day of the week and the name of your rival.

Even before you wake up the professor, you can set options such as text speed, battle style and the frame design for the text boxes.

## NEW BARK TOWN

The sign for New Bark Town reads, "Where the winds of a new beginning blow." Your house is there, as is Professor Elm's lab and several other houses. From time to time you'll return home, usually when you receive a phone call on your new Pokégear.



Your mom is waiting to say goodbye down here in your house. She gives you your new Pokégear and explains how to use the phone.



Professor Elm has a task for you—to visit Mr. Pokéman—and he's willing to give you one of three Pokémons to be your partner.

## ROUTE 29

After selecting one of the three Pokémons, you'll leave New Bark Town along Route 29. Plan on battling wild Pokémons in the long grass and building up the experience of your Pokémon. You won't be able to collect wild Pokémons until a little bit later when you get some Poké Balls. After Professor Oak gives you the new Pokégear at Mr. Pokéman's House, you'll be able to use it to get the soap on all your Pokémons.



It's a fruit-bearing tree.



Walk up until the thought from the boy who asks how your Pokémons are doing. You'll find a Poké Ball with a Potion inside.

Fruit-bearing trees usually contain useful Berries. March up to the tree and shake it by pushing the A Button.

## POKÉMON BATTLES

Battles between Pokémons take place in the wild or when you meet a Trainer who wants to fight. The opposing Pokémons appear first, then your lead Pokémon—the Pokémon at the top of your list—is taken into the battle. The battle takes place in turns. When it's your turn, you'll have the option to fight, switch Pokémons, use an item or, if you're fighting a wild Pokéman, run away. If you choose to fight, you'll select one from three of your Pokémons' move lists. Each Pokémon can have up to four moves. Some moves cause damage to your opponent, while others may have a special effect such as a paralytic to sleep. Whenever a Pokémon loses all of its HP (Health Points), it will faint and lose the match. The winner will earn experience that helps the winning Pokémon grow stronger.



\* Indicates that you've captured one of these Pokémons.

## CHERRYGROVE CITY

Cherrygrove City is the closest town to New Bark Town. You'll find a Pokécenter, a Pokéman Mart and a number of talkative people. Stop in at the Pokécenter first and heal up your Pokémons. Pokécenter Centers also have PCs where you can store extra Pokémons. If you want to trade Pokémons with other Trainers, Pokécenter Centers are the place to do that, too. The Pokéman Mart is a store where Trainers load up on useful supplies such as Potions, which heals hurt Pokémons, or Awakening, which wakes up Pokémons that have been put to sleep in battle.



YOUR POKÉMON ARE  
FULLY HEALED.



OK, THAT'S  
FOLLOW ME!



I'M GOING TO BATTLE!

Visit the Team Galactic office at the Pokécenter and ask to have your Pokémons healed. Your Pokémons will become fighting fit in no time.

Returning through Cherrygrove City on your way to Professor Elm after you visit Mr. Pokéman, you'll encounter your first for the first time.

## ROUTES 30, 31

Route 30 leads to Violet City and Mr. Pokéman's house—your first goal. You'll find Trainers who want to fight if you head toward Violet City, so make sure that you have healthy Pokémons before setting out from Cherrygrove City. After visiting Mr. Pokéman, you'll receive a desperate phone call from Professor Elm. At that point, you should rush home to New Bark Town. You'll discover that your Rival has stolen one of the professor's Pokémons. You'll also receive five Poké Balls, which allow you to begin collecting Pokémons in the wild. Route 31 passes through a building on the outskirts of Violet City.



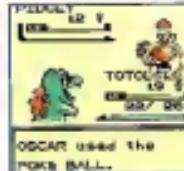
DREW RECEIVED  
POKÉDEX!

Mr. Pokéman's house is north of the main path on Route 30. Mr. Pokéman will give you his most recent discovery. You'll also receive a new Pokédex from Professor Elm.



OSCAR GOT 200  
FOR WINNING!

The Trainers along the path on Route 30 will test your skills as a Pokéman Trainer. You'll earn money and experience with every victory over a trainer.



OSCAR USED THE  
POKÉ BALL...

Use a Poké Ball while battling wild Pokémons only if your Poké Ball's Hit is very low. If you catch the Pokémons, heal it then start battling its levels.

## VIOLET CITY

Violet City contains the first Gym and a mysterious place called Sprout Tower. You shouldn't just march into town, expecting to win a badge and other goodies. Spend some time in the field collecting Pokémons with your Poké Balls and building up their levels before tackling the challenges of Violet City. After defeating Falkner, the Gym Leader in Violet City, you'll get a call from Professor Elm, who has another assignment for you. When you visit the Pokécenter—in Violet City and elsewhere—you can store one or more of your Pokémons in Bills PC. Why would you store Pokémons? Because you can bring just six Pokémons with you at a time.



PIDGEY  
AND ZUBAT

Sprout Tower is home to seven enemies who battle mainly using Bug/poison, although Hoothoot shows up several times. If you have a Pidgey with Gust, start to blow away the competition.



The Violet City Gym is home to Trainers who love Flying-type Pokémons. Fortunately, none of their Pokémons are over Level 9. You'll face only five Pokémons in the Gym.



After defeating the Gym Leader, you'll win badge. Badges have several functions. They may help you control Pokémons or use moves outside of battles.

## CHIKORITA



Chikorita, a Grass-type Pokémon, will provide a challenge if you choose it to start the game. It begins with Tackle and Growl, then it will learn Razor Leaf at Level 5, Reflect at Level 12, and Poison Powder at Level 15. Chikorita may seem vulnerable, but if you use Reflect and Growl to reduce the impact of opponents' attacks, you'll be fine.



CHIKORITA  
used REFLECT

If you raise Chikorita's levels and use Reflect to increase your defense, you'll be fine even against Flying-type Pokémons.



CHIKORITA  
used RAZOR LEAF

Surprisingly, Razer Leaf works very well against your Flying-type opponents in the Violet City Gym.

## CYNDASQUIL



If you choose Cyndaquil in Professor Elm's lab as your first Pokémon, you'll have an easy time getting started. Cyndaquil begins with Tackle and Leer, and the Fire-type mouse soon learns Smokescreen and Ember, which lets you toast the Grass- and Flying-types that abound in the early going.



CYNDASQUIL  
used FIRE SPARK

It's super-effective!

Cyndaquil will burn through Soot Tower like rabidly's business. It will learn the powerful Ember attack at Level 12.



CYNDASQUIL  
used FIRE SPARK

The Trainer in the Violet City Gym, including Falinks, is able to chance against Cyndaquil if it has Ember in its arsenal.

## TOTODILE



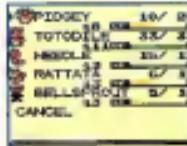
Totodile, a Water-type Pokémon with crocodilian features, shouldn't have many problems in the early game as long as you build up its levels to 20 or higher. Starting out with Scratch and Leer, Totodile learns Rage at Level 7 and Water Gun at Level 15.



TOTODILE  
used SCRATCH

It's super-effective!

The Falinks in Soot Tower could be a challenge for Totodile if you don't build up its levels before going into battle.



Choose a POKÉMON.

Even in the early going you should balance your attack with captured Pokémons such as Pidgey, Rattata, Hoothoot, and Bellsprout.

## WHAT'S HATCHING

Waiting for the Gold and Silver versions to arrive is just as difficult as waiting for a Pokémon to evolve, but you can ease the pain by picking up a gift CD-ROM when you preorder Pokémon Gold or Silver at participating retailers beginning August 20th. The CD-ROM includes movie clips and music, screen shots from Gold and Silver, a special offer for a Nintendo

Player's Guide and Pokémon trivia. There's a contest, too, with a \$20,000 scholarship Grand Prize and 100 daily prizes that you can check out online at [nintendo.com](http://nintendo.com). Next month, Nintendo Power will have more strategic coverage of Pokémon Gold and Silver. ☺





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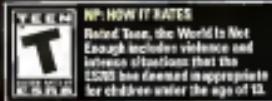
# 007™ The World Is Not Enough™



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**EA BANDAI™**  
Entertainment Software



## BOND LIVES TWICE ON N64

If you're ready to chuck those first-person shooter combat boots for some hand-made leather oxfords, Electronic Arts has the game for you. James Bond will soon return to the F64 world with all his style and stealth intact. Don't misunderstand us—this game has all the white-hot action you expect from the genre, but it also has a bawd with ice water in his veins and starch in his cuffs. As with every new Bond adventure, the plot is surprising

and unique. This time around, 007 must stop a madman who is holding the world hostage with a weapon of mass destruction. Also, the girl-next-door types and standard street thugs have been replaced by beautiful, exotic women and colorful villains. OK...so the plot is always the same, it doesn't matter. The thrill is in the details, and we've got details galore in part two of our exclusive advance look at *The World Is Not Enough* (TWINE).



# HOW MUCH IS ENOUGH?

Developer Eidoscom has shaken and stirred things up by adding some new features to the objective-based missions first seen in Raze's classic *GoldenEye* 007. As the previous Bond game did, *TWINE* closely follows the movie's story line with settings and self-contained missions that highlight important plot twists.

## SHIFTING TARGETS

The best secret agents are those who can think on their feet. Bond always begins a mission with a list of tasks to perform, but he's flexible enough to adjust to changing conditions. As you interact with your environment in the game, new priorities will arise. New tasks are often added to your objectives list in mid-mission.

## THE WORLD IN REAL TIME

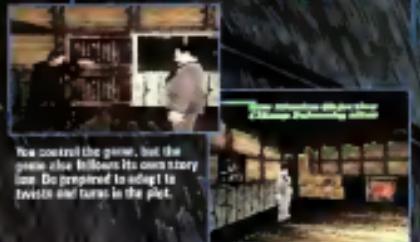
Enemies are randomly positioned at the start of each level, providing a marginally fresh experience each time you fire up the Game Pak. Cinema sequences are generated from game data, so you may see differences each time you play a mission. The hundreds of lines of voice messages also add to the realism.

You won't be able to sleepwalk through *TWINE*'s levels—each they're familiar to you, thanks to random positioning of enemies and bystanders. The element of surprise helps to enhance replay value.



### LIVE THE FILM

*TWINE*'s developers have painstakingly incorporated many of the set pieces from the movie to give the game greater authenticity.



Now control the game, but the game also follows its own story line as prepared to adapt to twists and turns in the plot.

## SWEEPED OFF YOUR FEET

Despite the lack of vehicles, *TWINE* allows for great mobility getting around on your feet—or off them, as the case may be. Many missions require you to jump between platforms, and one mission involves an underwater swim through a sunken submarine.



# VERSATILE ARSENAL

Although TWINE isn't excessively gory, James Bond lives in a violent world that requires him to use a wide variety of weapons. As in most first-person shooters, you pick up the best guns after enemies drop them.

## ALTERNATE FIRE

Many weapons in the game have two different firing patterns. For example, full automatic is the Master Mar-4's default setting, but you can also fire three-round bursts.



### • ANYTHING AND 40

The Mar-4L is among the more versatile guns at your disposal. Automatic fire will handle most debris, and the Impact Grenade function is useful against multiple enemies.



## PEST SPRAYS



### • ANYTIME PMP

The TMP pistol is among the first fully automatic weapons you'll find in the game. It isn't powerful, but it sprays a lot of bullets.

There are a lot of them and only one of you. Sometimes, you need to even the odds with a fully automatic weapon. You'll find plenty to choose from in the litter of defeated enemies' guns.



### • SPOTTY KA-57

Russian-made KA-57s are powerful but not particularly accurate from long distances. They work just fine up close.

## SMALL BUT DEADLY

Bond doesn't like to carry around heavy ordnance unless it's absolutely necessary, so you'll need to make do with pistols for much of the game. The Walther PPK, preferably silenced, is his gun of choice.



### • ANYTHING AH

Enemies may start calling you Dirty Jimmy after you start using the hand gun. It fires steadily and holds only six bullets, but even so it's deadly if it takes to step numero.



### • ANYTIME JAW

The Ordn 983 grenade launcher boasts a decent range and, holding up to five bolts in its magazine, making it an excellent weapon for silent sniping.

## IT'S A BLAST

Just because you can't drive a tank in TWINE, that doesn't mean you can't benefit from superior firepower. Several different missile launchers and grenades will give you the pyrotechnic muscle you need in your missions. Just don't stand too close to your targets.



### • FANGED GRENADE 12

The ultimate one-up-warrior weapon, the Special 12 has unmatched stopping power. From long distances, you're unlikely to hit, or stop, anything.



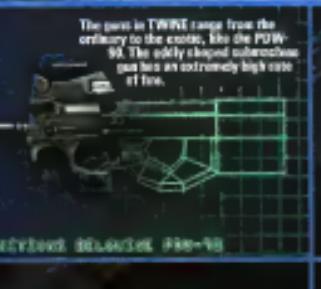
### • AT-402 BOMBER

It's bigger than a hand gun, but it still looks like one. Fired boxes, however, don't fire devastating guided missiles.



### • GRENADE

Hand Grenades come in Sticky, Stun and Frag varieties that, respectively, stick to walls, stun enemies with light and explode.



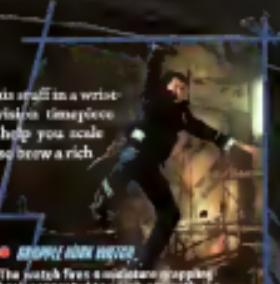
ANYTHING DESTRUCTIVE: PPK-40

# THE Q FACTOR

You'll need more than run-of-the-mill weapons to complete TWELVE's diabolical missions. Luckily, MI-6's super secret Q Division is on the job, concocting clever contraptions to help you out of sticky situations.

## WATCH THIS!

Who knew you could fit all this stuff in a wrist-watch? The standard Q Division timepiece can knock people out and help you scale walls. Future versions will also brew a rich cup of coffee.



### SHOCK WATCH

The watch fires a mild electric jolt connected to a high-strength hook. But if you attach the hook to certain surfaces, you can effectively use the line.



### ARMY WATCH

You can fire five very hot, gel-like discs from a watch when you don't have a weapon nearby. The discs are extremely quiet and, therefore, useful when stealth is required.



### DETONATOR WATCH

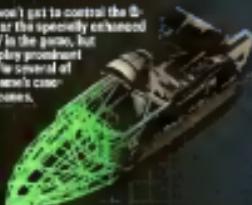
Normally, we would suggest you put on safety glasses before operating a high-powered laser, but, hey, you're James Bond.



### STUN WATCH

If your witty comebacks don't leave them speechless, whip out your stun Watch. It delivers a jolts—bad times bring electrical current to your enemies or friends.

You won't get to control the Q-Boat or the specially enhanced BMW in the game, but they play prominent roles in several of the game's career mode scenes.



## SPECIAL SPYWARE

Q Division will supply you with specialised equipment when the task demands it. Be sure to check your gadget inventory at the start of a level, these supplies can give you hints about how to accomplish specific objectives.



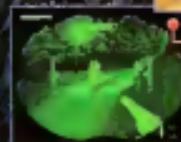
### X-RAY GLASSES

If only the space and/or optic blocks worked this well. Put on the X-ray Glasses to see through walls. They'll give you the best-in-class visibility you get to the other side.



### DETONATOR

The old school technique of setting off dynamite doesn't work on modern electronic safes, so Q Division developed a device that automatically opens them.



### INFRARED GLOVES

They may be telling yourself, "Hm, I can buy DVDs on these shopping shelves." Sure you can, but they aren't nearly as nice as the Q Division version that Bond uses.



# A BONDING MOMENT *NP*

A full article of strategic tips for *TWINE* is on the way in a later issue, but, for now, take a look at our walk-through for the first mission to get a feel for the game. We've also provided a selection of future missions to prepare you for the dangers ahead.

① AGENT

② SECRET AGENT

③ OO AGENT

## COURIER

The first mission takes place inside a Swiss-owned bank in Bilbao, Spain. You're there to investigate the slaying of a fellow OO agent and recover money used to purchase Russian nuclear secrets. There are no Secret Agent Objectives.

GROUND FLOOR



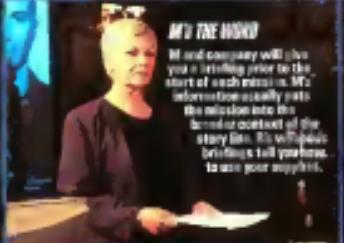
### ① COLLECT EQUIPMENT FROM THE SAFETY DEPOSIT BOX

MI-6 agents have already planted the items you'll need for your mission in a safety deposit box in the bank. As long as you keep your weapons hidden, the guards won't give you any trouble on the way. Use the Appointment Card to enter through the security check point.



### ② MINIMIZE CIVILIAN CASUALTIES

The offices are filled with relatively innocent bank workers—which can be a nuisance when the bullets start flying. Angle your attacks so there are as civilians in the line of fire. If you hit one, your mission will fail.



### AM THE WORLD

MI-6 company will give you a briefing prior to the start of each mission. MI-6 information is usually past the mission into the brief or contact of the story line. MI-6 will always brief you a full purpose to use your equipment.

### ② COLLECT SIR ROBERT'S MONEY

You will be meeting with a banker named Lachlan will quickly turn ugly during a and rounds comes commence. You'll be faced with two armed guards

when you begin control of the game, so use the Heck Gun to stay them than eliminate them. You'll need to fight through more guards. Then complete Objective 2 to reach the stated money.

### ③ OBTAIN A SECURITY SWIPE CARD

The Swipe Cards are locked inside a safe in one of the offices near Lachlan's office. Eliminate any guards who may harass you, then use the Safecracker to get the card. Equip the card cascade one of two safe rooms located with the game's safe.

There is no guard on Agent level. The money is in a safe inside of the table.



### ④ DESTROY THE VIDEOTAPE BACKUP

The second room requiring a Swipe Card contains the bank's videotape backup system. Eliminate any guards that find the big metal box in the corner. Activate your Beta Scrubber near the box to destroy the video evidence.



### ⑤ ESCAPE FROM THE BANK WITH THE MONEY

When the other objectives are complete, finishing the mission will be a fairly simple matter of finding the exit without injuring any civilians. You can take the stairs or the elevator, depending on how strenuous the rest of the mission was for you.

## CITY OF WALKWAYS

Zukovsky's docksides carrier warehouse is the scene of a two-part mission in the game. Much of the action is designed like a first-person platformer. Hit switches to open doors and lower bridges.



You'll spend a lot of your time fighting enemies on the docks, but the biggest threat is the buzz saw-laden helicopters circling the area.



## TURNCORT

Zukovsky's right-hand man, Bullion, is actually a traitor working for archvillain Renard. You'll need to pursue Bullion through the crowded streets of Istanbul as his henchmen take potshots at you. Follow his route closely to avoid mission failure.



## A SINKING FEELING

Stealth is critical to success on *A Sinking Feeling*. Your timing needs to be perfect to sneak past multiple guards then infiltrate Renard's stolen submarine. After rescuing Dr. Christmas Jones onboard, take control of the sub before moving the Russian crew to a safe place.



## COLD RECEPTION

*Cold Reception* will send you hurtling down the side of a mountain on skis. You have limited control over speed and lateral movement, but essentially you just shoot at targets as you shrink toward them.



**Russia, pastiche:** you have a variety of interesting attacks—most of them are on skis, but some involve flying or paragliding or even just plain running.



## MIDNIGHT DEPARTURE

You'll need plenty of nerve and bullets to get through the outside *Midnight Departure* mission. Night Vision Glasses are a must as you search for an airfield in a forest filled with enemies.



In addition to grueling your meager discarded weapons, you can use a powerful excavated machine can be fight off guards in a bridge.

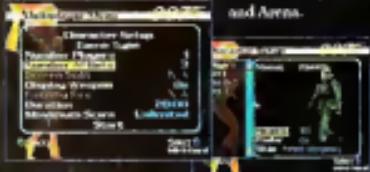


# HUNTING PARTY

The story line may be what attracts you to an FPS title, but it's the multiplayer action that keeps you coming back for more. TWINE serves up a healthy helping of interesting scenarios and 15 compelling arenas, giving you hundreds of possible bending experiences.

## SELECT-A-SPY

TWINE doesn't allow you to tinker with many of its preset multiplayer options, but there are enough scenarios and weapons combinations to keep most battle nuts happy. Scenarios include Golden Gun, Capture the Briefcase, Team King of the Hill and Arena.



# FROSTBITE

There is more to Frostbite than first meets the eye. The snowy wasteland conceals a network of underground tunnels, and the trench in the center of the area offers an excellent defensive position.



## ISTANBUL

Stroll the sun-dappled streets of Turkey in a large arena. Because of the many walkways, rooftops and open courtyards, Istanbul is particularly well-suited to sniper battles. Elevators allow for domestic ambushes.



## SKYRAIL

Moving ski gondolas are the central feature of the Skyrail arena, shown above, allowing you to snipe at opponents as you glide up the mountain. Although the gondolas offer a little cover, you'll have nowhere to run when under attack.



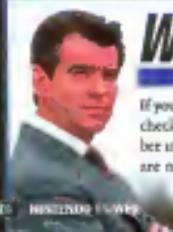
## AIR RAID

Air Raid is extremely silly and a lot of fun. Fight on and inside two jets as one shoots the other in mid-flight. It's a long way down if you make a missap, but, amazingly, there's no wind resistance.



Someone was thoughtful enough to mount a high-pressure machine gun on the wing of the refueling jet, allowing you to pick off opponents as they rush across the field.

## **WELCOME TO OUR WORLD**



If you want to know more about Rendard's evil scheme, check out our in-depth strategy review in the November issue of *Nintendo Power*. Our intelligence reports are nearly complete, but we're reserving information

about TWINE strictly on a need-to-know basis. Since as many as 100 agents will not get a crack at the missions until the game's November release date, you'll need to remain on alert for the next few weeks. **90**

# FLICK THE COMPETITION



NFL  
QB CLUB  
2001

Acclaim  
SPORTS



Run & catch  
pass & flick



All-new  
flick & catch  
feature



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# Gridiron Games 2001: Blitz vs. Madden vs. QBC

**As summer fades and school bells ring, this season's football titles are ready to hit the field. We break down the contenders to uncover their strengths and weaknesses.**

The logo for the NFL Quarterback Club 2001, featuring the text "NFL QUARTERBACK CLUB 2001" in a stylized font with a small NFL logo at the end.

The relatively young OIB Club franchise may be considered the second-tallest member of the group. Acclimated to patch up some holes after taking a step back in 2000, but the result was an average year, the franchise was improved considerably without sacrificing the sharp graphics



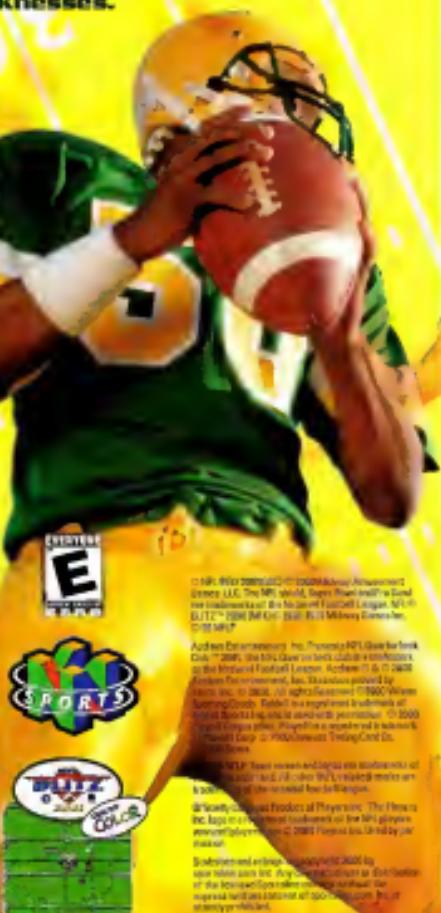
The logo for Madden NFL 2000, featuring the word "MADDEN" in a bold, blocky font with "NFL" above it and "2000" below it, all set against a stylized football background.

EA's veteran pg warehouse would likely win a popularity contest, and, as usual, it delivers the most ambitious chapter options and curiously good modeling interpretations of the game's artful intelligence. But some Madden fans might choose QB Club's easier images and game play this year.



The logo for NFL Blitz, featuring the word "NFL" in a blue and red stylized font above the word "BLITZ" in large, bold, blue letters. A small American flag is visible behind the letters.

Ever since the days of Tecmo Bowl on the NES, gamers have been addicted to fast, avoid-the-ball games with loads of 30-yard runs and 50-yarders. While Big 2000 isn't much different from last year's version, the weeds are still in breeding mode. *Big 2000* is also available on the Game Boy Color.



MLP-based research and design are now being applied to a wide range of applications, from medical to industrial to environmental.

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**Background and evidence.** The study was based on a survey of 1000 users and their perceptions of the benefits of the Internet and its role in their lives.

# Just Like Watching TV?

Great graphics don't always make a great game, but it's human nature to judge a book by its cover. Visual beauty enhances the gaming experience.



OK, this is Game Boy—what do you expect? The playbooks are colored and clear, but the players are very tiny.

**QB QUARTERBACK  
CAGE 2001**



QB Club is the obvious winner in the graphics category. The details are amazing, the lighting and shadows are brilliant, and the game play is no longer choppy or distracting.

**MADE**  
**MADE**



Madden's graphics have improved slightly, with more depth and shadows added to the players, but the images are still angular and the stadiums are simple and flat.

**BLITZ**  
**BLITZ**



Blitz's images are even more blocky than Madden's, because they must be able to move in just a frame pace. Still, the wild action makes up for the lack of visual polish.

## Games within the Games

These days, the basic Exhibition and Season Modes are not nearly enough to satisfy a hungry gaming audience, and features such as detailed stat tracking, create-a-player and league drafts are required but no longer fresh and exciting. Pigskin fans rejoice—all three N64 titles have added something a little out of the ordinary for the new season.



It may be called Blitz, but don't expect it to be anything like the speeds. The action is much slower than that of its N64 counterparts, and the biomass battles and sound effects could not be replicated on the Game Boy. Still, the practice mode is useful.

**QB QUARTERBACK  
CAGE 2001**

### Crunch Time



Of all the new features, QB Club has the coolest. You're thrown onto the screens of a 1989 Super Bowl team with the job of coming franchised and changing history. Maybe that time McVay will find the end zone and the Rams will win Super Bowl XXXIX.

**MADE**  
**MADE**

### Madden Cards



Show off your skills by collecting digital cards that you earn after accomplishing various tasks on the field. The more challenging the task, the more points you'll earn (depending on which difficulty level you play). The cards can even be traded.

**BLITZ**  
**BLITZ**

### Party Games



When you have a crowd of 11 fans who want to get in on the action, Blitz's Party Mode will keep everyone entertained without losing them to wait through an entire regulation game. The QB Challenge is a one-player event that tests your speed and accuracy.

# The X's and O's

Number Crunch

Custom Creations

Special Teams

Camera Angles

NFL  
QUARTERBACK  
COURT 2001



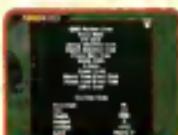
QB Club gives an impressive amount of statistics, including complete individual and team numbers. Decent totals suffice, particularly for the uneven field.



Now stats, profiles and players can be created. The custom team feature is a nice touch, but created players are limited by the number of skill levels.



Align the angle prior to the snap and wait for the power meter to rise before kicking the ball. Kicking field goals is easy to master in this game.



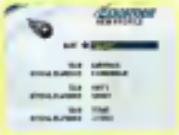
If you're an aspiring TV producer, QB Club is the game for you. It has 12 different cams, including one on each goal post, and you can create your own views.

Some games are star junkies, demanding in-depth tracking, while others care more about realistic graphics or speed of game play. Read on to discover which games contain your favorite features.

MADDEN  
2001



Not only does Madden record lots of stats such as red zone success rates, it hands out awards and recognizes an All-Madden team.



You can assign any three stats profile choices and playbooks to your chosen team, or you can mix and match profiles and playbooks.



Madden 2001 only presents the most challenging kicking game. The power meter moves at light speed, and you're not allowed to aim the kick until after the snap.



With everything from the sideline to the end zone available, it mimics a real FOX broadcast. But there's only one view, so these stats only apply.

NFL  
BLITZ  
2001



Only team totals are tracked during season play, and ranking is given to be of little consequence. For example, Cleveland can perform just as well as St. Louis.



Remember if the player and team creation tools were going to be added this season, but those ideas seemed to have been nixed. Too bad.



Blitz is about simplifying the experience, and you won't hear many complaints about that. Ratings are fantastic, and there's no aiming required for field goals.



There are no custom angles, but the on-camera automatically zooms toward the action on the field. For passing patterns, a zoom function would help.

## Chalk Talk



QB Club does not allow for custom plays in its competitions, but you can still build your own play book consisting of diagrams from the in-game master list.

## Instant Replays



The detailed graphics make QB Club's replays worth watching, but, unfortunately, the controls are not as intuitive as Madden's and require a few extra buttons.

## NFL QUARTERBACK CLUB 2001

## MADDEN

## BLITZ

## MADDEN

## NFL QUARTERBACK CLUB 2001



With only ten seconds between plays, it's good that Blitz's playbooks are limited. When you're sick of running the same routes, create your own wildplays.

Each new operating profile allows for the creation of individual plays. The play editor is outstanding, taking you step-by-step through each player's route.



Madden's 3D feature is very slick—it allows you to spin the field 360 degrees and zoom in and out with ease, reminding you that the 16-bit days are long gone.



There's no 3D in Blitz, and that's a shame, because it would be fun to see the on-field hits in 3D. That aside, replays might distract the game's frantic pace.

## Statistical Breakdown



After you select a team to play with, its statistics in certain categories will be displayed. Fairly generic, these printouts are printed on screen after each half of a game. There's also a Season Mode, but detailed stat tracking is not available.

## Bird's-Eye View



We're back in the 2-D world now, and there are only two camera angles available. The default is the 3D cam, and the alternative is an eagle's-eye view. Neither option shows enough of the field, as receivers run off screen on each play.

## Familiar Routes



If you're a Blitz veteran, you won't have to worry about learning new plays. The diagrams should be familiar, although they won't be executed in the same way. For example, the QB can't scramble, as is the NFL version, and after gets sacked.

## Video Highlights



Strangely, to look at the white-tow football sprites isn't become quite tiresome, so you'll be glad to see the video clips shown after each game-breaking play, such as an interception or touchdown. The video highlights are automatically.

# Quick Snaps

All three contenders have unique attributes that set them apart. Do you favor the visual accuracy of QB Club, the variety of features in Madden or the rowdy action of Blitz? We'll help you decide.

## Sweet Seats



The collection of very detailed stadiums includes the site of the Pro Bowl in Hawaii. Custom teams even get a field with their logo painted in the middle.



A game's ambience can change when the sun goes down and the lights come on. You can even your team in every Monday Night Football debut if you want.



What's football without a few games in pouring rain or heavy snow? QB Club allows for six different weather settings, only in open-air stadiums, of course.



As mentioned earlier, the Hardest Simulation Mode is a great way to play Super Bowls of the past. Accurate scores are replicated from each game.

## Night & Day

## "BOOM!"



As long as you're not sick of Madden's voice after all these years, the lively Fox broadcast team can add a special flavor that other football games don't have.



What a good reason to rouse up the score on your opponent? High-talents will be given points for Madden cards. These blowouts will be interesting until the end.



Shuffling through enormous playbooks can be a tedious task, but designing your own plays is endless fun. EA's play editor is easy to use and adds great value.

## Digital Cards

## Play Editor

## Sticky Situation

## 1st and Long



For any of you Blitz rookies out there, it takes 30 yards to gain first down in this game. That's because a successful play typically results in 10-20 yards.



No pass interference, no roughing penalties, and no unsportsmanlike conduct flags—maybe Blitz will support the start of the Xtreme Football League?

## Body Slams

## On Fire



As in NBA Jam, streaky players will get hot and catch fire—literally. Blitzing players is nearly impossible, so get them the ball before they start to cool.

## Brains & Beauty



At an each-quarter, the most unlikely of quarters will offer a few words of wisdom. Does it scoff at the jersey? Does it know what they're talking about?

## Scouting the Field

After countless hours of studying the competitors, we've broken them all down into one easy-to-read chart to make sure you get the features you want.

**MC QUARTERBACK  
CLUB 2001**

**MADDEN  
2001**

**BLITZ  
2001**

**BLITZ  
2001**

**CHEAT  
COLOR**

Multiplayer Modes	4	5	6	0
Team Stats		X	X	X
Team Rankings	X			
Player Stats	X	X		
Create-a-Player	X			
Trade/Free Agency	X			
Instant Replay	X	X		X
Create-a-Play		X	X	
Custom Playbooks	X		X	
Custom Profiles	X	X		
Camera Options	X	X		X
Simulation	X	X		
Exhibition Play	X	X		
Arcade Play			X	X
Minigames	0	1	3	0

## Power's Pigskin Picks

### Scott Pellant

Blitz is great fun and its Party Mode makes it the best multiplayer sports game in town, but if you want the real NFL experience from the front office to the trenches, you've got to go with Madden NFL 2001. That's my pick.



### Jill Anderson

Five-foot hurdles, out-of-control dives and tackles, hot streaks that make us believeable power—these are what make Blitz my pick for 2001. The fast-paced football action makes Blitz much more exciting than the others.



### Guy Bacci

Blitz does exactly what a video game is supposed to do: It draws you in emotionally and keeps you engaged until the final play. It's a breath of fresh air in a class filled with other executive game play for want of necessary features and low graphics.



### Post-Game Comments

Blitz's relatively new approach to the genre clearly impressed our judges. But to become more than an NBA Jams-type fad, Blitz will need to add management options and statistical depth—two areas where Madden rules. QB Club improved its game play and crushes the competition in the field of graphics. 



His Body Exists In The  
Mundane World.  
His Spirit Resides  
On A Higher Plane.



## In Between Is Chaos.

In this, the first traditional RPG for N64, a young man embarks on a seemingly impossible journey to discover his identity and find his destiny. Can he strip off his common, everyday life obstacles and find that which he has chosen above? Or will chaos keep him from everything that may be rightfully his?

- Real-time 3D environments and beautifully-animated characters.
- Unique blend of party-based adventuring and turn-based combat.
- Storyline written by Clark Budge, creator of the pen-and-paper game DragonQuest.
- Up to 12 characters to add in Altron's party.



Sega



**THQ**

[www.thq.com](http://www.thq.com)

# Pokémon PUZZLE LEAGUE



With plenty of Pokémon, cool characters from the Pokémon cartoon and a bunch of brain-busting puzzles, Pokémon Puzzle League is definitely in a league of its own!

## BLOCK PARTY

Ash Ketchum enters a new kind of Pokémon League in *Pokémon Puzzle League* for the N64, a place where puzzle solving skills are more important than Pokémon prowess. Make no mistake—while the puzzle action does have a Pokémon cartoon-decorated flair, it is not an ordinary collecting and battling Pokémon game. *Pokémon Puzzle League* is all about puzzles, with Tetris Attack-style, block-clearing game play.

## QUIET A PUZZLER

After you watch the fun *Pokémon* cartoon intro, you'll enter Puzzle Village, where you can select among the various training and game modes. Unless you're a Tetris Attack veteran, you should

check out Prof. Oak's Lab and Mimic Mansion for some tips on how to play. Once you've played for a while, you can check your records at the *Pokémon* Center.



### Puzzle Village



### Pokémon Center



#### OPTIONS

Game Settings, Trainer

Profiles, Record/Score

Score Settings are all accessed at

the *Pokémon* Center.

### Prof. Oak's Lab



#### OPTIONS

Game Settings, Trainer

Profiles, Record/Score

Score Settings are all accessed at

the *Pokémon* Center.

### Mimic Mansion



#### OPTIONS

Game Settings, Trainer

Profiles, Record/Score

Score Settings are all accessed at

the *Pokémon* Center.

#### OPTIONS

Game Settings, Trainer

Profiles, Record/Score

Score Settings are all accessed at

the *Pokémon* Center.

# PUZZLE MODES

Pokémon Puzzle League features many different modes for any mood, plus another learning mode to sharpen your skills. You can play against a friend or challenge the computer at different

difficulty levels. You can even play an endless game that won't stop until you mess up. Be careful where you wander... Team Rocket is at it again!

## One-Player Stadium

In the One-Player Stadium Mode, you battle many different computer Trainers to earn badges and win a permanent place in the Pokémon Puzzle League.

### Against the Computer



Many of the Trainers you battle in the One-Player Stadium will look familiar to fans of the Pokémon cartoon—Gary, Brock, Misty, Team Rocket, Giovanni and others will test your puzzle skills.

## Two-Player Stadium

Grab a friend and an extra Controller to start battling in the Two-Player Stadium. You can choose between Vs., Time Zone and Spa Service Modes.

### Against a Friend



You and a friend compete as any two of the Stadium Trainers, including Ash and Gary! Both players can adjust the difficulty level and add a handicap, so you can balance an uneven match.

## Puzzle University

Learn advanced Pokémon Puzzle techniques by solving increasingly complex puzzles in a limited number of steps. Chains and combos are required at the university!

### Perfect Practice



Puzzle University is a great place to learn how to use combos and chains effectively by practicing on the small, complex puzzles that make up each class. The puzzles get very hard in the higher stages.

## Marathon

When you're ready for a new challenge and have plenty of time on your hands, try out the Marathon. If you play very well and never mess up, the game won't end.

### Going the Distance



The game goes on as long as you keep playing well—it's next to impossible. You have to make quickly, using every trick you know to keep up with the flow of blocks it's getting.

## Spa Service

The Spa seems like a nice place to relax, but it's actually a trick from by Team Rocket! Clear all of the blocks above a floating white line to defeat Team Rocket.

### Prepare for Trouble



The Spa Service puzzles aren't very hard at first since you're dealing only with the blocks you already have—but the speed your blocks are moving at quickly becomes very fast and head-tossing.

## Time Zone

You play against your own best score in the Time Zone, which gives you two minutes to clear as many blocks as possible. That's not a very long time!

### Just in Time



The higher-scoring long combos and chains are your best bets in Time Zone. You have to make quick decisions and smart moves to beat your high score. Piling the better blocks up can also be a good idea.

# HIGH SCORING SKILLS

You might be able to make it through the Super Easy and Easy levels without using the more advanced Pokélonin Puzzle League skills, but the Normal and Hard levels require them. Only luck will keep you in the game if you can't pull a smooth combo or a cool chain.



## Combos

A move is considered a combo if it clears four or more blocks at once. Combos can take many shapes, like a double line, a cross or other figures, and can include lines of more than one color. A line of five blue blocks that clears in combination with a line of five purple blocks would count as one nine-block combo.

### Five-Block Combo

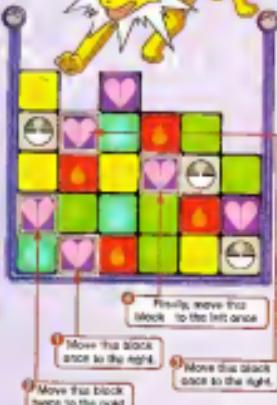


In this case, you will need to move the red block over to the right twice to form a T-shaped five-block combo. Five-block combos can be T- or cross-shaped or a single line of five blocks.

### Six-Block Combo



We've lined up the three yellow blocks at the same time as the three purple blocks for a six-block combo.



## Chains

To create chains, you'll need to plan ahead. Clear multiple groups of three or more blocks, one after the other, to form a chain. Generally, you can create a chain by having blocks fall right into a group of three or more blocks. It's sort of like a chain reaction. The higher the number of chains in a row, the higher the score.

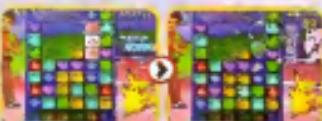
### Chain, Chain, Chain



The chain is started by switching a light blue block with a red block, clearing a six-block combo. Notice when you swap blocks, it will cause a pair of green blocks to fall and line up with another green block, creating a chain. With practice, much longer chains can be made.



### Two in a Row



The chain starts with the red blocks lining up. Notice the dark blue block on top of the disappearing set of three blocks. When it drops, the chain will be complete.

### Make It Double



When you create a chain, you'll see a number pop up. The first chain you create will earn you double points.



## Skilled Chains

After you've mastered the chains, it's time to give the skilled chains a try. The technique eliminates the element of chance you find in regular chains, and you'll take a more active role in creating them. Move some blocks as others fall to create opportunities for more and more chains. It's hard, but worth it!

### Chain Gang



Start the chain with the green blocks. Notice that if you move the missing green block, the red blocks will clear right after the green blocks do, starting a chain. Pull the solid blue block over to set off a sequence that'll clear them all in a row! That's pretty good.

### Chain Link



You have to think ahead when you move quickly if you want the chains to continue. Here, you'll notice that the disappearing green blocks make room for the yellow block to move to the right and the purple blocks to disappear. Perfect!



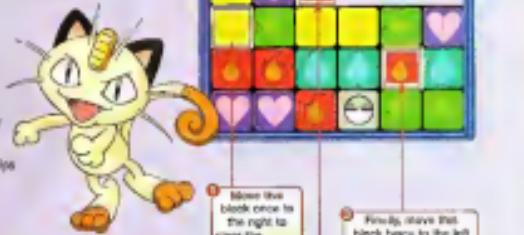
## Stops

As you're playing *Pokémon Puzzle League*, you'll notice that the blocks are consistently moving upward as more of the bottom of the screen emerges. That can be a good thing, but if your blocks stack up too high, you'll lose. You can slow the upward motion of your playing field by creating combos and chains.

### Stops Notch



Stops happen when you create a combo or chain. Jigglypuff will appear when you've successfully pulled off a stop. You can't get much of a break with a stop initiated by a crit, but it still helps.



### Pull out all the Stops



When you keep a chain going, you will create a very long stop. The longer the chain, the longer the screen will pause before moving up. These sorts of stops can make all the difference when you're playing a tough opponent.

# POKéMON ATTACK!

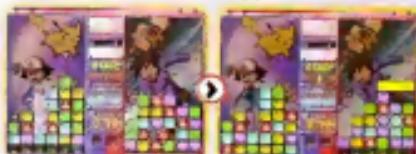
Your opponents have good reason to pull off combos and chains—for every impressive trick they pull off, a garbage block will make its way to your side of the screen, slowing you down

and maybe even knocking you out! Of course, your opponent will feel the pain if you manage to set some combos and chains in motion. You have to attack to win!

## Combo Garbage Blocks

The combo garbage blocks send a block of the number of the combo minus one to your opponent. If you complete a four-block

### Attack Your Opponent



When you create a four-block combo, a three-block horizontal bar will land on your opponent's pile. Your opponent can't clear those blocks and he or she has cleared a row of blocks underneath the garbage block.

### When You're Attacked



You can't prevent an attack, so you'll just have to deal with it. Clear rows of three or more blocks underneath the garbage block to break it up into the useful, colorful blocks you're used to.

## Chain Garbage Blocks

Chains are harder to execute, so the rewards for them are greater. Complete one chain (you'll see a  $\times 2$  icon that shows you've cleared two sets in a row)—you will send a garbage block that

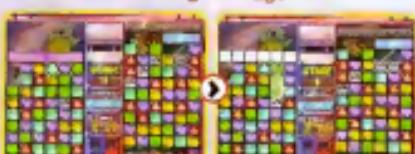
stretches across an entire row to your opponent. The maximum garbage block you can send over is a 12-row garbage block for 12 chains (13 groups of blocks cleared in a row or  $\times 13$ ).

### Garbage Delivery



Send as many chains as possible off to score a large garbage block on your opponent's pile. This single chain cleared the light blue garbage block on the right. Longer chains mean much longer garbage blocks!

### Taking Garbage



You can't fight off garbage blocks either, so clear them out as quickly as possible. If you play the harder difficulty levels, you can count on very large garbage blocks slowing your way. Watch out.

## 3-D PUZZLE

Many of the modes, including all of the two-player games and the one-player Marathon and Time Zone Modes can be played in 2D or 3D. The 3D puzzle is sort of cylindrical, and you can spin around it to find new places to create combos and chains, which is a little easier. As the game goes on and speeds up, it can become very difficult to keep up with every part of the 3D puzzle.



## PLAY TILL YOU DROP

Like Tetris Attack before it, Pokémon Puzzle League is a fast-paced, challenging puzzle game that can become habit-forming. Unlike Tetris Attack, Pokémon Puzzle League also features some of the sights and sounds from the popular Pokémon cartoon, making it even more involving.



be now. You know the drill.



It's addictive. It's frenetic. It's a total blast! It's Mr. Diller, the pick-up and play puzzle game that's a hole lot of fun. Snap on your hard hat, fire up your drill and tunnel into action. Mr. Diller takes seconds to learn, yet provides years of challenge and enjoyment. Be prepared: once you start dillerin', there is no chillin'!

The logo for Mr. Potato Head, featuring the words "MR. POTATO" in a stylized font where the letters are partially red and partially white, with a yellow star above the "O". Below this, the word "HEAD" is written in a smaller, red, blocky font. A small "TM" symbol is at the top right of the logo.

Once you start, you won't stop.

Color



# ARMY MEN

## SARGE'S HEROES 2

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ARE **YOU** PLASTIC ENOUGH?

**BURNING  
PLASTIC  
IS JUST FEAR  
LEAVING THE  
BODY.**

Pride. Honor. Really, really small hands. It takes a special kind of soldier to fight in this army. Do you have what it takes?

ENLIST... FOR THE GOOD LIFE!

Enter the mission you make your way off the bus, strap your gear, and walk into the barracks of 3DO's Army Men: Sarge's Heroes 2. For the N.O.C., there's a quiet sensation that you've left your old life behind. As they shave your head and dip you in gummy plastic, that quiet sensation grows almost pachinko-like loud. This is more than just a way to smash the evil tan forces of General Pissifer; this is a chance to listen and grow. A chance to become a man. A plastic man.



# SEE THE WORLD

In Serge's Heroes, you'll experience sights and sounds few have ever seen or heard. Trudge through the remains of a seven-course meal with a fire-eating machine gun in your hands. Duck and cover in the field of fire as you exchange fire with the tan menace. And the other challenges of combat in a battlefield the size of a city. Perhaps your friends have eaten there in such places. When you return from your tour of duty, you'll be able to逢场作戏 with a knowing smile—you've seen it. You've lived it.

## FREEZER BURN: A SOLDIER'S TALE

You trudge with your platoon through a bone-chilling, frozen-over world. But it's no winter wonderland; soldiers—both the boxes of you and the box of the tan men—lie buried in the snow, just waiting for you to show a moment of weakness. Your actions are the high alert; patrols sweep with quiet cleansing. Ahead lies the blue portal that will lead you home. Suddenly, the sound of heavy engines. A massive robot the size of a skyscraper is heading your way! Without a second thought, you unsling your rifle and square off fire rounds, which bounce off its armor like little. Quickly you snatch up a rocket launcher and fire. The missile misses home, sending the overgrown tower to an early burkyend. It's good to be in Serge's Army. You've never felt more alive.



Even money for college through the 200 GBL, and learn skills for life in the process.



Your hard-earned training and hard work will prepare you for anything—even gigantic robots with flame throwers.



Where's Plectro? Hmmm, this guy looks friendly.

# BORN PLASTIC, BORN PROUD!



## TAN ZOMBIES MUST MELT!

You dive behind a tankhouse as grenades explode, thinking once again how fortunate you were to pass basic training with Serge. He taught you to be prepared for anything, especially the unexpected. "You weren't expecting a zombie," you think to yourself as you slam a fresh magazine into your legs, fire a machine gun, stand up, and give the undead freak what for. Multilevel plastic bins fly like rain as you scatter the undead tan across five counties. Minutes later, the castle of Dr. Madd is under control. You spend the rest of your day cleaning zombie goo out of your boots. You see Serge under a dead tree, quiet, contemplative. You know he's not ready to rest; with over 40 levels to discover and conquer, your mission has only begun.



Even money shows those zombies who gives you made of and gives them a good, long look at their two holes in the process.



Zombie bases surrounded by the Geneva convention, but it seems there's nothing that dares Plectro won't do to destroy Serge.

**VICKI  
GRIMM**

"THERE'S NOTHING  
BETTER THAN BLASTING  
TAN SQUAD, ESPECIALLY  
IF THEY ARE FOR  
MERCY FIRST!"

**BE A HERO! JOIN UP TODAY!**

# THE TAN MENACE

All that is required for the triumph of evil is that good men do nothing. Soldier, if you don't enlist in Sarge's Army, General Plastro will strike for world domination using the Tan Domino Theory, a plan where the evil General takes a bunch of large dominoes and proceeds to squash us flat. We won't lie to you—the work is grueling, the odds are long and the chances of you coming home in a sandwich baggie are good. Here are just a few of the reasons you'll face.

## THEIR LEADER

Don't let his ample belly or pudgy fingers fool you—General Plastro is a conniving and ruthless opponent. With his large army and insatiable thirst for power, the gormandizing general is just itching to see the greens wiped off the face of the toy box once and for all. You'll face his most deadly inventions and vicious soldiers, armed to the teeth with socket launchers, grenades and flamethrowers. And if that wasn't enough to make your plastic run cold, just look whom he's recruited this time around.



## DEVIL IN A BLUE DRESS

She's the sneakiest spy since Mata Hari, and twice as deadly. It's Bridgette Bleu, and Plastro has enlisted her help in his diabolical plan. Don't be fooled by those big, blue eyes this is one soldier who packs serious heat, and we're not talking about her smoldering eyes! Two words of advice, G.I.: Beware blue.

## BRIDGETTE BLEU

"**VEE BLUES ARE NOT  
ZUCH BÄD TOYS, BUT  
VEE DO LOVE TO SEE ZEE  
GREEN SOLDIERS  
BÄRCE... ESPECIALLY  
ON ZEE HOT STOVE  
FÄRHER!**"



## I. ROBOT

The tan mechanics have been busy recently, and they've created some truly horrifying windups that will set the boldest green knees a-tremble. Such it is, leatherneck! If you're brave, you can throw a large monkey wrench into Plastro's plans.



The pool one is, all robots eventually turn against their creators, unfortunately, you can't afford to wait that long.



## DANGER, WILL ROBINSON!

It's an inventor tall and armed to the nines with nearly a pound of plastic shuddering fury. This greenish goblin is Plastro's favorite creation, and hell just loves for you to meet it—or any of his other mechanical monstrosities. Keep in mind that all recruits get a free bandolier with full combat thorsons, a la the *Red Baron*! *National Standard*



## WATCH THAT STINGER

You'll climb, bumble, and Sarge for more misery machine gun when you go toe to toe with a deadly two-pound metal scorpion. Other loathsome insects that'll include black widow spiders and any who with a scorpion-basher.

# COMRADES IN ARMS

ARMY MEN  
SARGE'S HEROES

Your moment of truth is at hand. It's decision time—will you join, or not? Becoming one of Sarge's elite heroes is a dangerous business, but take heart! You'll have more than just your wits to aid you; you'll have the full force of Sarge's green joggerseal. Still not convinced? Worried about returning home to your girl in a matchbox? Well, don't come alone. Being a friend. Or three! This war has extracted a heavy toll on us all, and we need all the good soldiers we can find.



## GOOD FRIENDS, GREAT MEMORIES

Nothing forms a bond like putting your head in the smoldering plastic goo of your best friend's face. As a bonus, you'll meet the best friends you'll ever have: Riff, Hagen,

Wolff, Gruen, Colonel Grün and the whole gang will be there, ready to join the battle of the beige. Each with his own special war pose, such with a heart so big as a nickel. You'll fight side by side with the mythic panthers, and you'll fight all the better for it.



## VICKI TO THE RESCUE

In Sarge's Army, there's no discrimination. That's why you'll spend a few of the levels fighting tannins as Vicki Grün, the hot pants-wearing daughter of our beloved Colonel Grün. Don't be fooled, my green-skinned soldier! Though Miss Vicki may be skin, a little green, her fighting skills and dead-eye aim make her a formidable ally. Though you might find yourself being her out of trouble one or twice...



This may not be the brightest soldier around, but she's better on lying low in a tide of tannins.



Over easy like! Lightly smoky, and she's better on lying low in a tide of tannins.

## BRING A FRIEND



No man is an army, and that's why you'll need the help of friends. Begin with up to three other recruits, then practice formation tannins by putting holes in each other. You'll have a large selection of battlefields, as well as the ability to play as any member of Sarge's platoon. And, if the action ever gets to be too much to handle, just switch to the Family Mode for hours to enjoy your dear mother could do it.



The more friends you have, the more adventure will flow. Hook up with these other recruits for the taste of the glory of battle.

## THE TOUGHEST JOB YOU'LL EVER LOVE



This is no easy story; this is combat. Remember, it takes a small man to face his fears and an even smaller man to overcome them. They may take our necessary pack, but they'll never take our freedom. Join up today!

# classified

information

TOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



## STARCRAFTY

Nothing comes easy for those who choose to craft a few battles among the stars. Starcraft 64 is not for wimpy gamers. The battles are long and involving, and your strategies have to be pretty solid, or you'll be seeing stars. There are a few secrets in Starcraft's universe, and you'll have to make some pretty shrewd moves to find them. And don't forget that if you use the cheats to beat a level, you won't be able to move on to a new level.

### MEGA BUILDING

While playing We-Don't-Print Episode 5a, Mission One, make your way to the top right of the map until you see a disk next to the border. The disk gives you Mega Build, which speeds up your building, upgrading and repairing.



### SPECIAL DELIVERY

You'll have to beat the first three episodes to open up the Special cheat. That might seem like a tall order, but trust us—the Special cheat really is pretty Special.



### SO SPECIAL

Using Special, which is basically evil ability, the sadist mode of ragtag fighters can beat up on the toughest opponents. It probably won't give you a sense of accomplishment, though.



## MORE THAN MEETS THE EYE

It must be really cool to be a Transformer. They're both robots and animals—most of the Nintendo Power staffers are either one or the other. Follow the steps to unlock some of the hidden robots in the rental-only game.

### RAVAGE

To open an Optimus Prime or Megatron Mode, step on Chester, hold down the Z Button, then press A. Use Left and Right to cycle through his colors until Ravage appears.



### TIGATRON

Tigatron is opened in the exact same way that Ravage is. Cycle through Chester's colors with Left and Right—Tigatron will also show up. This mode also opens up alternate color schemes for the regular characters.



### STARSCREAM

StarScram is hidden in Whisperton's area. Move the cursor over to Whisperton, hold Z, then press A to reveal the wacky other color schemes and gaudy StarScram.



### BLACKARACHNIA

This super-cool spider is accessed in one of that spider's nests. Step the cursor to highlight Tarantula, hold Z then press A to open Tarantula's alternate colors. Blackarachnia will appear as you cycle through the colors.



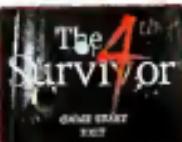
# RESIDENT EVIL 2

## A HUNK O' MAN AND A HUNK O' TOFU— THAT'S GOOD EATIN'

 Some people think they know what survival horror is all about because they've eaten deep-fried, nacho-cheese-flavored tofu chunklets with peppermint sauce when their friend was taking an "international house of tofu" cooking class. Yeah, that's pretty horrific, and they're lucky to have survived. But survival horror is also the genre that Resident Evil 2 belongs to. If you can't get enough of those Zombies, and you know you can't, we've got some scenario-opening codes for you that just might change the way you look at tofu.

### TOUGH HUNK

The 4th Survival, Hunk, can be accessed by beating the B scenario of either character with the "B" ranking or higher. Then basically repeat what you did just to move on to "A" scenario. The ranking system is based on speed, saves, and items and weapons used, and is better left unexplained.



### EASY HUNK

 Why do they have engine revving systems that require you to play the game quickly and well when you could just enter a code? At the 4th Survival you can enter Up, Down, Left, Right, Left, Left, Right, Right, Up, Up, C, right C, down C, then left C. You will go straight to the 4th Survival Mode.



### TOFU IMPOSSIBLE

The tofu scenario is practically impossible, since the standard survival has only a knife with which to defend itself. Reaching the scenario is also tough, because you have to play either the Leon A and Claire B scenarios (the former is Claire A, Leon B) three times with an "A" ranking each time.



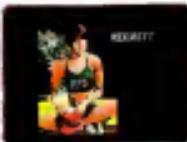
### TOFU POSSIBLE

You may have already seen alternate game's roundlock tofu, but if you didn't, you still will want to play with your tofu, and we got the code! Enter Up, Down, Left, Right, Left, Left, Right, Right, R, L, R, C, Left C, bottom C, right C to handle the tofu.



### SECRET FILM

If you'd like to develop a bit of film while you're running away from the zombies-type, search checklist to the far left of the S.T.A.R.S. office 50 times. The 50th time, you'll find a roll of film. Insert it to the camera and develop it to view 50 pages of a character from Resident Evil's books that aren't.



### RANDOMIZER

There are a few things found only in the Nintendo 64 version of Resident Evil 2, and this is one of the easiest. After you've finished A and B scenarios, you can select the Randomizer Mode, which places items in random locations throughout the game. Talk about infinite replay value!



### SHOOT THE SCREEN

You won't get anything for shooting the screen, but it's a pretty fun extra that you might have found accidentally. Turn your character to face the screen and shoot. You will see a bullet hole appear on the screen. This won't work in every room.



## BIONIC COMMANDO

ELITE FORCES

### TAKE COMMAND OF COMMANDO

 Hey, we know how it is. You've just trying to get along with your bionic self, swinging around on platforms and blasting enemies. But all commandos have off days, even the bionic ones. For those times when you're feeling all too human, give our little trick a try. You'll start feeling biotically enhanced again in no time.

### BIONIC BACKUP

Whenever one of your commandos goes bust, you can press A, B and Select simultaneously to jump back to the map where you drove to your commando. You can move to another part of the map where you know you'll find power-ups, live another bionic blessing.



# Pokémon

Special Edition



## SOMETHING FISHY

 One of the coolest things about *Pokémon Yellow* is that it lets you talk to Pikachu and check on its status. You've probably been checking it often to see how happy it is, but how you checked your little friend when you're fishing?

## FISH TALES

 Walk up to the water and talk to Pikachu and check on its status to see if it's happy. If it is, then turn to talk to Pikachu. It will respond with a speech bubble that has a fish in it. How can Pikachu say "fish" when all it can say is "Pikachu"?



## BUCKETHEAD

 Pikachu can't close with the comedy yet! After he tells you about the fish, you'll get a close-up, just like when you normally check Pikachu's status. But Pikachu will be clewning around, wearing a bucket on its head! What a goofball!



# Pokémon

Gotta catch 'em all!

## POWER UP POKÉMON

 If you're looking for a way to raise your *Pokémon*'s stats, we've got an answer—it's not for the impatient, and it works only in Red and Blue. Have a *Pokémon* fight until a move that it learned is out of PP. Take the *Pokémon* to a PC and store it, then take it right back into your party. Head the *Pokémon* and check its stats. One or more of its abilities will be raised by at least one point.



Right after you've raised up all the PP of one move, it can't be a move you taught your *Pokémon*.



Check your *Pokémon*'s stats after it's been stored and healed to see the improvement.

## TRADING CARD TIPS AND TRICKS

 As the commercials point out, *Pokémon Trading Card Game* for Game Boy is a good learning tool for people interested in the *Pokémon Trading Card Game*. The best part is that you're not playing against real people, so you can cheat without fear! Actually, it's not cheating as much as it is an electronic "do over." More things in life should be "do over"-able, don't you think? We're not suggesting that you save at every opportunity and switch off your game every time something doesn't go your way, but for the stuff that happens only once, we think it's OK.

## BLOWPOKE

 After you've earned a good number of Energy Cards, a boy will ask you for all your unused Energy Cards in return for information on how to get a Blowpoke Level 5 Card. Turn the game off, then in *Challenge*, a random deck will be given to you and only one Energy Card left. The Blowpoke card will cost you only one Energy Card!



## ENERGY FIX

 If you don't remember your needs so that *Slowpoke* costs only one Energy Card, you can recover a lot of that energy by visiting Sora or Aaron in Dr. Moon's lab. They're always a good source of energy, no matter what you've done, because their Research Packs are comprised solely of Energy Cards.



NAME THE LAB DR. MOON  
DAYS 10

## BATTLE ON

 When you're facing a series of opponents in the Challenge Cup, you will need to be able to change your deck between matches. Allowed, say yes, then save before returning to battle. That way, you can switch your general and on if you lose and start the match over.



## JIGGLYPUFF

 A rare *Jigglypuff* can only be caught once, so, as long as your battling skills are up to par! If you beat your Final Round, the Final at that time you battle him, you'll win the special card. It's also up to the Challenge Cup after you've beaten the game, but again, you have to win!



NAME JIGGLYPUFF  
PP 120 # 50  
\* KID 400  
NAME JIGGLYPUFF  
PP 120 # 50  
\* KID 400

# TRACK & FIELD 2000

## METALS, NOT MEDALS

 You'll have to be an Olympic-level button masher to beat the events in this game, but if it's metals you're after, the only skills you'll need are spelling and scrolling. Choose any event in the Trial Mode. It doesn't matter which one you choose, although some events, like weightlifting, will give you a better view of your metallic marvels in action. Choose any country, and when you are asked to input a name for your athlete, use one of the places below. Input the names exactly as shown, with uppercase and lowercase letters. The cities (Mexico is an abbreviation for Mexico City) you use for your names all have something in common, besides being great places to go on vacation. Can you figure out what that something is?



A pretty metallic silver with blue and purple highlights shows up when you enter "Seoul" as your name.

NAME	METAL COLOR
Heisinki	PALE GOLD
Moscow	YELLOW-ORANGE
Munich	PALE SILVER
Roma	BRIGHT BRONZE
Sydney	MIRROR SILVER
Mexico	GREEN
Tokyo	RED
Athens	SILVER GREY
Atlanta	YELLOW-ORANGE
Seoul	SILVER WITH PURPLE AND BLUE HIGHLIGHTS

# EXCITEBIKE 64

## IT'S GETTING UGLY IN HERE

 We mean that in the nicest possible way, of course. These cheats aren't going to change the way you look at Excitebike 64, because it's such a cool game already, but one will change the way you look at the Credits. To enter the codes, go to the Main Menu. Press and hold L, right C and bottom C, then push A. The cheat menu will appear, and you'll be able to enter the codes. If the code doesn't make it to the end of the space, don't enter in blank spaces—just go to the end and choose "OK." You'll see a message that tells you the cheat is enabled.

### MUGGING

 To see a picture of the developer's wife in the credits roll, enter OLYMPUS into the cheat menu, then go to the Options Menu and choose Credits. The developer's wife photo will appear behind the credits.



### PINHEADED

Fans of the Super Mario Bros. Movie will appreciate the Snell HeadMode, which gives the Excitebikes tiny heads reminiscent of the baby-like heads on the belly, mirror-coated "Goombas" in that infamous nive. Enter PINHEAD for your little heads.



### BEAT THIS!

 If you're really feeling good about yourself, you can enter PWTWELLS on the cheat menu to enable Beat That Mode, a super-hard mode for the exceptionally gifted Excitebikers out there, such as Nintendo's star tester, Pet Wells.



### SEND CODES TO:

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98073-0733



**WHEN IT ABSOLUTELY, POSITIVELY  
HAS TO BE PREVIEWED....**

Toz Express from Infogrames promises to deliver action and giggles straight to your N64. But how does Toz Express service measure up to the competition? Gamers hungry for information, not to mention fun and lots of pizzo, need look no further.



## **CRATE EXPECTATIONS**

No mountain is too steep, no river too swift, no street too crowded with traffic and no planet too far away that Taz Express won't bring all to deliver packages there. For Taz Express, it's the journey that's important, not manual considerations such as on-time delivery or careful handling. The company dream is simple—one Taz, one package, and almost endless opportunities to eat snacks, get lost and bust up the scenery using the Taz Tornado. But the reality of Taz Express has been twisted



into a nightmare adventure that loads all the way to Mars and back. It seems that everyone and everything in the game is conspiring to steal or destroy the precious yet mysterious crate that Taz must deliver. At every turn, ZedTwo Game Design Studio has cunningly challenged Taz (and gamers like you) in the 3D-Megabit postal platformer. Pindously clever traps have been set, testing the skill, endurance and intelligence of every Taz Express carrier. And villains such as Wile E. Coyote and Marvin the Mine-



can will take a crack at the crate whenever they get a chance. So, in spite of all the mailing mayhem, can Taz Express deliver the gazing goods? NP pried up the lid to take a peek.

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# San Francisco RUSH 2049

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Dynamite Inc.



*Flash forward 49 years to the City by the Bay, where high-tech autos are still taking the hills way too fast. With Rush 2049, Midway uses high-flying action to push its big-air racing franchise into high gear.*



## POP THE CLUTCH

Thanks more to racing in Midway's Rush 2049 for the N64 than going fast and staying on the pavement. Only a small portion of the game is available for play until you first hit the ignition, so you'll need to collect items and rack up miles before you'll see all the futuristic road and cars.

### WARNING: STUDENT DRIVER



Don't expect to be racing in your first race since the track. You'll start the different courses in Practice Mode. You'll learn the twists and turns in the courses, and maybe even find a few shortcuts to give you the edge in competition.

### MILEAGE MEANS MUSCLE



Depending on the mode, you'll need to use your accelerator whenever you drive on a track. As you reach specific milestones, new parts will be added to the options menu for customizing your vehicle.

**COIN OPS**

First you get a pile of money, then you get to drive the hot cars. That's the way it works in the real world, and that's the way it works in Rush 2049. In Rush, however, you don't have to part on a tire and go to an office building. Gold and silver coins are lying around in the streets. It's not easy money—you'll need to work for it.

**THINGS YOU'LL DO FOR MONEY**

Each track has eight silver coins. Some of them are in obvious places, while others are well hidden. Once you touch a coin, it will be recorded on the controller for that particular track.



You can also find eight gold coins on each track. There is usually one in a somewhere where on each track's shortest. Other coins are high in the air. Experiment with different flight paths until you find them.

**TRICKED-OUT RIDES**

All the cars start out with roughly the same performance characteristics but change dramatically when you start switching out parts under the hood. You can build your car to suit the task at hand.

**THE SHOWROOM**

Rush 2049 has 10 cars for you to choose from—whether you want to show off your tank or just the Euro LX or release your inner billy in the Crusher. As mentioned before, some models must be unlocked.

**TRANSMISSION**

A player's skill level tends to dictate the type of transmission he or she should pick. Four basic transmission styles are regular, Pro Sport, and Battle, are each available in both manual and automatic.

**ENGINE**

Bigger engines with greater torque and power will have to be available on price per mileage on the colorbar. You'll find it easier to win with the 8.0L V8 than the 3.0L HP V6 you can afford the power.

**FRAME**

The weight of your frame dictates how the car behaves on jumps and turns. A lighter vehicle will be easier to maneuver than a heavy car. On the other hand, a lighter car will often be slower.

**WINGS**

The retractable wings in the car's undercarriage will give you a small boost of lift while you're airborne. Because you go much faster while flying than you do on the ground, you should use the wings—which come in two sizes—as much as possible.

**COLOR**

There are dozens of different color schemes available for each car when you race and match basic and team colors (the racing is in the paint shop).

**RIMS**

Little things mean a lot when it comes to people and their cars. You probably won't see much of the rims while you're racing, but you'll know they're there.

## CIRCUIT RACING

The core single-player game in *Rush 2049* is Circuit Mode, which pits you against five diverse cars in a series of races. The tracks and conditions are chosen for you, though you can still assemble your dream machine from the car options menu. You'll get updated stats and a password after each race.

### FRESH CARS



Tracks and cars vary on the different circuit tracks. Some have skid patches that require finesse with corner turns. Other tracks may have sharp turns that require tight heading. Make the necessary options adjustments to your car before each race.

### ABORTED CRASHES



The crazy physics in *Rush 2049* can take you on a wild ride if you go hard on an odd angle or lets an object just right. To get back into the race quickly, rather than watch your spectacular crash, hit the top C Button to reset your car on the track.

### SUBLIME SKID MARKS



You won't make it through many of the tracks without letting the brakes free three to five, fastest cases, you should tap the brakes and turn the wheel and before the turn to start a controlled skid. If you brake too much, you'll pull a 180.



Once you feel comfortable with the game's control scheme, experiment with more advanced turning techniques, such as using reverse instead of braking to make the car drift through turns.

### JUST WING IT



You'll be able to use the wings only while you get big air in a jump. Fortunately, that happens quite a bit. Be careful not to use the Control Stick too much while you're in flight. You may go into an uncontrollable spin.



On really big jumps, such as the Track 4 jump, try to make use of rooftops and other high platforms to jump ahead of other cars. You can also use high jumps to access hidden shortcuts.

### TROUBLE IN TRANSIT



Even though you don't take public transportation, you should try to balance your skill with the train and cable car obstacles. Remember where these tracks are located, then get out of the way—if you're in a race of chicken.

### INADVERTENT HELP



Whenever possible, position yourself between a real car and the end of a track. You can switch to the side of the other car to push yourself through the turn. As mentioned before, you will often crash into a wall or stray off course.

## TIME TO SHADE

It may take you a little time to find all the secret areas, but it's worth your while to scour around in Practice Mode. The CPU-controlled cars will use the shortcuts, so you'll need to cheat, too, if you want to win.

### UNOFFICIAL CORNERS



You'll have a hard time making it through most tracks without cutting the corners of certain turns. Try to avoid grass and loose soil when possible. Instead, look for car parks with packed dirt, side-walks and pavements.

### EASY GREEN



Keep your eyes peeled for green arrow signs on the track. They'll whisk you away at 200-plus mph speed if you approach them head-on. Beware if arrows point the opposite direction, however. They'll bring you to a dead stop.

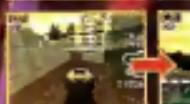
### THE OLD SWITCHEROO



Some of the shortcuts must be activated by driving over switches, represented by glowing grates on the ground. After you pass over a grate, it will change from red to green.

Once a switch is activated, a door will usually open somewhere in the level's area. It's always a good idea to investigate the entrances, as they usually lead to at least one coin.

### THE BACKSTREET PLOYS



Don't always follow arrows in the same direction when you start. They mark the entrance to an excellent shortcut like the one shown at left on Track 1. Make sure you hit the switch before entering the parking garage.

One shortcut often leads to another, more interesting shortcut. You can often see hints of tunnels and other secret landmarks beyond walls. Drive down the shortcuts as far as you can, then jump to the other side of a wall.

You may need to explore some of the shortcuts a few times before you find all the jumps and connections. On Track 5, approach a jump or ramp at high speed after coming out of a long tunnel to pull off a ping to a new area.

## BATTLE MODE

If there's anything more fun than driving fast and pulling off death-defying jumps, it must be driving fast, pulling off death-defying jumps and firing powerful weapons off the roof and hood of your car. Battle Mode allows up to four players to mix it up on varied terrain.

### MEAN STREETS



All of the tracks in Battle Mode are relatively small, enclosed areas, but some are more distinctly urban than others. Take advantage of the ramps and hiding places to ambush opponents.

If you prefer more chaotic fighting environments, choose one of the city street tracks from the eight available tracks. Such tracks allow you to employ more racing skills in your battle tactics.

### COMBAT CUSTOMIZING



Battle Mode is very different from racing—you won't see wings, for example—and you should customize your car to reflect these differences. A heavy frame is usually a good idea. It helps to prevent you from flipping over when you drive over bumps.

### IN THE HOLE



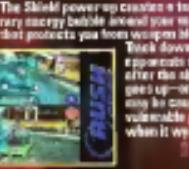
You have the option of allowing negative points in Battle Mode. You score points every time you destroy an opponent, of course, but can also score points against yourself by crashing your own car. Try not to flip your car over.

### VANISHING ACT



Invulnerability power-ups are among the most useful items to pick up in a battle, because they allow you to sneak up on your opponent without detection. Be warned, however, that your opponent can always look at your screen to figure out where you are.

### UNSTOPPABLE



The Shield power-up creates a temporary energy bubble around your vehicle that protects you from weapon blasts.

Track down your opponents quickly after the shield goes up—if you may be caught in a vulnerable position when it wears off.

### TWO-ON-TWO



Strategy becomes an important consideration when two players split off from their teams. Teams can assign specific duties to each player. For example, one player can act as a chaser, driving opponents into a teammate's weapons.

**MACHINE GUN**

Repeating fire Battering Rams are excellent close-up weapons, allowing you to spray a plenty of bullets at opponents as they try to evade you. You need to score several hits before an opponent is sent to destruction, however.

**ROCKETS**

The rail-mounted rocket pod is capable of launching several explosive missiles in quick succession. Each rocket has enough explosive power to destroy your target, so only one rocket fires your auto-missile field at once.

**GRENADE LAUNCHER**

The versatile Grenade Launcher can hurl a mess of explosives, blanchoring an area with many blasts. Each grenade bounces once before detonating, so the launcher is a useful tool for rooting out opponents who are hiding around corners to ambush you.

**RAIL GUN**

With a slow rate of fire, the Rail Gun may seem, at first, like a liability in a fast-paced battle, but you can hit a target almost instantly after hitting the Z-Button. The speed of the energy blasts makes the weapon excellent for sniping.

**MINES**

You get only three mines per power-up, but you can put them to good use by slowing your opponents' movements and placing the explosives at strategic intersections. Deploying the mines quickly then chase your opponents into them with match or weapons.

**BATTERING RAM**

When you have the Battering Ram affixed to your car's grill, you can ram opponents' cars with impunity. The collision will hurt other cars into flaming wrecks, but you can drive off without a scratch to search for another victim.

**SHOCK WAVE**

Successful Shock Wave attacks require virtually no skill. All you need to do is position yourself in the general vicinity of a rival car and release a circular wave of destruction. Only a fool would choose you when you're carrying the weapon.

**HOMING MISSILE**

Set lock and let the weapon do the rest for you. A Homing Missile will lock onto the nearest vehicle in its sight path, destroying the target when it hits its mark. Because the missiles are relatively slow moving, you can sometimes dodge them.

## STUNT MODE

In Circuit and Barrel Modes, big air is merely a means to an end. In Stunt Mode, it's your ultimate objective. Perform astonishing aerial acrobatics to earn points in four different stunt arenas; but remember that every spectacular takeoff requires a landing—be it safe or otherwise.

### BUILT TO FLY



The four arenas have distinctive surfaces and jumps that require you to tailor your car's options for optimum performance. For example, you should put off road tires on your vehicle when competing on the packed dirt of the outdoor arena.

### ONE-UPSMANSHIP



Two players can go head-to-head in timed competitions. The possibility of a mid-air collision makes Stunt Mode that much more interesting. Try to leap ahead in the scoring by performing spectacular stunts for big points.

### STICK THE LANDINGS



Points are awarded in Stunt Mode based on how you use the wings, how high you fly, how many spins you pull off and more. The higher you go, the greater your options for racking up a big score.

### A FEW GOOD FLIPS



Make use of speed pads to soar high above the arena. Fly and spin while in the air, trying to get as many rotations as possible. If you land on your wheels, you'll be a genius. If you don't, you'll be a dolt.

Find the right angles to jump up to higher levels of the arena. The desert arena has an oasis at the top of a cliff that you can reach using a series of jumps. Points will pile up if you add some acrobatic maneuvers as you make the trek.

Some ramps have possible airtime jumps at the top. If you approach them with enough speed, pull it off and straight up, great gearshifts! How to make a killer stunt combination? Look nearby for hints (details in the screenshots).

## RUSHING ROULETTE

If you keep taking risks in all of Rush mode, you'll eventually be rewarded with new cars, new tracks and even an extra mode. Obstacle Mode—a treacherous course filled with booby traps and pits—is perhaps the biggest challenge on the Game Pak. By the time you unlock the master racing mode, you should have all the options you need to tackle it. Until then, keep rushing. ♦

# TAN LINES



## ARMY MEN

SARGE'S HEROES 2

Another day in Shimpachin, Sarge and his Army Men are on their way to the beach to rescue the captured Sarge.



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ARMY MEN

2

REAL COMBAT PLASTIC MEN - COMING TO A CONSOLE NEAR YOU

3DO



## Behind the Mask

In April, Link's follow-up adventure to *Ocarina of Time* was released in Japan. Here, the epic is scheduled to be released on October 26. So what exactly happens during the six months in between? Find out in a behind-the-scenes look at the making of an adventure with NP Senior Writer, Jason Leung, who's also writing the game's English screen text.

### Dog 1

Today is my first day of "localization" work for *Majora's Mask*. The Localization department here at Nintendo of America (NOA) essentially translates and tweaks games that come from Nintendo Company, Limited (NCL) in Japan to make them more appropriate for American audiences. Everything from writing new scripts, renaming characters and adjusting story lines falls on Localization's lap.

Of course, *Zelda* games are bigger on story and more long-winded with on-screen text than most games, so Localization has always sought help from the Publications group to doctor the series' scripts and inject personality into the writing. For the last three *Zelda* games, that Publications person was Dan Owen, who worked alongside *Zelda* creator Shigeru Miyamoto since A Link to the Past for the Super N64.

Eight years later, Dan is as busy as ever managing [nintendo.com](http://nintendo.com) and alinging singers for the site's Ask Dan column, so *Zelda's* Deku torch has been passed to me. I'll set forth my goals: to write dialogue as snappy as Dan's, to keep the text entertaining and to write in this journal every day.

### Dog 15

OK, well, two out of three's not bad. So it's, like, two weeks later and I haven't exactly kept my goal of keeping a daily journal. *Majora's Mask* is far more difficult than *Ocarina of Time*. For pretty much seven days a week, 15 or more hours a day, I've been trying to finish this game and rewrite its 8,000 or so script pieces (ranging from single sentences to long paragraphs). Somewhere along the way, I've also found some time to sleep...

OK, so it's, like, an hour later now, and I've apparently squeezed in one of my power naps. Localization's translator Bill Trinen, pulled similar exhausting hours translating the game's script for me (the adventure easily beats *Ocarina* in the text department). Bill has translated everything from Super Smash Bros. to Mario Party 3, and I must reward and rework his entire literal translation before I leave for Japan next month to work with the *Zelda* team.



### Three Strange Days

Until now, the most out of the three days he may life over and over again, Majora's Mask has been these days. And while the *Zelda* teams at NCL and NOA spend the year of the testing cycle, it really only matters to us the type of testing that Link goes down in 25 hours. Compare for yourself.





### Day 24

Could the last two dungeons be any harder? Stone Tower Temple has you flipping the dungeon upside-down and back again, while Great Bay Temple's rushing waves funnel you away from areas you'd like to reach. Nonetheless, I completed the game 100 percent last weekend and have just wrapped up writing the test today. NCL's testers can begin checking my work in the game.



More tope-tarvi than the Forest Temple from *Ocarina of Time*, Majima's Stone Tower Temple is a flip-flopable dungeon that can put the sky at your feet.



### Day 25

Today, I arrived in Kyoto, Japan, the city where NCL is headquartered. If this is my last journal entry, it's because I haven't met my NCL translator, Masashi Goto, yet and have misinterpreted a train crossing sign.

### Day 29

Good thing I looked both ways before crossing those train tracks. I'm still alive and am working at NCL, which, much in various shades of gray, looks like a cross between a hospital and an old school building. Employees wear uniforms, and a bell even rings to alert them when lunch has begun and ended. Not that I was expecting circus animals or anything, but NCL appears sort of sterile. I'm beginning to wonder where all that creativity comes from...



### Day 30

Today, script director Mitsuhiro Takano returned to work after his honeymoon in Europe. After Mr. Miyamoto came up with a story and framework for the game, Mr. Takano scripted it and breathed life into its characters.

The game plays out sort of like the movie *Groundhog Day*. Instead of reliving the same day time and again, Link relives three days. On the final night, the falling moon will crash into Clock Tower, a hamlet populated by citizens plagued with personal problems. As the game's clock ticks down (an hour roughly equals one minute of real time), you must solve as many people's problems and clear as many dungeons—which are connected to the falling moon—as you can. Before the deadline arrives, you can play a special song on your ocarina in return to day one so you can relive the days differently in hopes of clearing more dungeons and helping more townsfolk.

As much as it is about exploring dungeons, Majima's Mask is about helping people. You spend a lot of time changing the courses of people's lives, like a man who was wronged by a thief, a man's girl whose cows are terrorized by aliens and a Goron baby who won't stop crying.



Script supervisor Mitsuhiro Takano, who wrote the original text and dialogue for Majima's Mask, also supplied the voice for the crying baby Goron.



### Day One

9:45 a.m.	10:45 a.m.	12:45 p.m.	1:45 p.m.	2:45 p.m.
• NCL meeting				
• Link				



### Day 31

To make sure none of my text was too far from the original, Mr. Goto is translating my script line by line to Mr. Takano. After Mr. Takano tells him what he thinks, Mr. Goto then translates the feedback to me and I make the necessary changes. Usually, it's just a matter of semantics. The Japanese word "soushi" is a synonym for "middle-aged woman." Luckily, we caught the mistake, so now the master's wife isn't already related to her future daughter-in-law.



### Day 32

Normally we wrap things up around 10 p.m., but tonight we finished up early since Mr. Miyamoto was taking the *Zelda* team out to dinner. There, game system director Eiji Aonuma and supervisor Takanori Tezuka told me how they've incorporated things from their everyday lives into the game. Development began in August, 1999 (though ideas for a sequel began right after *Ocarina* was finished), and the team rarely gets to go home. As a result, many of the characters—like the Deku Scrubs, who are involved in a cross-country trading sequence—talk about not being able to spend time with their wives.



### Day 33

Mr. Goto is actually in the process of doing the localization of *Perfect Dark* for Japan, so he's doing scripting work similar to what I finished last month. Today he showed me the "new" *Jointo Dark*. As NCL's request, Rare has slimmed down Jo and made her look more like the model in the ads. The game's also been renamed *Red & Black*, since *Perfect Dark* sounds trite and dull as far as Japanese titles go. *Red & Black* has a certain trite, dull ring to American ears, but it's catchy in Japanese. What works in one culture may not work in another. That's what localization is all about.



Takanori Tezuka

### Day 34

Every morning NCA e-mails us the bug log, a list of errors that the American testers have found in the game updates we've been sending them. The US game benefits from Japanese gamers' feedback, so our version will boast new perks like a mid-game new feature (instead of having to save every three days) and a cinema scene when you're reunited with your stolen home, Epona. Of course, new things (not to mention my typos) give the testers oodles of new glitches to report, and it's our job at NCL to remedy the problems in the daily log.



### Day 35

Script localization from Nintendo of Europe (NOE) arrived today to see my final draft. A French, German and Spanish writer, each with his own Japanese interpreter, will begin learning about Majora's story so they can rewrite my script in their native tongue.

The Zora rock bird was almost named "Blue Swan," which is what Mr. Asanoburou translates into when written in Chinese.



Link can find 20 collectible masks. He'll get most of them by solving the local townfolk's problems.

### Day 36

#### NOA

9:00 a.m.

Many thanks for the

#### LINK

Thanks for the great

10:00 a.m.

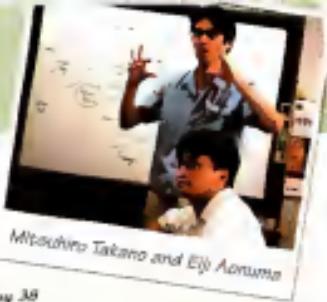
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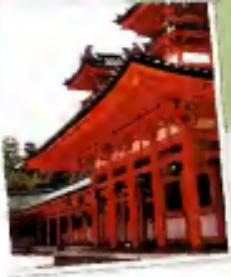
11:00 a.m.

Send NCA bug log

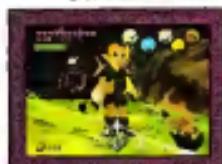
and bug patches



Miyamoto, Takano and Eiji Aonuma



Behind the Mask



### Day 38

Today, Mr. Aonuma and Mr. Takano mapped out the complex story for NOE (the general consensus is that this is the best and most compelling story in the entire Zelda series) and diagrammed the intertwining relationships of the townspeople whose lives Link will affect.

### Day 39

For every language the game is published in, the need for adjustments will arise. Jokes and customs are regional, so changes I tailored to English-speaking audiences may need to be swapped for games in France, Spain or Germany. Some names will have to change, too. Micky Auer from NOE Germany mentioned that the giant mechanical bull, Goh, had a name that seemed synonymous with the sound a tree makes when it falls. At NOE, we usually try to use the same names that are used in Japan, but I guess if Goh was named something like "Timber" or "plow," I'd change the name, too.

### Day 40

Majora's Mask is stuffed with dungeon adventuring, minigames and plenty of character interaction. The characters usually develop and change over the three-day period, so it's no wonder that the game has as much dialogue and screen text.

After two weeks of reviewing the 8,000 blocks of copy with Mr. Takano and Mr. Goto to make sure my version preserves the original's intention (while having enough American flair to make it appealing to Western audiences), I've finally finished my work in Japan.

Before my flight home, I decided to make a trip to the temple that's a few blocks away from NCL.

Mr. Miyamoto told me that the site gave him ideas for Star Fox 64 (fox statues adorn the temple, and the archways are reminiscent of the arenas that Fox would fly through). As I walked through the temple, I noticed Kemonokko fox toys and masks were being sold at the nearby stands and symbols that looked like Triforces were painted on cups and tapestries.

"Even everyday activities, like visiting a temple," I remembered Mr. Miyamoto telling me, "can be exciting if you use your imagination." And then it became as clear to me as if I was going through Link's Lens of Truth—don't take anything around you for granted.

Day-to-day items and situations pop up in Majora's Mask. Working with songbirds and raising loved ones can be the basis for an adventure. It really doesn't matter how bleak or dark NCL looks on the outside—Mr. Miyamoto and his team know that inspiration is everywhere. You just have to know how to see it. ☺



Masks and Triforces (they're really Shinto symbols) are common sights in Japan.



### Day 40

NCL

9:00 a.m.

Work with NOE

10:00 p.m.

Leave NOE office/quit

11:00 p.m.

Play Zelda and go home.

LINK

Work with Goozies

Leave about Powder Room

Play Zelda and start over.



# SnoCross

Published by Vertical Entertainment, Inc.  
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## Single Event

Single Event Mode pits you against three human or computer-controlled opponents in a one-winner-takes-all race. There are three tracks available in the mode when the game first begins, and you can unlock others by winning Tournament races. Single Event is the only multiplayer mode available.



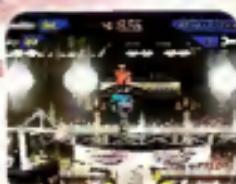
## Instant Action

You take a gamble whenever you play Instant Action Mode. The computer chooses your snow mobile, track, time of day and weather conditions for you. You might find yourself struggling up a steep mountain grade on a bright, hot day. Testing equipment is necessary and can cost you an 800-point penalty.



## Tournament Mode

Let the big challenges and big fun begin! Tournament Mode is made up of three three-track circuits. Each circuit has three of snowcross courses and cross-country runs. Winning a tournament unlocks the next tournament in line, as well as a selection of new sleds you can use in any play mode.



## Wrenches

You can earn wrenches by performing tricks in Tournament races or by winning Tournament races. You can then use the wrenches to upgrade a snowmobile's top speed, acceleration, handling and stability characteristics. You can use a wrenchbox on the sled that was used to win that wrench.

Vertical Entertainment is teaming with Polaris to produce the first snowmobile racer for the N64, and we're here to make sure you won't be left snowbound.



## Sled Heads

Polaris SnoCross from Vertical Entertainment combines ten tracks, three play modes, 16 Polaris snowmobiles and one fatsoy sled in one fratty package. If you think of SnoCross as a land-bound version of Wave Race, you'll have a good idea of its style of play. You can even perform Wave Race-like acrobatic tricks in midair by holding the trigger or R button and swirling the Control Stick or tapping it once in a given direction. While there are snowcross tracks in the game, they tend to be straightforward speed contests, so we're going to focus instead on five of the tougher cross-country runs.

# SPORT CLASS Geyser Canyon

Geyser Canyon is the last track in the opening Sport Class tournament, but it's the first track that may flip give you any problems. If you'd like to make a practice run before the "real" race, save your game first, start the race and explore the track fully. Once you've worked out your strategy, load the saved game and select the Continuous Tournament option to race for real. If you win the Sport Class credit, you'll open the Semipro Class and unlock the 2000 model snowmobiles.



## MAP KEY

- 1 snowbank
- 2 cutout in snowbank
- 3 chemical path



### 1. Big Breakthrough



As you冲through the right side of the Geyser Canyon sign, pull back on the Control Stick to hop up onto a snowy shortcut. Follow the path to a fork. If you take the left fork (which we prefer), stay on the left side of the ramp as you jump.



### 3. Right Stuff



Whether you take the previous shortcut or just follow the main track, you'll eventually see a geyser of gray ice and a fence just beyond. Beat through the fence and follow the path up the hill to the left.

### 4. Left, Left, Left



After shortcut #3, take any left turns or looks you see. At the fork, pictured to the left, the left path is broken off at first. These shortcuts are easier to find and follow than the earlier ones, so don't pass them up.

### 2. Hidden Tunnel **NP**



The left fork will lead you to the main path, but instead of jumping down to the track, jump across to another ledge.



Turn left and ride along the front of the building until you see a fence. Dash through it to find another shortcut.



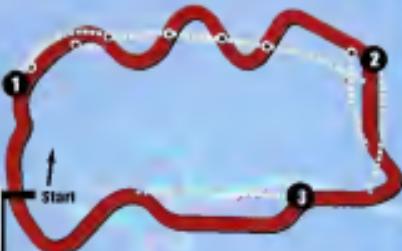
The path leads to another ledge. You can go straight or turn left and jump toward the middle level of the watershed.



It's an incredibly tough jump, but at the center of the middle level of the watershed is a small, hidden tunnel.

# Frozen Falls

The aptly named Frozen Falls is the middle race in the Semi-Pro Class tournament. Though the main path is full of twists and turns, the shortcuts are perfect for a speed machine like the 2000 Gen II version of the 6000 XCR sled. As long as you anticipate the icy patches and don't oversteer as you cross them, you should be just fine. If you need a tad better handling, give the 7000 XC SP a try.



## 1. Cutting Corners



To locate the first shortcut, look for two yellow signs and a lone tree on the left side of the track. Instead of following the main path to the right, skip to the left of the tree. Follow the path to a ramp. Jump off the left side of the ramp to land on a second ramp and then on the frozen river below.

## 2nd Chance



## Last Chance



If you miss shorting yourself, you'll have a second chance to enter the same shortcut. Right around the corner from the first turnoff is a yellow sign. Blast the pug in and follow the path up to a ramp. Jump off the left side of the ramp to land on the frozen river.

The first time you rally to the best, so even if you miss the first two entrances, there's one more you can use. Keep following the main path until you see the arrow sign shown in the photo. Wear to the left of the sign to head on the frozen river.

## 2. Tunnel Turn



If you miss the first shortcut entirely, you'll still be able to make up some time in the tunnel. Take both of the left forks, which will lead you to two ramps. Jump off the center of the second ramp (over the main track) to land on a ramp on the opposite side. Follow the narrow ledge on the right to find shortcut #3.

## 3. Go with the Floe



If you miss the jump after the tunnel, try to reach shortcut #3 from the main track. Just look for the sign as shown in the photo and run right through. After the second frozen lake, you'll find a steep hill. Be on the left of the right as you jump over the top of it, or you may hit a big tree just as you land.

# PRO CLASS Mt. Revelstoke

For many races, we recommend using the largest sled available. On the Mt. Revelstoke run, however, maneuverability is more important than speed, so our ride of choice is the 2.0:01 Edge 700 XC. The 700 XC is almost as fast as the 800 XC but not nearly as squirrely as its larger stablemates. A word of caution: Many of the fences and gates on the track are indestructible and do not lead to shortcuts.



## 1. Low Rider



Ride up onto the low ledge on the right, just beyond the starting line. The ledge is very low, so "pulse" your throttle until you catch the snowy track through the weeds, and then open it up. The shortcut will lead to a jump over the main path and then eventually dump you back on the main path at nearly a 90-degree angle.

## 2. Right Panel



After the first shortcut, follow the main trail until you see the "lumber yard" just as you're leaving the turn. Just as you're leaving the turn, you'll see a metal fence to your right. Only the last section of the right side of the fence is breakable. Run through the fence and jump off the main track to head back on the main track.

## 4. Building



Once you've passed the main track, you'll soon come to a clearing with a huge building. Run the ramp on the left to take a shortcut through the building's interior. Only the panel at the top of the rickety staircase, where the others will stop your sled cold.

## 3. Cold Cuts



Not long after you return to the main path, you'll see a log pile. Squeeze through the gap to the right of the logs to find a short ramp. Run up the ramp and the hillside beyond to enter a hidden tunnel. Don't launch off the ramp at top speed, or you'll jump too high and miss the tunnel.

## 5. Pop a Wheelie



As you exit the tunnel, you'll be popping toward a jump. Jump off the center of the ramp to land your sled straight at the gate leading to shortcut #5. Just beyond the gate is a wooden bridge. If you drive off the Mt. side of the bridge, pull a little "wheelie" as you drop off the end, or you'll drop out big time.

# Rattlesnake Ridge

Rattlesnake Ridge is the last track on the Pro Class circuit. It's a tough but exciting run, with lots of tricky but necessary shortcuts for you to master. If you win the Pro Class trophy, you'll unlock the Special Events race at the PolarDome snowcross course, as well as the 600 Edge Xaled. Beat the competition at the PolarDome to unlock the ultimate in snowmobile technology, the Sno-Raider concept sled.



## 1. Righteous

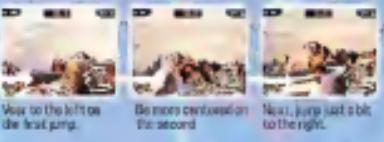


You can take the main track or the path to the right of the yellow ramp after the starting line. The yellow track is jumpy, so throw you off course, and the red on the side path can catch your sled and dump you. It's your call!

## 2. Triple Jump



No matter which route you take, you'll soon come to a turn with these arrow signs on the left. Cut your speed so you don't overshoot the large ramp in the end of the turn. Run over the street sign (up the ramp). If you're careful, you'll be able to make three high jumps, one after the other.



Turn to the left on the first jump.

Be more cautious on the second.

Next, jump just a bit to the right.

## 3. Tunnel Target



If you manage to land on the fourth ramp, cut your speed and stay on the right side. The ramp will point you straight toward a tunnel on the far-right side of the trail. Beyond the tunnel is one last jump that will bring you back to the main track.

## 4. Switching Sides



Stay on the main path until you see a low ridge on the right side. Go up the ridge and follow it to another ramp. Jump off the left side of the ridge and over to the left. If you have enough speed, you'll sail over the main path and land on a ridge above the left side of the track.

## 5. RR Car



If you miss short-cut #4, keep going until you see a line of railroad cars ahead. Find the car with the yellow sign in front of it and smash through.

## Snow Job

It's no *easy* job when we say that Polaris SnoCross is packed with winter racing thrills—we just wish there were more courses. The complexity of the tracks and the multiplayer option provides a good measure of replay value, but you'll have to decide whether that's enough to measure up to your expectations. 

Logg's  
TV EMPORIUM



2 DAY RENTAL \$1

Stunt, battle and race freaks, unite.

It's San Francisco Rush™ 2049, the only high-octane title that brings together three genres in one. Including Race Mode, where you zoom through 8 futuristic San Francisco neighborhoods; Street Mode, with insane air and gravity-defying tricks; and finally, Battle Mode, with team-based combat that lets you lock and load your way through 8 alien arenas. The pedal-to-the-metal arcade favorite is back with all new features and something for just about every action junkie, including online ghost races for Sega Dreamcast™. So, gentlemen, start your adrenal glands.

**RUSH**  
**2049**

ADRENALINE<sup>3</sup>



Sega® Dreamcast.

Available September 2000



## Enter the Dragon Warrior...

Ring your shield and prepare for old-school, role-playing combat—two NES sword and sorcery epics have emerged from the mist of video game history to captivate a new audience on Game Boy Color. Ircane has polished the classic games until they shine like new armor, capturing the exact game play of the original versions while updating the graphics. The screen may be small, but the adventures are expansive. We'll give you sage advice on Dragon Warrior I this month, then open the spell book for Dragon Warrior II in next month's issue. Dragon Warrior I introduces you to a medieval world swaged by Draco Lord's monstrous minions. As a descendant of Loto, you'll travel to the far corners of Alegard, shown at right, to search for valuable items and perform heroic deeds. Each stage in your journey is identified on the main map and pinpointed in red on small reference maps.



# 1 Tantagel Castle



When you first arrive at Tantagel Castle—weaponless and weak—the king will provide you with a Dragon Warrior's starter kit: gold, a torch and a key to get out of the castle. Spend the money wisely.

## Gifts of Gab



Taking to the citizens of Algarde is often the best way to learn a lot. The world around you, everybody in the game has something to say, and sometimes the information is vital to your quest. Some of this could even be a wild guess you game play hints and fill in a possible hostage situation involving Princess Lene.

## Case the Castle



## Don't Bother Knocking

Algarde's Tantagel Castle is hidden away behind locked doors. Make a note of all the locked doors you find in the early stages of your quest, then return to them later when you have keys.



## Torch

You won't get far in the underground caves and tombs without using a torch to light your way.



## Herb

Herb can be invaluable for restoring Hit Points (HP) when you aren't able to rest at all.

# 2 Town of Tantagel



The town of Tantagel—a convenient location to pick up supplies—lies just outside the gates of the castle. You'll need to return several times until you're strong enough for an extended journey.

## Tales and Tips



You'll know much more about your quest after spending time with the Tantagel townsfolk. Find out about other important stuff in the north country of Algarde as well as between visits to the Weapons and Armor and Books Shops. You'll also pick up hints about difficulties you may face later in your journey.



## Warp Wing

The Warp Wing will transport you instantly back to Tantagel Castle from anywhere in the kingdom.

## Room at the Inn

Nothing beats a good night's sleep at the inn for replenishing HP and Magic Points (MP) after a long day of battling monsters. You can store your goods in town when you have too much to carry.

**Item** **3P** **FREE**

## House of Deals

You'll find Inns in every safe town in Algarde. The owners may charge slightly from place to place, but you can always buy standard goods like herbs, or sell in excess for quick cash.

<b>Oregon Scale</b>	<b>20g</b>
<b>Bark</b>	<b>10g</b>
<b>Torch</b>	<b>5g</b>



## Oregon Scale

A Oregon Scale will provide a slight boost to your defense rating, but only once. Buy one early when you really need the extra protection.



## Fine Cutlery



Remember to check in at the Weapons and Armor Shop in each new town you visit. Weapons are rated by how many points they add to your attack rating. Likewise, a Leather Suit of Armor adds points to your defense rating.



## Gloves Defense +2

The least you can do is put on some clothing you're going to wonder around and fight monsters.



## Leather Armor Defense +4

The leather upgrade costs more than cloth, and it allows you to fight with more confidence.

## Bamboo Stick Attack +2

It doesn't sound like a very formidable weapon—until isn't—but you'll need to hit monsters with it anyway.



## Leather Shield Defense +2

Leather is a necessity when walking off the claws of smaller monsters. You'll want to upgrade soon, however.



## Cleat Attack +4

If you feel silly carrying around a Bamboo Stick, then bludgeon enemies with the spiked baton.



## 71

# Outside No Man's Land



The countryside between castles and towns is riddled with hellhounds monstrosities. You won't need to wander far before you meet one of them—but that's not a bad thing. You have to fight to build up HP.

## Wretched Wimps

The wretched wimpy Troglodyte Castle will give you trouble early on, but they'll be more of an annoyance than a threat once you become stronger and buy better weapons. Wimps will cower after another, but Drakes and Spookies strike back in battle.



Slime HP 3



Bratty HP 6



Spooky HP 7



## Hit Points and Run

Stay close to Tristagol Castle so you can save your game in the holding after your early battles. You'll earn Experience Points and gold for each monster you defeat, but your manager HP will suffer until you grow stronger! Save up for better weapons and armor before you start to explore the wilderness.

For each monster you defeat, but your manager HP will suffer until you grow stronger! Save up for better weapons and armor before you start to explore the wilderness.

## A Whole New Level

Various attributes contribute to your character's battle prowess: strength, defense, agility, HP and MP. As your level increases and the numbers assigned to those attributes go up, you'll learn new spells and be able to fight more powerful enemies.

## Personal Growth

You'll be given a breakdown of points assigned to each of your character's attributes when you graduate to a new level. Sometimes you'll gain many points in one area and very little in others.



Level	Exp. Points Needed	Spell Learned	Spell Description
2	7		
3	23	<b>Heal</b>	The first spell you learn takes the place of the healing you carry by replenishing HP.
4	47	<b>Fireball</b>	The name says it all. The spell allows you to hurl a damaging Fireball at enemies.
5	116		
6	220		
7	450	<b>Sleep</b>	Put your enemies into a deep sleep while you continue to pummel them with weapons and spells.
8	480		
9	1,200	<b>Radiant</b>	A torch burns longer, but the Radiant spell produces a brilliant light that lets you see further in the dark.
10	2,000	<b>Stop Spell</b>	Use Stop Spell to immobilize creatures who the Mely to use sorcery against you.
11	2,500		
12	4,000	<b>Outside</b>	If you're lost in a cave—or you just want to get out quickly—Outside will transport you outside.
13	5,500	<b>Return</b>	Return magically transports you back to Tristagol Castle from anywhere in the dungeons.
14	7,500		
15	10,000	<b>Repet</b>	Minimize your encounters with monsters in the countryside by casting the Repet spell.
16	13,000		
17	17,000	<b>Reinforce</b>	If the Heal spell is a good thing, then Reinforce must be better, right? Right!
18	21,000		
19	25,000		
20	29,000	<b>Firebane</b>	The first spell you'll learn allows you to cast a devastating blast of fire at enemies.
21	33,000		
22	37,000		
23	41,000		
24	45,000		
25	49,000		
26	53,000		
27	57,000		
28	61,000	<b>AGL Seed</b>	Bolster your agility by eating the AGL Seed. You'll be able to hit your enemies with greater accuracy.
29	65,000		
30	69,500		

## Valuable Roughage



Heats 'n' a' Stomach

You're bound to run across a little horse-eating food in your journeys around Altagard. You'll get a small stomach boost to a specific skill when you eat each of them—but they won't stick around once

## STG Seed

If a warrior is strong, even a Battering Ram is a formidable weapon. Eat an STG Seed instead of working out.

## DEF Seed

The magical DEF Seed gives you an extra measure of protection against enemy attacks.

## Life Seeds

If your character needs to take a Life Access to reach their HP, grow this mighty oak tree.



## Mystic Nut

It sounds like a new ice cream flavor from Tibet, but the Mystic Nut actually increases your MP?

# 3 Leto's Cave

The first stop on your journey is the cave containing a memorial to Leto, but you aren't going to put flowers on his grave. His tombstone holds valuable clues that will guide you on your quest.

## Basement 1



## Basement 2



## Lighten Up

ITEMS	0	20
Money	0P	100P
Food	0	100
Health	0	100
Experience	0	100
Level	1	100
HP	0	100
MP	0	100
SP	0	100
GP	0	100
LP	0	100
GP	0	100
LP	0	100

The two-level maze leading to your ancestor's grave will be unchartered land, but you'll need a torch to explore it. Until you learn the Resistant spell, you should always have one or two torches on hand.

## Taxing Inheritance



Step in front of Leto's engraved tombstone, then hit the A button to read its message. When monsters run over gold in Alefgard, it's your obligation to collect it and return it to the treasury. The gold is scattered across the water from Timmigel Castle.

# 4 Town of Garinham



The well-known "Town of Folklore" holds all of the basic services found in the town of Temmigel, but the prices are higher and the goods for sale are more sophisticated. As always, talk to townspersons.

## Enter the Iron Age

ITEM	PRICE
Iron Armor	100P
Iron Shield	100P
Iron Club	100P
Iron Sword	100P
Leather Armor	50P
Leather Club	50P
Leather Shield	50P
Leather Boots	50P

Head for the Garinham Weapons and Armor shop after you fatten up your wallet. Its inventory of iron implements will prove invaluable when you venture into the more forbidding territories of Alefgard.

### Iron Shield Defense +10

The Iron Shield is a strange defensive tool as you'll find until much later in the game.



### Iron Armor Defense +10

The Iron Armor is a strange defensive tool as you'll find until much later in the game.



### Iron Club Defense +10

Sell your Copper Sword and buy an Axe as soon as you have the gold to make up the difference.



**Chain Armor Defense +10**  
Trade in your leatherude for chainmail, and that's more than twice as resistant to attack.



ITEM	PRICE
Bronze Helm	20P
Bronze Chain	8P
Bronze Club	8P
Torch	10P

## Musical Memories



Benderry, the founder of Garinham, is long gone, but he is still very much alive in the memories of the townspersons. The Bard obviously left behind a legacy of music and perhaps some very even more valuable. You can also pick up some information about the princess's whereabouts.

# 5 Outside Go East, Young Warrior



There is an unexplored area south of Garinham, and the powerful monsters there will quickly end your quest. Venture east instead, where the enemies are challenging but are beatable.

ITEMS	0	20
Money	0P	100P
Food	0	100
Health	0	100
Experience	0	100
Level	1	100
HP	0	100
MP	0	100
SP	0	100
GP	0	100
LP	0	100
GP	0	100
LP	0	100
GP	0	100
LP	0	100

## Perfect Ten

Try to fight enemies that will build up your Experience Points without necessarily depleting your HP. At Level 10, you'll be able to cast the Radiant spell, which eliminates the need for torches when exploring caves, and use Sleep-Spell, which protects you from magic.

## Eastern Enemies

The monsters get progressively tougher as you travel east, but they also help you to build up your Experience Points quickly. Resistant Skeletons and Scorpions will give you the most trouble in the east because you cross the water via ferries in the Marshy Cave, so slash away somewhere.



### Magibat HP 15



### Magician HP 12



### Skeleton HP 30



### Scorpion HP 15



Make a trip to a western cave before you rule on the fiendish beasts in the southeast. Rocky Cave can be confusing to explore, but the gold and treasure you'll find there make it worth the effort.

### Dark Forces

You'll find weirdo bug-like baddies lurking in the darkness. Some of them can be found above ground, while others are unique to the underground world. Kyndlers and Drakelins are well-adapted to the dark areas, so prepare to spend plenty of time fighting the creepy creatures.



#### War Ring

The War Ring slightly boosts your attack, so it's worth it while you search for it inside Rocky Cave's two treasure chests.

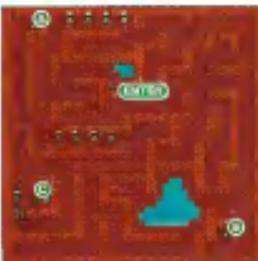
### Big Money

Short of going to Vegas, there's no easier way to make money than by solving treasure-chests. You can also find important items, like hats, that may be more valuable than gold—depending on your HP situation. Since the chests magically refill with gold after you leave, you should return whenever you've won money.

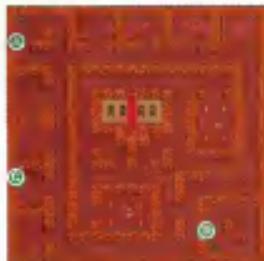
I.L. joined the chest.  
\$1,000,000

It's a secret.  
\$1,000,000

### Basement 1



### Basement 2



Kol, a town in the northeast corner of the kingdom, is filled with interesting people and new armor upgrades. Try to remember the features of the town—like the bath—to help you figure out clues later.

### Weapons & Armor

	Item	Cost
Copper Sword	100g	
Iron Armor	1,000g	
Iron Axe	500g	
Leather Shield	300g	
Steel Armor	3,000g	

	Item	Cost
Icons		
Drop Sack	20g	
Werk	8g	
Torch	10g	
Wing Wings	24g	



**Iron Armor Defense +16**  
It may get rusty after a walk in the rain, but plated Iron Armor is great insurance against HP loss.



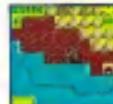
**Steel Armor Defense +24**  
Spend your hard-earned gold on Steel Armor when you're ready to take on the many meat-eaters in Alekland.



Wade deep into a poisonous swamp to find the entrance to Marshy Cave. The cave is less than a mile than an underground tunnel to a separate island to the south, but it's big enough to harbor many monsters.

### Swamp Gas

Don't spend much time wandering around in the swamp. The poison gas it emits will drain your HP.



### Dark Door

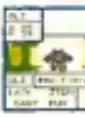
Are these solid wooden doors designed to keep you out or hold off a dozen brawlers inside? Perhaps both.



# Outside Venture to the Southeast



The monsters you encounter on the island south of Marshy Cave are much more powerful than any you've battled before. You must be getting close to the source of the evil and the key to defeating it.



## Lucky 13



Along with upgrades in armor and weapons, you should build up your Experience Points to Level 13 before you start picking up new Rivalries. You'll learn the Return spell by then, so you can transport yourself back to the safety of Teriegel Castle when your HP reaches the critical stage.

## Heavyweight Class

Some of the most vicious are the growl near Rivalries—such as Metal Scorpion—are more powerful versions of the beasts you've already battled. The most interesting, and lucrative, monster you'll find is Goldman. You'll win a massive pile of gold if you defeat him.



**Hellward** HP 38



**MetalScorpio** HP 22



**Wrath** HP 38



**Goldman**  
HP 38



## 6 Town of Remuldar

Remuldar has thrived in the heart of monster country thanks to its protected position in the middle of a lake. Once you discover the town's secrets, your quest will take a new direction.

### Rainbow Connection

You will already have learned much before reaching Remuldar, but the critical clue about how to get to Graciel's stronghold will have eluded you. Seek out the town west of Remuldar, who will provide you with the missing piece of the puzzle. Another citizen will give you information of a more immediate and practical nature.



### Exploration is the Key



Stay close to the town walls as you walk around the outskirts of Remuldar. You'll find the entrance to a shop that sells keys. You can carry up to six keys.



### Weapons & Armor

	HP
Cooper Sword	180g
Iron Armor	1,000g
Iron Axe	500g
Magic Armor	7,700g
Steel Armor	2,000g
Steel Sword	1,500g

	HP
--	----

	HP
Items	
Herb	10g
Torch	8g
Wing Wing	24g

### Magic Armor Defense +24

Magic Armor is never protection than Steel Armor, but it also recharges one HP for every two steps you take—making it worth its hefty price.



### Steel Sword Attack +28

Trade in your trusty sword for a more elegant weapon, the Steel Sword. You'll need 1180g to buy it across the map to the Western Islands.



## Unlocking the Adventure

Once you have a peducel of keys, it'll be time to backtrack to the many closed doors throughout Alefgard. Each key opens any door once, so try not to waste them opening the same door twice.



### Dig that Crazy Flute

If you help out an estranged couple in Remuldar, you'll learn the location of the Flute Flots in Kit. Pay close attention to the instructions, then start digging near the bats.



### Plain Flots

Apart from making pretty noise, the flute has a specific purpose in the game that a clever reader will reveal.



### Princess in Distress

The Marshy Cave is home to plenty of annoying monsters, a kidnapped princess and a big, resty Dragon. Unlock the doors in the center of the cavernous lair, then try to keep Lorla's fire-breathing companion at bay. If you can, you'll get to carry Princess Lorla back to Teriegel Castle for a nice reward.



### Lorla's

When you carry the Lorla, you turn—Princess Lorla's love—it not only makes you feel good inside, it tells you exactly how many steps you have back to Teriegel Castle.





## 9 Town of Mercado



If you spent time in Kal looking for the Pine Hut, your investment will pay off outside Mercado. The Rock Golem guarding the entrance is a formidable opponent—but music is its Achilles' heel. Put it to sleep with the flute then attack it with



### The Right Direction

A cover column in Mercado leads to the temple on the other side of a dangerous energy field. If you make it to the shrine with your HP intact, the holy rune there will give you coordinates for the Loto Seal.



### Pine Sword Attack +20

The Pine Sword is the most expensive item money can buy. You won't really need it, but you should buy it if you have the spare gold.

### Silver Shield Defense +20

The Silver Shield is the most expensive item money can buy. You won't really need it, but you should buy it if you have the spare gold.

### Flame Sword Attack +20

The Flame Sword is expensive, too, but more than worth the price. It will help you tear through enemies and you find Loto's Sword.

### Shopping District

Mercado has the same types of shops you'll find in other towns, but only the Weissgerb and Armor Shop have prices yet. It'll be interesting to see how Weissgerb's prices change as you progress. Bring a pile of gold with you—the supplies you'll want are pricey.

WEISSGERB

WEISSGERB

Dragon Scale  
Weird Wig

WEISSGERB

20g  
24g

### Weapons & Armor

Bamboo Stick	10g
Chain Armor	300g
Club	60g
Copper Sword	180g
Flame Sword	0,800g
Iron Axe	550g
Iron Shield	800g
Leather Armor	70g
Magic Armor	7,200g
Silver Shield	14,000g
Steel Armor	3,000g
Steel Sword	1500g

WEISSGERB

WEISSGERB



## 10 Town of Domorda



The once-thriving town of Domorda has been demolished by monstrosities that still roam the streets. Loto's Armor is stashed away near a shop, according to a townsman in Mercado. If you defeat an axe-wielding madman in Domorda, the fabled armor will be yours.



### Loto Armor Defense +20

Similar to Magic Armor, the stronger Loto Armor replenishes one HP per step you take. It also allows you to walk through poisonous swamps without sustaining ill effects.



## Building a Rainbow

Once you possess the Loto Armor, you should be strong enough to take on Dracolord in his lair. You should concentrate your efforts on finding specific artifacts you'll need to create a rainbow bridge to his castle. Certain items you've picked up will help you on your way.

### 11 Rain Staff



A sage in the northern cave grants the Staff of Rain, one of the components needed to create the Rainbow Drop. Unless you already have Garch's Harp, he'll send you packing.



### 12 Loto's Seal



Finding Loto's Seal is a snap, as long as you possess the Sun Stone and Loto's Seal. The coordinates given to you by the holy man in Mercado will lead you to the seal's location in the courtyard. Check underfoot to find it.



### 13 Rainbow Drop



When you have collected the Rain Staff, the Sun Stone and Loto's Seal, go to the southern temple, where the resident sage will use them to create the Rain Drop. Follow his instructions.



## DragonLord Awaits You

You're almost finished with your quest—you just need to attend to a couple of minor details, like finding Loto's Sword and slaying DragonLord. DragonLord's Castle is expansive and confusing, but we know you'll find the courage to conquer evil, along with a few dozen Dragons. After you've saved Alteirard, try your hand at Dragon Warrior II on the same Game Pak. We'll be back next month to help you embark on the much larger adventure. ☺





## All That Glitters—Silver and Gold!

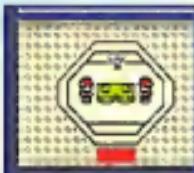
This month, we're continuing our coverage of Foldman Gold and Silver with a little more info on the sparkling surprises you'll uncover when the games launch in October. We've got more interesting info



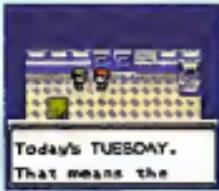
Every Pokémon Center has its own Time Capsule, which allows you to trade with PokéLancers' games of the past.



Be sure to visit any Pokémon Center to find the Time Capsule. It helps you to trade Pokémon "across time" with Red, Blue, or Yellow Game Park, which are considered to be the past. When you trade Pokémon from Gold, Silver to Red, Blue, or Yellow, you can trade only creatures that existed in the older games, and they won't equip any of the new moves. You can trade any creature from Red, Blue and Yellow to Gold, Silver. You won't be able to use the Time Capsule until you've headed into theanks.



New to the North American version of *Pokémon Gold and Silver* is the time-adjustment feature. Talk to your mom when Daylight Savings time is over to ensure that your game's internal clock is correct.



Many things are date-specific. For example, some Pokémon are very seasonal and make appearances at specific days, and some events and services are available only on certain days. Talk to the people around you to find out on which days you should return to an area.



Gold and Silver are not compatible with the current version of *Pokémon Stadium*. Keep checking *Pik Watch* for the scoop on upcoming *Pokémon* games.



Gligar



Hoppip



Scizor

We're excited to announce three new Pokémons from *Gold* and *Silver* that are making their English language debuts in the pages of *Nintendo Power*! *Gligar*, *Hoppip* and *Scizor* are just three of the fascinating new creatures you'll run into as you play *Pokémon Gold* and *Silver*.

## Pokechat



Pokechat is where it's at this month, and we certainly appreciate your letters and e-mails! Last month, Pokecenter was given its very own e-mail address, [pokecenter@nintendo.com](mailto:pokecenter@nintendo.com), which makes it even easier to get in touch with us. Drop us a line!

**Q:** I just received the Item Finder in *Pokémon Red*, and sometimes it detects something but doesn't tell me exactly where it is. So how do I find the items?

**A:** You pick up invisible items the Item Finder points out the same way you pick up the visible items you run into on your path to *Pokémon* mastery. The Item Finder will beep when you're in the general vicinity of an item, so walk a few steps in each direction, checking corners, walls and other areas by pressing A. It can take a long time to pinpoint the item's location, but the things you pick up are usually pretty cool! Try going over the same area several times—even if you think you've searched every nook and cranny of the area, you might have just missed the invisible item. Use the Item Finder as you walk around an area. If it stops beeping, you know you've gone too far.

**Q:** What is the point of Hey You, Pokéchat?

**A:** Hey You, Pokéchat! is a voice-recognition game that allows you to speak to Pokéchat and interact with it in a variety of interesting situations. You often have to coach Pokéchat through its emotions, giving it advice, direction and support. So you could say the point is that you get to talk to and play with Pokéchat! But the real point of Hey You, Pokéchat! is very simple: to have fun, and with a game as innovative and interactive as Hey You, Pokéchat!, players are sure to have a blast.

**Q:** Is there any other way to get the Illusion Cards besides via Card Pop! in *Pokémon Trading Card Games*?

**A:** No, you can only get the Illusion Cards by trading with you. That's pretty unlikely, though, as the cards are extremely rare. The rarity is definitely what makes them so special. If you keep Card Popping, you might luck out.

**Q:** Why can't my *Pokémon* forget an attack to learn a new one?

**A:** Your *Pokémon* can always learn new attacks by forgetting one of their other attacks—unless it's an attack they learned from HM. They're stuck with those. You should always think very carefully about the attacks your *Pokémon* has and whether or not it should learn or forget new attacks, especially in the case of HM attacks, which are irreversible in *Blue*, *Red* and *Yellow*.

**Q:** Will I be able to catch Mew in *Pokémon Gold* and *Silver*?

**Is there any way to catch a Mew?**  
I heard you can catch Mew by...

**A:** How we go again? We've answered this one before, but it keeps coming up. The only way to get a true Mew is to get it from the good people here at Nintendo, either by visiting a concert or signing up at a special event, like the *Pokémon Stadium* Tour. The situation will not change when *Gold* and *Silver* come out.



Water Pokémons

David Womble  
Prior Lake, MN



Evolution 1

Angela McCullough  
Mahopac, NY



Togetherness

Ricky Trebilko  
Conchita, CA



Gigantic Pokémons

Angela Goveia  
McAllen, TX

# Ask the Professor



Hello, Trainers. The Professor is in. I've been studying Pokémon for a long time, and I am ready to share my knowledge with you. I am amazed at all the tough questions you send my way, and sometimes I even have to ask my colleagues for help answering them. Don't be afraid of asking questions. Everyone can use help sometimes!

## Which Pokémon should I use against Mew and Mewtwo? Bug-types, maybe?

Mew and Mewtwo are very tough opponents, so even if you have a Pokémon that is the same level as the opposing pastel Pokémon, your Pokémon will almost certainly give out before they do. It's very likely that it will take more than one Pokémon to match up to Mew, and Mewtwo is even tougher.

Many new Trainers think that a Bug-type Pokémon will easily sting a Psychic-type Pokémon the way an Electric-type can simply shock a Water-type, but that just isn't so, for a number of reasons. One of the best ways to get more out of an attack is to use one that matches the Pokémon's type. Unfortunately, there aren't many Bug-type attacks and none are very aggressive. In addition, most Bug types are dual-types, and when that second type is Poison, watch out! Finally, Bug-type stats are never very impressive in the Attack category, and they're downright depressing in the Defense category. A Bug-type is generally not what you're looking for—it's simply not up to the task without a bit of luck and some stat-boosting moves on its side.

A few ideas for battling Mew or Mewtwo include using an Electric-type with Thunder Wave plus one of the most powerful attacks, such as Thunder. A creature that can use Blizzard is also a good choice. Thick-skinned Normal-types like Snorlax will last a long while against the duo, especially if they're using a heavy-hitting attack, such as Self Destruct, Body Slam or Earthquake. Ditto can transform into a copy of its opponents, and if you're lucky it will do so without getting caught in its own form by the psychic phenomena. In other words, don't use Ditto first.

Try starting with Thunder Wave then attacking with Blizzard, Psychic, Body Slam, Earthquake, Thunder or other very powerful attacks. You can employ Ditto to use Mew or Mewtwo's own attacks against them. Because the pair is so tough, equipping your Pokémon with Rest is also a good idea. Try a few combinations to see what you can come up with!



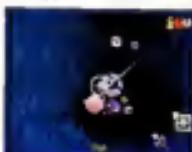
These Pokémons will work against a Mew or Mewtwo of any level, but keep in mind that the lower the level, the lower the power.



This attack doesn't complete, but it's good when it hits. Watch for Rolltraps and Rollbombs.

## Where is the Mewtwo sign in Pokémon Snap?

Float along the Cave Course in the Zero-One until you see craters next to a Weepinbell Torn to face the side of the cave wall opposite Weepinbell. You will see some shiny rocks or gems sparkling in the distance against an inky black gash in the cave wall. Focus on the sparkly area and snap a picture. The developed film will show a glowing picture of Mewtwo—the Mewtwo sign!



Snap in the area where the third Kali King appears



The Mewtwo Sign will show up after the Mew is developed, honest!

## What are the Pokémon doing in Super Smash Bros.? Are they friends or foes?

The Pokémon are performing Pokémon attacks. They can be friends or foes, depending on when they appear and where you are at the time. On the Saffron City stage, Electrode, Bulbasaur, Psygar, Charmander and the Poké Ball from the Poké Ball stage come through the door and perform an attack. If you're in the way, it might be bad news for you. If your opponent is in the way, it could be good news for you. The Pokémon from the Poké Ball are the same way. If the ball lands on or near an opponent, it will probably bother or damage the opponent—and if it lands near you, it's your problem! Watch out for these Pokémon attacks: Oxuz, Rock Throw, Snorlax, Body Slam, Golddeen, Splash, Meowth, Pay Day, Charizard, Planethower, Beedrill, Take Down, Bristle, Hydro Pump, Chansey, Saltbelly, Hitmonlee, Jump Kick, Starman, Swift, Koffing, Snorl, Clefairy, Metromon, Mew, Fly.



Drop rocks on the Hyrule Castle stage, ready to throw some rocks at your Mario.



Use Poké Ballistan and play in Bellflower City to see lots of Pokémon.

# Colosseum

We're looking for special teams—Pokémon Stadium

Poké Cup or Pika Cup teams, teams with unusual

Pokémon or other interesting strategic teams. Send yours in!

Alanna Cervenak of Fogelville, Pennsylvania, sent in a diverse set of powerful Pokémon. Her team features some interesting creatures, from the Surfing Raichu to the stoned-out Vaporeon. Alanna usually evens with Meveva, which isn't a bad idea at all, but this Meveva-less team is one of her favorites. Alanna's team uses some pretty tough attacks, and it would be a great team for Pokémon and Pokémon Stadium!



## Raichu

Alanna entered a Surfing Raichu in Pokémon Stadium, then went back and traded it to become a mighty Surfing Raichu. The electric marvel would probably hold its own against a Bracer or Rock-type, because its speed would allow it to attack with super speed. Surf and before the opposing Pokémon knew what hit it, it would be all washed out! Alanna forces in Substitute to be on the safe side.



- Thunder
- Surf
- Substitute
- Hyper Beam

## Vaporeon

Alanna has a little bit of everything: durability, speed, and another Vaporeon is certainly no exception. Body Slam is a perfect fit for this party. Pokémon with a super tough hide, and it just might surprise an opponent. The victory, however, is perfectly suited to the powerful, ice-cooled Water-type combo of Blizzard and Hydro Pump. Hyper Beam appears again, presumably to tackle any type that doesn't mind the cold water.



- Hydro Pump
- Blizzard
- Body Slam
- Hyper Beam

## Magmar

Magmar isn't the best-looking member of Alanna's fighting force, but it's one of the most diverse. Upon first fire, Fire Blast is a natural with the Magmar, and Hyper Beam works for any type. Body Slam works very well with the flaming Fighting, but the biggest impact comes from the unexpected Psychic attack, which would work pretty well with Magmar's relatively high Special Attack rating.



- Fire Blast
- Psychic
- Body Slam
- Hyper Beam

## Acroductyl

Acroductyl is an unusual creature. It is both Rock- and Flying-type, something like the Pokémon ciclavia. Alanna obviously loves the Hyper Beam, and it does the same amount of damage no matter which Pokémon you're attacking. It's worth the loss of a turn! Fly and Dragon Rage are both very powerful in Acroductyl's claws, and Toxic adds a touch of the otherwise missing Poison type to the team.



- Toxic
- Fly
- Dragon Rage
- Hyper Beam

## Alakazam

Alakazam can definitely work some magic when it's time to battle, and Alanna equipped it with the best Psychic-type attack, Psychic. Thunder Wave is a great addition to any type that can use it, and Recover will keep Alakazam in the show long after other Pokémon would have pulled a相当于 a set. Seismic Toss is another of those great tricks to perform—it damages every Pokémon equally, regardless of type.



- Psychic
- Thunder Wave
- Seismic Toss
- Recover

## Gengar

Gengar is a real trapper, and like all Ghost-type, it has little to fear other than a Psychic-type or a well-placed Ice Beam attack. Alanna's Gengar is a psychopath, with half of its attacks capable of scaring most Pokémon right back into their Poké Ball. Night Shade is another of those attacks that effect all opposing Pokémon equally, and Psychic, Thunder, and Explosion are all superpowerful attacks.

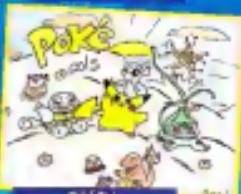


- Psychic
- Thunder
- Night Shade
- Explosion

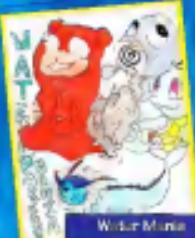


## The Big Pokémo

Poki Poster  
Bria Amerson  
Brentwood, NJ



Poki Poster  
Melissa Dahl  
Bainbridge, NC



Water Mania  
Alice Arnold  
Destin, FL



Pokémo Masterpiece  
Kenny Williams  
New Orleans, LA

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Send questions, comments and art to:

Nintendo 2 Player  
P.O. Box 520122  
Redmond, WA 98052

# Hot off the Press



Our readers love *Pokémon* so much, they've started making all kinds of great *Pokémon* stuff of their very own! The personalized *Pokémon* paraphernalia is very cool, and we're pretty sure these people are actual *Pokémania*!

## Pokémon Arts and Crafts

Some *Pokémon* fans are content to play the game, use the moves and trade the cards. But other fans are driven to do more, and they manage to transform ordinary, everyday items into cool *Pokéstuff*. Our readers have created a styling *Pokémon* playhouse, an adorable snow *Pokémon* and a yummy *Pokémon* cake and sent us some pictures to prove it. We're always interested in seeing our readers' handiwork, so if you've created any *Pokémon* stuff, send us a picture—we might even show your work in future editions of *Pokecenter*!

Jack Alvino of Staten Island, New York, sent in this picture of his adorable Jigglypuff "snow *Pokémon*" that he created with the help of a little food coloring and a lot of imagination. We're not sure how he managed to add food coloring to the snow without making a big old mess, but we're very impressed!



Robyn and Amber Knodela of Granite City, Illinois, have a playhouse fit for a *Pokémon* Master! The girls somehow convinced their uncle to paint their clubhouse with all sorts of *Pokémon* characters, including the Diglett door. The Game Boy window is a nice touch, too!



Another triumph in food coloring comes to us from Gail Singer of Miramar, Florida. Little Gail loves to bake all sorts of delicious cakes, including this Rattata cake creation. It looks like even *Poison*-type *Pokémon* make tasty cakes!

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

LOONEY TUNES<sup>®</sup>  
**DUCK DODGERS**  
STARRING: DAFFY DUCK

MEET THE NEW FACE OF EVIL...  
HE'S GOT AN ARMY OF MARTIAN MINIONS,  
FOUR CRAZY RECHUMEN,  
AND ONE EARTH-DESTROYING ULTIMATE WEAPON.  
WHO CAN STOP HIM?



IN DUCK DODGERS, DAFFY DUCK IS THE GUARDIAN OF THE REBELLION PLANETS. IN HIS FIGHT TO FEND OFF THE MARTIAN INVASION, HE MUST USE HIS

MARSHMALLOW, BACKED BY THE EVER-HELPFUL PORKY PIG. DODGE, AVOID, AND YOUR SKILL AND QUICK REFLEXES. DUCK DODGERS MUST COLLECT ALL OF THE ENERGY ITEMS AND STOP MARTIN, BEFORE IT'S TOO LATE... CAN YOU SAVE THE GLOBET? THERE'S COUNTING ON YOU.



MMI-13+ Animated Violence



WII  
N64  
PS2



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# COUNSELORS CORNER

Your Questions—Our Experts!



## Starcraft 64

### HOW DO I SURVIVE THE ONSLAUGHT ON DESPERATE ALLIANCE?

At first, the third mission in the Terran campaign seems like a cakewalk. Your forces are in an easily defensible facility with high walls and only two narrow access points. Rescue ships will be there to pull your troops out in 30 minutes, and the first 20-plus minutes are spent finding off minor hit-and-run attacks by the Zerg. Then, just when you think success is within your grasp, the Zerg launch a massive, unstoppable assault. You don't have to stop them; you just need to survive until the rescue ships arrive. Bunkers loaded with Marines or Firebats are the best kind of speed bump you can create. Rive the

courtyard's two access roads with the cheap structures, then build as many as you can in the courtyard itself. Try not to



Position bunkers to create a withering crossfire for enemies that wander into the hot zone between them.

leave any marines standing around unprotected, or they'll be swept away in the imminent flood of fungi and claws.



All you need to do is preserve some structures for when the rescue ships arrive. If you build enough bunkers, you should have plenty to spare.

### WHAT'S THE BEST WAY TO REACH THE NORAD II?

The Confederate vessel Norad II has crashed in a canyon surrounded by Zerg forces, and you have the unpleasant assignment of rescuing her crew. The most formidable array of Zerg forces is posi-

tioned on a ridge between your base and the downed ship, so it's wise to avoid that area altogether. Build up a small army of ground troops to clear out the Zerg in the valley to the east of your base, then

unleash at least three Wraiths for a sortie to wipe out Sanction and Camp Colonies to the east of the Norad II. Send two fully loaded Dropships along the circular and, more importantly, safe route to the ship.



You'll see many marines in the battles to clear out the valley, but don't feel bad about it. They could have joined the Peace Corps.



After your ground troops have reduced the size of the Creep in the eastern valley, use Wraiths to a clear a path on the eastern ridge.



Scan the eastern and southern edges of the map with your Dropships to deliver Raynor and a platoon of Marines to the crash site.

# Perfect Dark

## HOW DO I CREATE A VEHICULAR DIVERSION IN CHICAGO?

NP

The streets of Chicago are crawling with police, so you'll need to reprogram a car to create a diversion if you want to enter the GJ building. Before you accomplish the task, you'll need to pick up a Reprogrammer that was stashed for you in a nearby storm sewer. The taxi parked in the street is the ideal candidate for a diversion. Activate the Reprogrammer while standing near the cab, then duck out of sight. Once you've reprogrammed it, the cab will fly around the corner then explode.



Clear out the handful of enforcers in the storm sewer, then grab the Reprogrammer that was stashed there.



It will take a few seconds to reprogram the taxi. Try to stay out of sight—a flying robot can make your life difficult if it's seen.

## WHERE DO I FIND THE CONSPIRATORS IN THE 65 BUILDING?

After you dispose of the second set of doored guards, target a guard through the window of the sliding doors then eliminate any other guards just beyond the doors. Climb the stairs to the left of the sliding doors then follow the corridor until you reach a metal gangplank leading to pipes. Crawl along the pipes until you reach a small opening. Equip your Cam-Spy then send it the rest of the way down the pipes. The conspirators are a short distance away.



The pipes are calling you. Walk carefully across the unusually strong plumbing until you reach a small opening in the wall.



The Cam-Spy was built to go where no agent has gone before. Send it through the opening in the wall to discover the conspirators' lair.

## HOW DO I SHUT DOWN THE AIR INTERCEPT RADAR?

The Air Intercept Radar is located in an underground bunker inside the main gate to Area 51. You can access the gate either from the watch tower or through an opening in the wall near the mine field. Start-

ing from the main gate, the ladder to the bunker is on the far side of the building to the right. Go down the stairs and follow the corridor to the computer terminals in the center of the bunker. After eliminating

any guards in the area, plant your timed explosives on the computer screen then get out as quickly as you can. On Special and Perfect Agent levels, you'll need to sneak through a laser grid to escape.



The underground bunker is unguarded, but you'll have to take light-fuze Autoguns at ground level before you reach it.



Find the terminal that controls the radar then plant your timed explosives. The bomb has a fairly short fuse, so get out fast.



If you're playing on Special or Perfect Agent level, you'll need to touch down then move through the laser grid as the lower beams flicker off.

# Donkey Kong 64

## WHAT DO THE BLUEPRINT PIECES DO?

You may collect several Blueprint pieces then give them to Stripe before you step to consider what they actually do. Sure, you get a Golden Banana in return for each piece, but what is the final payoff for all your Kaspit bashing? The answer comes at the end of the game, when you need to defeat K. Rool in Hideout Helm. Each Blueprint you collect in the game gives you an extra 10 minutes to complete the final stage. Also, if you collect all 40 pieces, you will be able to play eight minigames any time you want.



Each Blueprint piece will garner a Golden Banana, along with 10 minutes of playing time to complete the Hideout Helm level.



If you find all 40 pieces—the complete Blueprint—you will unlock the option to play eight different minigames found in the game.

## HOW DO I LIGHT THE LIGHTHOUSE?

After you open the gate to the lighthouse area on Gloomy Galleon with DK's Coconut Shooter, you'll be faced with a daunting climb to the top of the lighthouse. Your instant scaling skills won't hack it this time around, so you'll need to find another way up. Swing down to the buttons imprinted with a green arrow to raise the water level. On the surface, you'll be able to stamp a DK switch to open the lighthouse. Climb up the ladders and moving platforms then pull a lever at the top.



Different Kongs will use the underwater switch several times to raise or lower the water level on Gloomy Galleon.



Time your jumps on the moving platforms to reach the top of the lighthouse. A lever will turn on the light—and produce a Golden Banana down below.

## HOW DO I ACTIVATE THE MACHINE IN THE MILL?

The formidable-looking machine in the mill at Fungi Forest is controlled by three levers inside a cage. You'll need to smash through a "7" box to get to the switch that opens the door. Pound the switch to enter

the cage then crack your knuckles to get ready for a sequence of Gorilla Grab moves. You must pull the levers in the correct sequence or you'll be zapped by an electric current. The sequence is printed on

a nearby wall for easy reference: 2-4-3-2. Each lever has dots in front of it that correspond to the numbers. When you're finished, the machine will start and you'll be one step closer to a Golden Banana.



Stamp the DK Switch on top of a box in the mill to enter the electrical control cage. A similar switch inside the cage will let you out.



A forgetful worker put the card for the machine controls on the wall. Double-check the numbers before you start pulling levers.



The conveyor belts and machinery will grind to life after you pull the levers in sequence. Be sure to check outside for a Golden Banana.



As secret agents go, she's the undisputed best. Silent as the night, deadly as a cobra, Joanna Dark didn't earn the nickname "Perfect" because she makes a mean casserole. But now the ferocious fatale faces her most difficult mission yet, complete with platoons of soldiers, alien life forms and some very krate cyborgs. It'll take all of her, and your, skills to leave this one silver.

# PERFECT DARK

## Spring a Bang-Up Job

Roc's latest installment in the Perfect Dark series takes place at the end of Joanna's training. She gets to engage in different activities on the Game Boy Color: racing a truck at breakneck speeds, rafting down a river, flying a helicopter and generally saving the world from evil. Stealth is also a major factor; simply running through the levels with guns blasting is a sure way to go home to mama in a box and your supply of weapons is seemingly endless. Plus, by using PD with your Transfer Pak you can unlock groovy cheat codes for the N64 version. This is Joanna at her silex-stomping best, and with our exclusive strategy guide, you're sure to win the day.



### NP: HOW IT RATES



Not one for telling things out, Joanna's a serious secret agent problem. With 14 levels, the game's rated T for by the ESRB for realistic violence.



14 and older. Rating: R. Reason: realistic violence.

# Carrington Institute

Only a fool goes into a job without training, and Joanna is no fool. Use your time at the Carrington Institute to become familiar with the play control as well as special features, like

## Basic Training



The guys in the blue helmets aren't from the UN. If they see you, your mission will become a lot more difficult, so take 'em out with these pistol shots. Be sure to check for any ammo or weapons they might leave behind.

## Search and Rescue

You'll find red-shirted hostages scattered throughout the game. Simply touch them to release their bonds and allow them to return home to frantic relatives.



You'll often discover hostages in a level where rescuing them is not the main objective. Remember the golden rule: and set them free anyway. After all, no one enjoys being blindfolded for very long.

## Advanced Training

You must locate and disarm a bomb. There are no large green wires to clip; just grab the laptop computer off the table and use it to decode the device.



how to open doors (some of them are trickier than others), and stuff out those much-needed red hits. Also practice your stealth maneuvers, as they become essential in the later levels.

## Stealth



Being sneaky and sly is Joanna Dark's specialty and a skill you must master to survive. Sometimes a room that seems empty will have guards in the corner. It's often better to wait for them to come to you.

Keep an eye on guards to see where they're at. A single shot from Joanna's disruptor can sometimes be difficult, so you will want your weapon to be right next to her, but not touching, the guard's helmet.

## Final Test

Your last ordeal is at hand. Find the hostages scattered throughout the facility and eliminate the loose ends. You'll need to search every room to get them all.



The Institute is shockingly large, and it's easy to overlook the red-shirted captives. A good strategy is to lay the wall and search the rooms until you find all of the hostages.

## Target Range

You must score 80% on the target range to advance. If the bad guy's got a hostage, shoot him in his upraised arm. And, of course, don't hit the set with the teddy.

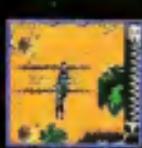


# South American Jungle

Your first mission lands Joanna deep in the heart of the South American rain forest. (It's good to see rain forest still exists in 2002). Besides creepy insects, giant snakes and terrible humidity, you can expect to find a plethora of guards on patrol. Firing stealthy pistol shots will be essential to your survival.

## Objectives:

Destroy Cyborg Factory  
Defeat Mink Hunter



### Get the G-TYY Gun

The G-TYY gun is very handy for close encounters, such as taking down a cyborg dogboy. While you can't use it for snappy shots, the rapid rate of fire makes it a highly effective weapon for jungle warfare.

## River Crossing

Once you board the raft, soldiers will attack in droves. Try to eliminate them as they appear on the right side of the screen, and be sure to shoot ammo boxes. You'll need them!



### Grenades

Grenades are a girl's best friend. Use the palm-sized power throwers to get rid of any party poopers fast enough to stand close together.



## Jungle Track

It's not the LA freeway, but the armed drivers might make you think otherwise. You should maintain a high rate of speed but not so high that you'll miss the feels in the road.

### Shooting Trucks

Don't rely solely on your stealth—You have to show them precisely. If you can't run a truck off the road, just drive by.

## Barracks

It's a-maze-ing! The barracks are a hodgepodge of tents, barrels and those pesky armed lookouts. Search for new weapons, including a shotgun that takes out guards in one shot and throws them halfway across the screen.



### Get to the Barracks

Most rooms have traps or minefields, not to mention giant snakes for obstacles. Find the shortest route and introduce them to your new family, Mr. Whiskers.

## Wind Attack

Stick and move, stick and move. Like the Ali Shuffle, your best bet against a 20-200 buster is to keep those feet a-dancing. Scram from side to side, using the rocks for cover.



### Aim for the Rockets

Take out the outside rockets on both wings, then the engines. When the rocket gun does the switcheroo, tilt the Button to move your cursor.

## Cyborg Factory

You made it through the jungle only to discover a cyborg plant run by a madman. (Really, though, would anyone sane run a cyborg factory?) It's up to you to send those

## Sniper Shooting

It's a snipe hunt, and you're invited. You have a single-shot rifle, so take careful aim. Try to eliminate long guards — if you're seen you'll have only a few seconds before they blast you.

### Shoot the Turrets

Take out the guard turrets first, then eliminate the guards from right to left. Knock up with the two following little huts, and level...

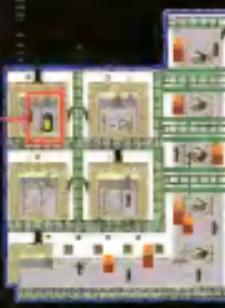
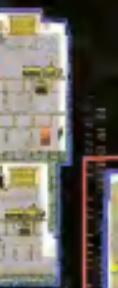


wasally whores to the soap heap — your large supply of C4 should do the trick nicely. Ammunition is at a premium, so conserve your shots whenever possible.



### Place the C-4

To place the C4, just setup in the tank and touch it. Eliminate the guards first, or you'll have a big surprise when you're finished.



## Mink Hunter

He may have a funny hat, but Mink Hunter wields a mean shuriken. You'll face off over a long pit — stay near the front of the overwalk and hit him with a back shot. Try running from top to bottom and concentrate on avoiding his throws. He's clever, but you'll hit him eventually.

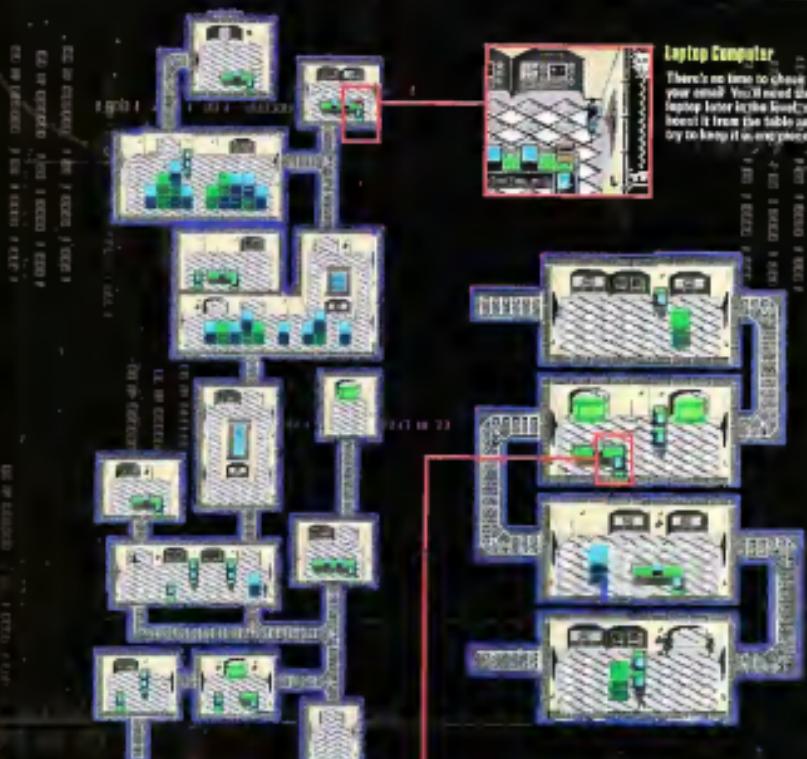


# dataDyne

There's a downed UFO, and Dr. Carrington needs the crash data. That means Joanna must enter into the heart of darkness: dataDyne Headquarters. There are guards aplenty roaming the halls, and many areas of the building can be accessed with a keypad only. Precaution and stealth must be your watchwords.

## Objectives:

Download Crash site info  
Locate Crash Site



## Keycards Needed

Joanna brought her American Express, but that won't be much help here. There are two keycards you must find in the level. Lucky for you, dataDyne employees are lazy—you can find the cards in plain sight on top of the lab tables. Pay close attention to the map on this page, as many of the rooms look the same and it's easy to get lost.

## Keycard 1

Travel eastward, Agent Black. You'll need this card to open the lab door, where you'll encounter after defeating the cybernetic spider in the previous room. Search the guards for some much-needed info.

**Disrupter Hall**

Stock up on plasma toasty! The experimental disruptor for the main bad weapon. You won't find any extra items lying around, so equip it while you have the chance. Mmm... crispy.

**Download Information**

You'll find the crash site info inside the large, grey computer. Connect the laptop to the dataDyne computer to receive data. Simply touch the monitor to download.

**Shut Down Power**

The dataDyne Co. is a high-tech corporation with the best security money can buy, and it still connects the power to a big, red lever on the wall. sigh. Shoot the guards, then flip the big boy to leave them in the dark.

**Crash Site**

Once you leave the dataDyne building, you'll find yourself outside with only a machine gun and your wits to protect you. Don't panic if you can't find anywhere to go—there's no escape from the level, and the guards never stop coming. Take down as many guards as you can, then watch as Agent Dark heavily surrenders. Hope she has a good attorney...

**Keyboard 2**

A little backtracking will be required to find the keyboard. Try to eliminate security with healthy pistol shots. If you happen to be spotted, abandon the pistol and switch to a more heavily隐蔽 weapon.



# Pelagic

Despite her best efforts, Joann will be captured and thrown in the hold of the Pelagic 1, a container vessel steaming with datadyne's goods! No shipboard romance there: strip the boat, make your escape in a helicopter, and ensure that the captain goes down with his ship.

**Objectives:**  
**Sink the Ship.**  
**Escape Using Helicopter**



## Find your Gun

We've got this is a boat way to big. Steal a pistol from the gunner, grab your parrot and then blow him up! Use the alien's pistol. Don't worry—they can't hear the shot.

## Get to the Alien Ship

You've found it at last—the downed alien vessel. It's a little banged up but still functional enough for datadyne to glean its secrets. Make sure they don't.



## Octopus Prime

Fire hoses? No time to discuss acoustical engineering — just take 'em out. Shoot the hoses first, then the outer guns, then Octopus Prime himself. Remember your last helicopter battle, and continue to stick and move.



## Escape

Small craft advisory! You'll flee the ship in a souped-up Huey, but a monstrosity with a bazooka is hot on your tail. Get ahead of the boat, then take left to right. When more than one missile is headed your way, quickly drop back to shake them then fly ahead again.



## Invasion

There are three bombs in the Invasion level, and you have a short time limit in which to disarm them. You must also remove every guard you find. Walking takes too long, so run to the bombs and shoot any guards you can along the way. Then go back through and mop up what's left.



## Set the Ship's Self-Destruction

The same guys who built datadyne's electrical grid apparently constructed the UFO as well. Press the large, floating red button to set the destruction mechanism.



## Final Fight

The computer banks provide limited cover and will soon be destroyed. The chopper moves in similar patterns to the others you fought. Remember the stick and jive and shoot the missile banks from the outside in.



# Multiplayer

Why save the free world by your lonesome when you can buddy up for twice the mayhem? Perfect Dark provides a large array of multiplayer options and enough vari-

sions on the theme to keep you blasting away for hours. They are also an excellent way to hone your secret agent skills if the others levels are giving you problems.

## Flag Run

If you like your games simple, Flag Run is for you. Two roles: Hunt for the flag, then hunt for the sucker who found it.

### Street



Most tell you not to play in the street, but the lack of cars makes it safe. Of course, the hoodlums probably balance that out.

### Factory Interior



Tiptoe through the cyborg factory and track down that running dog. Return the below your opponent does. 90%, 90%, max load.

## First to Kill

It's a race against time. Be the first to plug your opponent a set number of times and you're the winner. Be second and, well, you're just second.

### Factory Units



While there's something to be said for stealth, remember that your opponents may be running through the level like a madman.

### dataBase



The dataBase scenario gives you really cool, new areas. In the server room, introduce them to the collective bargaining power of your shotgun.

## Counter Force

First it was the hapless envoys on Star Trek, now it's the hostages in Perfect Dark. A nickel's worth of free advice: Never, ever go outside in a red shirt again.

### Classic Arms



All that's missing is Ms. Pac-Man and a slot for Tetris. Return the prisoners while taking in the retro '80s action game decor.

### CI Headquarters



Tired of Jeopardy? Play roulette instead! Henry Mack Henner takes you out of world domination to save a few captives.

## Timed Game

15-6-in-one is on your side, yes it is. Eliminate the most baddies in the time provided to secure bragging rights for eternity. Or at least until the next round starts.

### House Interior



No, you can't shoot the tablets. You can hide behind them if you want, but don't expect them to provide much cover in a firefight.

### Jungle



Welcome to the jungle. This level provides plenty of cover, unfortunately you'll be too busy shooting to take advantage of it.

# Dark Matter

Perfect Dark proves to be a blistering prequel of its N64 big sis. While nothing can replace a first-person view, the folks at Rare have done a spectacular job staying true to the theme and feel of the original. If you enjoy solid action games and multiplayer fun, you should give PD a try. Come on. You're not afraid of the Dark, are you? ♦



# ARENA

are you game?

## WE CHALLENGES



### Kirby 64: The Crystal Shards Bumper Crop Bump

When you're not collecting shards, you can gather up fruit in Kirby 64. Play the Bumper Crop Bump minigame and fill your basket with as many of the falling fruits as you can. The biggest harvests will earn Power Stamps and a spot on the Challenge Scoreboard.



### Indy Racing 2000 Orlando Indy 200

Get the wheel and floor it in the Orlando Indy 200 course of Infogrames' Indy Racing 2000. If you think you can drive circles (or rather, ovals) around every speed demon out there, prove your pedal-to-the-metal mettle by sending us your lap record for the Florida course.



### Taebo! Ridin' the Waves

Playing in the water brings out the kid in all of us. In this month's challenge for Midway's Taebo! for GBC, you can get in touch with your inner child and inner tube. You could soak up some Power Stamps, too, by splash-splashing an unfathomable score on your inflatable side.

1

In *The Legend of Zelda: Ocarina of Time*, can you catch the Shadow Triforce without using the Loa of Triforce?

2

**TWISTED CHALLENGES**  
In *Midway's Taebo!*, can you defeat the Elite Four using only one type of Taebo?

3

## Challenge Scoreboard

STATE	NAME	EPISODE 1 RACER
WA	Colin Higa, Seattle, WA	5 81 870
CA	Jeffrey Deasy, Encino Park, CA	2 19 833
NY	Adam Priller, Cos Cob, NY	2 11 832
IL	Jarri Senni, Elkhart Lake, WI	2 04 930
MA	Colin Higa, Scituate, MA	2 34 500
CA	Colin Higa, Seattle, WA	4 35 400

### THE LEGEND OF ZELDA: OCARINA OF TIME

John Blaser, Naples, ID  
Robert Mar, Glendale, FL  
Terry Reilly, Manchester, MD  
Michael Ni, Louisville, KY  
Layne Hoenrich, Lubbock, TX  
Jeff Shatto, Pittsburgh, PA  
Eric Stiles, Sheldog, NY  
Sethon Oliver, Somers, NY  
Jordan Bristoff, Peoria, KY  
Tolka Padi, Pomona, CA  
Colleen Payne, Grappling, HI  
Donald Federico, Lancaster, CA  
Peter Phagreedy, Wimberly, TX  
Chris Phillips, Cold Spring, MN  
Chris Pollard, Tucson, AZ  
Jared Pense, Tocoma, GA  
Brenton Powell, Waco, TX  
Jordan Proll, Fresno, CA

### SUPER SMASH BROS.

Eric Reit, La Crosse, WI  
Jerry Tristano, Mariposa, CA  
Ryan Fitzgerald, Encino Park, CA  
Cody Freeman, Tracy, CA  
Adam Fried, Lexington, MA  
Lee Fusk, Woburn, MA  
Robert Quigley, Frisco, TX  
Jeremy Olfant, Middle Rockville, MD  
Zach Glosowski, Valley Park, IL  
Aaron Elkin, Atlantic Springs, FL  
Adam Goldberg, Livingston, NJ  
Peter Gervais, Duluth, IL  
Jacob Gruber, Littleton, CO  
Jeffrey Gwintry, Lonestar, TX  
Casey Grubbs, Cincinnati, OH  
Matt Hapner, Dearborn, MI  
Brian Harris, Springfield, VA  
Eric Hause, Shadyside, NC  
Trent Heberlein, Springfield, OR

# MARIO TENNIS CHALLENGE

## The Nintendo Power Cup

Hit the clay in NP's exclusive Mario Tennis tournament for your shot at winning some grandly slammish! Nintendo tennis goes. While it may not make you look as smashing as Wimbledoners Pete Sampras and Venus Williams, it'll at least give you the on-court cool of the Mario Tennis pros.

To take part in the special Nintendo Power Cup, follow the instructions below. When you finish the game, you'll receive a unique code that is a record of your game stats. Send us your code—we'll evaluate it and compare it with the performance of other readers. Winning is based on how many rings you can hit the ball through ( rings that your opponent, Bowser, needs will count, too). If there's a tie score, we'll draw one Grand Prize winner from all top qualifiers. The rest will be runners-up.

**WIMBLEDON:** The game lasts three minutes regardless of how well you volley. If a ring is too hard for you to reach, tried a return on purpose to bring up a new formation of hoops.

Mail your photos to:



Play *Nintendo Power Cup*, a *Nintendo Power* exclusive Mario Tennis tournament, and it's randomizes your game. To unlock it, head to the Main Menu, then select *Special Games*.



Choosing Tournament,  
choose the Central  
Stick or Pad to type in  
JAVASPIJAU at the Code  
Entry screen. Press A to  
confirm each letter  
choice and B to  
cancel.



The three-minute match will have you playing as supercharged character Donkey Kong Jr. As you volley with Bongos, hit the ball through as many rings as you can within the time limit.



The game ends when the time runs out. Photograph your *Reindeer Hair* code. If you send us the picture, we'll evaluate your special code to see how your performance measures up.



### 1 Grand Prize: A tennis racket and a Frisbee game

Environ Biol Fish (2007) 79:101–108

Please write your new total on the envelope.

### Official Contest Rules

Please print and return this card to: Power Supply Awards, P.O. Box 5075, Belmont, MA 02478-5075. If you would prefer to challenge someone else, use the address on the back of your power plan or in your e-mail. Name, Address, Membership number, if any. If you have our SuperPower Catalog, the challenge code for that catalog is 000000000000. If we are not your suggestions or your one of our top qualifiers you'll receive three stamp good toward merchandise in our Super Power Supplies Catalog for subscribers that is www.superpowers.com or a copy of our catalog.

ANNUAL THRESHOLD 17

### Final Step 10

100  
100

www.WEBmagazin.de

player's gotta contest

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gotta win it all!



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POKÉMON GOLD AND SILVER  
GAME BOY COLOR SYSTEM

with the Pokémon Gold or Silver version Game Pak of your choice!

**50 WINNERS!**

enter to win!

## 50 GRAND PRIZES

GRAND PRIZE WINNERS WILL RECEIVE A SPECIAL,

LIMITED-EDITION POKÉMON GOLD AND SILVER GAME BOY COLOR.

Unavailable anywhere in North America except through this contest, the limited-edition *Pokémon Gold and Silver Game Boy Color System* features *Pokémon* characters and a special reflective paint that changes from gold to silver as you shift it in the light.

**GRAND PRIZE WINNERS** WILL ALSO HAVE THEIR CHOICE OF A  
POKÉMON GOLD OR SILVER VERSION GAME PAK.

The latest additions to the *Pokémon* world are the most enthralling *Pokémon* adventures ever.



## 50 SECOND PRIZES

## Second Prize Winners

**WILL RECEIVE**

## A STYLISH

**A STYLISH  
NINTENDO  
POWER T-SHIRT**



## YOUR VOTE COUNTS

**YOU CAN'T WIN IF YOU  
DON'T SEND IT IN!**

**Fill out the card and  
send it in. We'll tally  
your vote for the power  
charts and enter you  
in the contest!**

#### Official Contest Rules



# Game Boy a-Go-Go

## We Got Games

Did you know that September 11th is National Iguana Awareness Day? Or that the 4th is the National Be Late For Something Day? And let's not forget September 17th, the ever-popular National Backward Day. With such momentous days almost upon us, we took to wondering why there was no Game Boy Color Day. We quickly discovered it was because of the powerful iguana lobby in Washington, D.C., but hopefully this month's terrific selection of new titles will be one more step toward giving everyone's favorite system the respect it deserves.



## Under the Sea

Listen up all you crazy pinball wizards—this is the game for you. Even if *The Little Mermaid* isn't exactly your bag, this pinball sim is so well done it might bring tears to your eyes. The scrolling from top to bottom is smooth and flawless, and the camera follows the ball so closely you rarely lose track, two flaws which tend to doom most pinball adaptations. In addition, you get two main tables with lots of secret goodies and a ton of minigames. It's like being in the arcade, except no one will spell *soda* on your new jacket.



## Play Ball

The main tables are loaded with jackpots, but you'll have to be patient. The ball moves at certain angles based on where it hits the slider. Pay heed to that, because most jackpots are won by hitting a certain area numerous times.



### Kiss the Girl

Pay close attention to the window boxes located right above your main flippers. They tell you exactly where to hit what specific areas of the table to win the jackpot to recovering. For the Kiss The Girl bonus, you'll need to shoot your pinball around the right loop.



### Ramp Roaming

You can get three of points right off the bat with a special skill shot. Launch your pinball hard enough to clear the right loop, then tilt it with your wrist. Done correctly, the ball should go into the left loop and give you its first cheap points. Also remember that your flippers aren't just for smacking the ball around—with a light touch you can slow and even stop a ball on a flapper, resulting in a more accurate shot.

## Many Mins

The minigames are a fun time for all concerned, and because the music, graphics and strategy vary wildly, they actually feel like 16 different games as opposed to one game and 15 clones. Also note that you can tilt your pinball table in different directions until Arielle's teeth fall out, but the game will never end because of it. That's good to know if your ball is headed for a watery grave.



### Ariel

Hit treasure chests to open them and reveal like the booby setting like case—sails will drop when the shark.



### Baby Penguins

Crack the ice blocks and free the block and white border hit the polar bear to make him really, really angry.



### Islanders

Hit the little beach hats to free the natives, then hit the logs in the water to rescue them.



### Walrus

It's Who-Who-Who! If you nail Mr. Walrus in the eye, he'll roll out of the ice. He'll give you extra points and some fish.



### Big Penguin

There are a number of amiable ice cubes scattered about the table. You must break them all in two minutes.



### Morgana

Ursula's sister is another lightning bolt fan. Be patient, the Grotto sisters are the most difficult of the congregants.



### Flounder

Flounder the too-much, and has a simple rump to wedged in a boat. Knock him the before he becomes shark food.



### King Triton

Death has turned into a scuba diver and is natural. Hit all the creatures to avoid being gobbled for the next of your life.



### Big Teeth

Breaking ice with a pinball may seem easy, but it's not either well here. Break the ice case to save your hand.



### Scuttle

Hit the bird to make it drop a bunch of散失的 items, then hit the items to pick them up.



### Bad Gels

Electric eels, no less. Watch for lightning and hit the water trigger fingers ready for a quick response.



### Sebastian

There's nothing more rewarding than full-splitting water. Hit the flooded areas to give Andi another burst of life.



### Stingray

Pop those stingrays and send them swimming. Beware the lightning bolts—they deflect your ball in crazy directions.



### Melody

The girls move around—try to get the ball in the middle and pass around and hit multiple pin targets.



### Eric

Leave the work ships. Knock the squares off the boat first, then hit them as the boat to push them to safety.

Microsoft

## The Best Of ENTERTAINMENT PACK



### Use Your Noodle

Did we mention the superb replay value? Though they seem simple, many of the games quickly become a challenge to even the most hardcore gamer. And the best part is, they're a blast! For a fun time, give the Pak to friends and then count how many times they say, "Hold on, one more game! Just one more!"



#### Free Cell

In Free Cell, the entire deck is laid out before you. A card is put atop another to be built upon in sequential order. Cards can be stacked on top of them in descending order, black on red. You also have four extra slots, which are used to store cards temporarily. Save them for kings or cards that cover up your cards.



#### Tut's Tomb

Match cards that add up to 13. Queens go with nines, and kings are worth ten match. Plus, check, and pay careful attention to which cards are becoming traps. The game is scored with cash and changes you can draw, so if you go through the deck and can't make a single match, cut your losses and redeal.



#### Tripeaks

You've got to know when to hold 'em, know when to fold 'em. Remove cards by matching them higher or lower. Try to get a run going, such as 8, 9, 10, jack. If you jump back and forth 18, 19, 18, 19, you'll get stuck later on. You'll need really good memory and some luck to master the game.

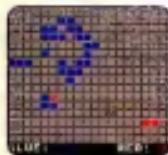
## Deal Me In

Tired of rescuing princesses? Had it up to here with scrounging for coins? Give your fingers a rest and your brain a workout with a fabulous collection of seven games. Normally available only as computer software, their easy learning curve and superb replay value make them must-haves for the Game Boy Color.



#### Ski Free

There are only so many card games you can play before you get sick of them. So here's a game that's sure to keep you entertained. You can pick Stalactite events and try to dodge trees, or take out stunts on Free Style. Ski Free has some funny moments, including points for scoring snowballs down a hill and a Yeti who eats you, skis and all, if you move too slowly.



#### Life Genesis

Based on highly complex mathematics that you (thankfully) don't have to know, Life Genesis allows you to generate "life" in the form of blue dots. If you put two dots together or space them too far out, they'll go belly up. When you're finished, sort your world into order and observe the patterns.



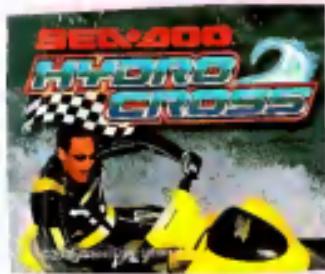
#### Mine Sweeper's

One foot, one flag, and a whole lot of fun. Minesweeper is one of the oldest PC games, and it's true classic. Use your foot to search for mines, finding them by process of elimination. A numbered square tells you how many mines lie in an area. Warning: May cause sleepless nights and some thumb cramping.



#### Tic Tacto

Tic-Tac-Toe! Welcome to the old school game with a twist. The boards come in three sizes: 3x3, 3x5x3, and 4x4x4! The standard board is fairly easy, but the final board, which requires four in a row to win, can become almost insanely complex. It's especially fun with two players.



## Wave Rave

Combining speedy watercraft with the canals of Venice would normally get you thrown in the Italian houseboat, but, luckily for you, Sea-Doo HydroCross has arrived. Fly through more than ten courses in such locales as Tech Noir and Atlantis to become world champion.

Game Boy  
a Go Go



## Man Overboard



### Watch Undertows

Descend into the maelstrom, friend. Whirlpools are a bad thing, so try to avoid them. Other hydro-challenges include logs, rocks, and a devolved UFO (complete with a pair of peeled alien ears) in the Bermuda Triangle.



### Know Your Craft

Each time you win, you'll add points to your Sea-Doo. Each category is important, but the name of the game is staying on course. Build up your craft's handling abilities right off the bat, then worry about how fast you can go.



## BOWL ME OVER

All the fun of bowling without the silly shoes. Sound like a dream? Well, wake up, because AMF Bowling is your ticket to the lanes. Choose from nine bowlers, select your ball color and weight, and get ready to rack 'em up. With Practice, Tournament, and Two-Player Modes, you'll never wait for a lane again.



## Gutter Talk



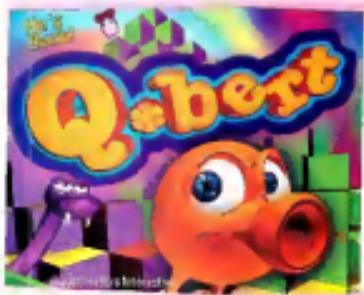
### Strike

Try to align yourself between the middle two arrows and throw as straight as possible. Once you've mastered that technique, try different spins on the ball to achieve wicked hooks and strikes.



### Cline 'Em Up

To pick up a spare, stand to the far side of the pins and knock your shot as straight as possible. If it splits, aim the far side of a pin and send it careening across the lane.



## Q\*bert

It used to be that the only way to have Q\*bert in your home was to watch the cheezy '80s cartoon, but now you can see the little guy in your home, car, boat, or wherever you decide to bring your Game Boy Color. The rules are simple—jump Q\*bert from box to box while avoiding snakes, bats and other nasty surprises. There are Arcade and Adventure Modes, and you can even play as his buddy, Q\*Bertina.



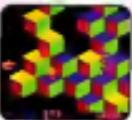
## Block Jumpin'

The most important strategy for Q\*bert is to leave yourself room to maneuver. Stay in the middle and try to have an escape route available at all times. If a block is off by its lonesome, just save it for later.



## Green Balls Mean Stop

I'm frazin, and I can't get up! Stop the flow of time by slapping any red or all green balls that come your way. Once the enemies are frozen, use the opportunity to bounce up and down on these baddies to find a hole to reach blocks. Note that enemies can thaw you when frozen, so feel free to hunt Cooley the Purple Snake.



## Fluidic Balls

Don't touch red and purple balls are bad news, and pupiles actually become copies once they reach the bottom. This is also a good time to point out that you don't want to stand at the top of any pyramid, or balls will fall on your head.



## Flying Pad to the Rescue

Just when you thought the Q-man had no hope, alien technology comes to the rescue. Each level has one or two of the multi-directional springing disks available. Use them to escape from angry baddies, or bats headed your way. If you're being chased by the snake, wait until it's almost on you and leap to safety. If you direct right, Cooley should plummet off the edge.



## Skate or Die

Let world-famous skater Andy McDonald be your guide as you grind through over 20 cities around the world in your quest to be king of the kickflip. While it's no Tony Hawk, MTV Skateboarding does possess four different boulders, a wide array of courses and enough tricks and challenges to keep you eanng pavement all night long.



## SK8-EVR

Tricks are the heart of any skateboard game, so start learning! Luckily for you, the game includes a Free Skate Mode, where you can practice fresh moves without a ticking timer or a bunch of rowdy teenage fans to distract you.



## Collect the Balloons

Some tracks require you to pick up goodness to advance. Some don't, but they're easy points anyway. Simply bop over the balloons to collect them. Unfortunately, you can't fill them with water and drop them off a bridge.



## Tricks for Points

Most of your time will be spent performing jaw-dropping stunts. You'll have to learn and master enough to advance—when just look out after the critic, but mercifully the judges will yell and stop giving points for it.



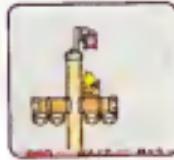
## Here, Kitty Kitty

Granny's favorite park will be closed unless you can collect paw prints from 80 cats in 30 days. The first few levels are easy—and chock full of goodies—but as you progress, weapons become fewer and farther between. Use your smarts, or you'll have to face one very upset Granny.



### A Gift of Life

Tweety starts the game with three life points, but they quickly disappear as he gets banged around. Find the hearts scattered throughout the levels (usually in the more out-of-the-way places) to give him a much-needed pick-me-up.



### Time Stays

Break a number of the laws of physics with the stopwatch, a fun toy that freeze-time in its tracks. Use the opportunity to locate hearts, place of blocks and banana peels, or break down a elusive fast-piddly tat and bop it on the head.



### Taz on the Chase

It's the Tasmanian Devil, and he's in a foul mood. This towering hunk of terror can be a serious threat in your side. If you can't outrun him, you'll have to use something from your precious weapon stash to take him out.

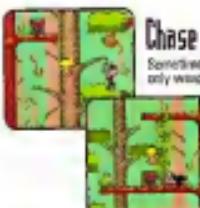
## Tweety Bird

About a minute into Tweety's High-Flying Adventure, Granny says "Elderberrybush." We have no idea what that means but figure it must be granny-speak for "It's about time my Tweety got his own game!" As Tweety, you'll travel around the world, meet up with other Looney Tunes characters, and knock caps on the head. It's more fun than a pressed birdfeeder.



### Pick a Tool

Choose from a wide variety ofatty-whackers—including spatulas, mallets, bananas peels, oil sticks, balloons, molars and a plunger pan. Be careful—if you happen to run out of weapons, you'll have a very difficult time collecting paw prints.



### Chase the Kitty

Sometime, especially in the later levels, the only weapons available are out-of-and-bananas. When you locate a cat, run or fly right ahead of it, then quickly drop the cat on its path. When the kitty slips, snapoff that paw print. Be sure to save your limited weapons for the cats—you'll have to get their points, but most other enemies can be avoided.



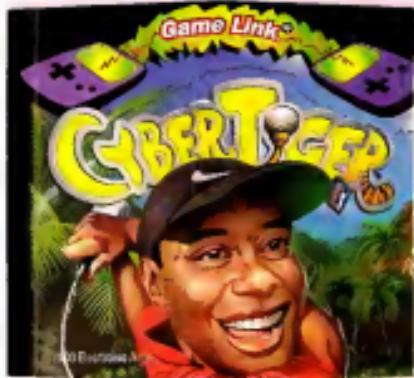
### Tunnels and Shortcuts

You'll find many pipes, tunnels and tubes throughout Tweety's High-Flying Adventure. You're not forced to use a few of them to complete the level, but instant shortcuts or paths to hearts and treasure. If you want to know where they lead, pause the game and use the Control Pad to view the level.

### Save Your Spot

Unfortunately, Granny's missions are difficult one, and you'll spend a great deal of time getting snacked on by her badguys. (Which brings up an interesting point: Does Tweety eat like chowmein, flying saucers when he's starved?) Regardless, don't lose hope, because some nice ol' dogs thought to scatter small globes throughout the levels. Simply touch them to continue your game from that point the next time around.





# Eye of the Tiger

Tiger Woods is the man. Not only is he the youngest grand slam winner in golf history, not only can he do that neat trick where he bounces a golf ball on his club for hours, but he's at the heart of a great new golf game for the Game Boy Color. CyberTiger has a number of game play modes, a bunch of courses, and an option to play as Tiger himself. When you add in a two-player mode, you've got year-round entertainment.



## Fore!

Before you can pucker up to a silver loving cup, you'll need to master the basics. You can jump right into a season if you want, but it makes sense to become familiar with the controls and options first.



## Choosing Your Game

CyberTiger has a golf cart full of game play modes. Besides the two-player mode, you can play a complete season, a single game, or a mini-game against the computer. For a little stroke of genius, the game folks from EA Sports decided that in real life golf is nothing but a links game, so they added a bunch of gravy mode options—including the ability to mulligan a hole and have power-ups scattered around the course.



## Choose Your Players

Each of the golfers has his or her own strengths and weaknesses. Kim Caresse is excellent at control and power, while Kim Dip appreciates the green with the gentle touch of a blacksmith. The only exception is Kid Tiger who, naturally, has perfect stats across the board.



## Keeping Score

Hey, look! I scored 230! Remember, young putting friend, that in golf the lowest score triumphs. Keep track of your personal best and worst with the handy dandy scorecard. It's especially useful for securing bragging rights.

## Pro Material

Don't be fooled—golf can be a deceptively complex sport. If you want to be the leader of the tour, you'll need to master both the long and short aspects of the game. Remember the old saying, "You drive for show, but you putt for dough."

### Line up Your Ball



It's important to drive straight down the fairway. Line up your shots carefully, and don't be afraid to sacrifice a few feet of drive for better accuracy.

### Use Your Meter



You'll tap the meter twice, once for distance and once for accuracy. Take your time—over-aiming your mark by a little can throw your shot off kilter.

### Putt It In

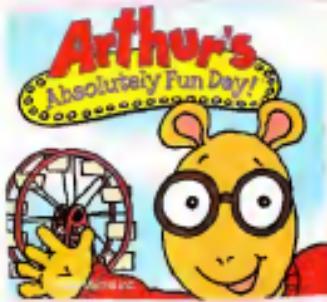


It's better to putt too hard than too soft. You might over-shoot an occasion, but there's nothing more frustrating than having putting follow-throughs.

### You Scored!



Scoring adult results in a bit of noise, plus the flashing of your score across the screen. It can be especially painful during double bogeys.



## TOO FUN

Younger gamers will have a grand day with their favorite cartoon. There's no better way to spend a Saturday than in the amusement park, but first Arthur must help his friends. Stack books, flip pancakes, and help your friends and neighbors as you search for 16 stars that will allow you to enter Wonderland.



## Adventures

Collect the stars by performing in over ten different events, including air hockey and snowboarding. You can return to the same event again and again and continue to receive stars, but they will become more difficult each time.



### Hidden Treasure

Art, ready? Here ya go! Look for pieces of eight! Collect all ten pieces of treasure, and be sure to choose the fish as they swim by. Again, no time limit, no pressure. Just a leisurely dunk in the sea!



### Basketball Hoops

If you smash basketballs, I promise I'll give you a star. There's no shortage, and moves don't count against you, so take your time. For extra fun, try taking a super shot and launching the ball over the top of the house!



### Carnival Rides

Once inside Wonderland, you'll be able to try all kinds of carnival action. They are all part for fun and include such classic minigames as the water pistol target shoot and hunger carts!



## Barbie's World

Uh-oh, trouble in paradise. It seems Barbie's let her wardrobe go, and she finds herself in dire straits. Complete a number of minigames to unlock clothing, jewelry and makeup, then take Barbie or her friends to the store and try on your newfound beauty. It's another title that is most appropriate for younger gamers.



## FASHIONABLE GAMES



### Bead Necklace

Use the handwands to blow the beads onto the necklace. It's easily the most difficult of the games, so take it slow and don't get frustrated.



### Shoot the Color

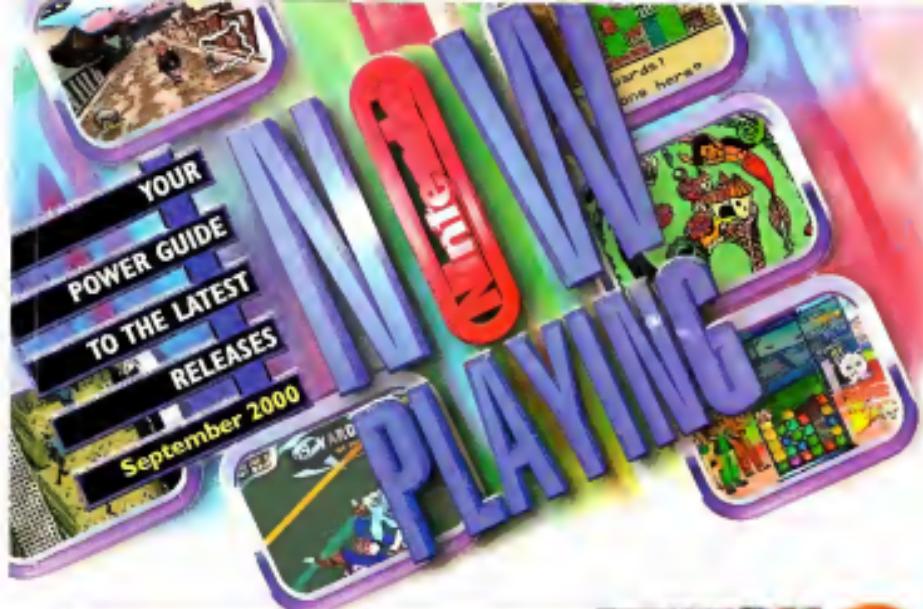
Hit the selected color of heart with your sprays. Hit every color to acquire a new take of makeup with which to pretty up Barbie.



### Skirt Match Up

Get the hand-colored Barbie's skirt has gone to pieces. Arrange it in the proper order or let the man decide if you're funny.

Pick a game, any game. If you choose the same game multiple times, you'll get more wardrobe selections but the challenges will increase in difficulty.



## NINTENDO

# MADDEN NFL 2001

**EA** touches down with another one for the Madden crowd.

**GRAPHICS:** Madden's gridiron game looks sharper and cleaner than last year's game. It also looks more realistic and varied than Blitz, but, then again, Madden is all about realism.

**PLAY CONTROL:** Padded with a stadium full of plays (along with ones you strategize yourself) and micromanagement menus galore, Madden requires a lot effort to navigate them. The controls are similar to the previous installments, so armchair quarterbacks will get the hang of things quickly.

**GAME DESIGN:** New additions include the historical team rosters of gridiron greats and in-game trading cards that you can

earn by completing challenges, then trade via Controller Pak.

**SATISFACTION:** Madden games didn't need much amazement to begin with, and the improved graphics and new features should have fans and wannabe coaches.

**\_SOUND:** Crowd noise swells with cheer and grumbles accordingly, while Madden chimes in crystal clearly (which may or may not be a good thing, depending on your tolerance level for John).

**COMMENTS:** Chris—Superior graphics and improved sound only ingratiate an already solid game. Scott—It's the best in 2D football and the best in *N64*. Michael—Great graphics and an impressive playbook help this title into the end zone.



**MADDEN**

EA SPORTS

OVERALL  
**8.1**  
RATING

GRAPHICS

8.5/10

PLAY  
CONTROL

8.4

GAME  
DESIGN

8.0

SOUND

8.0

GRAPHIC  
DESIGN

8.0

INNIT RATES

EAN: 75000-100000-100000-100000

100 yards of

grid, chain, sporting fun

on the football field, so it

name is all-in-one thing of

E from the ESRB.



Karaoke  
Power

STAFF  
SCORES

1.0 — Chris

1.2 — Drew

1.2 — Scott

1.2 — Andy

1.2 — Seiji

# POKÉMON PUZZLE LEAGUE

Now you've gotta catch 'em all and put 'em in a row!

**GRAPHICS:** The fratty-colored graphics are perfectly Pokéman in every way—stills from the cartoon series serve as backdrops for your Tetris Attack-tinged game board, and the opening sequence is an actual cartoon that could fool you into thinking you were watching the *Kids' WB!*

**PLAY CONTROL:** The speedy controls will help you outwit rival Trainers, and the simple setup will be easy enough to master for Pokéman fanatics who are new to puzzles.

**GAME DESIGN:** The rotating cylindrical board in 3-D Mode is the game's standout feature. Otherwise, *Puzzle League* is Tetris Attack set in a Pokémenagerie, where your

objective is to flip-flop pairs of blocks into a like-colored alignment so you can eliminate them. If you beat the rival Trainers (all from the TV show), you'll win badges. Too bad you can't win Pokéman (that'd guarantee fans would play for a few hundred rounds).

**SATISFACTION:** Maybe it's a little forced, but the use of Pokéman in a puzzle game actually works and the Tetris Attack for sure is tried and true.

**\_SOUND:** All Trainers repeat one taunt during the match, so get used to hearing Ash shout, "I'm gonna win!" ad nauseum.

**COMMENTS:** *Chris*—The 3-D part is charming. *Drew*—The Pokéman theme is distractingly and poetically *Jennifer*—it's a really fabulous puzzle game wrapped in Pokéman paper.



OVERALL  
8.1  
RATING

GRAPHICS  
8.0

PLAY  
CONTROL  
8.0

GAME  
DESIGN  
7.4

SAT.  
7.4

ROUND  
7.5

• Nintendo 64 Required

• 1 to 2 players

simultaneously

• 6 game modes in 2-D  
or 3-D

• Puzzle board editor

• Ash, Pikachu, Team  
Rocket, Mew and other  
popular character  
appearances



HOW IT RATES  
Puzzle League

will appeal especially to fans of the Pokéman TV series, of course. The game's sweet, innocent atmosphere makes for Everybody And their Uncle's Pokéman fans, who will dig the brain-busting fun.

NINTENDO  
POWER  
STAFF  
SCORES

9.0 → Jennifer

8.0 → Oliver

8.8 → Drew

7.4 → Scott

7.3 → Scott

## TUROK 3: SHADOW OF OBLIVION

Acclaim welcomes you to sweet oblivion.

**GRAPHICS:** *Turok 3* is a drop-dead looker, rich in finely detailed graphics, atmospheric environments and surely some of the best, most realistic looking and moving human models (i.e. they're not creepy or robotlike) to grace an N64 game. Moreover, these lip-synched speech helps deviate the already gripping cinematics.

**PLAY CONTROL:** You can play as Danielle or Joseph Parker, and the game's controls handle their unique abilities well. The weapon function is sharp, too, but mutual aiming is like targeting with the peters.

**GAME DESIGN:** As with all *Turok* games, *Oblivion* is a nonstop adventure, and it's

armed to the hilt with a few dozen upgradeable weapons and eight irresistible and devous multiplayer modes.

**SATISFACTION:** It sounds like Acclaim listened to the feedback regarding the previous *Turok* by lowering the frustration factor with tightened-up levels and usher in lives. The end result is that it's the best *Turok* game so far.

**SOUND:** The symphonic score and gurgling gross-out sounds maintain the game's chilling ambience.

**COMMENTS:** *Oliver*—The violence is over the top. *Scott*—My favorite *Turok* over the first one! With two more characters who take different routes, the game has more replay value.

*Chris*—The levels are less consistent



OVERALL  
8.0  
RATING

GRAPHICS  
8.0

PLAY  
CONTROL  
8.0

GAME  
DESIGN  
8.0

SAT.  
7.8

ROUND  
7.8

• Acclaim 3DO Required

• 1 to 4 players  
simultaneously

• Rumble and Controller  
Pak compatible

• Expansion Pak  
required

• 2 player characters in  
1-player mode

• 8 multiplayer modes



HOW IT RATES  
More gory and

graphic than ever, *Turok 3* is

for Mature audiences only.

Subtly this game is not—  
when "splattered" just  
describes a fresh way  
you know you're shaking  
with mind-blowing game  
for players 13 and older.

NINTENDO  
POWER  
STAFF  
SCORES

8.5 → Scott

8.4 → Jason

8.3 → Chris

8.2 → Drew

7.8 → Scott



# NFL BLITZ 2001

For the third year, Midway is puttin' on the Blitz.

**GRAPHICS:** Midway's Blitz has always been the arcade alternative to football simulation games, so its graphics are looser than life rather than true to life. This season's puppish Pak sports players who are even better than before. Other than that and the cheerleader glamour shots (complete with busties), the graphics are the ol' bold, in your face selves.

**PLAY CONTROL:** You need quick-thinking controls to intercept long bombs, dodge tackles and make mad dashes when your motivated player is "on fire." Blitz makes juggling all these moves and plays easier to handle in stride than a halftime show.



**GAME DESIGN:** Blitz is about instant gratification, so the action hits hard and fast. And with the introduction of the three Party Games—an offensive contest, a defensive contest and a passing challenge—you can get an even quicker arcade payoff.

**SATISFACTION:** Another year, another Blitz. If football's your game but time is too precious for you, Blitz is a fast way to get you kids (and wife and body slams, too). And Blitz's Party Games are a blast!

**SOUND:** The oafs, grunts and commentary convey the over-the-top brawniness of it all, and the music is never distracting.

#### COMMENTS:

Chris—Not for people who like realistic football like QFC and Madden.

Drew—Fast and fun like pure Blitz games.



OVERALL  
**7.9**  
RATING

GRAPHICS  
**7.6**

PLAY  
CONTROL  
**8.0**

GAME  
DESIGN  
**8.2**

NITE  
**8.0**

SCOUND  
**7.8**



#### NW 18 RATES

Same, it's more brutal than the NFL, but the الأربعينات track is to do in hypnosis, certainly very. A lot of sports-mad conduct may happen on the field, but it's just Earth's imagination.

POWER  
STAFF  
SCORES

4.7—Amy  
8.1—Drew  
7.8—Sue  
7.2—Scott  
7.3—Chris

# SAN FRANCISCO RUSH 2049

In the future, it's still the San Francisco treat.

**GRAPHICS:** Midway's vision of the future streets of San Francisco leaves some major landmarks in place, while the flourishes of *Blockade Runner*-style cityscapes are nicely realized. The diagonals tend to be jagged, but at least things zoom by at turbo speed so they're not an eyesore.

**PLAY CONTROL:** Like the other two Rush games, the cars are tuned up with tight handling and things get hairy only when your wheels leave the ground (which, as usual, is often). The new twist is that in 2049, cars can sprout wings, making for more exaggerated aerial stunts.

**GAME DESIGN:** Rush has always played

like a high-flying Hollywood car chase, and the six courses and four stunt tracks are designed to tow and bring you up in fun, new ways.

**SATISFACTION:** Everything that Rush is known for—outrageous stunts, aero-batic stunts and white-knuckle racing—remains in a sleeker package. Breezy yet, the addition of the weapons-based Battle Mode ups things off with vehicular assault of the Vigilante B variety.

**SOUND:** The electro beats are a cut above most dull techno tracks for video games.

**COMMENTS:** Scott—Brett (Moto) rocks. Chris—Crushing is about as fun as landing gravity soft down.

Jason—No ghost loop, but as a Rush fan, I'm glad to see more of what I've always liked about the series.



OVERALL  
**7.6**  
RATING

GRAPHICS  
**7.6**

PLAY  
CONTROL  
**7.7**

GAME  
DESIGN  
**7.6**

NITE  
**7.7**

SCOUND  
**7.9**



#### NW 18 RATES

Only cars are hurt in the game, so ESRB doesn't San Francisco Rush 2049 appropriate for everyone—regardless of whether you're old enough to drive.

POWER  
STAFF  
SCORES

5.2—Drew  
4.5—Jason  
4.4—Chris  
7.1—Oliver  
7.2—Scott



# POLARIS SNOCROSS

**Vertical** takes you dashing through the snow.

**GRAPHICS:** Set in scenic, picture-postcard settings, **Vertical's** snowmobile racing game offers riders a repertoire of varied arduousness and movements. The designers definitely didn't take the easy way out by blanketing everything in white. Still, the general look is several degrees short of rivaling the slickness of the tracks' wintry conditions.

**PLAY CONTROL:** At times, turning doesn't seem as tight as it should be, but at least you stay in control and can adjust your angle of descent when airborne.

**GAME DESIGN:** All 16 sleds are modeled after Polaris snowmobiles and can be cus-

tomized to your liking. Racing on any of them gives you a ground-hugging feel you won't find in other racing games, and the 30 undulating cross-country courses maximize your bumpy ride.

**SATISFACTION:** Don't expect **Wave Race 64** or **Excitebike 64** on snow. Take it down a chunky north and think **Jeremy McGrath Supercross 2000** on ice.

**\_SOUND:** The irritating buzzing noise sounds just like a snowmobile engine, and the Euro-cheese synth pop sounds, about as appealing as a snowmobile engine.

**COMMENTS:** **Chris**—I like this game, fast courses and short-cut, but the play control is pretty sloppy and overall the game feels slow. **Oliver**—Cool headlight effect at night.



OVERALL  
**6.1**  
RATING

GRAPHICS  
**6.2**

PLAY  
CONTROL  
**6.2**

GAME  
DESIGN  
**6.3**

SAT.  
**6.0**

SOUND  
**5.7**



HOW IT RATES

No one will be within the role when it comes to this game, since the ESRB has found absolutely nothing to warn parents about. The board recommends the winter racer for snowmobilers of all ages.

REVIEWER  
POWER  
STAFF  
SCORE

7.2 — Chris

6.7 — Andy

6.0 — John

5.9 — Jennifer

5.4 — Oliver

# DRAGON WARRIOR I & II

Reenter the dragon. **Enix** brings back two RPG classics in one Pak.

**GRAPHICS:** In 1989 **Enix's** **Dragon Warrior** became the first RPG hit for the **NES**, and a year later an equally enchanting sequel was released. Both sported similar graphics that were akin to early **Zelda**. The style remains intact and looks as good as ever on **GBC**, plus new backdrops enhance your sun-based confrontations with medieval monsters.

**PLAY CONTROL:** The basic control system and straightforward menus worked the first time around, and they work just as well a decade later on **GBC**.

**GAME DESIGN:** A classic RPG series, **Dragon Warrior I & II** features sword and sorcery battling, inventory management, a noble quest and exhaustive level building (you can inch your way to stratospheric Experience Point levels in the tens of thousands).

**SATISFACTION:** The **Dragon**

**Warrior** series is worth rediscovering. If you're role playing, there's no excuse to pass up two old-school RPGs in one cartridge.

**\_SOUND:** The chiptune theme songs are actually hummable, which says a lot for music on **Game Boy**.

**COMMENTS:** **Chris**—I still adore the depth of the game play like I did when they first came out. **Drew**—Proof positive that well-designed games stand the test of time.

**Scott**—The slow game play, with its emphasis on level building, takes more patience than many players possess. Be warned. **Jennifer**—To addle wondering girls awaiting



OVERALL  
**8.0**  
RATING

GRAPHICS  
**7.4**

PLAY  
CONTROL  
**7.9**

GAME  
DESIGN  
**8.4**

SAT.  
**8.4**

SOUND  
**7.0**



HOW IT RATES

Through the ESRB has granted the two Pak with an E rating, the board notes that the RPG series' "odd amorous violence." The critics are far from being graphic, but they do not wish some and a token demand.

REVIEWER  
POWER  
STAFF  
SCORE

8.4 — Jennifer

6.3 — Oliver

6.2 — Drew

7.4 — Scott

7.7 — Soej

# PERFECT DARK

Take *Jo* on the go with the perfect portable Pak.

**GRAPHICS:** PD for GBC is obviously not a slapdash mini version meant to ride on N64 counterpart's coattails. The shoot-'em-up spy adventure is lovingly detailed, and you can see the painstaking effort in the intricate graphics, fluid animations and array of creative settings.

**PLAY CONTROL:** Whether you're shooting in sidescrolling mode or first-person perspective or driving a vehicle, the controls make maneuvering, targeting and finding the right weapon manageable.

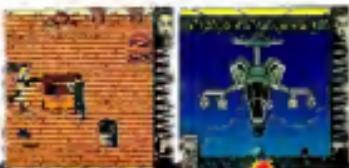
**GAME DESIGN:** The game takes full advantage of every available GBC Pak: GB Printer, N64 Transfer Pak, Game Link, infrared port and rumble feature. Not that you won't have enough to deal with guiding Jo on a global mission that predates her N64 adventure. Just as varied, her GBC outing is riddled with sniping

runs, helicopter shootouts, a truck chase, puzzle solving and hunts for keycards.

**SATISFACTION:** Smart enemies, sizable areas and bigger challenges make the game a worthy chapter in the Cinnerton Institute's armada. Plus, the Game Link Battle Modes are as intense as the N64 fragfests and the Transfer Pak is an instant way to unlock four cheats in the N64 game.

**\_SOUND:** Speech samples and rhyme mania from the original emphasize the intensity carried over from the N64 heartstopper.

**COMMENTS:** *Chris*—*Easy* difficult but still fun to play. The sound effects are amazing.



OVERALL  
**7.6**  
RATING

GRAPHICS **8.0**

PLAY CONTROL **8.0**

GAME DESIGN **8.0**

SAT. **7.8**

FOUND **8.0**

+ Rumble/32 Megabits

• 1 to 2 players simultaneous

• GBC exclusive

• Game Link, N64 Transfer Pak and Game Boy Printer compatible

• Rumble feature

• Infrared port capability



HOW IT RATES

PD is a shooter through and through, and it's still violent on the boy side. Since the side-down graphics can never get scientifically graphic, PD lands with a thudding tortilla smasher violence.

NINTENDO POWER STAFF SCORES

1.5 — *Chris*

1.5 — *John*

2.0 — *Andy*

2.0 — *Scott*

1.5 — *Steve*

# DISNEY'S THE LITTLE MERMAID II: PINBALL FRENZY

Ariel takes pinball under the sea. Let's hope the ball won't rust.

**GRAPHICS:** This month, Disney is releasing its made-for-video sequel, *The Little Mermaid II: Return to the Sea*, and Nintendo is introducing the GBC companion Pak. Overflowing with as much color as its animated inspiration, Pinball Frenzy boasts a loadload of character cameos (albeit static ones, since they appear as tabletop backdrops), including Ariel, Melody, Sebastian, Scuttle and Dash.

**PLAY CONTROL:** Whether you've set the ball to roll slowly or quickly, the physics and mechanics remain spot-on (even when dealing with the twin assault of malfunk smartards), and your flippers react with dolphin speed.

**GAME DESIGN:** The game sports only two pinball boards (one for Ariel and one for her daughter, Melody), but the "Frenzy" name surely credits from the 16 inventive pinball

maneuvers, like rebounding the pinball past a pacing polar bear to shatter ice walls that impede penguins.

**SATISFACTION:** For a pinball game, Frenzy offers plenty of variety and full-thrill fun.

**\_SOUND:** Disney songs from the movie, like "Under the Sea," suffice, keeping the Disney spirit as high as the tide.

**COMMENTS:** *Jennifer*—It's *Pinball Frenzy* with cuteness and elegance.

*Jason*—Possible pinball insanity with some truly clever twists. *Dave*—The rumble feature doesn't make the game more realistic—it just rattles like a joy buzzer.



OVERALL  
**7.4**  
RATING

GRAPHICS **7.5**

PLAY CONTROL **7.5**

GAME DESIGN **7.5**

SAT. **7.2**

FOUND **6.5**

+ Nintendo 64 Megabits

• 1 to 4 players alternating

• GBC exclusive

• Rumble feature

• 2 game bonus

• 16 pinball maneuvres



HOW IT RATES

It's Disney, so you can't protest. We say that *The Little Mermaid* Pinball Frenzy is frenziedly fun. The ESRB gives 100% audience approval. Pinball Frenzy for all ages with its fun for everybody rating.

NINTENDO POWER STAFF SCORES

2.0 — *Jennifer*

2.0 — *Dave*

2.0 — *Other*

2.4 — *Jason*

2.0 — *Scout*

## TWEETY'S HIGH-FLYING ADVENTURE

- **Midway Megabits**
- 1 player
- GBC exclusive
- Game Link compatible



Complementing with the release of his home video game of the same name, Tweety Bird takes flight in a feisty platformer. Like the movie, he needs to collect all puppy hot dog prints from across the world, and the two settings are fresh and colorful. The flappy-and-hop action is great for young gamers, and it's the wacky tweety

OVERALL  
**6.1**  
RATING



GRAPHICS 7.0  
PLAY CONTROL 8.2  
GAME DESIGN 8.0  
SOUND 8.0  
OVERALL 8.2

## SAN FRANCISCO RUSH 2049

- Midway Megabits
- 1 player
- GBC exclusive
- 6 tracks



The Rush games aren't supposed to be about, but that's essentially what the GBC version adds up to. It strives for high-flying action, but, in a three-quarter view, the spirit of the series is lost. Regardless, Rush 2049 for GBC is a fun little race with lots of cars and tracks, but it's not Rush as you've come to expect it.

OVERALL  
**6.0**  
RATING



GRAPHICS 7.0  
PLAY CONTROL 8.0  
GAME DESIGN 8.0  
SOUND 8.0  
OVERALL 8.0

## MTV SPORTS SKATEBOARDING

- THQ Megabits
- 1 player
- GBC exclusive
- 2 tour events



Tony Hawk's Pro Skater for GBC was excellent for its type of action, but THQ and MTV rule the road with their 3D-style skin-bombing stunts games. So maybe you won't see Carson Daly or Push greatest hits and bands' videos, but the game's beauty of concepts and moves still make it a worthwhile title for any hawkie.

OVERALL  
**5.9**  
RATING



GRAPHICS 6.0  
PLAY CONTROL 8.0  
GAME DESIGN 8.0  
SOUND 8.0  
OVERALL 8.0

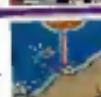
## SEA-DOO HYDROCROSS

- Midway Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible



Ten three-quarter views will transport you through swimming intermissions and waterways like Niagara Falls and the canals of Venice, but the courses are so ambiguous that you can't know where to steer until it's way too late. Virtually hydrocross could be a Sea-Doo, but the Game Link feature is a big plus.

OVERALL  
**5.6**  
RATING



GRAPHICS 5.0  
PLAY CONTROL 8.0  
GAME DESIGN 8.0  
SOUND 8.0  
OVERALL 8.0

## BARBIE FASHION PACK GAMES

- Mattel Megabits
- 1 player
- GBC and GBC compatible



Mix and match outfit for Barbie by flipping flipbook, it's blousey blouses, it's breezy breeches and shimmering pants... this is one to choose, it's all based on simple arcade-style fun and lots of sparkle, which also makes it probably the littlest bag full, you know, that may have despite its obvious immaturity.

OVERALL  
**4.7**  
RATING



GRAPHICS 4.0  
PLAY CONTROL 8.0  
GAME DESIGN 8.0  
SOUND 8.0  
OVERALL 8.0

## BEHIND THE NUMBERS AND NAMES

## EVALUATIONS

ANDY:

ARMANDO:

CHRIS:

DAN:

BREW:

HENRY:

JASON:

JENNIFER:

OLIVER:

SCOTT:

SONJA:

## RATINGS

## GRAPHICS

7.0

## PLAY CONTROL

8.2

## GAME DESIGN

8.0

## SATISFACTION

8.0

## SOUND

7.0

## AGE RATINGS

AGES 4-10: *Barbie Fashion Pack Games*AGES 11-14: *Sea-Doo Hydrocross*AGES 12-16: *San Francisco Rush 2049*AGES 12-18: *Tony Hawk's Pro Skater*AGES 12-18: *Tweety's High-Flying Adventure*AGES 12-18: *MTV Sports Skateboarding*AGES 12-18: *Sea-Doo Hydrocross*AGES 12-18: *San Francisco Rush 2049*AGES 12-18: *Tony Hawk's Pro Skater*AGES 12-18: *Sea-Doo Hydrocross*AGES 12-18: *San Francisco Rush 2049*AGES 12-18: *Tony Hawk's Pro Skater*AGES 12-18: *MTV Sports Skateboarding*AGES 12-18: *Sea-Doo Hydrocross*AGES 12-18: *Tony Hawk's Pro Skater*AGES 12-18: *Sea-Doo Hydrocross*AGES 12-18: *San Francisco Rush 2049*AGES 12-18: *Tony Hawk's Pro Skater*AGES 12-18: *MTV Sports Skateboarding*AGES 12-18: *Sea-Doo Hydrocross*AGES 12-18: *Tony Hawk's Pro Skater*AGES 12-18: *Sea-Doo Hydrocross*AGES 12-18: *San Francisco Rush 2049*AGES 12-18: *Tony Hawk's Pro Skater*AGES 12-18: *MTV Sports Skateboarding*AGES 12-18: *Sea-Doo Hydrocross*AGES 12-18: *Tony Hawk's Pro Skater*AGES 12-18: *Sea-Doo Hydrocross*AGES 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AGES 12-1



Mickey Mouse goes 3-D.

## THIS MONTH

### GBA'S TITLES 'N' TAPABLE



Kirby's on the move.

### BATMAN BEYOND



Kane goes to the limit.

### SEA-DOO HYDRO CROSS



Vertical makes waves.

### WALT DISNEY'S ALICE IN WONDERLAND



Alice steps into Super Nintendo.

# PAK WATCH

The inside source for all  
Nintendo News.

## SPACE WORLD GAME LINEUP REVEALED

**N**intendo Company Ltd. (NCL) recently released the lineup of games scheduled to be shown at Space World in late August, including 52 for Game Boy Color, 14 N64 titles and the opening slate of Game Boy Advance games. We received initial screen shots of several of the high-profile games, including the first pic from Game Boy Advance. Like many of the titles in the press release, *Mario Kart Advance* is just a tentative name. Konami leads the pack of third-party publishers with Wacky Racing, Silent Hill and Golf Master all scheduled to be released at the launch of the 32-bit handheld system in Japan this December. In addition to the Nintendo 64 games shown here, Space Worlders will see *Mega Man Dash* from Capcom, *Dance Dance Revolution*

Disney World Dancing Museum from Konami and *Modern War Simulation: Ultimate War* from Media Factory. Nintendo



will feature *Custom Robo V2* and *A Stringer: Shiren 2*, as well. We'll have more on all the titles, plus special Dolphin coverage from Space World next month.

# RARE TAKES THE MICKEY OUT OF DISNEY

**A** mouse driving a car is a Race Sight indeed, but when it's Mickey Mouse driving a Mario Kart-like vehicle in a game developed by Rare it's also a sight for sore eyes. Mickey's Speedway USA is pulling up to the starting line a bit early thanks to the dedicated development folks at Rare and Disney Interactive. For the first time in history, the world's most famous rodent is about to take a spin in a 3-D world. That would be big news by itself, but the game play is a furious foray into fun with more than a nod to the king of No, see EVs, the king of video game racers—Mario Kart.

## Mouse mimics Mario

Mickey's Speedway USA gives more than just a passing nod to Mario Kart. Almost every element of the game mimics the classic Kart. The drivers and cars have the same characteristics as MK karts. Heavy cars have the best top speed but poor acceleration and handling. Light cars are great on the corners and accelerate well, but they don't have the top speed. Medium-sized

cars are well-balanced. Mickey and Donald drive medium cars while Daisy and Minnie are light and zippy. Goofy and Pete drive the heavy cars. Drifting through corners is one of the main strategies in Mickey's Speedway USA, just as it was in Mario Kart, but players can't get the MK extra speed boost during the drift. They can pick up lots of items on the track, though, and those items often shape the race. The CPU gives players handicaps by offering them pick-ups that will help mice in their position, so a player in last place will get items that attack players in front. The main thing to remember about Mickey's Speedway USA is that the play control is intuitive and easy enough for drivers of almost any age.

## Those impudent vessels

Yes, those impudent vessels have dog-napped Photo right out from under Mickey's nose. The ensuing race takes place in colorful locations all across the United States—20 tracks in all—from the hilly streets of San Francisco to the icy roads of Alaska. Mickey motorists can battle each other in multiplayer mode or enter the five circuits of the tournament. Success at the highest level of the game will open up four hidden characters. There are also hidden engine pieces to find and the Corner Mode, which is Disney-speak for Battle Mode. The challenge level is low at first, particularly on the Amateur or Intermediate difficulty setting, but there are greater challenges down the road and it's all fun.

## Crash talkin'

The colorful graphics may give players a dose of Disney cuteness, but the constant buster of the characters does even more to place you firmly in the Magic Kingdom. The characters react verbally to everything that happens to them, so if Daisy has Mickey with a bolt of lightning, you'll hear Mickey squeak about it. Wuh 40 to 50



seperated dialogue pieces for every character, there's no shortage of chatter and not a lot of repetition. For Disney fans, young racers and players who ache for a new Kart experience, Mickey's Speedway USA is in Rare form and a runaway ride.



**Yoo-hoo, Mickey...**

# Pak Play

Hands-on previews of upcoming games.

## KIRBY ROCKS AND ROLLS

**T**he pink one has always moved through his whimsical worlds in inventive ways, such as puffing up like a balloon so he could float, but never before has Kirby's method of motion been the star of the game. In Kirby's Tilt 'N' Tumble for Game Boy Color, a motion sensitive ship in the Game Pak sensest when a player tilts the Game Boy Color in any direction. The tilting motion causes Kirby to roll or tumble in the direction of the tilt. Players can also give the Game Boy Color a little flip to make Kirby hop. Kirby rolls through worlds filled with switches, jumps, platforms, enemies and other obstacles until he reaches a goal. The idea is simple, but the action is completely new and lots of fun. The only drawback can come from playing in poorly lit surroundings, where it can be difficult to see the screen when you tilt. Kirby's Tilt 'N' Tumble will roll into stores early in December.



## ALICE WITHOUT CHAINS

**I**n the up-and-down world of Alice, it's very hard to know what is real and what is an illusion. For many months, the same could be said of the Game Boy Color version of Walt Disney's Alice in Wonderland from Nintendo and Disney Interactive. But now that Alice has been scheduled to launch at the end of September, the white rabbit won't be late for his very important

date and Alice can get on with growing up or shrinking as the situation demands. For gamers, particularly the younger variety, Alice in Wonderland is a charming, funny, one-platform and puzzle game. Characters from the movie pop up to help or hinder Alice as she scampers through the imaginative levels. True-to-Disney graphics and sound give this Alice a friendly and

familiar feel. Extras include a hide-and-seek game and an interactive art gallery for creating custom Alice art, which you can print using the Game Boy Printer. It's almost as if all of Wonderland fits in your hand.



# BATMAN RETURNS TO GOTHAM PAK WATCH

Years have passed and Bruce Wayne has grown too old to protect Gotham City from the likes of the Joker, but the Blue Knight isn't about to concede to his enemies. In *Batman Beyond: The Return of the Joker*, a high-school student named Tony McGinnis takes up the mantle of the Caped Crusader, exercising powers that the original Batman never had. The upcoming N64 game from Remedy closely follows the plot of the movie, which is being released this month. The action takes place in linear 3-D worlds where the future Batman battles with baddies, collects door keys and other items and receives advice from Bruce Wayne. Remedy has reproduced the stylish look of the



animated TV show including the animation of Batman. One particularly cool element is that players get to choose from four versions of Batman, each with differing levels of Attack, Defense and Jump attributes. The game play in our early test version was still fairly simple, but Remedy has vowed to add enemy intelligence, special weapons and other cool features. *Batman Beyond* should be ready for fighting crime by the end of the year.

## SEE SEA-DOO

*Splashin'* in the wake of *Wave Race 64* isn't an easy task. Vatical Entertainment has been working on its own *Wave Race* wannabe—*Sea-Doo HydroCross*—for about a year, and it's still nowhere near as polished as the Nintendo classic. The game features a Quick Race Mode, Standard Race Mode, Tournament Mode and Training Mode, and players get to choose from different models of Sea-Doo watercraft, opening

new models as they progress in the game. Races take place on calm and choppy seas in exotic locations that include Loch Ness and the Louisiana Bayou. And yes, Nessie sticks its long neck out of the loch as you race by. Vatical hopes to get the game in the water by October, but the development team still has a lot of work if *Sea-Doo* is to compare favorably with *Wave Race 64*. We'll keep you posted.



Vatical catches the waves....

# Pak Peeks

What's breaking in the world of games.

## Nintendo schedule update

Nintendo has finally finalized its fall product release schedule, and what a long strange trip it's been. *Banjo-Kazooie*, once a summer release, is now launching on November 20th. The extra couple of months has helped turn B-Times one of the most stunning N64 games of all time. *Mickey's Speedway USA* gets the green flag on November 13th, and *The Legend of Zelda: Majora's Mask* has moved forward



Banjo-Kazooie

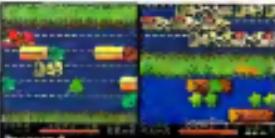


The Legend of Zelda: Majora's Mask

to October 26th. *Pokémon Gold and Silver* versions will arrive on October 15th, and *Hey You, Pikachu!*, which is less a game than an interactive experience, will scamper into retail outlets on November 10th. *Paper Mario*, which seems to have retained its name for over a month now, is slated for a December 26th debut in North America, but, um, *Conker's Bad Fur Day* looks like an early 2001 release. To wrap things up, *Donkey Kong Country for Game Boy Color* should be available on November 20th.

## Hop to it

*Frogger* from Hasbro revives the classic arcade game with updated graphics and more variety to the cross-the-creek puzzles. But even though *Frogger* may have a new suit of clothes, the action is tried and true. Playing as either Frogger or his gal-pal,



Frogger 2

Lily, players hop across roads, rivers and other hazards in five worlds including the Frog Pond, Gator Lair, Ice Caves, lava Pits and Lost Mines. A helpful hopped named Tadus gives hints along the way, not that you'll need them. The game is one long session of staying alive.

## A once and future wizard

Merlin, the teacher and mentor of King Arthur, stars in a new Game Boy Color platform adventure from EA Games. The bearded wizard seems to possess almost boundless energy as he bounces and leaps through a series of grotto-infested worlds. Upgrading his wand as he goes, Merlin casts spells on his foes and then performs a jubilant dance when he reaches his goal. The rich graphics turned our heads, and the lively animation was magical. It's a curious little game that doesn't have much to do with Arthurian legends, but the fun graphics and fast-paced action managed to cast a spell on us all the same.



Merlin

## EA's rash

EA Games is turning to Game Boy Color big time this fall with titles ranging from platformers such as *Merlin* to racing games such as *Road Rash*. The minimizer features bike-bruising action just like its big brother. Players race to win money for buying bigger and badder bikes, but the cops are on the road, as well, waiting to haul in speed fiends. The action takes place on scrolling roads from Alaska to Hawaii, and there's always plenty of traffic to dodge, including cars crossing the main road at intersections. It's guaranteed to be a smash, so you'd better wear a helmet.



Road Rash

## Dinosaurs R Us

*Dinosaurs*—as from EA Games—is one of the most unusual Game Boy Color titles we've seen since, well, the time of the dinosaurs. It's an RPG masquerading as an action game. The main character runs and jumps through the Jurassic landscape in an almost perfect imitation of a traditional platform game. But then, quite suddenly,



Dinosaurs

## COMING SOON

the game shifts to a battle screen where the player can attack, use special elements or try to run. If you win the battle, you'll earn experience points and build up your levels, which means that you'll get stronger. After the battle, we back to the routine of hopping on platforms and avoiding hazards such as scalding lava and falling boulders. It's an unusual mix, but it seems to work. *Dinosaucer* as may just survive.

## More news that's fit to print

We can't leave this month without mentioning some of the other game development projects that have come to light in the last few weeks. Heading the list is THQ's *Who Wants to Be a Millionaire?* for Game Boy Color. The questions may be



Dinosaucer

real, but the payoff isn't. THQ is working on another Game Boy title, which is based on the hit movie *Chocolat*. Let's hope it doesn't take ten years to make the adaptation rounds. Mattel has Matchbox Emergency Patrol, Barbie Magic Genie Adventure and Tyco R/C Racin' Rats for Game Boy Color. Can Barbie Matchbox Racing be far behind? *Necromus Racing* from Hasbro Interactive is definitely on the way. *World Destruction League* from 3DO is headed for GBC, as well, and *Dragon's Lair* turned up recently from Capcom, also for Game Boy Color. Majesco has both *Galaga* and *Gakken* coming to Game Boy Color, and Neverso is bringing *Ma, Pac-Man Maxx Madness* to the N64.



World Destruction League

## Banjo-Tooie



Banjo

## Scooby-Doo



THQ

## Turk 3: Shadow of Galivion



Acclaim

## Disney's Donald Duck



Ubi Soft

## Croc 2



THQ

## Robin Wood



EA Games

## RELEASE FORECAST

## FAIR 2000

ADVENTURE CLEVER	ROBOTS ROBOTS
THE LAST WARRIOR	SABERONE'S LAIR
ARMY MEN: SARGE'S MISSION	FIVE 1998
BANJO-TOOIE	FIVE 1998.5
HEROES RETURN	GAJAWA
ICE AGE: MASTODON TALES	GALAKIAN
CLAWFIRE: ECOHOGA	GARIBOLDI: WORLDS
DEPUTY'S DON ALIEN	GAZIFER: MOON 2
DEUTZ TOYS: PLURIBUS	GENOCIDES
THE LEGEND OF ZELDA: MAJESTY'S BURST	LEAVING BY THE RIVER RAIN 2
MARIA MAXX 44	LOONEY TUNES
MURKY 1: SPYHIGH USA	MONSTER ATTAX
MS. PAC-MAN MAXX MADNESS	ROB ROBINS: FIVE 1998
POWER RANGERS	ROBOTECH: EMERGENCY PATROL
LIGHTFOOT: REVENGE	ROBOTS MAX 2
ROBOTS 2: REVENGE	ROBOTS
ROBOTS: COMPLICATED	ROBOTS RACING
ROBOTS: CRASH	ROBOTS PUZZLE LEAGUE
SCOOBY-DOO	ROBOTS GOLD
SEA-DOO: HYDROGLOSS	ROBOTS SILVER
SPIDER-MAN	ROBOTS PUT CRASH
SPIDER-MAN: OLYMPICS	ROBOTS RANGER
TAZ EXPRESS	ROBOTS: RANGER
TAZIE'S HONEY HUNT	RETURN OF THE NINJA
THE WORLD IS NOT ENOUGH	ROBOTS: RUSH
ALIENS	ROBOTS: WOOD
AMP BOOMING	ROBOTS IN PARIS
ARQUIT: AIR: AIR ATTACK	SAN FRANCISCO: REVENGE
ARQUIT: AIR 2	THE VAMPYROS
BARRIE: HUGGLE: HUGGLE ADVENTURE	SEIZEN: ALL-STAR
BURNING: TOTAL CHAOS	EXTREME RACING
BURLY: THE RAMPERS SUEY	STREET: 2000 OLYMPICS
CARAVANIA	TERROTORT
CHAMPIONSHIP RUMBLE: 2000	TH-14
CHAMPIONSHIP RUMBLE: 2000: HAWAIIAN ROCKY CARIBBEAN	THREE B/L: CRAZY RACE
CHICKEN RUN	WALT DISNEY'S THE JUNGLE BOOK
CHOCO 2	WHO HOURS TO MEA
CHOCOMANIA: ADVENTURE	WHOOPIE BEEF
CHOCOLATIN	WORLD DESTRUCTION LEAGUE
DISNEY'S ALADDIN	THE WORLD IS NOT ENOUGH
DISNEY'S BORALAI: ONCE	WHOOP: WHOOP
DISNEY'S TURBO: RACE	X-ALIEN: BURST: VINES
DISNEY'S TURBO: RACE	XEN

## FUTURE

CONKER'S BAD FUR DAY
ENDERIAN PLANET
EXTREME 64
EXTREME DARKNESS
FLIPPER: MARIO
IGRA
GENOCIDES OF MURT & MARC

NINTENDO 64  
GAME BOY COLOR

# ZELDA

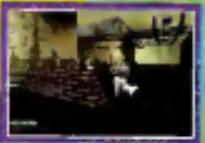


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class of cartoon  
characters cross-country in  
search of our previous Mickey's  
Speedway USA, Banc Disney  
themed racing prints.

### Book 3: Shadow of Oblivion



As with us last month, an N-terminal Prost forces the most disastrous mutations out of the shadows of Clark 3; Shadow 82. Observe, the later improvements of Prost's competition series.

Link is all ready for a masquerade this October, when the Legend of Zelda: Majora's Mask is finally released. The Hero of Hyrule is really getting into the Halloween spirit in Majora's Mask with marvelous masks that change the way he looks and sometimes even the things he can do. Join us next month as we unmask some of the secrets of the highly anticipated sequel.

## **Pokémon gold version and silver version**

Our *Bolema Gold Version* and *Silver Version* coverage continues this month with a closer look at the new games complete with tips, tricks and strategies ahead.



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## NP BACK ISSUES

These Nintendo Direct sessions are available indefinitely. And, these 10-year-old ones! Features to each session are listed below.

Use the book *Jesus' 72 Disciples Poems* in this issue to order your *Memorable Stories about Jesus*, to tell one Christmas Sunday dinner.

Wolmer (13 Aug 1969) Maria Terezia, Oprea Radu -> 1991,  
Querquedula Club 2000, Starnach 44, Elan Brăileanu 2000, Starnach 44, Austin Powers (1997) 2000, Francesco Ruffi 2009, Presepe Disney (Donald Duck Returns, Dragon Wishes) 1998 Presepe  
Fratini 2001.

Volume 124 (July 2003) Number 4, The Crystal Mountains International Symposium, Seattle, Washington, Washington 2003

Superior Society Award: Superb mounting. (Presentation 1981)  
Crypsis (Q38). Heroes of Bright & Bright (Q38). Bright Tales  
Promise That Would Fill a Heart Through Pictures. The Legend of Zeldis.  
Bittersweet Musk Pictures. Bright Man & Pictures. By 2000  
Promise. Pictures.

Volume 103 (Issue 167) - Avery Mini-Alt Classified Summary Report

Dusk Dodge: Staring Dally Dodge, Indy Rating 4.000, Where Land 3 (0.0), Director: K.F., Gold & Grey: The Road to El Dorado (2.0), Tuck: J. Shadow of Chichen, Prevera: Power Online, Asuka: Chronicle: The First Stage Showmen, R3: 2000 Report—Part 2, Whiplash: Prevera

Williams 120 "Ole" will dominate the Perfect Deck Multiplex Scrappy Showdown 64, The Second Attack!, from West Tennessee, Locally Texas' Collector Alert! (8th), Tennessee Man, The Champion/Red Challenge (9th), Metal Gear Solid (GR), Rock Raiders (GR), Starlock (Gamer's GR), Power and Prestige, Locally Texas' Duck Dodge Stunna Ducky Duck Powers, and the Tennessee Power Awards' Winners.

Volume 111 (Open, '00): Big Head's Big Skies, Radio Dark, Pendleton: Run of the Black Dogs, ECW: Hardcore Revolution, All-Star Rumble '00,1, Backstage: International Track & Field, The Great Hyper-Bike, Backline 300 (LG), Professional Trading Card: ECW, Exclusive Big Previews, Aewg Show, Ani-Comics Preview, ECW Prodigy, Goodbye Giggles.

Volume 130 (After 1967) Princeton Stadium, Hydoflouride Sand  
Rock Salt, Bremichill Coast for Roofing, Eddy Challenge 20-30  
Warren Davis 44, Blawer Master 1000, Ropewalk 1481, Pacific  
Coal, Cigar Band Profile, Tack Rubber Powder (G3), 1959 N.P.  
American Commercial Banking Series Colonial Capitals

Volume 145 (Issue 04): Disney's Tarzan, Trilobite Studios' Predator: World League Soccer, PGS Europe's Iron Fighter, Devilin 2, Robo Rumble, CyberTronic's Tekken, Sega Wave (GR), Basic Commando (GR), N64 Game Masters, Tony Hawks Pro Skater, Formula 1, CryoLife, Formula 1.

Release day (Dec 1990) - **WWE** **WrestleMania** 2000, **Toy Story 2**, **Concordance: Legacy of Darkness**, **Godfrey King 4-2-Part 1**, **NRA**, **1994 Top 100 albums**, **Ready 2 Rumble: Top Gear** (Radio 1), **Earthquake**, **Star: Operation: Top Gear Countdown: Sunday's Racing Adventure** (BBC), **Star Wars: Episode I: Return** (CGI), **Gladiator** (CGI).

Volume 126 (Nov 1993) Dorothy King (Ed.), *Revising Rehearsal: on Wholes and Halves* (Merton, NJ: Jim Fawcett Company); Part 2, *WEA Countries* 3, *Producing Kate Trippen*, Ensemble Freie a., Minneapolis, Earthbound Int'l, *EarthTales* 4, *Music City* (USA), *Survival Kids* (GB)

Volume 112 [Sept. 1993] *Journal of the American Oriental Society*  
Legends, Style of Writers—Part 2, MEL Bibliography, Gao J. Deep  
Gong Gods, Re-Mu, Shadow Mon., Madison MEL 2000 vs. MEL,  
Quercophytum Clark, Rocket Pictures, Sarcophagus Pictures [GE],  
Folkloristics: The German Slogans [GE], Laundry Taster [GE], Dyeing  
I & II [GE], Plastic Cladics [Saragossa].

Volume 123 (Aug 1973) Hybrid Horses, WWF Annual, World Silver Championship 1972, Aztec Miss, Sagrada Familia, Spanish Horse, Golf, Commando, R. Carapet, Iron & Deep Cover Double, Tenne Basque Blister, St. Duke Shakes, Swan, LHSBZ, Buses, Monitor Truck Madness, Spain (1971)

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