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NINTENDO POWER

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The cover art for The Legend of Zelda: Majora's Mask. It features Link in his green tunic and blue tunic, standing in front of a large, stylized eye. The eye is composed of concentric circles in shades of orange, yellow, and red. The background is dark, and the title text is overlaid on the bottom left.

Pokémon

GOLD VERSION SILVER VERSION



SILVERLINE (Lake) 100-2



**NINTENDO
POWER**

*are you ready
for some glitter?*

*to catch up on all
the new pokémon...
go to the source!*

Think you know everything there is to know about Pokémon? This October, Pokémon® Gold and Silver versions with **NEW POKÉMON** will be here! Now there are daytime and night-time Pokémons. Better set your clock, because with all the new faces and features, even a Master Trainer like yourself is gonna need some time and more than a little help.

But it won't cost you much, because for a limited time, *Nintendo Power*® has great *Pokémon Gold and Silver* Bundle Paks (see left): Take your pick of Gold or Silver for only \$49.95 U.S. (\$69.95 Cdn.)—that saves you **\$15.00!** Or get 12 issues of *Nintendo Power* and the *Pokémon Gold and Silver* Player's Guide for a measly **\$19.95 U.S. (\$27.95 Cdn.)** That's a savings of **66% OFF** the newsstand cover price. In no time you'll start receiving all the tips and tricks, strategies and secret codes, maps and moves to make you the Master of any game.

Digitize this! Only *Nintendo Power* subscribers get extra perks like bound-in *Pokémon* Comics and trading cards, the January Bonus Issue, our Super Power Supplies Catalog and much more. No one covers the *Nintendo* family of games quite like *Nintendo Power*. It's the source! Call toll-free: 1-800-255-3708, go to www.pokemen.com/gbundle/ or fill out the attached order form and then get ready to master the new generation. Don't be a Slakoth, **subscribe today!**

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⁷⁷ and 78: reproductions of photographs of Japanese immigrants.

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Rated T for Teen

2005. 300. Army Men

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COLD WAR



Available for Nintendo 64 and Game Boy Color



ARMY MEN

SARGE'S HEROES 2

REAL COMBAT. PLASTIC MEN.®

Sarge and the Bravo Company Commandos are back! But do they have what it takes to foil the Tan Army this time?

You can play as Sarge or other Bravo commandos with an explosive arsenal of weapons and vehicles of mass destruction.

They wipe out fierce new enemies, like Droids, Magnifying Tanks, and Snow-Sleeper Tanks. Join the battle with 18 unique missions in stunning new worlds. Down pool tables, under beds, across desk tops, in the fridge.

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 THE LEGEND OF
ZELDA[®]
MAJORA'S MASK[™]

AS YOU TRAVEL THROUGH THE ALTERNATE
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FLOWERS. ALSO, DON'T FORGET TO SAVE THE
WORLD. REACH YOUR GOALS WITH OUR
THREE-DAY FITNESS PLAN FOR MAJORA'S MASK.



14



MICKEY'S SPEEDWAY USA



Mickey's Speedway USA is a racing game that lets you race around the track in a variety of vehicles. The game features a variety of tracks and vehicles, including cars, trucks, and motorcycles. The game is designed for both casual and hardcore racers.

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TAZOK 3: SHADOW OF OBLIVION



TAZOK 3: SHADOW OF OBLIVION is a racing game that lets you race around the track in a variety of vehicles. The game features a variety of tracks and vehicles, including cars, trucks, and motorcycles. The game is designed for both casual and hardcore racers.

DISNEY GAMES



Disney Games is a collection of Disney games that lets you play Disney games. The game features a variety of Disney games, including Mickey Mouse, Donald Duck, and Goofy. The game is designed for both casual and hardcore gamers.



NINTENDO SPACE WORLD 2000



Nintendo Space World 2000 is a racing game that lets you race around the track in a variety of vehicles. The game features a variety of tracks and vehicles, including cars, trucks, and motorcycles. The game is designed for both casual and hardcore racers.

32

51

58

108

player's pulse

Hoo-boy! We've got more sidekicks than a Jackie Chan film. Everyone seems to agree that Luigi is the main man—and deserves his own game, hint hint—but we also got some rather surprising suggestions. Link's hookshot? Sure it's useful, but does it count as a sidelock? We'll let you decide.

Massive Side-Kickery

I'd like to say that Luigi is the best overall sidelock. For many years he has always been in Mario's shadow, just like Robin with Batman. Does anyone out there catch my drift?

*Adrian Wood
Via the Internet*

One word: Namay. Other than the multiplayer levels in *GoldenEye*, she's been totally overlooked. With her lethal Cougar Magnum, I say she'd make a pretty good single-player character.

*Sam Raudabush
Via the Internet*

I think Yoshi is the best sidelock, because if you



Mobile Graffiti • Illustration: Matt Jagger

have to eat broccoli (yuck), Yoshi might like it and eat it for you. Plus you can ride him around.

*Justin Molnar
Union City, CA
Just keep him away from the ice cream.*

I think a good and not-so-liqued sidelock is Ness. I know she annoys you sometimes, but she helps Link in a lot of ways, like Z-Targeting. And she knows all the information on enemies.

*Robert Armas
Via the Internet*

The best sidelock has to be James from Team Rocket. He just sits there and puts up with all of Jessie's hopeless plans to capture Pikachu, and he doesn't even complain!

*Nick Poggi
Frasno, CA*

I think the best is Watta the Blacksmith from the *Secret of Mana*. Sure he didn't fight, but he forged all your weapons and you never gave



Sam McNight • Parker, Colorado

him thanks. I tip my hat to you, Watta!

*Alex Breis
Cresswood, KY*

Are you kidding? No comment! By far it's Epona from *Ocarina of Time*. She's better than other horses: She can run faster and jump canyon fences and walls. She always comes when you call her, and doesn't even need a bridle!

*Sue Ann Goyfield
Chandler, AZ*

I think Bowser could be a great sidelock, even though he's a villain. I mean, he's big, strong, and... uh... big.

*Hannah Jensen
Lewiston, ME*

You forgot to mention that he's really big.

The best sidelock in any game has to be Lady Gowelin from *Dragon Warrior*. Remember her impishness, plus of "But thou must!" when the hero expressed problems with commitment? And her obscure talent of locating

Danielle Zabin • St. Jerome, Quebec

anything? Well, in relation to her castle.

*Kristen Powers
Hixson, TN
All together now... axis to the north, is to the west.*

What about Elvis from *Perfect Dark*? What better guy can you have on your side than an alien who makes jokes about the size of his own head?

*Danece Williams
Chicago, IL*

Bike-Ridin' Fool

I was recently reading some old NP snags, and this caught my eye: a stationary bike that connects to the Super NEST Since I personally feel fat and weak, I thought this would be the coolest thing since pants! Does it exist? Where can I get it?

D.S.

Via the Internet

The unit you saw is called the *Life Fitness Entertainment System*. The bike is a *LifeCycle 3200*, which looks like a big exercise bike with a TV screen. It's compatible with only one game, *Mountain Bike Rally*. The company stopped making them



Alex Ryall • Hellfire, Pennsylvania

about five years ago, but we found one on the Internet for the low, low price of \$799.00. Aah!

Maybe He Should Be Called Wachoo

I just finished reading volume 135 and realized that on page 16 it seems Wario is picking his nose. Frankly, Tim concerned me that he's pulling out his brain. Could you please get him some help?

GJ McNeely
Antioch, CA

That's not a very nice thing to say, GJ.

It's not a dress, land, it's a kill!

I was wondering why no one in the Zelda games ever notices how strange out hero is? He's wielding a shiny sword, carrying a shield bigger than he is, and strangest of all, he isn't wearing any pants! You would think a person like that would turn a few heads.

Scott Makos
Beaverton, OR

You'd think so. Then again, Mario Kart die

has a giant monkey with a driver's license, so maybe not.

Game Boys For All!

My brother is only seven, and he has a Game Boy. I like to play too, but he doesn't let me because he says Game Boys are for boys not for girls. Could you make a Game Girl so I can play too?

Mayley McNeely
Lodi, OH

Heyley, you tell your brother that Game Boys are for EVERYONE, boys and girls alike. This bout him over and over at your favorite Game Boy game until he agrees.

More Zelda?

I've heard of other Legend of Zelda games, like the Wind of Ganon, which were for a system called the CD-i. What were these games?

Carl Schreiber

Via the Internet

Holy moly! Nintendo didn't make the Wind of Ganon, but it did before the present.

The CD-i was a system made by Phillips in the early 1990's that was



Art Slobach • Salina, Pennsylvania

supposed to be an all-in-one home entertainment system, but it proved to be largely unpopular and has all but disappeared. Maybe you can get one from whoever has the Life Fitness disk.

We're Never Going Outside Again

I was watching a show on insects that featured a scientist who went to South America in search of, get this, a Weevil! Apparently a Weevil is actually a form of Bot Fly, a critter that lands on other insects and lays eggs on their bend. They burrow under the skin, then three weeks later the fully developed Weevil pops out and flies away. If that were a Pokémon move it would be a lot more irritating than any poison or sleep attack.

Dan Hildreth
White Rock, BC

Um... Dan? That's really gross.

Separated at Birth?

Am I the only one who notices the uncanny resemblance of Kirby and Iggy-puff? Are they brothers? Was Kirby sent to Switzerland and cloned by scientists? Are they



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power charts

Perfect Dark is
stealthily creeping

its way up the charts, coming within striking distance of the top three. Will this be the end, Mr. Bond? And what happened to all the motorcycle games from last month? Was it a passing fancy or a vast conspiracy of the Motocross Industrial Complex?

NINTENDO 64 TOP 20

1



It's super effective! There's nothing like putting the smack down on your buddy's partner. PokéMon's tenth glorious 3-D, 64-bit smash impacts on first place showing dramatic strides. The pink one, Kirby, makes a respectable debut this month, leading the DQ 10th.

2

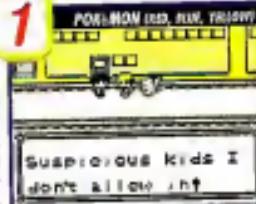


3



RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	POKÉMON STADIUM	NINTENDO	5	5
2	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	2	22
3	GOLDENEYE 007	NINTENDO	1	46
4	PERFECT DARK	RARE	6	2
5	SUPER SMASH BROS.	NINTENDO	7	16
6	TONY HAWK'S PRO SKATE	ACTIVISION	4	4
7	DOMINATE KONG 64	NINTENDO	8	7
8	POKÉMON SNAP	NINTENDO	—	13
9	KIRBY 64: THE CRYSTAL SHARDS	NINTENDO	—	1
10	HARVEST MOON 64	KATSUMI	11	7
11	WWE WRESTLEMANIA 2000	THQ	9	7
12	RAMBO: KAZOOIE	RARE	16	26
13	MARIO PARTY 3	NINTENDO	14	3
14	JET FORCE GEMINI	RARE	30	30
15	SUPER MARIO 64	NINTENDO	—	48
16	MARIO KART 64	NINTENDO	—	44
17	EXCITEMENT 64	NINTENDO	3	2
18	STAR WARS: ROGUE SQUADRON	LUCASARTS	20	20
19	MARIO PARTY	NINTENDO	—	18
20	GAUNTLET LEGENDS	MAMMY	—	8

1



Because of space restrictions, we can't print the solo count, but let us tell you—it's way off! CLOSE! It seems the reign of PokéMon can't be stopped, and it's only going to grow with the arrival of Gold and Silver. Also note that Harvest Moon 64 made it on the charts—that should please the Harvest Moon fan Club members who wrote in to Player's Pulse this month.

2



RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	POKÉMON (B, S, Y)	NINTENDO	1	23
2	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	2	90
3	POKÉMON TRADING CARD GAME	NINTENDO	3	4
4	POKÉMON FIRERED	NINTENDO	4	13
5	JAMES BOND 007	NINTENDO	5	38
6	SUPER MARIO BROS. 64	NINTENDO	7	9
7	KIRBY'S DREAM LAND 2	NINTENDO	—	56
8	INFOHARD LAND 2 (3D GOURMAND)	NINTENDO	9	92
9	GOOMBA KING LAND	NINTENDO	—	62
10	HARVEST MOON 64	KATSUMI	—	13

MOST WANTED

1. DOLPHIN
2. POKÉMON GOLD & SILVER (GAME BOY)
3. THE LEGEND OF ZELDA: MAJORA'S MASK (N64)
4. RUMBLE TURF (N64)
5. ZELDA: TRIFORCE SERIES (GAME BOY)
6. GAME BOY ADVANCE
7. MARIO KART 64 (N64)
8. MUGA MAN 64 (N64)
9. EARTHQUAKE 64 (N64)
10. POKÉMON PUZZLE LEAGUE (N64)



MOST WANTED

WE ARE EXPERIENCING TECHNICAL DIFFICULTIES, PLEASE STAND BY.

Ladies and gentlemen, nintendo.com is online and functional. There is no truth, we repeat, no truth to the rumors regarding the end of the world. There is, however, a load of information on *Pokémon Gold* and *Silver* and some kid named Link...



Are you reading the final issue of *Nintendo Power*? Friends, we're just as concerned as the rest of you, and the incoming news looks grim. We can only hope that the search for The One is successful.

GOLD & SILVER



Not to be confused with the previous website of the same name, our *Gold* and *Silver* websites will contain much even more valuable to *April-Coming* trailers

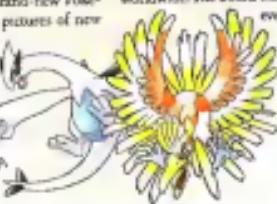
radiozelda.com

We've received a number of letters from astute *Nintendo Power* readers regarding two new websites that have sprung up recently. The first site, located at z-science.com, claims to have discovered a parallel universe. The excitement generated by such an astounding discovery has been tempered, however, by the knowledge that the parallel dimension contains a gigantic moon that is on a direct collision course with their Earth. The other site, radiozelda.com, contains audio and video news briefings regarding the parallel dimen-

sion, its wayward moon, and what effects that will have on us earthlings. According to *RadioZelda*, anything that happens over there will also happen here, resulting in a lot of canceled vacation plans come November—unless a savior, known only as The One, can be found in time. While Nintendo is listed as a sponsor of Z-science, this reporter was unable to discover the significance of the sponsorship. Keep a close eye on both sites, as events promise to become even stranger in the days and weeks ahead.

PokemonGold.com
PokemonSilver.com

Even the threat of doomsday isn't enough to stop die-hard Poké fanatics from drooling over the arrival of two new sites dedicated to *Pokémon Gold* and *Silver*. Visitors to the sites will be able to navigate using a brand-new *Pokémon* map, as well as capture pictures of new *Pokémon*. New pictures will be released regularly, so the more you visit, the better chance you'll have of catching 'em all. These pictures can then be downloaded to your desktop,



used as wallpaper, traded with friends, or just plain hoarded like gold nuggets. Of course, the sites will also be choke-full of riddles and trivia on all the characters as well as lots of in-depth strategy to help you become a true Pokémaster. We're even setting up message boards so you can exchange information with other owners worldwide. The board will be moderated, however, so please don't try posting any get-rich quick schemes or using unpleasant language.

QUICK BYTES

STRATEGY

Enjoy hours of crazy fun with the brain-teasing *Pokémon Puzzle League*. Nintendo's exclusive *Puzzle League* site will have stats on all the *Pokémon* in the game, as well as an option to create your own mind-bending puzzle and send it to friends. Once your friends receive the puzzle, they can take advantage of *Pokémon* Puzzle League's custom puzzle mode, reconstruct it in their own copy of the game, and spend hours trying to solve it. Of course, if your friends have been checking the site on their own, they're probably as loaded down with tips and strategies that they'll solve it in no time.



Pok閙on's Mist, The World USA. Also look for updates

GAME PREVIEWS

Expect detailed reviews and movie clips of all the following N64 titles: *It Is Not Enough, Army Men 2, Sarge's Heroes 2* and *Mickey's Speedway USA*. Also look for updates on the ground-breaking Japanese shooter *Sin & Punishment*.

CONTESTS

Don't forget your entries for the *Pok閙on Gold* and *Silver* pre-sale contest—you have until November 15th to enter! Additionally, through October 15th, there will be dozens of daily winners who'll get *Pok閙on* merchandise and the grand prize winner will receive a \$20,000 college scholarship, as well as \$1,000 worth of great *Pok閙on* merchandise.

GAMEBOY

You've seen her fall down the rabbit hole, now watch her scuttle into the depths of your GBC. Also in *Wendyland*, Disney's newest game for the GBC, will soon have its own website—complete with screen shots, background story, and of course, all the amazing tricks our game reviewers can discover.

POK閙ON KARAOKE

What's the musical sensation that's taking the dance this October? It's *Pok閙on Karaoke*, and it's both the *Gold* and *Silver* websites. Lay down a plain beat, then intertwine the groans, laughs and other various voices of your favorite *Pok閙on*. When you're finished, loop the tune, add some melodies, and you're on your way to well-deserved G唱歌奖!



THE ONE

Are you interested in becoming the next *Star of the Week*? It's easy—just send in a picture of you and a *Pok閙on* so we can feature you in our *Star of the Week* column. You can also enter the *Star of the Week* contest with the newly launched *Star of the Week* page. This is only meant for *Pok閙on* fans. You can check out *Zekesite* to see if you are indeed *The One*, and once we narrow it down, you'll even be able to peruse the list of candidates and cast your vote for our planet's next hero.

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IF GREAT GAMES COME ONCE IN A BLUE MOON, THEN THAT MOON IS COMING IN FAST. AND IT'S HURTLING STRAIGHT INTO LINK'S WORLD IN HIS MOST FRANTIC ODYSSEY YET.



THE LEGEND OF

ZEIDA

Majora's Mask

©2000 Nintendo

An instant classic of a sequel, Majora's Mask offers everything that *The Legend of Zelda: Ocarina of Time* boasted and more. This time around, Link sets out to find a trouble-making Skull Kid who's spreading ruin in a parallel world. In three days, the moon will crash into the world, and it's all because of the cursed mask that the Skull Kid wears. Using the time-traveling powers of his ocarina and the shape-shifting magic of some enchanted masks, Link must solve

the three days leading up to the lunar landing until he can undo Majora's evil effects and untangle the course of events that are provoking doomsday. This month, learn to live through the first dungeons. And make sure you have an N64 Expansion Pak—without one, you won't be able to play the game at all.

EXPANSION PAK
REQUIRED



TIME AND AGAIN

The game spans a three-day period. Playing as Link or the other characters he can possess as, you must help as many townspersons and fight through as many dungeons as you can before the end of Day 3. Before it arrives, you must head back in time to relieve the 72-hour cycle and change fate even more.



RACING AGAINST TIME

Once Link enters the downed city of Clock Town, the 72-hour countdown will begin. One hour of game time equals one minute of real time, and you'll be able to slow the hands of time. Plus, the game clock stops whenever Link or other characters are on screen.



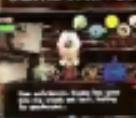
DAILY ROUTINES

The parallel world is populated by characters with daily schedules that will change depending on what you do. Some routines you can't break—others will become permanent parts of your inventory, so when you return to Day 1 and all events reset, you won't have to help them again.



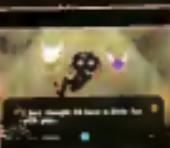
SOME THINGS LAST FOREVER

Link is on the go 24 hours a day. And like in the real world, things are happening at all times of day. Different characters will appear in different places at different times and on different days, so you'll need to visit many areas over the course of your 72-hour stay.



TO ANOTHER WORLD

The adventure begins months after Link completed his quest in Ocarina of Time. Riding Epona through the Lost Woods to find Navi, Link is waylaid by the Skull Kid and his pair of pixie partners. The trio makes off with his horse and ornaments, so Link chases after them—right into another one of the Skull Kid's traps.

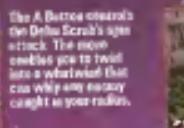


Majah's Mask has possessed the Skull Kid and is taunting the protagonist over many revolutions than before. Using the powers of the ocarina, the Skull Kid casts a spell on Link.



THE DEKU SCRUB SNUB

Pulling a reverse Pinocchio, the Skull Kid changes Link into the wooden boy. Trapped in the body of a plant-like Deku Scrub, Link must cope with his new powers and limitations while trying to find a way to return to his old self.



SPIN ATTACK

The A Button awards the Deku Scrub's spin attack. The move enables you to roll into a whirlwind that can trap any enemy caught in your radius.



FLOWER JUMP

In the Deku Scrub, you'll need to find a pot of Nettle. To use them, stand on a Deku Flower, then press and hold A. Once you've harvested one, the flower will cast a puff of pollen pop-out, releasing it to rocket into the air and hover with your initial puffs. If you hit it with another, she can drag Deku Net heads.



CLOCK TOWN

In pursuit of the Skull Kid, Link travels through a portal leading to Clock Town. Located in the center of a parallel world overwhelmed by Majora's evil-doing, the town is filled with people who resemble folks he's met around Hyrule, yet they are entirely different characters.

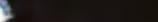
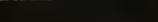
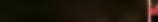
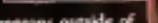


ON THE TOWN

Plagued by the Skull Kid's ill will, the people in town and the surrounding areas

have had their personal lives turned upside-down. Link must help them in addition to exploring the dungeons outside of town. Link's predicament takes precedence, though.

Tangle the Fairy (pictured left) with gags in North Clock Town. When you have magic power and more Rupees, you'll be able to buy a map to help you figure out the lay of the land.



In Clock Town, Link the Deku Scrub meets the Human Mask version of the Deku Scrub, who offers to restore him to his former self. If Link can restore the scrubs that the Skull Kid created,

the townspeople are could-babe-beans with unlockable items. Your job is to change the courses of their once-cruciating lives, which will definitely depend on how you live each 72-hour cycle of adventuring. Before you help them out, feel your scrubs.

THE FAIRY'S MAGIC



In North Clock Town, enter the east by the fenced-off area to reach the Fairy's Fountain. Inside, the fairies will ask you to locate the Stay Fairy that will enable them to unite into the Great Fairy. Find the missing part and return it to the fountain.

Collect four F-Icons (F-Icons to add a new Master Cylinder to your life meter. Don't place it in a tree, but you won't be able to get it until you're back).

To Beach Field

CLOCK TOWN



FINDING THE FAIRY



During the day, the Stay Fairy will float above the stream at the Laundry Pool in the southwest corner of town. Skip across that water to cross it, but don't step on the water more than five times in a row or you'll drown.



Everyone has varying schedules in the game. At night, between 8:00 p.m. and 10:00 p.m., the Stay Fairy will be in East Clock Town's courtyard. Use the nearby Deku Flower to flavor over to it.

MAGIC POWER



When you locate the Stay Fairy in North Clock Town, the Great Fairy will be able to heal herself. As a reward, she'll grant you the power of magic that will enable you to shoot bubbles from your Deku sword.



THE BOMBERS GANG

gang of do-gooders, the Bombers patrol the streets of Clock Town in search of troubled people they can help. Though they won't let you join their gang, they'll give you the code that gets you into their hideout. Visit the gang leader, Jim, in North Clock Town to learn it.



POP GOES THE BALLOON



In North Clock Town, the Bombers leader, Jim, is having trouble shooting down his balloon. Show him how it's done by pressing B to aim at it, then use B to fire a bubble.



HIDE-AND-SEEK

If you find all five Bombers before sunrise, you'll earn the code that gets you into their hideout. The map on page 10 shows their hiding spots. The snooker balls are on East Clock Town's rooftops, and they might hide under a crate if you choose them.

THE ASTRAL OBSERVATORY

Tell the code to the Bomber guarding the alleyway in East Clock Town so you can enter the hideout.

Follow the passageway, then shoot down the balloon when you reach the ladder. Climb it to enter the Astral Observatory, where you'll be able to spy on the Skull Kid.



THE MOON'S TEAR



Using the telescope, look at the top of the clock tower. When you zoom in on the Skull Kid, a jewel called a Moon's Tear will fall from the moon. Walk through the nearby door to collect the prize.

THE FINAL HOUR

On the roof of the clock tower, the Skull Kid awaits the arrival of the falling moon. At the stroke of midnight, the town's Carnival of Time will begin and the clock tower's door will open. The door leads to the roof, so be there by 11:50 a.m. for your chance to confront the Skull Kid.



LAND TITLE DEED

To unlock the clock tower's deck where the door is, you should use the nearby Deku Player. The Deku Scrub who owns it will give you the Land Title Deed that grants you a ownership of the flower. If you give him a Moon's Tear, make the swap, then fly to the door and enter it at midnight.



MIDNIGHT, DAY 3

When you find the Skull Kid on the clock tower's roof, shoot him with one of your bubble bullets. A direct hit will cause him to drop your ocarina, and when you pick it up, you'll be reminded of Princess Zelda and the Song of Time. Equip your ocarina, then play the song from your flashback.



THE DEKU MASK



When you return to Day 3, all events will repeat. The one difference is that you'll have the wreath in your inventory. If you show it to the mask and census, he'll return you to normal and change your Deku body into a mask.

BACK IN TIME



Once the mask salesman turns you back into Link, you'll be able to don the Delta Mask to assume your Delta Demi-Schlak alter ego. Before you do that, release the Stinky Fairy again to receive the Great Fairy's Mask, then slash the Seeds Clock/Tower and smash with your sword. By doing so, you'll leave the "ghost" of your encounter that will turn the statue into a warp point.



At West Clock Town's Trading Post, the scenario will teach you two varieties of the Song of Time. Whenever you restart on Day 1, play the Inverted Song of Time to learn from him.

GOING SOUTH

If you're Lisk, the guards will let you leave town. Take the south exit and walk straight ahead to reach your next stop, the Southern Swamp. On your way, you're new fairy companion, Ted, will be reminded of her former friend, the Skell Kid, and reveal his story.



Tourist Information



In the Southern Swamp's Tourist Information kiosk, you'd be able to buy tickets for the boat cruise if the money per, *Krause*, weren't missing. Only by riding her boat will you be able to venture deeper into the wetlands, so explore the nests for clues to her whereabouts.

MAGIC HAGS' POTION SHOP



Karen's sister, Keiko, runs the Magic Hops Shop in the neighboring bay. Swap an old key from Fly pad to Fly pad at the Deka Bank to reach the store.

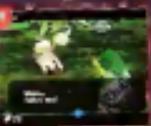


On Day 1, Kataoka will be keeping up-to-date in her portion they. On Days 2 and 3, she'll be in the Woods of Mystery searching for her missing sibling.



Win a heart piece by submitting a full-body snapshot of the Deka King or Queen in the next month!

MONKEYS AND MAZES



Enter the labyrinthine Woods of Mystery, then follow the mystery that will lead you to Kuame. The correct path changes every day, so follow the appropriate one mapped below. When you find the king, request Kuame to receive a gift. Then deliver it to Kuame.

FOREST MAZE



100



THE BOAT CRUISE

After you give the wooden Knope the palace, she'll return to Tourist Information to rent the boat crew. She'll give you a free cruise if you stop by, and the boat will take you to the Deku Palace where you must clear the name of a monkey wrongly accused of kidnapping.



Enter the palace to inquire about the Deku King's monkey prisoner, then leave the royal chamber. As you walk out, the monkey's brother will swing by and tell you that you must find magic beans and use them to enter his brother's prison cell.



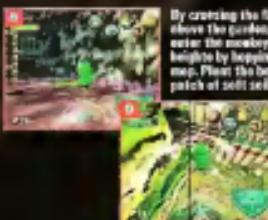
MAGIC BEANS SHOP



The man who sells the magic beans you need runs his business out of a hole beneath the Kingdom's Outer Palace Garden. Snork through the east half of the garden to find the hole, making sure that the guards don't see you. If you try it at night, you'll be able to see the guards like a ghost.

Buy the beans from the man in the hole, then use the bottle you get from Knope to scoop up water from the other end of the garden. The beans won't grow unless you water them, so you'll need to pour a container of clean water on them to make the seeds bloom.

OUTER PALACE GARDEN



By crossing the floating platforms above the garden, you'll be able to enter the monkey's cell. Reach new heights by hopping to point 8 on the map. Plant the beans in the square patch of soft soil, water them, then hop on the plant to ride it up to the upper level.

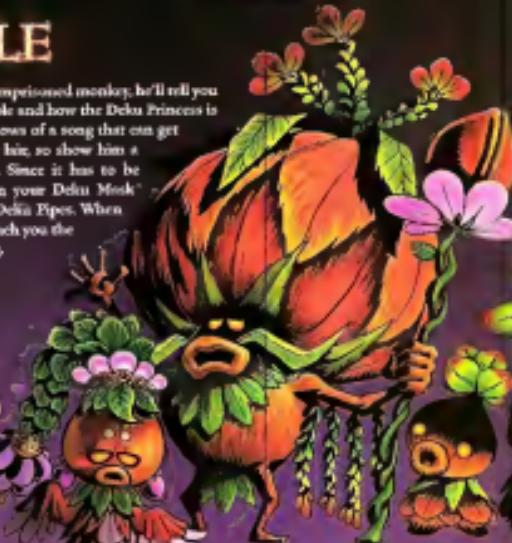
MONKEY TROUBLE



When you reach the imprisoned monkey, he'll tell you about Woodfall Temple and how the Deku Princess is trapped there. He knows of a song that can get you into the ancient hut, so show him a musical instrument. Since it has to be something loud, don your Deku Mask and whip out your Deku Pipes. When he sees them, he'll teach you the *Sonata of Awakening*.

The *Sonata of Awakening* is your ticket into Woodfall Temple. The monkey won't teach it to you if you haven't yet acquired Deku Pipes, though. Don't worry, though; it's possible to get the song without the mask.

SONATA OF AWAKENING



WOODFALL TEMPLE



After you learn the *Sonata of Awakening* and the king tows you out of his kingdom, hop across the lily pads to the ledge at the southeastern section of the swamp. Work your way to the waterfall. There, you'll meet Kacora Gabor, the owl who'll teach you the *Song of Soaring*. If you play the melody, the notes will lift you up and warp you to any owl statue you've activated.



In Woodfall, cross the ponds and hives until you reach the Delta after. As the Bokta Scout, stand on the platform and play the *Sonata of Awakening*.

WOODFALL TEMPLE



STRAY FAIRIES



In Woodfall, and all other swamp areas, you must collect the 15 Stray Fairies that are lost in the temple. If you ever see the Great Fairy's Mock, Stray Fairies will fly to you if they're not trapped. Refer to your map to find the fairies. You can capture all 15 of them in the Fairy's Paradise near the Delta after.

FLOWER POWER



As the Stray, hop onto a Delta Flower and fly from flower to flower to reach the exit at the other end of the room. To capture the local fairies, make the Great Fairy's Mask to attract the one hovering in the orbite of the room. Open the trodure and then land the ethar.

DUNGEON KEY



Skip across the water to reach the Delta Flower in the middle of the room. Borrow into it, then leave to the air to hover in the platform where the treasure chest is. Open it to find the key you'll need to unlock the barred door that's never open.

TURTLE WHACKS



To exit the dungeon map, you must first defeat all of the Snapper turtles. These herbophiles protect them, but their skeletons are vulnerable. As the Bokta Scout, dive into a Delta Flower, then spring up when a Snapper comes, then use your torch to ignite the other branch.

PLAYING WITH FIRE



Lighting note: berries will often open up new areas. To enter the locked room where the compass is, wave the torch out of your way so you'll have a clear path from the lit branch to the walkway (use A). At last, touch a Delta Stick to the bottom of the tree, then use your torch to ignite the other branch.

Using the torch at the foot of the stairs, light a Delta Stick so you can ignite the top. Next, freeze. Upstairs, light another Delta Stick on fire, then jump to the floating platform. Use the controls to control it, then touch the webs to reach the stairwell.

HERO'S BOW

To win the Hero's Bow, you must defeat the Deku King. Though it looks threatening, the King will take a toll after two hits. Look into it by hitting Z, then slash it twice to clear your new weapon. The bow you'll win requires arrows, and you'll be able to find them by slacking pots and bushes.

FINDING THE BOSS KEY

Stand on the Deku Flower Island and aim your bow at the eyeball switch. Put the eye out to make the island float up and down. When the island reaches its highest point, spring out of its flower to run to the high tree that leads to the Boss Key.

Behind the tree, defeat the Bongo-melon Trif. As the Trif, knock the eyeball off its ride by recklessly into the turtle's underside until it scatters over your flower's wasteland. As Link, climb upwards when the Trif escapes to the ending by foot.

OPENING THE WOODEN FLOWER

After you've pocketed the Boss Key, return to the wooden flower of point 9. An evil brazier sits in its center. Light it by moving your bow at the upper deck's flower, brazier and sheath on an arrow through the flower to the flower's brazier. If you hit it, the flower will rise and open.



If you light the brazier at 10, the linked door leading to room 11 will open. To pull off the test, stand by the wooden flower's brazier and aim your arrow at 10. When the flower's flower eventually rotates into your sight, let your arrow fly.

ENTERING THE BOSS ROOM

As a Deku Scrub, fly to the east corridor's window on the right. Remove the Deku Mask, then launch an arrow at the crystal switch in front of you. A direct hit will snap the flower, opening the Deku Flower across the way. Once the brazier is out, quickly fly to the flower and aim it to knock 12's doorway.

BATTLING ODOLWA

In room 12 looks the masked jungle warrior, Odolwa. The towering swordsman will slash you if you get close, so fire arrows at him to keep him at bay. When he charges you, pick bombs from the bomb flowers growing on the perimeter of the arena and throw them explosive fruits at him and his creepy-crawly swarm of lackeys. With Odolwa defeated, you'll earn his remains and a Piece of Heart and cause a blue shaft of light to appear. Enter it to warp to room 13, where the Deku Princess is locked up.

**THE DEKU CAVE**

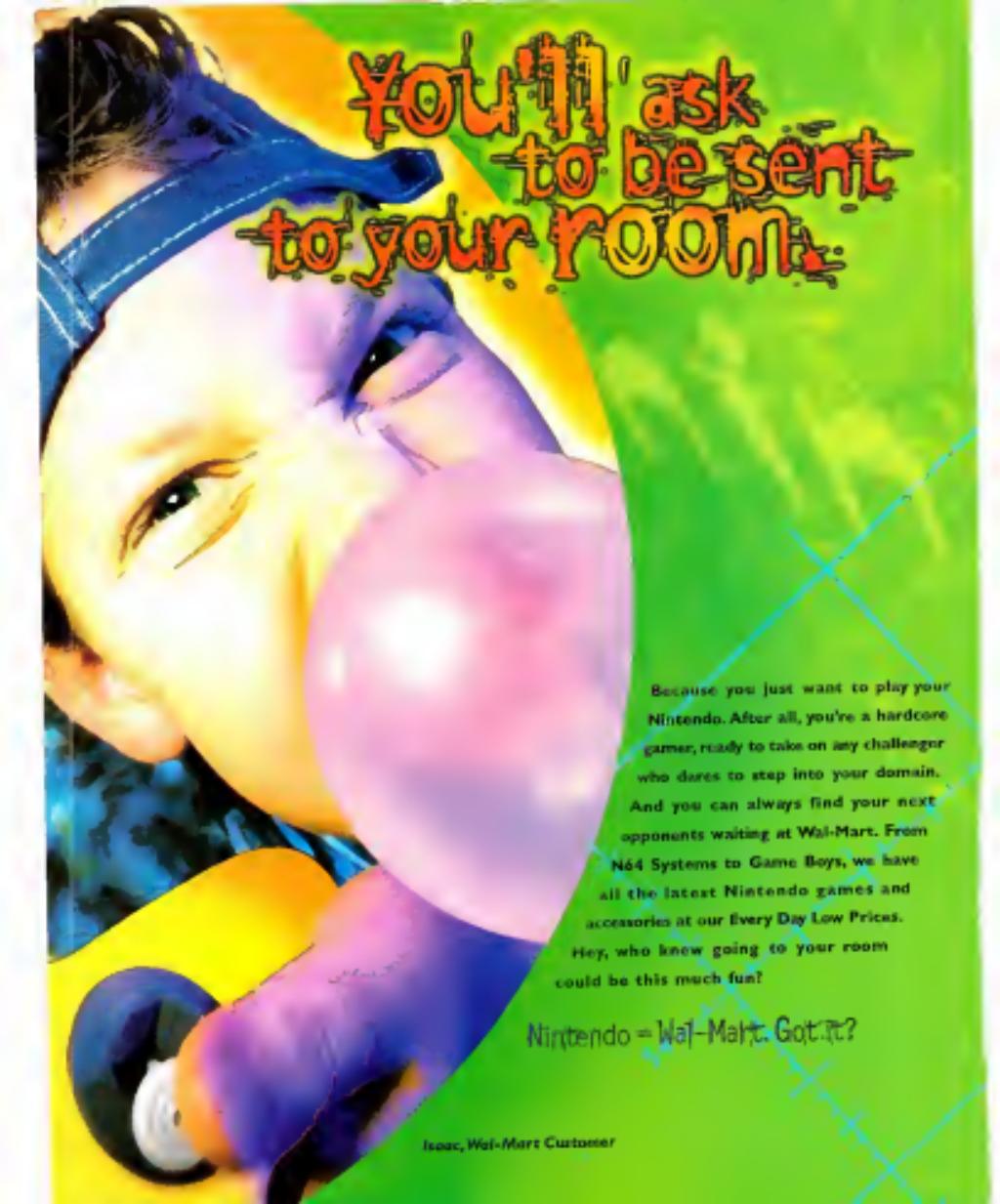
Stretch the vines that cover the doorway to 13, then put the Deku Princess in a bottle so you can transport her to the palace. If you release her in front of the king, she'll be able to clear the deceased monarch's name.

Once peace is restored among the stricken and broken, you'll be able to race the Deku Justice for your reward. The Mask of Events, Volt Helm or the even in the northwestern area outside the palace walls to compete.

DAY IN, DAY OUT

If everything went according to schedule, your 72 hours of adventuring should almost be up. Warp back to town so you can deposit your Rupees in West Clock-Town's bank (otherwise you'll lose your riches when you travel back in time), then play the Song of Time. When Day 1 starts anew, you'll be ready to find the Goron Mask and conquer next week's favored dungeon, Snowhead Temple in the northern mountains. ☀





You'll ask
to be sent
to your room.

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HAWK WANTS YOU...

It takes only one visit from the Colonel to change your meaningless, plastic life forever. Time to get motivated! Time to take a stand! Strap on those boots and head into 3DO's N64 adventure.

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ARMY MEN SARGE'S HEROES 2

OFF TO BOOT CAMP

Wimpy adventure games let you dive right into battle, but not this one! To survive the Tapeware trenches and bedeviled canyons of *Sarge's Heroes 2*, you'll need to train with the latest array of weaponry, such as M-60's, bazookas, sniper rifles and grenade launchers. In boot camp, you'll practice with a variety of firepower and demonstrate your agility on an obstacle course.



THE REAL WORLD

Army Men will soften too hard plastic in the real world. The Tan Troops have found a secret serum that reverses the effect, though, and they plan on using it to stamp out their Green rivals. Acting as Sergeant Hawk, you must prevent the Tannies from taking over.



NP: HOW IT RATES

This game has been rated Teen by the ESRB for realistic combat, sex, violence and maturity. It is not recommended for gamers under the age of 13.

The Green troops find themselves under heavy fire on a porcelain-laden battlefield known as the Kitchen Table. Your job is to fight off the enemy, gather your team, grab extra arms and secure the portal—all before supper is served!



There's a good deal of ammunition and weapons scattered around the vast dinner table, but be sure to assist your Green buddies before you waste valuable time exploring the surroundings.



ASSEMBLE THE BRAVO TEAM

Your men will be calling for assistance while you're being held hostage at point blank range. Pick off the bad guys as quickly as possible, and be sure not to let one of your own team members look for help on some of the empty plates.



AMBUSH AT THE PORTAL

As you make a run for the portal, you'll be ambushed by a swarm of Terminators. Be prepared for the surprise attack. Watch for soldiers sneaking up from behind as the helicopter drops troops across the area. Take note of the blue female spy.

A TRULY GREEN TEAM

No doubt Sergeant Sarge wasn't thrilled to be ordered to team up with Vicki Grimm for his next assignment. But even though Vicki is a bit of a greenhorn, she's ambitious, and she has the instincts of her father, the esteemed Colonel Grimm.

BRIDGE

It appears the Tan Army has discovered a substance that can reverse the plastic-freezing effects of the outside world, and they're transporting it by train over Drop Dead Canyon. Sarge must secure the portal while keeping Vicki safe.



SECURE THE TUNNEL



Vicki will help you fight your way down to the entrance of the tunnel. For a quick head-clearing, grab the grenades, load em up and toss them over the large barrier. Watch for any surviving enemies as you race behind the tunnel to collect a sniper rifle and other goodies.



SHIP 'EM OUT, SNIPER



After collecting the sniper rifle (try behind the tunnel barrier), use it to take out the gunmen hiding behind the boulders. Head past the portal. Cross the bridge to finish off the rest of the Tan troops, but be prepared for more bad guys to be called in for back-up.



HELP VICKI

Vicki will be in trouble when the helicopter starts to circle the area. Focus on wiping out the troops first, then race across the bridge and help her shoot down the helicopter. Built the checkpoint near the tunnel if you're low on energy.

A NARROW ESCAPE



After you knock down the helicopter, make a run for the portal. Before exiting through the portal, Sarge will order Vicki to follow him across the canyon. Luckily for her, she'll make it just before the bridge explodes.

MYSTERY SPY REVEALED

General Plastico spent a little too much time in the real world and froze back into his original plastic state. Spy Brigitte Bleu used the secret serum to bring him back to life, and Plastico is convinced the serum will be the key to leading the Tan Army to victory. Sarge and Vikkie must destroy the serum before the Tannies gain a huge advantage!



FRIDGE

Sarge and Vikkie have decided to split up to search for the serum, with Sarge volunteering to work his way up the refrigerator. And the 3DO Fries' dairy products and World Series Whammy are a slew of enemies waiting to take you down.



THE SEARCH FOR DR. MADD'S SERUM

On the first shelf, snakes are posted on every package. Move swiftly, gunning down enemies along the way. Look for health if you get hit several times. After clearing out the area, climb up to the milk carton to get the shotgun and jump to the next shelf.



After eliminating the troops, climb the ladder to the final stage. Stand on your ground and wait for Tan soldiers to fall from the ceiling. To simplify the level, simply jump until you reach the floor.



FREEZER

Sarge has survived the refrigerator and reached the freezer, where a large mechanical robot is waiting to pulverize him. How the robot got into the freezer is a question Sarge has no time to contemplate. He must destroy all of the secret serum while dodging a bevy of Tan soldiers.



Use the ice ball as protection against the robot's powerful rays. Wipe out the soldiers protecting the serum and blast the final few cans. Then use the grenade launcher or so turn the robot into a pile of junk.

POP DOES THE SODA CANS

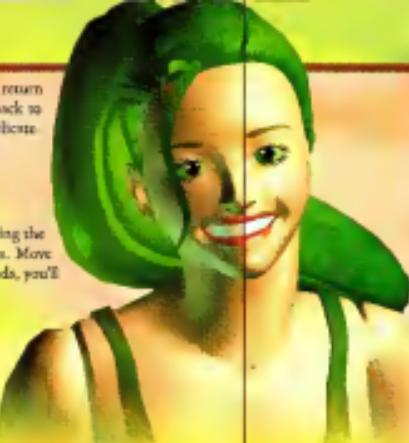


WITHSTAND A FEW MORE WAVES

Trap with keep pressing out of the hole that you used to enter the area. Make sure your health measure is full, because a soldier will likely blast you with a stick bomb. Keep things until you've wiped them all out.

GET VIKKI HOME

Sarge has successfully destroyed the serum and ordered Vikki to return to headquarters. You must lead her on a dangerous journey back to safety. She moves a bit faster than Sarge, but she's also more delicate. As a rule, play more cautiously with Vikki.



MISSION 3 INSIDE WALL

Vikki has decided to take a shortcut through the walls, disregarding the threat of huge spiders and an undefined route to headquarters. Move slowly and have no fear. With a hellish flamethrower in your hands, you'll cure your arachnophobes in no time.

REACHING THE POWER BOX



Before going anywhere, shoot the troopa in the distance. Jump down onto the wire swing bar, don't fall to the floor or you'll lose nearly all your health. Do that and collect the flamethrower, which you can use to fry the spiders.



As you negotiate the wire swing, avoid the exposed wires by jumping over them. Drop to the floor and collect all the omnis, turning spiders into omnis, omnis along the way. Don't forget to grab the red power box on top of the bar. Then leap back onto the swing.



The black pipe will lead you into the next room, but if you jump over the pipe you'll fall back down to the floor. Be prepared to take out some dinner upon entering the area.



Keep your balance as you highjump, walk along the pipes, collect omnis and miniguns. Find the lowest place to drop to the floor and get ready to use your flamethrower and if he's in your way burn out spiders and troopa. In the next room, use the pipe back to reach the power



Drop again, move slowly using the pipes and keep your flamethrower ready. Follow the path, the highjump, avoid all exposed wires. Once you reach the circuit box, you'll crawl through a mouse hole.

MISSION 4 GRAVEYARD

Sarge and Vikki returned the serum to headquarters, prompting Colonel Grimes to order a new mission: overtaking Dr. Madd's storage area. All the while, Plastro and Brigitte are making a trip to the toy store to purchase more weapons.



Before reaching Heaver, you'll have to snap a big gunner in the distance. Most likely you'll sustain some damage, so get health lectures proceeding. Burn the zombie near Heaver, being careful not to torch your comrade. Then slowly follow Heaver through the meadow.



Grab the key to the castle. Then collect the earth flamethrower. Follow the path until you come across two spitters protecting a gate. The road to the castle is behind them.

REACHING DR. MADD'S CASTLE

Start the path by turning right then up to burn the gunner. Those balloons will be enough to take out a zombie. Go to your left and up the road. You'll find the battering ram, which sounds considerably louder than any other weapon. Meet Heaver in the meadow.



AREA 1 CASTLE

Sarge's inexperienced cohort has made her first major blunder by ignoring all commands and prancing into the castle alone. A couple of zombies have taken her hostage, and Sarge must save her. In the Castle level, wipe out all the enemies. Some of them hold keys that unlock gates.



Run past the machine gunner and make your way up the castle. You'll find Wink trapped behind a gate. Turn around and search for the Tim soldier who holds the key. Take advantage of your rapid fire!

CLEANING UP VINKI'S MESS



The spider will be guarding a powerful machine gun, but before you set your lame at the infatuated creature, concentrate on the ampera, concentrator. Once the arena clear, move forward to the locked gate and get ready for an ambush. One of the zombies will have the key to the gate.

SECURING THE STORAGE OF SERUM



After you rescue Vink, she'll grab a shotgun and help you complete the level! Use your rapid fire gun to beat down the mob. Follow Vink to the case of serum and get ready for a final wave of traps. Watch out for the heavy charge to secure the case.

AREA 2 TAN BASE

The duo returns to HQ to hear some alarming news: A spy has given Colonel Grimm the location of the Tan Army's base. Of course, the spy is none other than Brights Blea. Sarge and Thuck will attack the base.

CAPTURING TANNENBERG



KEEPING THICK ALIVE



For Sarge to survive the massive onslaught by himself, he'll need to use his explosives and always keep moving. Don't stand in one place for long. To plan an advantage, try striking with the Z-Burpee. A very valuable box of health will be waiting for you around the second corner.



As the Green tank blasts open the entrance to the base, wait for Thuck to jump ahead expertly and take out a few of the troops. Fal low him to take out, using your machine gun later. Once Thuck is ordered to stay behind, you'll need the road fire.

When you hear the helocopter, stay back and fire a shot. The cockpit will explode, killing the pilot and any soldiers in the area. Shoot the one surviving, flame-throwing Tanne and capture the surrendered soldier.

AREA 3 REVENGE

The Greens are proclaiming victory prematurely, until Plastro and his new army pour through the portal. Plastro has assembled a collection of robots to make life miserable for his foes. Don't let any weapons go to waste!



GETTING GRIMM TO THE HELIPAD



Cover Col and Grimm as he heads for the gate. Take out all the bugs and jump on the box to collect the flame thrower. As Colonel Grimm tries to open the gate, use the flame thrower to hold off the black robots that are swarming out of the portal. Don't let the tank find you, or you'll be having to eat a million plastic pencils.



Follow Grimm into the next area and run behind the building to collect the broomstick. You should have enough fuel left in your flamethrower to eliminate the black robots. Blast the yellow robot with the broomstick and grab someone's box back and hope that Grimm has opened the next door.



In the final area, grab the armor to the left and then stay by the colonel and fight off any robots that attack him. If you save the ammos, he'll be needed.

DESK

From the Desktop level forward, the tasks become increasingly challenging and strings of enemies with powerful weapons are around every corner. In all likelihood, you'll need to spend a few lives becoming familiar with each level so that you can anticipate the many ambushes.

2**ANTIBODY HOME?**

Shoot off sneakers and put the dynamite behind the Green book before jumping onto the desk. To avoid attention, leap onto the book box. Sarge will rush out of the far base. Take him out and enjoy the base.

**DON'T LET THE BEDBUGS BITE**

You should be able to sweep four enemies before even taking your first shot. Move slowly across the bookshelf, shooting unsuspecting soldiers. Once the body armor on the first shelf is defeated, the scorpion bot will jump down. Remember that a long drop will hurt you.

**BED**

What's that walking with the Tan Army? It's none other than Brigitte Bleu, the довільний who's about to learn a lesson from Sarge and company. The expansive hillside known as the Bed can be a rough area to navigate, so follow these instructions carefully...



When in the doorway built into the bed, elevate all enemies and fire the stick of dynamite. Arm yourself with the grenade launcher and use the algorithm blocks to climb back onto the bed. A robot will be waiting.

**HILLS ARE ALIVE WITH THE SOUND OF GUNFIRE**

Use the algorithm blocks to climb to the bed. Fire the body armor hidden behind the blocks to the right of the ruler. Then make your way into the caverns, collecting the backpacks and blasting the helicopter. Retreat to the other side of the bed where Sarge can safely jump down.

**TOWN**

Brigitte has convinced Sarge that she's on his side after all, and Sarge has agreed to help save her town. In the Town, your buddy Riff will be sent to an early grave if you don't keep your legs moving. Know exactly where you need to go before starting!

**FEELIN' BLEU**

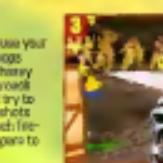
After bombing the robot, take a left to find Brigitte. She'll hop into a blue tank and start firing rounds. If you keep moving, climb the blasters to take care of the robot. If you pass the sticks at the tank, you're out. You'll score the landing zone. Move fast or your partner will pass.

EVERY MAN FOR HIMSELF

The blue soldiers don't seem to know that you're on their side, but they'll eventually catch on, so try not to harm them. Let Riff use his helicopter to take care of the robot at the beginning. Find the body armor and start running and jumping. Be sure to return to the helicopters and collect heavy artillery.

BATTLING THE BOTS IN BLUE SQUARE

As you follow Riff, use your rifle to take out troopers. Arm yourself with heavy artillery as you approach the giant robot and try to blast it with a few shots. You will need as much firepower as you can open to save Brigitte.



Once at the level of the capital, upload your backpacks to the sky to climb to the large robot. Keep your distance, but move your shield arm online. If you run out of heavy armor, your chances of survival will be slim.

WAR TO END ALL WARS

From this point forward, you're on your own to end the war. But since the challenges ahead will undoubtedly lead to many nerve-wracking nights in front of the TV, we're going to offer a few tips for each of the final levels.



CASHIER

Sarge is trapped in a parallel universe of 10 levels. Sarge must get her out. The weapons in the level are unusually accurate and will hit you from far away. Don't stand still for long!



TRAIN SET

Sarge and Vicks are in a train set, attempting to prevent five trains from entering the portal. Use bazookas to stop the trains and be sure to pick up the body armor as soon as you see it.



ROCKETS

Vicks is on a timed mission to destroy all the rockets on the level. Collect as much TNT as possible and use it to blow apart the rockets. Use the shotgun to wipe out robots and tanks.



POOL

Bright has trapped and Phoenix is fighting him, which leaves Sarge with a lot to do. Charge into the first bunker, grab the mine, then fire it into the far bunkers to clear out the area.



PINBALL

Before capturing Phoenix and ending the war, Sarge must rescue his buddies. In the pinball machine, do a straight shot to save the first care pack, then turn right and race around to reach the others.

FRIENDLY FIRE

You can run those boot camp drills all you want, but nothing prepares you for combat better than combat itself. Grab a few friends and put each other to the test in multiplayer mode. Many of the landscapes from the single-player game are available.

TOWER



Head to the tower for four stories of madness and mayhem. Use your bazooka to blast crates and collect power-ups. Remember, you can never gain too many advantages when you're fighting solo!

FRIDGE



Sniper snipers will have an edge when fighting across the three vast shelves of the Fridge. Keep in mind, that it's really just a spread-out version of the Riddle level in the single-player game.

DESK



The Desk is another simplified version of its single-player counterpart. The desk allows for quite a bit of hide and seek, with all the books towering above the tiny soldiers.

TAN BASE



Codging bullets in the Tan Base will almost make you forget you're playing a game. Be sure to use the bunkers as a means of protection and a way to catch your opponents completely off guard.

CASTLE



Visibility is a bit clouded in the Castle, but that only adds to the fun. Plant yourself on the canopy and angle unexpecting enemies from above. Try to stay in one place until you're exposed!

GRAVEYARD



As you know, it's tough to see in the darkness of the Graveyard. Try hiding behind one of the many obstacles. Get your hands on the mine, but be sure not to set yourself ablaze!

NEW TOUCHES

For fans of the original Army Men, the sequel contains much to be excited about. New weapons, new scenes and new controls are just some of the great additions. Be sure to take advantage of the strafe maneuver and the ability to turn 180-degrees with a tap of the top C Button.



Mickey picked up his phone and quickly began dialing. His friends were shocked and saddened by the news and immediately agreed to help. They began arriving within the hour, fur and feathers flying as they maneuvered their cars around corners and over jumps in a mad dash to Mickey's home. Once everyone was there, Mickey ushered them to his living room, where they could enjoy a tall glass of lemonade and plan their strategy.



A PARE EDITION

Fans of Mario Kart and Donkey Kong Racing can rejoice—the new game from Rare stays true to the feel and fun of those classic racing games. But Mickey's Speedway USA boasts some original features of its own, starting with the use of Disney characters. Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, Ludwig von Drake, and even Big Bad Wolf—Mickey's nemesis from "Steamboat Willie"—all make appearances.

You can begin racing as any of these characters, except Professor von Drake, whom you'll unlock as you progress through the game. There are also additional secret characters that you'll find. We won't give too much away, but suffice it to say they're related...



She Wizards had a good head start, and the gang had no idea where they had taken Mickey's best friend. There was a brief bit of hubbub as they determined which car to take. Finally, after a mutiny from Donald, they each decided to take their own vehicles and hit the road.

MOTOR MADNESS

All of the racers have their own strengths and weaknesses that have to be considered. Speed, acceleration, handling and weight all play a large part in your racing success or failure. Mickey and Donald are well-balanced and steady racers. Minnie and Daisy have smaller cars without much weight—great for beginning players. They handle like a dream and can stop on a dime, but their top speed is so-so. Pete and Goofy bring up the rear, driving huge beasts that have incredible speed but steer like shopping carts.



Some racers' advantages aren't apparent at first. Minnie, with its good handling, can even be ready to grab power-ups, while Goofy will just swerve.



Mickey's first stop was a small map store on the outskirts of town. They all bolted through the front door and began asking for maps to all manner of exotic destinations, everywhere from the Everglades to the Grand Canyon to Hawaii! Pete even grabbed a map for Las Vegas, muttering something about wanting to see tigers. Until they got a clear idea of the Wizzles' destination, they would just have to search everywhere.

ON THE ROAD *NP*

Mickey's Speedway USA has over 40 different racetracks in cities, states and parks all across the country. Marvel at the rendered Space Needle as you zoom through Seattle. Drive across the desert in the barren landscape of New Mexico. You'll also visit such places as Yellowstone National Park, Chicago, Philadelphia and Alaska. While the roads themselves aren't specific to the city—a race in gridlocked LA traffic wouldn't be any fun—the backgrounds stay true to the feel and flavor of each location. Rare has also done a great job of including areas that usually get missed in the racing game world. It seems like every driving game in existence has you speeding through the streets of New York, but what about Oregon? Or the Dakotas? You'll even get to visit Colorado—Rockies tickets sold separately.



Lots of racing areas claim to let you drive across the country, but here's a game that truly delivers. You even get to sample the unspoiled snowy beauty of Alaska.



Mickey's next stop was the lab of Professor Ludwig von Drak, the eccentric but brilliant scientist, inventor and lugnut. He was shocked to hear of Pluto's situation and promised to donate all of his ridiculous brainpower to the cause.

MICKEY IN THE RYE

No road trip would be complete without stopping for snacks, and you'll find a wide assortment of Ludwig's power-ups along your way. Give your opponent whoa-whoa with the Baseball Chucker, which can hurl a Pedro-eque 99 mph fastball forward or backward. Marvel at the crazy Paint Splatter, which leaves a slippery puddle of goo in the path of oncoming cars. And be sure to grab a couple of Magno Flyers, remote-controlled airplanes that soar gracefully overhead before dive-bombing an opposing race. Simply run over the bouncing question mark barrels to see what lurks inside.



Other groovy items include a Spritzer, the Shield Shell, a Trapechaser, and a cute little rain cloud called Stanley Weather.

As they sped out of town, the play started turning rough. "Mow it, ya' speed bump," bellowed Pete as he knocked Mickey's racer to the side of the road. "No one can stop me!" Goofy pulled alongside the big lug, only to be smashed back into the guardrail. "Something' wrong here. Ho-ho-ho-ho!"唐老鸭
 get in on the action, bumping Donald's car and sending him into a spinning fit.

THE SOUND OF MINNIE

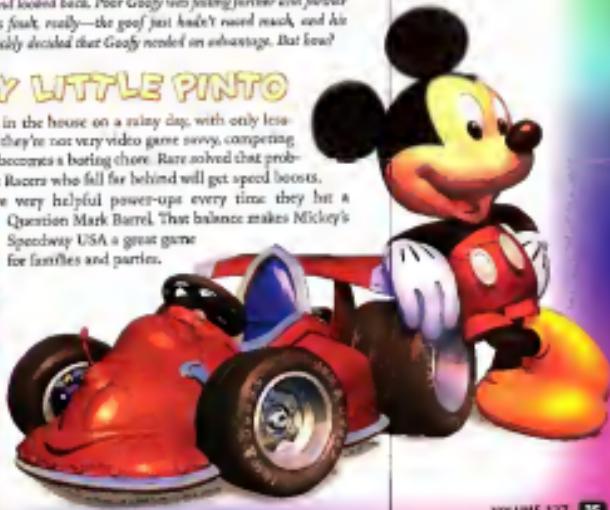
Perhaps the most amazing feature of Mickey's Speedway USA is the sound. Sure, the engines are crisp and the tires squeal like ban兵兵, but the interplay between characters is even more stunning. For the dialogue, Disney Interactive even used the same character voices found in many of the Disney cartoons—and what dialogue! The characters each have around 50 different lines that they sling as the cars speed around the tracks, and they change depending on the situation. For example, if Pete is in last place and Donald runs him off the road, the big lug fellow says, "You'll get yours, Duck!" If, however, Donald slams into Pete while the big lug is in first place, he'll say, "That didn't hurt!" It's a great touch, and it really makes the game come alive. The same rules of speech apply during multiplayer battles, so even if you can't see the action, you'll still have a good idea of what's going on.



Mickey slowed down and looked back. Poor Goofy was falling further and further behind. It wasn't his fault, really—the goof just hadn't raced much, and his skills were rusty. The others quickly decided that Goofy needed an advantage. But how?

THE POKEY LITTLE PINTO

Have you ever been trapped in the house on a rainy day, with only less-advanced games around? If they're not very video game savvy, competing with them in any game soon becomes a boring chore. Rare solved that problem with built-in handicaps: Racers who fall far behind will get speed boosts, and find that they receive very helpful power-ups every time they hit a Question Mark Barrel. That balance makes Mickey's Speedway USA a great game for families and parties.



It's too bad it's not very easy to slip a sound file into the magazine, because the vacuum's been laid to be believed. Head to our MP3 website for the scoop on the score.

The gang chased those Whirls across the entire country, and after a series of grueling races, Pluto was once again safe and sound. They celebrated his return with a trip to the *Multiplayer Arenas*, a series of substratae our towns over. Dingo, Donald, Goofy and Pluto zipped around the courses, grabbing power-ups and crashing into walls—until Mickey and Minnie snatched on popcorn and Pluto dozed at their feet. Everyone agreed it was the most fun they'd ever had.



ROARING ENGINES, HEAR MY GRY

Most gamers agree—it's the multiplayer scenes that make or break a racing game, and this one doesn't disappoint. You can choose from four different tracks: a Dogtrack, an Arenas, the White House and even a Steamboat! (Pluto's personal favorite, of course.) It also gives you the ability to modify the course as you see fit by selecting the types of power-ups that will appear. The same rules of handiaps apply to the Multiplayer Mode, as do the great vocals.

It's truly a blast to knock your friend into next week with the Baseball Checker, only to hear a comment that singles your character out by name. The variety makes Mickey's Speedway USA perfect for up to four players and ensures that even the folks waiting patiently for their turn at the Controller will have plenty of laughs along the way.



While the Multiplayer Arenas allow you to engage in fierce kart combat, you can race against a friend on any track that you've unlocked.



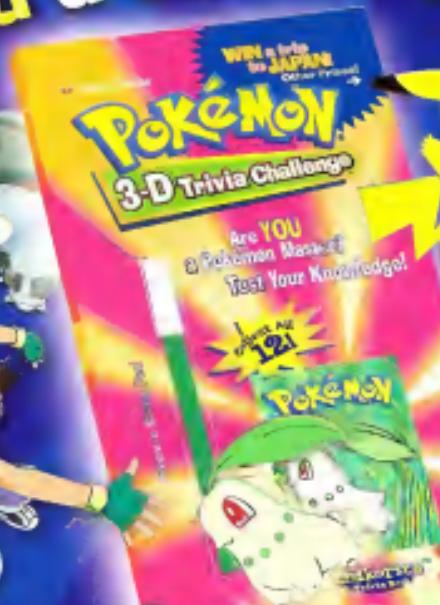
THE END-DEX

There will be those who say Mickey's Speedway USA is nothing more than *Mario Kart* Deux, which isn't actually a bad thing if you think about it. But the differences between it and other racing games quickly become apparent once you spend about five minutes with the game. The familiar Disney characters are a great touch, and (we can't seem to stress this enough) the sound and speech take the game to a new level. Since it's from Disney Interactive, Nintendo and Star, you can be sure that it's family-friendly fun, and it won't take you very long to become familiar with the controls. When you add in secret characters, hidden tracks and a difficulty level that varies from the most simple to almost maniacally difficult, you end up with a racing game that's sure to be one of the biggest hits of the year. 

The logo for Golden Books, featuring a stylized 'G' with a crown on top, followed by the words 'Golden Books' in a cursive font.

Collect 'em
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limited supply

Reveal the New Gold & Silver Pokémons!



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111 INSTANT-WIN PRIZES

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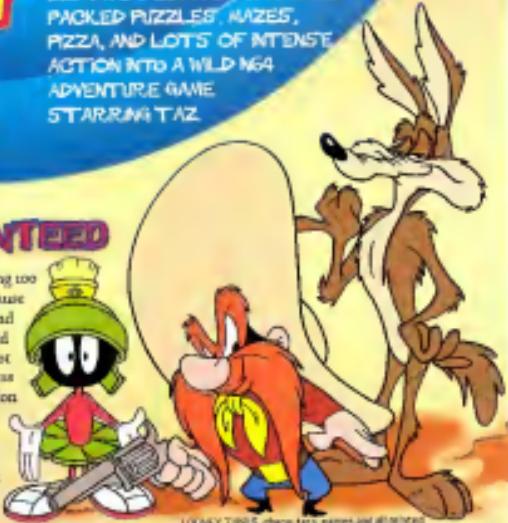
TAZ EXPRESS

MOVE OVER, MAIL CARRIERS, EVERYONE'S FAVORITE TAZMANIAN DEVIL IS ON THE JOB. THE CREATIVE MINDS AT INFORAMES AND ZEPTWO DESIGN STUDIO HAVE PACKED PUZZLES, MAZES, PIZZA, AND LOTS OF INTENSE ACTION INTO A WILD NEW ADVENTURE GAME STARRING TAZ.

DELIVERY GUARANTEED

The famous Taz Tornado must have been spending too much time on the couch gobbling junk food, because She-Devil has locked him out of the house and found him a job as a delivery boy. Little did

you know, his first assignment would be a lot more than he bargained for. Taz Express will send you on a complicated expedition through city streets and foreign planets, filled with bungee jumpers and dead ends. But fear not—everything you need to know to ensure that Taz successfully delivers his first package is in these pages.



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FORGET YOUR DRIVER'S LICENSE YOU'RE GONNA NEED A ^{PASSPORT}



MIDWAY

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MICKEY'S USA SPEEDWAY

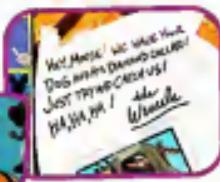


Once upon a Time...

in a world not so far from ours, a racing game was born. Boasting favorite and familiar Disney characters, extreme speed, and a crackerjack design team from Rare, it was sure to be a hit on N64 and throughout the land. This is that game's story...



Mickey Mouse trudged home after a long day at work, wanting nothing more than to relax in his favorite easy chair with his loyal dog Pluto by his side. He placed his key in the lock and slowly opened the front door, waiting for the torpedo of slobber and good cheer that was Pluto to come racing around the corner—but nothing happened. Mickey crushed his forehead and slowly wandered through the house, looking under beds and in cupboards. Finally, he stepped into his small backyard and found a note hanging on Pluto's doghouse. It was from that dastardly Whis... Pluto had been kidnapped! Mickey stampeded back into the house—there was no time to lose.



INSTANT ENERGY

At the Taz family dinner table, there's never any instruction to "chew with your mouth closed," because nobody bothers chewing at all. Taz's instantaneous digestive system serves him well at his new job, where he needs to build up enough energy to spin, run and leap. Food turns Taz into a tornado.



MMM... JUNK FOOD

After eating a large item such as a pizza or hot dog, Taz will be able to whip into his tornado spin easily. Typically, food is located at places where Taz needs energy.



Junk food completely fills Taz's health meter. Once the food is gone, more will appear in the same location after a few seconds. Taz will lose energy only if he's being hit by an enemy or obstacle.

CRATE PROTECTION

Several crate protectors are scattered around various levels. The protectors are invaluable—they keep your crate safe from damage while you explore the surroundings.



THE TAZ TORNADO



Without a full health meter, Taz must run in one direction for a few yards before building up enough momentum to start his tornado. The spin is helpful for knocking down all sorts of barriers.

MAKE TIME FOR TOKENS

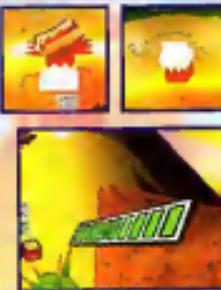
There are 50 tokens on every level. Taz will earn another crate every time he successfully completes a level and collects all 50 tokens.



If you're running low on tokens, don't finish a level until you've found and collected all 50 tokens. In particular, be sure to grab the easy-to-find tokens at the first few levels.

FRUIT'S LABOR

For a hungry delivery boy, a pineapple is not quite as satisfying as a pizza or hot dog, but this is not a particularly picky eater. Swallow fruit for some quick health.



One piece of fruit will add just a few points to the health meter, but sometimes that's enough to get Taz spinning. If you find yourself in an area with a lot of fruit, try to eat enough to get back to full health. Over-eating is never a concern!

FOR THE BIRDS



LEVEL EXIT

The exits are marked by oddly angled doorways. Once you walk through one, the level will be over so make sure you've collected all the tokens first.

TAZ OUT RACE NP

When faced with a steep hill, does a Tasmanian devil a) attempt to climb over it, b) look for a way around it, or c) plow right through it? If you answered c, you're ready for



BULLDOZING

To get off the beach, you'll need to turn these rocky hillsides into a table. But before tearing apart the landscape, choose down in a hot dog and some fruit to build up energy. Once the hungry beast is satisfied, he will automatically perform his patented spin and clear a path through the mayhem.

Taz Express. The opening level is fairly simple and a great opportunity to become comfortable with Taz's wild spinning movements.



WATER UNDER THE BRIDGE

One step into the ocean will make Taz think like a rock, which is why you must jump across the platforms and reach the yellow buttons that trigger the bridge. Once the bridge is extended, activate the famous gizmo and carry across. Try to collect all 50 tokens before exiting.

TAZ TRAILS

All that spinning and thrashing in the first level was quite exhilarating, but the next course requires calmness, balance and clear thinking. Taz must work his way up and around deadly cliffs methodically while avoiding flying obstacles and using objects to clear obstacles.



MAKE THE WALL VANISH

The road will be blocked by a large, insurmountable wall. You must first place your crates on the blue floor buttons to move the wall and collect the rock, which is then used in place of the crates.



SKYWALK TO THE FINISH

The first yellow button will raise the touch-sensitive slopes for Taz to climb. At the top, activate the second yellow button to extend a floating walkway to the exit. Take the bridge slowly so that you don't plummet into the vast ocean.



PESTY BEAKY

Keep an eye on the bird flying overhead throughout the level and don't leave the crates behind for long or he'll swoop down and peck it.

BIG CITY, SMALL TAZ

Taz has finally found his way to the bright lights of the big city, and he's about to learn that the main downtown streets are a lot rougher than anything he experienced back in Thamaram. The drivers don't seem to understand that sidewalks are for pedestrians!



FOLLOW THE ARROWS

Look for the white-painted arrows on the streets and follow them closely. Hug the buildings on either side to avoid getting hit by the wild vehicles.



ZAPPED!

The level is completed when Taz carries the crate under the hovering UFO and gets zapped by Mervin. Taz will suddenly grow in size, which pushes him up the next stage of the story.

BIG CITY, BIG TAZ

Like out of a scene from *King Kong*, the overstuffed Taz will bounce off cars and buildings, collecting tokens and trying to recover his beloved crate. The level can be frustratingly repetitive as you hop around the city chasing the flying saucer. Once you track it down, make a wise jump or the ship will send you flying across the city.



JUST A KID ON A PLAYGROUND

The city streets have become Taz's personal stamping grounds as he uses cars and buildings to reach the Mervin Litter easily for the sound of the UFO and don't let it get away.

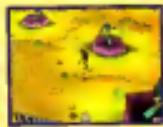


SPIN CYCLE

Center yourself directly under the cockpit before jumping. If you grab onto the ship by mistake, you'll be flung to the other end of the city.

X MARKS THE TAZ

Who would have thought that Taz's adventure as a delivery boy would take him to a different planet? The Mervins have snatched him away from earth and are determined to steal his mysterious package. Taz has to race the clock as he attempts to transport the crate across laser-filled swivels. Be sure to keep the crate away from the robots.



POWER DOWN

You can't carry the crate across the ravine while the lasers are on. To turn them off, walk your way to the control panel up on the hilltop. The clock will start ticking!



QUICK SAND

Once the crate is safe in the metal cage, cross the ravine and turn off the lasers. On your way back, jump across quickly—the lasers don't remain dormant for long.



PIT THE "X" IN "EXIT"

After surviving the determined lasers, gobble a pizza for some energy and slay through the pillars with the fire and light sabers. The X-ray and the laser are on either side.



4-MAZE-ING TAZ

OK, so the previous levels were mildly challenging but not very difficult. Are you ready for a change of pace? You could spend several excruciating hours trying to find a way around the maze, but we're going to make your life easier by explaining the necessary steps.



PURPLE FIRST, GREEN SECOND

Start by jumping onto the floating stairs and collecting the purple key, which will open the green road. Carry the crate along the green road and place it in the structure to the left of the green key. Then bring the green key back to the start and use it to open the road to the exit.



SUPER JUMP

After using a tornado to knock down the yellow barrier, tip toe all the way back and rescue the crate. Drop the damaged yourself onto the nearby floating platform. Then head down the next road.



IDENTICAL CRATES

Great! The crates is not like the other. Instead of carrying each package to the top of the stairs, simply had the one that breaks when tossed into the air. That's the one you need!

TELEPORTER SHORT CUT

After using the green key, you must go back and get your crate. Jump to the teleporter to avoid traveling back down the green road. Once you're back in the crate, place it in the nearby rounded platform. Then head down the next road.



FIRING TAZ

There's only one way back to your home planet, and that's via the Martian's escape pod. But to shoot yourself into orbit, you'll need to load the crate, fuel the ship, find the coordinates and light the rocket. Do you think you can handle all that?



RED SWITCHES

After completing a task, you'll have to return to the beginning of the level and flip the recently revealed red switch. Each time you jump on a switch, another section of the surroundings will become accessible.



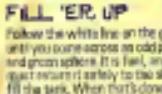
ALL ABOARD

Before attempting to load the crate onto the ship, use a tornado to knock down the surrounding lasers. The crate can be damaged by the lasers while on the conveyor belt.



MEMORY TEST

The button puzzle is really quite simple. When you hear a musical sound after jumping on a button, you know you've found the right one. It might take a few tries, but you should find the correct pattern in no time.



T MINUS 10 SECONDS!

As soon as the fuse is lit, the most important is to the ship before the rocket is ignited and blasts off with the crate. Practice running the route several times before lighting the fuse. Try to have a full load in rocket, too—the engine has several tricky twists and turns.

FILL 'ER UP

Follow the white line on the ground until you come across an odd purple and green sphere. It's fuel, and you must return it safely to the ship and fill the tank. When that's done, another switch will be revealed.



LIGHT A FIRE

After using a tornado to knock the wall into pieces, you'll find a burning bundle in one of the left cubicles. Carry it to the spot of the fuse, located on the right.

ON THE RUN

If you thought the Martians were a hassle, wait until you have to deal with Wile E. E's an hour to steal your package and send you on a wild goose (or should we say coyote?) chase. You'll have to repeat the level three times.



BOTTOMLESS PIT

Despite racing forward at top speed, always try to anticipate the dangers that could be ahead. Be sure not to step into one of the dangerous wedges!



COYOTE CHASIN'

Wile E. has got plenty of experience chasing the Road Runner for so many years, and he knows all the tricks of the trade. Be sure to know the territory and practice, practice, practice.

SPIN CYCLE

You've used the fun and effective Taz Tornado sparingly on previous levels, but this level will have Taz spinning until he's downright dizzy. You'll need plenty of energy to knock down obstacles and find various switches, which will help you navigate the desert.



FLIP THE SWITCH

To advance through the level, you'll need to roll down the moving trap. A simple flip! If the switch will do the trick, allowing Taz to go along for the merry ride.



FENCED IN

These mighty old fences don't stand a chance against the Taz tornado. Knock 'em down with ease. There is a switch behind the fence shown in the second picture.



TASMANIAN TWO-STEP

Don't be afraid of the tiny tarantulas—they can be used as platforms to leap across last-minute areas. Take your jumps carefully to avoid a painful fall.



STEP BY STEP

Yet another switch will extend in long, slow flight of steps. Once you get to the top, be sure to drop your package in the crate protector before it sustains damage.



CACTUS MAKES PERFECT

CACTUS MAKES PERFECT

Chasing Wile E. Coyote has led Taz deeper into the vast desert. But there's more to be found in the wasteland than meets the eye. Be sure to keep your claws in good shape as you catapult across the barren regions.



CATAPULTING

Always remember that proper timing is a key to a good delivery service. When catapulting your package, it's important to get it moving quickly by using the cactus as a cushion.

CATAPULTING

You'll have to work your way step-by-step across the level by catapulting yourself continually from one raised area to the next. Find the X marks on the ground and transport the catapults to the appropriate spots before jumping on and launching yourself into the air.

WILD, WILD TAZ

The next scene of Taz's whimsical adventure takes place in an Old West ghost town, where Yosemite Sam is responsible for keeping the peace. The dilapidated buildings seem to be deserted, but proceed with caution and stay out of trouble with the law.

SALOON STOP

Wheel There are enough explosives in the joint to blow it to kingdom come. Deactivate the bombs before they wake up the local sheriff. Move carefully but quickly.



BOMBS AWAY

The only way to prevent the bombs from blowing Taz to smithereens is to deactivate them quickly by jumping on switches. Just be sure not to miss one!



HOP, SKIP, JUMP

Taz will find himself bounding around the saloon, trying to avoid flying objects. A full hop in either well keep Taz moving despite the hindrance.



PLATFORM PATIENCE

Making the long leaps from one platform to the next requires concentration, balance, timing and lots of patience. Be like the Taz and, don't rush through!

IT'S NO FOUR SEASONS

The old lodge isn't exactly rich with creature comforts, but Taz will need to trudge it nonetheless. Be sure to make an extra effort to find all the tokens.



BARREL O' FUN

Jump behind the counter and grab a barrel that can be used to hold down the switch while you explore the surroundings.



BOXED UP

You'll find yourself missing a key that will open the locked door. Clear out the pile of boxes to uncover the key and use it to get into the next room.



TOKEN TALLY

After informing the ranger, you'll need to raise a platform if you want to collect a pile of tokens. Find the switch that activates the platform and grab all the valuable coins.



BALLOONS AND BOMBS

Walking near shallown will cause Taz to burst and awaken the sleeping sheriff. Similarly, if you don't act fast enough to prevent the bombs from going off, the explosives will distract Sam's sleep. Consider yourself warned!



SLEEPING SAM

Yosemite Sam's bound to sleep a pleasant enough you happen to do him. He's peaceful slumber. As a matter of fact, walking up the sheriff will send you're piled force you to start the level over again from the beginning!

JAIL BREAK

Once locked behind bars, Taz will have to take advantage of his anger and start spinning. Knock down the jail walls and find the key that will lead Taz to freedom.



DIGGING DITCHES

Just as in the Marmot's ship, steady hands and smart thinking are more valuable in this level than numerous spinning or careless exploring. Be calm and move slowly.



OPEN SESAME

The Taz Tornado won't be able to knock down the barriers, so find the buttons that can open to the various doors to get through the level.



OUT ON A LEDGE

Don't be afraid to go out on a limb and inch your way across the edge. If you fall off the canopy, you'll be rewarded with a wealth of valuable tokens.

SLIPPERY SLOPE

Watch out for walkways that suddenly slip. Don't waste time by straddling across, or you'll find yourself slipping off the edge. Move ahead briskly.

MORE FANTAZTIC WORLDS

Unfortunately for the poor soul who's been wanting to receive the package, the adventure is far from over. Taz still must skate across icy lands and swim through mystical underwater domains, all while keeping the crew free from harm. Remember, better late than never! 

Disney's

Aladdin



Disney's Aladdin
Comes to
Game Boy Color



Aladdin slashes his way through
sorcerers, leaps across rooftops and
smashes dunes through
the streets of Agrabah. Escape
the Sultan's dungeon, make
the camel race, and save
Princess Jasmine from the evil
Jafar. Fly all over your flying carpet
in this action-packed, fun-filled ride!



With Adult Content

GAME
COLOR



Ubi Soft
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information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

Beetle Adventure Racing

BOXES O' CHEATS

 **Beetle Adventure Racing**, one of the coolest driving games available, just got better with a slew of cheats. Drive through the courses in Championship Mode, and smash Groovy Boxes hiding at the locations listed below. Each code does something different—from giving you a handicap in the Beetle Battle to changing the color of your car. You must complete the race for the codes to take effect.

GROOVY!

Cheats won't work unless you activate the menu. Drive through Coventry Cove until you reach a barn with two haystacks. If you drive up to the stack near the road, you'll hear "Groovy!" Finish the track to open the cheats option on the Options Menu. This also allows you to toggle the radar on and off during Beetle Battle mode.



BE HEALTHY

In Mount Mayhem, out to the right before you reach the first bridge and head through town. Drive straight until you come to a huge jump. Leap off it, but aim to the left. If it doesn't connect, you'll land on a snowbank. Turn and head up the mountain for a Groovy Box that controls health during two-player mode.



COLOR ME HAPPY

Zip like a maniac through Mount Mayhem and you encounter the second suspension bridge. Drive over this and through a cave. When you exit the caves, turn around. You'll see a grassy area with some trees. Drive through them for another Groovy Box. Now your Beetle can change colors midrace.



HANDICAP MODE

Drive through Coventry Cove until you come to the train crossing. Pass the drawbridge to find a crane on the right-hand side. In front of the crane is a white stone fence—find the hole in the fence and drive in for an Ecto-Box that adds handicaps during two-player mode.



SMASH THE SHACK

Drive through Interno Isle and you see a dirt road to your right. If you take it, you'll end up in a swamp. Drive on until you see a ramp that leads to a small shack. Slowly drive over the ramp, smash the house and hit the bricks. Look to your right for a Groovy Box. The colors of Beetle Battle ladybugs can now be altered.



SETTINGS

In Coventry Cove there is a jump on the left-hand side of the road, just past the first tunnel. Go over it to land on a grassy field with 20 strange-looking rocks. Smash them for a Groovy Box. Now you can control the 7 boxes in Beetle Battles.



TIME'S UP

At the very end of Interno Isle, as you drive through the live tree that has at the village on fire, there will be a hut to the left of the road. Break the hut for one final Groovy Box. True fans of varying degrees can now experience during Beetle Battles.





HEY GUYS, WRONG SPORT

 If there's one thing Fox Sports College Hoops '99 seems to possess in abundance, it's name. That's why we were so surprised to discover a secret team lurking on the sidelines. The strange thing about these fellas is that they play baseball! Oh, and there's a home court, too.



Enter the word FFWH9900 at the code section for a special Final Four Stadium.



Play an exhibition game against any opponent, but choose St. Joseph as your team. The players will be members of the 1928 Cleveland Indians.



STOP PUMMELING ME-IT'S PAINFUL

 No one ever accused hockey of being a gentlemanly sport, what with the checking, the icing, and the eye poking and so forth. But once every four years the greatest hockey players in the world come together to strive for Olympic gold. If you're tired of their (mostly) decent behavior, try this code on for size. You'll get into so many fist-fights, you'll think a hockey game broke out at the boxing match.

THAT SMARTS

Go to the Options screen and highlight "Fighting." Hold down the L button and press right, C, left, C, left C, right C, bottom C, top C, top C, bottom C, left C, right C, right C, left C, right C, left C. Numbers will appear at the bottom of the screen if done correctly. Your players will fight every time you check "Fighting."



TRIPLE PLAY 2000

STEERIKE!

Baseball has been called America's pastime, and Triple Play 2000 has often been called game player's whitespace. If you find yourself having trouble with the high heat, use our handy cheat sheet to give yourself an unfair advantage. Change the score, hit a homer or just make some pretty music. All codes work during the regular course of game play.



 Three outs? I haven't left the dugout yet! You're missing a good game, unip!

DESCRIPTION

ADD A RUN TO HOME TEAM

CONTROLS

Z +  +  AND PRESS  TWICE

ADD A RUN TO AWAY TEAM

Z +  +  AND PRESS  TWICE

STRIKE OUT THE BATTER

HOLD  +  + Z AND PRESS , , ,  WHILE ON THE MOUND

GET A THREE-BALL COUNT

HOLD  +  + Z PRESS , 

GET THREE OUTS

HOLD  +  + Z PRESS , 

HIT A HOME RUN (YOU MUST MAKE CONTACT AND THE BALL MUST STAY FAIR)

HOLD  +  + Z AND PRESS ,  REPEATEDLY

HOME RUN SOUNDS (PRESS AFTER A HOME RUN)

 (SOFT HORN)
 (LOUD HORN)
 (WHISTLE HORN)



BIG CODES, LITTLE MEN

Like its big brother for the N64, NFL Blitz 2000 for the Game Boy Color has a locker room full of built-in cheats. Up to this point, the only way to achieve a cheat was by trial and error, but not no longer! We've compiled an exhaustive list of the biggest and baddest cheats for the handheld gridiron. The numbers correspond to the number of times you must press the buttons at the code screen. For the No Fumbles code, you'd press Start three times, B once, A twice and Down on your Controller Pad.

START	B	A	PAD	RESULT
0	1	3	UP	INFINITE TURBO
2	1	0	UP	NO FIRST DOWNS
3	1	2	DOWN	NO FUMBLES
2	3	3	LEFT	NO INTERCEPTIONS
1	3	1	UP	NO PUNTING
3	2	1	UP	POWER UP DEFENSE
3	1	2	UP	POWER UP OFFENSE
2	3	3	UP	POWER UP TEAMMATES
3	3	3	DOWN	SECRET PLAYS
3	1	2	RIGHT	SUPER PASSING



WHERE'D IT GOT

When Super Feasing you'll be able to hurl footballs downfield like they were frisbees. The only downside is that they fly so far they're difficult to track.



THE TALISMAN OF RAIS

CRACK SOME SKULLS

We've already told you a slew of codes for Xena: Talisman of Ra, but they just keep coming. This month, we're proud to bring you two codes that are sure to start a new worldwide fashion trend.

GREEN NOSE

W To give your character a green clown nose, enable the In-Battle Cheat Mode by holding A and pressing Right, Right, Left, Left, Right, Left, Right on the controller. Once you've done that, press Left C, Left C, and the R button.



PURPLE NOSE

W Enable the In-Battle Cheat Mode by holding A and pressing Right, Right, Left, Left, Right, Left, Right on the controller. Once you've done that, press Left C, Left C, Z to give your fighter a stylized purple smile.



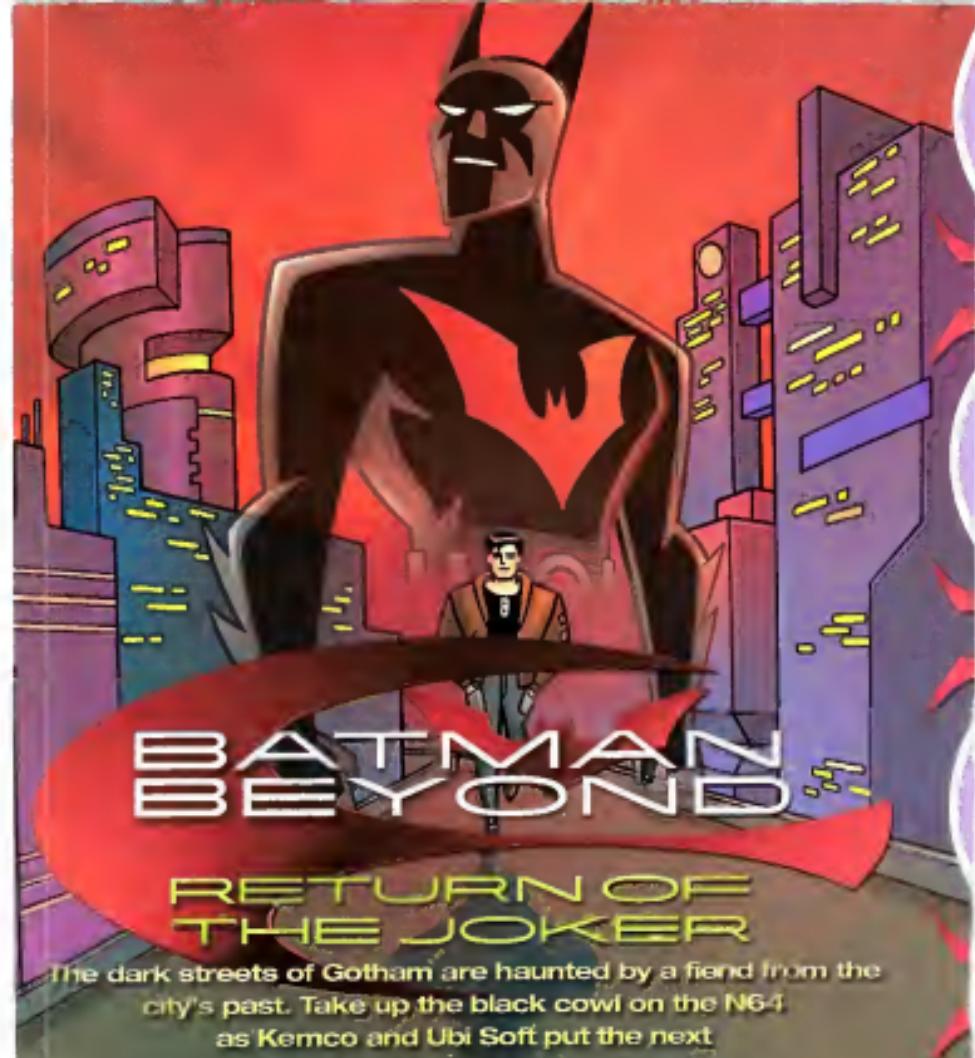
HOW DOES SHE DO THAT?

W Easily the most painful of the codes in this month's issue, this back-breaking oddity for Nightmare Creatures isn't a cheat so much as a disgusting display of Nadia's flexibility.

YOWZA!

W Begin the game as Nadia and simultaneously hold Up, B, A, Left C and bottom C. If you do it perfectly, Nadia will fold herself in half, but she'll still be able to walk around. Ugh!





The dark streets of Gotham are haunted by a fiend from the city's past. Take up the black cowl on the N64 as Kemco and Ubi Soft put the next generation Batman on night patrol.

In a mid-21st century Gotham City is no high-tech utopia. It sink under the weight of its own corruption after the original Batman hung up his cape and retreated to his cave. The demented mob rule the streets. Weapons of mass destruction can be

purchased on street corners. The stage is set for a new animated feature and N64 game—*Batman Beyond: Return of the Joker*. Batman's old foe is set to deliver a killer punchline, and only you can stop the lethal levity in the forthcoming brouhaha.

SONGLEX

CAMO

Don't leave this bike by the bushes, you might just lose it.



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ALEXRIMS

TIoga

KOOLSTAR

POWER

ATB

SHIMANO

Flick 'n' TRICK

TURK 3

SHADOW OF OBLIVION



The duty of the Fireseed clan falls on new shoulders in Acclaim's latest 164 thriller. But the real story is that Acclaim, after several disappointing efforts in the *Turk* line, has created an exciting, well-balanced adventure that will keep you battling Oblivion into the wee hours.

©2000 Acclaim Entertainment Inc.



MP: HOW IT RATES

Over-the-top gore and violence put *Turk 3* in the *Mature* category. The ESRB rating indicates that the game is suitable for players 17 years old and older.

PASSING THE BURDEN

When Oblivion's soldiers track Josh Finterd to his home, the hero of three *Turk* adventures knows that his time is up. Someone else will have to bear the *Turk* burden in the future.



Jenelle



Jenelle's sister is the heir apparent to the Fireseed clan. Despite possessing all the natural ability of her departed brother, Jenelle is no more a grapping hook like a biomechanical



Joseph



Being brother Joseph may seem like too much to shoulder the responsibilities of the Fireseed clan, but his considerable skills with eight-sided daggers may be the keys to his survival.

CHAPTER 1: THE BRENCH

The Path of Life



The world of Tark 3 may seem huge, but you can find your way through them easily by following the trail of LifeForce items. That is the lifeline.

Arrows Aren't Enough



You'll begin the adventure with a stonebow or knife and bow and arrows, not much of an arsenal for stopping Obelisks. Look for a pistol in a room above the basement. Jump to a firetrap grating to reach the upper balcony and pick up arrows while you're there.

The Key to the Boiler Room



After jumping down the chimney shaft and breaking some stone blocks, walk into the room on the side and pick up house keys. Shoot the crate on the left side of the room to get to the Boiler Room Key.

The Shotgun Trap



In the Black Alley stage, climb the fire escape and look for two LifeForce items beyond the edge of the roof. The shotgun is on a ledge, below the LifeForce items. Get a running start and jump to the ledge.

Danielle Grapples with a Problem



Danielle must use the Energy Grapple to swing between the building ledges. Look for the silver orb in the distance, use the grappling device and fire. You'll be pulled across the gap almost instantly.

Joseph Visits the Museum



Joseph Visits the Museum



The eight silver globes will help you use the doorway of the last beam that connects the Assembly areas when Joseph enters the museum. You can dock under some beams and jump over others. The exit is on the bottom floor.

Where's the Subway?



You'll emerge in a water section of the city, with seagulls sitting in the buildings. Look for the glowing windows around the square and shoot the seagulls when they appear. Climb the grid on the open structure and drag down to the walkway below.

Speed Befiled



What do you do, Henderson? There is a pit to avoid the subway train, then enter the train, race to the front and stop it from crashing. Finally, turn on the power in the train car and ride on the elevator with.

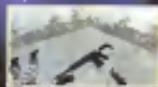
OBLIVION'S BRENCH



You'll find Oblivion's growing fins already extend where you reach the real. Shoot away at it while dodging its attacks. Even though you'll destroy the ship, the damage has already been done. The breach between the two bases is open, which makes this the time for another cool cinematic scene.

CHAPTER 2: THE MILITARY BASE

Rapid Fire



The assault on the military base begins when you enter a courtyard where you'll face some stiff resistance. Pick up an assault rifle in case of the bangers.

Corridor Toy



The guards will try their best to stop you, but you must defeat all of them and get the Keycard in the tower. Look behind buildings and in every room to pick up ammo and health.

Top Side



In the Big Side stage, look for two Lifeforce items: a pink in a ladder. This ladder leads to a central room where you can grab the Lift Access Keycard. Activate the lift in the Lift Control booth.

Stop the Missile Launch



Jump down to the Main Access elevator, get the Ska Keycard from the terrorist and race the clock to deactivate the four missiles. After that, go to the central room and push the red button on the console to end the sequence.

Danielle's Tek Bow



When Danielle jumps into the eagles' walls for missiles three and four, she'll find the explosive Tek Bow and the second P90 Piece.



When Joseph begins to use the seven keys to open the doors, he'll find the Stealth Bow and a P90 Piece. The P90 is a weapon composed of five pretty,



Danielle's Circuit



When Danielle enters the Dark Hangar area, she must find a circuit panel and place it in the slot in the central room near the biplane. The fighters will be on, but she'll have to be cautious and stealthy.



Joseph and the Barracks Key



Joseph takes a journey into darkness. You'll have to use the night vision goggles to see every corner of the hallway and discover the Barracks Access Keycard. Look for glowing in the darkness that indicate items.

The Wrecked Room



Tigame forces have wreaked the Rec Room. But you can't let that stop you. After you battle the armed guards inside it,

blast your way out with your shotgun. A secret room on the other side contains health and ammo.

The Ultimate Headache



Pick up health and Open the gate



Take the elevator down to the Observatory and collect as many items as you can. Don't forget to look beneath the stairs for a Full Health Item and armor. Guards will attack as you head for the Safe Pass. Once into the bay, be on the lookout for Challenge Items.

KEPHINS



The power of Olixon has created the monster known as Xiphion. Position yourself near the health power-up in the corner of the room to the right of its eye. When it rises to the top, you'll have to climb above the pool and release the salamanders as it drops onto Xiphion.

CHAPTER 3: THE LOST JUNKYARD

Access Riddles



After you've defeated these guards and occasionally drop electronic keys known as Access Modules, it's up to you to find the modules in their corresponding doors.

Battery Not Included



A battery is missing from the main power panel in the Generator Room. Finding it is your first priority. Go to the main power panel. The door at the end of the hall will open up, giving you access to the Lab.

The Vampire Gun



Since it's nearly impossible to get to the control room there, the best you can do is fire it, and you'll lose some of your health with every shot you fire. It's a weapon of last resort.

Building the PSS



After the Dam character is flooded, dive into the water, and swim back toward the room with the reactor. Once you reach a high ledge, you'll find the PSS port and a Total Health item.

Launch the Grenades



In the Jungle area (beyond the flooded waters of the Dam), check out the rocks as Daniella or follow the piping along the wall as Joseph to pick up the Grenade Launcher.

OPISTHOR



Aidon explains why Oblivion wants to crush that which the *Tur*-*oks* protect. The child from Joseph's dream is the key, and the two Friends must stop Oblivion before it will be able to find him.



Danielle's Firestorm Shotgun



After Danielle escapes the Junkyard, she'll find herself in a savanna where a truck has crashed. There, she'll find the shotgun upgrade.

Three Fuses



The Red and Blue Crystals



Collect the Red and Blue Crystal keys to unlock the exit to the Green stage. Look for the crystals in their respective locations. However, the *Tur*-*oks* will attack continuously in the areas. Take care for their footfalls.

Enter the Lab using Access Module Card and the Red Pass. Take the elevator to reach the Bass area. Drop into the hole in the ground to pull the Blue Pass. Each make the Rapier's way, for the Green Pass.

Time of the Flood



Play in all the tools there in the control room and push the button that opens the flood gates. The huge character will be flooded with water, and you'll be able to reach areas that were inaccessible before the flood.

Super Rifle and Shredder



In the room beyond the flooded water you'll find the Super Gun upgrade and the Secretarial Shredder rifle. Grab them both.



Danielle's Climb



Danielle can use the Energy Ripple as the opposite of the Foyer. The upgrade based in sand on the wall turns the Ascent Rifle into a multi-shot control.

Peek through the Jungle and the Foyer then descend a rope to meet the Opieth. Use the kill for protection and destroy the green visitors. Use the Energy Ripple until before one of the Opieth have energy. You'll need to move to that middle of the room to deliver the finishing attack.

MULTIPLAYER MADNESS

Turok and multiplayer gaming go together like a bow and arrow. The matches are for one to four players and added bots. Players may choose to play as any one of the dozens of characters and aliens from the game, which they can customize or handicap.

Scouring Scenarios



Surprise Invasions

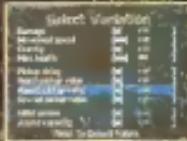


You'll fight with eight modes or scenarios, which include old favorites such as Capture the Flag and even modes like Monkey Tag and Weapon Master. Players can customize six categories: Weapons, Victory, Time, Team Damage, Suicide, Death and Areas.



With 25 arenas to choose from, players will have a lot of territory to learn. A cool walk-through feature gives you a preview of your chosen arena before you begin the match. Most of the arenas feature multiple levels and great vantage locations.

Outstanding Options



Not only can players choose their characters, they can even choose his or her, or his, power level. You can also play as teams, as well, and customize weapon loadouts or the weapons that you begin with to pick up during the game.

Bolstering Bots



The bots in *Turok 2* may not be as specialized as the mini-bots in *Perfect Dark*, but you can crank them up with high-defense levels and place them in arenas to assist you in your battles. The bots are the best of 120 many unique options.

TUROK WILL SURVIVE

This *Turok* wakes up far past disappointments. It's so advanced graphically that the characters usually show emotion. As for game play, *Aquatic* balanced the mission as well that you'll never feel trapped. And with two characters, four levels of difficulty and lots of multiplayer options, there's a world of replay value to explore.

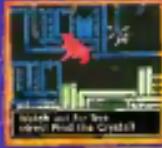


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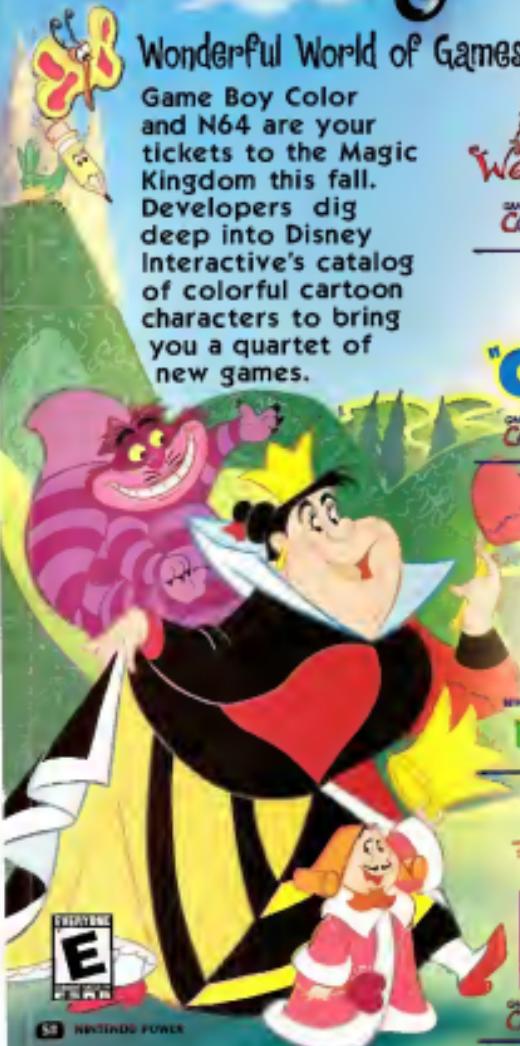
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Ubi Soft
ENTERTAINMENT

Disney by Design

Wonderful World of Games

Game Boy Color and N64 are your tickets to the Magic Kingdom this fall. Developers dig deep into Disney Interactive's catalog of colorful cartoon characters to bring you a quartet of new games.





Walt Disney's Alice in Wonderland

Welcome to Wonderland, where you'll find Alice engaged in her familiar search for a harried white rabbit. The new platformer for Game Boy Color from Nintendo captures the colorful look of the Walt Disney feature based on Lewis Carroll's mind-bending masterpiece.

Maddening Modes

When you tire of the running and hopping and growing and shrinking, try some of Alice's less strenuous pursuits. Unlike the platform game, the other two modes on the Game Pak won't strain your brain—or your fingers—very much.

Where in Wonderland



As if you haven't had enough of that frantic rabbit in the main game, *Where in Wonderland* lets you against your turn friends a delightfully game of guess-bunny hide-and-seek. Either take a CPU-controlled rabbit, or take turns with a friend in Two-Player Mode.

Alice's Art Gallery



There may be some bizarre things going on in Wonderland, but they probably aren't half as weird as what you'll come up with when you start cutting and pasting images in the Art Gallery. You can choose from a wide range of characters and items.



Malice against Alice

Alice might have stayed put for her history lesson if she'd known Wonderland would be so complicated. *Alice in Wonderland*'s main game deals a tough hand of animated playing cards, perplexing puzzles and precious pitfalls. You'll need to collect suns and find keys to locked doors if you want to catch up to your containerized quarry.

Quick Step



Nothing is as it seems in Wonderland, right down to the ground beneath your feet. Stay alert for sections of flooring that fall away as you run over them. You'll hit the most level if you don't even notice the trap door flooring, and your health will suffer for it. It'll be fine, you keep moving.

Killing Time



Take some time out of your busy adventure to take time out in a barbie. No one will blame you if you watch the clock while fighting the lions, especially since the clock is the boss. There is no real trick to stopping the clock, just keep pounding on the boss until it stands still.

Lotsa Lock



Because you can't progress in the adventure until you've opened locked doors, most of the game play is Alice's围绕 around finding keys. Usually you'll need to use a mechanism to knock down to open doors or associate a sensible difficult jump from platform to booth to carry it key.

Bumper Bottle



At certain points on your trip through Wonderland, the game play will transform into a vertically scrolling, race-like challenge. You'll drift through the air—or through the water while trapped in a bottle—as you dodge falling objects and try to move, such as vines, as they tumble toward you.

At Ease, Sailor

Everyone's favorite Type-A duck will soon be blissing through a new platformer from Ubi Soft. He'd prefer to let troubles roll off his back, but when his slick-feathered girlfriend, Daisy, gets kidnapped, he really puts his foot down. You'll need to display uncomon pluck as you bound across treacherous terrain.

DONALD DUCK

"GOIN' QUACKERS!"

© 2000 Ubi Soft Entertainment

Hopping Mad



All Donald ever wants to do is nap and relax. It's pretty clear when you start to jump, but the running part can be less than obvious. As a general rule, you should try slapping on successive floating sheets on the ground. Like sheets that become paper in the forest, you can jump in Magic's Manor. More often than not, you'll need a way out of a room or new areas to explore.

One of Your Favorite Haunts



Magic's Manor illustrates the typical piping puzzles you'll face in *Quacktacular*. At the red and yellow lines indicate, you often need to grab a pipe or up a life socket so you can link to another location or smash through a particularly stubborn door.

Window Wars



Usually there are objects near a boss that help you defeat him. While fighting the Beagle Boys, use floating balloons to float up to their windows and stomp on their heads. They'll inevitably pop out of a window to throw bombs at you. It's best to avoid them.

Don't Get Ditched



Another recurring challenge in the game involves following other characters as they quickly negotiate an obstacle course. In Magic's Manor, for example, you'll need to keep an giggling ghost in your sights as he floats through the complicated virtual maze, shown with red arrows on the map.

Walk on Wax



Power-ups usually just allow you to reach an otherwise inaccessible platform, but they also have other functions. Floating bouncy cards only work after you've grabbed a nearby pipe or up. You can use the controller as a platform.



Tigger's Honey Hunt



Tiger Trials

When the time for honey hunting has passed, you can while away the hours playing minigames with your funny little friends. While none of the games are very rigorous, it's always nice to spend time with your good friend Pooh.

Rabbit Says



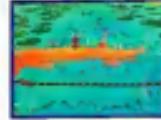
Rabbit is calling the shots in a variation of the party favorite, Simon Says. You may take home a trophy if you manage to match the long-eared leader's button combinations.

Paper, Scissors, Stone



Long-used combat decisions in things of war, Tigger and his friends now play the game for its own sake. If you continually trash your opponent's choices, you'll win the trophy.

Pooh Stick



It's a beautiful day for a stick race, so hop down to the river for a friendly competition! If you put your stick in the right place at the start, the current will drive it to victory.

Manic Mammal

If you've seen any of Winnie the Pooh's adventures, you may think Tigger is rather unpredictable—a good friend, to be sure, but not someone you'd depend on in a time of crisis. NewKidCo is out to polish Tigger's image on the N64 by sending him on a mission to help Pooh in a pinch.

Earn Your Stripes

At the beginning of the game, Tigger is doing what he does best: messing around. Winnie doesn't have time for his shenanigans, though. The bear is planning a party and is hopelessly short on honey. Because Tigger loves a good party, he gladly volunteers to collect some Honey Pots.



A Helping Claw



It seems like everybody wants something from Tigger. "Hey, Tigger, I lost a wheel from my wheelchair! Can you help me?" "Yes, Tigger, will you look around for my tail?" Because you're a good friend, you'll help your pals with their problems without any expectation of a reward.

Power Pouncing



If there ever was a creature born to jump, it's Tigger. At times, he seems less like an animal than a human, soaring. Your bounding skills will be tested ingeniously by the game's 2-D, mouse-controlled landscape. Friends along the way will teach you new jumps—some involving your tail—that you'll need to progress in your adventure.

Breezing Through



Don't get complacent when you're leaping from patch to perch. Often, you may assume you'll need to go one direction when the correct route is another way. Don't jump into speech thinking there may be a place to land beyond your view. If your next jump isn't obvious, take the time to look around for a suitable platform.

What's Your Sign?



Friends will often tell you where to go during your honey hunt, but they may not know where there are secret stashpiles of the sweet stuff. Try paying attention to the honey pots themselves. They'll show you the way to golden goodness. When they're arranged in rows, you can bet there's something sticky in that direction.

Walt Disney World's MAGICAL RACING TOUR



Time Trial Mode

The amusement park trucks of *Walt Disney World* are at your disposal for practice runs in Groucho's high-performance racing cart. The Time Trial Mode is a good way to learn the courses for when you need to take on the competition.



Amusement Park Rally

Otto Pugnitz fans, your wait is over for a racing game featuring your high-octane hero. Or, we don't know who Otto Pugnitz is either, but you may enjoy *Cave and Disney Interactive's* silly car racing game.



Chip



Amanda
Sparkle



Tiera
Damage



Dale



Bruno
Biggs



Moe
Whiplash

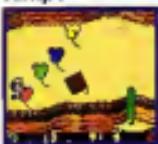


Otto
Plugnut



Oliver
Chickley III

Jumps



Catch a little air by hitting the B button when you go over the small ramps on the courses. They'll give you a big boost of speed.

Fairies



Each of the racing tracks in *Magic Racing Tour* has eight fairies scattered around the track. Collect all of them to receive a prize.

Coins



Your cart will appear in every track you pick up a coin on the track. If you manage to get ten coins, you'll speed up to maximum speed.



Magic Time

From classic characters to beloved children's stories to high-speed racing, this fall's crop of Disney Interactive's titles bolts the mousewheel with fun and thrills. Just pop any of these Game Pak's into your Game Boy Color or N64 for an instantaneous ride to the *Magic Kingdom*. They make a small world even smaller. 

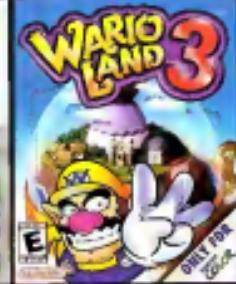
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Pokémon Gold and Silver promise an all-new Pokémon game experience, featuring innovations like the Pokégear, the mysterious Pokémon Eggs, two more Pokémon types and, most importantly, lots of new Pokémon!

Pokémon

Gold Version Silver Version



Precious Metals

Last month, *Nintendo Power* gave *Pokémon* players a sneak preview of some of the treasures to uncover in *Pokémon Gold* and *Silver*—and this month we're at it again, with coverage of the first three cities, several routes and so much more!

Pokémon Gold and Silver keep all of the elements that made the original Pokéman games so cool and add even more great stuff to make Pokéfans old and new very, very happy.

Brand News

Gold and Silver introduce many new elements into the Pokémon universe. Lots of things have been discovered in the Pokémon World since the last time you visited, and you will learn about each one as you progress through the game. Every one of the new elements adds something special to the game play.

Just Your Type

One of the most important additions in Pokémon Gold and Silver are the two new types, Steel and Dark. The two types add a bit of much-needed balance to the somewhat Psychic-dominated Pokémon type chart.

Steel-type Pokémons

Pokémons of the Steel-type are pretty tough, but they have their weaknesses. Steel-type Pokémons will fall to Fire-, Fighting- and Ground-types but will prevail against Ice- and Rock-types.



Dark-type Pokémons

Dark-type Pokémons have an affinity for the night and are strong against Psychic- and Ghost-types. Fighting-types and Bug-types are strong against Dark-types.



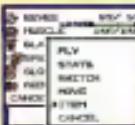
A Friendly Reminder

The relationships built between Trainers and their Pokémons are stressed in Pokémon Gold and Silver. There are many ways to make Pokémons happy, including using items on them and not allowing them to faint.



Get Itemized

Pokémons can hold items in Pokémon Gold and Silver, including the Paralyzette Berry, which automatically heals a paralyzed Pokémon. Pokémons can hold all kinds of items, even while they're being traded!



Gear Up

The Pokégear is a very helpful device that the hero wears on his wrist. It is a multi-functional device that is used to store your map, photos and more. You won't have all the functions available at first—you'll have to earn them as you play.



Phone

This first Pokégear function you'll learn how to access the phone. Select your Pokégear, choose the phone icon, then choose the name of the person you want to call (Amy).



Mystery Egg

A new discovery in Pokémon science proves that Pokémons hatch from eggs that male and female Pokémons are somehow producing. Your first errand is to pick up an egg from a Pokémon enthusiast and bring it back to your neighbor, Professor Elm.



Egg Scramble

The first (and certainly not the last) Pokémon Egg you encounter is given to you to raise. It seems that Pokémon Eggs will hatch only when they're in the presence of active Pokémons, so keep this one in your party!



A Whole New World

Many aspects of the *Pokémon* experience are new in *Pokémon Gold* and *Silver*. Your character is a *Pokémon Trainer* who lives in Jhoto, a land that borders Kanto, which is where Red, Blue and Yellow took place. Professor Oak is still on hand, but your main contact is your neighbor, Professor Elm. Your journey starts in New Bark Town, your hometown.



New Bark Town

Your hometown is quite small—but many big things happen to you there. Your mother sends you over to Professor Elm's lab so you can help him out, and the errand he asks you to do is just the beginning of your adventure.

A Rivalry Begins

The person who becomes your Rival is peering through the window of the Professor's lab. He's up to no good, but you won't be able to do anything about it yet.

To Route 29



Hi! I will check the weather for you.

Your House

To Route 27

Much later, when you've collected all the Gym Badges in Jhoto, you will Surf over the water and into Kanto.

Your First *Pokémon*

Grab Your Gear

When you walk down the stairs from your room, you will run into your mother, who will give you your *Pokémon* Gear. She'll also tell you how to use it as you leave.



Elm's Errand

Professor Elm will ask you to pick up a strange item at Mr. Pokémon's house near Cherrymere City. He will offer you a *Pokémon* for a companion.



More Assistance

After you complete the errand, be sure to talk to the Professor's assistant—he will give you some Poké Balls so you can start collecting *Pokémon*.



Much like Bulbasaur, Charmander and Squirtle, Chikorita, Cyndaquil and Totodile are Grass-, Fire- and Water-types, respectively. You must choose one to join you on your errand.

Chikorita

Watch out for Flying, Fire- and Poison-types if you choose Chikorita as your first *Pokémon*. Grass-types are strong against Rock-, Ground- and Water-type *Pokémon*.



Totodile

Totodile's Water-type works very well against Fire-, Ground- and Rock-types. Ground-type *Pokémon* are weak against Water- and Electric-type *Pokémon*.



Cyndaquil

Cyndaquil is a Fire-type, making it strong against Water-, Ice- and Bug-type *Pokémon*. Water- and Rock-types are weak against Cyndaquil.



There is a lot of tall grass on Route 29, and you'll have to walk through it to get to Mr. Pokéman's house. You can't catch the Pokéman you'll battle because you won't have any Poké Balls, but your starting Pokéman will gain experience.



Berry Good

The large, rounded trees with the light-green foliage bear interesting fruit. You will find a Berry on some trees (it restores 10 HP).

To
Cherry-
grove
City



To Route 46

You won't get very far on Route 46, which has cliffs blocking your progress. You don't need to go there at first, anyway.

Potion

From
New
Bark
Town

After you've completed the errand, you can talk to the person in the grass, who will explain how to catch Pokéman.

Cherrygrove City

After you have Berland candy in outside a battle, talk to the guy on the island. He will give you Metal Water, a charm that increases the power of Water-type attacks.

To Route 30



Mart

You can buy many items that will help you on your journey at the Pokémon Marts that are located in many cities.

From Route 29

Pokémon Center



You can heal your tired Pokémon in the Pokémon Centers in every town. You can also access your PC and Bills PC inside the Centers.

Rival Battle



If you talk to the old man he will offer to show you around town. After he's done, he'll give you a MapCard for your Pokédex.

On your way back to Professor Oak's lab, you will have a run-in with your Rival.



Mr. Pokemone's house is actually located on Route 10. You'll have to walk through even more tall grass on your way to the house, and again, your Pokémon needs the experience. Stick to the right of the main path to reach Mr. Pokemone.



To
Violent City



In the Park

You won't be able to walk through the Dark Cave until one of your Pokémons can learn *Flare*, which lights up dark spots.



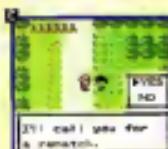
Find Mr. Pokémon

Mr. Pokémon has a Mystery Egg that he thinks will hatch a baby Pokémon. Take it and the Pokédisk that the visiting Professor Oak gives you, then head out.



Battle in Progress

When you return to the area, the Pekuljan battle that's blocking the road will be over, and you'll be able to continue on to *Violet Day*.



Cell Mol

After you defeat Bug Catcher Wade, you'll be able to register his phone number. Then he will be able to call you, and you'll be able to call him.



Barry Wolf

Talk to the man who's the
housekeeper to learn more about
Burries and what they do.
The tree outside the house
has all the leaves that have fallen.

Violet City

Violet City has a Gym in it—your first Gym battle! Make sure you catch a lot of Pokémons to add to your team once you're able to purchase Poké Balls. You won't be able to pick up the items above the city until you can use Surf.



Sprout Tower

The Trainers inside Sprout Tower have a definite affinity for Bellsprout. If you started with Cyndaquil, you'll have no problems in the tower. Flying-type Pokémons will also do well in the tower.

Gym Leader Falkner



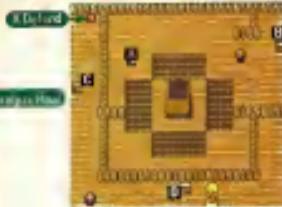
Falkner has Flying-type in his team, so if you're not a Rock-type Pokémons, you're in luck. You can pick up a Dusk by trading, as it is to the left and down from the entrance. Carter (far left) will give you the Zephyr Badge on TM 31, Mail-Style, if you want it.

From
Route 31

First Floor



Second Floor



Third Floor



Respect the Elder

You will need to defeat the Elder to receive HM 06, Rokk, which will help you light up dark areas. He will have Grass-type Pokémons, so you should defeat him with Flying-type Pokémons.



When you leave Violet City, you'll come to Route 38. You won't be able to progress very far along the route, however, because a weird treelike creature will be blocking your way. Your only choice will be to head down to the Ruins of Alph.

There seems to be a living tree blocking the way to actually Sedewoato, in Alphonse. You'll have to get it to move like a tree and score that month!



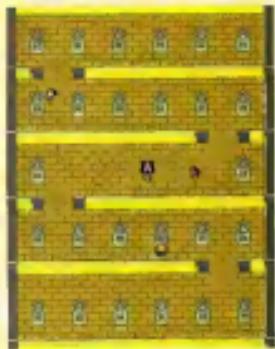
From
Violet City

A Real Puzzler



Inside the small cave marked "B," you'll find a sliding stone puzzle. Solve the riddle first, then complete the puzzle to see a picture of Kabutops.

Basement



Destination Unknown



After you solve the puzzle, you'll drop into a hole in the floor. Once you've fallen, you'll be able to catch the Unknown that appear among the ruins.



To
Route 32

Pick Three



Try to catch three different-looking Unknown, then talk to the researchers inside the Alph lab. They'll take your Pokédex so you can keep track of the differently-shaped Unknown.

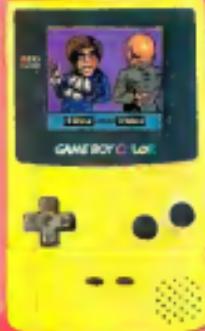
The Silver Lining

This month's coverage of Pokémon Gold and Silver has come to an end, but there's more to come next month. Try to build up your team by catching as many Pokémons as you can and winning lots of battles with them. If you're a Pokémon Pro, there's lots of cool new stuff to discover—and if you're new to Pokémons, you've got even more things to learn. If you talk to every person, enter every building, and pick up every item you see, you'll be on your way to becoming a Pokémon Master. ☺



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Check this house for answers!



GAME BOY
COLOR



Legend of the River King 2

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2

The good folks at Natsume who brought you *Harvest Moon* return with what can easily be called the deepest fishing game ever for the Game Boy Color. So strap on some plastic hip waders and start tying flies, because the Legend of the River King 2 is swimming upstream right now.

SOMETHING'S FISHY

There's trouble brewing, and only you can save the day. It seems that your friend Yoko's Heaven Stone has been broken in two and stolen. The halves reside with one of two evil gods—the River King and Sea King—and terrible earthquakes will wrack the land until they are reunited. You'll have to collect insects, dive for shellfish and, of course, fish to your heart's content to restore harmony.



The Lake



You'll begin your adventure in the quiet solitude of the lake, which is a good place to get used to the fishing basics such as casting and reeling. Be sure to attack any wild animals you encounter. The more HP you build up, the further you'll be able to cast. If you're looking for cash, try to catch a carp—most grow to a hefty size.

Catch a Conco



Here's a tip: Take this
kicked-up concoction.

A Flower for a Fox



Find a pink flower for the fox. He'll
give you mad lofa for the egg who
blocks the way to the stream.

To Stream



From

The Stream

You'll find a number of people who need assistance at the Stream, and if you help them, you just might receive some great fishing gear. You'll also discover a woodsmen with a lost axe. If you can recover it, he'll build a bridge to the Summit. Once you receive the Lure Rod from a pair of star-crossed lovers, pick up the Spinner Lure and catch some carp. They grow big and strong in the stream.

A Corp For an Axe



The only thing worse than a woodsmen without an axe is a fisherman without a Flyby rod. Find the lake at the top of the map and give the fisherman his axe. You'll get the woodsmen's return.

Get the Eight-Foot Lure Rod



The girl has mice and wants a valer. The boy has some fishing gear and wants roses to save the girl. Apprise all parties to get the boy's Lure Rod.

Picky, Picky



The same klutz who lost his axe also lost a pick. He'll give you his saw if you ask him to track down the other wooden tool. If you catch the tool in the same place where you found it, the Goddess will give you the pick.

The Moor

The fishing is great, and, best of all, the Hound of the Baskervilles isn't running amok on this moor. By the time you reach the Moor you should have a fly rod. Practice with it here, as it's the best pole in the game. Talk to the villagers for clues including the identity of the seven mysterious herbs the little girl in your garden keeps pointing you about. You'll locate the herb to catch the River King in the Moor also.



A Fair Trade



The young lass on the east bank will trade you a tasty canard for an ugly Rainbow Trout. Get fishing!

Firefly Flyby



You'll need the G. and H. Fireflies before the old man will make you a lure to catch the River King.

Tout a Trout



Catch aasty Brook Trout for the lass by the shore to get her 8-Foot Fly Rod. What a dell!

The Summit

The Summit is a small grove far off the beaten path. The River King patrols the waters when it's raining, but since it hasn't rained at the Summit in years, you're going to need some help. Find the overworked father and son duo on the north shore and exchange a cushion of any size for the 14-Foot Lure Rod. Once you have the big pole, head for the northeast waterfall and talk to Yuki.

The Fish Are A-lure-ing



The man on the island in the middle of the summit owns a private fish pond, and he needs to stock it. Give him three *Bracelets* of any size to make his life easier.



Yuki's Challenge



Meet Yuki at the north end of the Summit. You must catch a larger brown trout; this shadow is to advance.

Find the Palace of the Shore



Once Yuki is defeated, talk to him and agree to rescue the turtle. Go there and save a turtle, then follow the turtle's guide to reach the underwater palace.

One for One



Bring the goddesses Cloud-Seed Slug to rescue a true Cloud-Seed Slug.

Roll to the King



You'll find your Reipper goal near the west bank of the Summit. Once the River King is yours, move on to the Ocean.



The Beach

Hit the beach, but don't plan on having time for volleyball and water roasts. You'll find the essence in your mom's garden. Once you arrive, talk to all the villagers for important info, such as the best spots for shellfish diving. You'll receive a Surf Rod there, and if you rescue an abused turtle, he'll lead you to the true Cloud-Seed Slug. The Inn is only ten bucks—a great deal when you're tired.

Call the ASPCA



You'll find old kids in the pier, including one who looks terrible. Give him some cash to make him leave.

Surf Rod's Up



Give a man a fish, he'll eat for a day. Give the ladies the rocks an Olypoker; he'll give you a Surf Rod.

Shell Games



Buy yourself a pair of flippers before you start diving, or you'll be spending lots of nights at the Inn.

Hey, Mr. Turtle



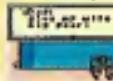
Find the shelled one—that guy needs help for a turtle. You'll like him in the water on the right edge of the Shore, but you must get Gorf's boat first.



The Shore

The sardines near the horizon end of the Shore bite like crazy; it's too bad they're all so small. Use your time at the shore to stock the cooler with a huge variety of fish. You'll also gain access to your father's fishing boat, which is sturdy enough to travel high seas; your canoe can't. Get a P. Oyster for Dad first—Morn's mad at him.

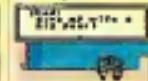
A Lover's Spot



Dad is in the doghouse again. Give him a pearl to win back Morn's affections. He'll let you borrow the family boat.

100 100 100 100

A Dung Deal



You can't reach Gru Island at first—the waves are too powerful. Trick down a Dang Beetle at the Shrine to calm them.

Challenge the Old Man

To win the old man's challenge, you must catch a spearfish over 200 centimeters long. If you do, he'll give you a trolling rod that you can use to catch the Sea King.

The Ocean

The final stage you must tackle is the deep blue sea. The Ocean is choke-full of fish and mollusks, some of which grow to a size that would make the greatest fishing whopper seem tame. It will take all of your skill and the best equipment available to land the wacky heavyweights.

Find the Coada



Only's Lure
Summer Coada
will separate the
Sea Captain Red
one and exchange
it for the cap-
ain's Serpentine
Cruiser.

Scalloping Tickets



The Dosen nurmed
knows where the
old man is hiding,
but she'll sell only
in exchange for
scallops. If you don't
have any flippers,
buy some.



ONLY THE BEGINNING...

If it's an in-depth, challenging game you're looking for, and if you're the patient type, then River King 2 should be right up your alley. Catching over 50 types of fish, bugs and flowers, the ability to exchange your winnings with Harvest Moon 2 for the GBC, and compatibility with the Super Game Boy for all you old-school players, the Legend of the River King 2 is sure to keep you hooked.

ARENA

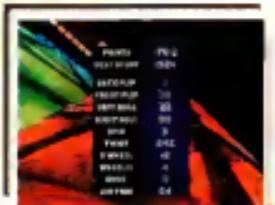
are you game?

THE CHALLENGES



Pokémon Puzzle League Gotta Stack 'Em All!

For this month's Pokémon Puzzle League challenge, we're pulling out the stops, literally. Go the distance with a Marathon round of puzzle solving and block busting in 3-D Mode. When you finally get a chance to take a breather, photograph your 3-D high score and send it in.



San Francisco Rush 2049 Bay City Stunts

Get rewarded for reckless driving by pulling off some SF stunts that would make a crash test dummy cringe. Set the time limit to 30 minutes, then pull into Stunt Track 2. Flip, slide, roll and, whatever you do, land on all four wheels to rack up an *Arena*-worthy high score.



Disney's The Little Mermaid II Pinball Frenzy Stunt Track 2

Go under the sea to rack up an unfathomable number of points using Melody's board and three balls set at dolphin speed. Flip these flippers (the pinball machine's, not the dolphin's), then send us a photo of your big Little Mermaid score.

1

In Jet Force Gemini,
how fast can you rescue all
tritons in the 9th Zone
Area without crashing
any boats?

2

TWISTED CHALLENGES

3

Is Tracy Brook's Pro Skater
for N64, with just over
all two of the Marauders
topps, the one out?

THE LEGEND OF ZELDA: Ocarina of Time

Joshua Price, Prospect Hill, NC
Brian Cason, Bethlehem, PA
Jason Rehfeld, Sioux Falls, SD
Robert McRae, Ashburn, VA
Jeffrey Bailey, Houston, TX
Jennielle Hall, St. Louis, MO
Kevin Reale, North Bend, OR
Travis Rodriguez, Phoenix, AZ
Jeremy Fuchs, Phoenix, AZ
Jeffrey Hayes, Syring Hill, TN
Kariann Hayes, Vandenberg AFB, CA
Paul Rapaport, Allentown, PA
Jonathan Rosenfeld, Federal Way, WA
Jacob Fuerstert, New Ulm, MN
Juan Ruiz, Aguada, PR
Sasha Sato, Fresno, CA
Mike Schwartz, King Park, NY
David Schmid, Pequannock, NJ

SUPER SMASH BROS.

Casey Hoben, Durkheim, PA
Jonathan Hernandez, Philadelphia, PA
Joshua Heckenstall, Philadelphia, PA
Justi Pollock, Temple, PA
Tim Holman, Coopersburg, PA
Jeffrey Hollingsworth, Petal, MS
Billy House, Plymouth, MS
Patrick Krasus, Dardanelle, AR
Jackson Lingle, Bellbrook, IL
Robert Johnson, Minnetonka, MN
Robert Jerry, Ardsley, NY
Brendan Johnson, Woodland, WA
Peter Johnson, Beldingford, NH
Taylor Justice, Eureka, CA
Policarpio Kauria, Ridgefield, CA
Sherry Kelly, Kissimmee, FL
Jeff King, Sherwood Park, AB
Eric Kusmayer, Basking Ridge, NJ
Michael Krol, Carmel Valley, CA

Challenge

Scoreboard

STAR WARS: EPISODE 1 RACER

Sam Blakeslee Jr., Bremerton, WA	2:18.549
Johnny Depp, Buena Park, CA	2:22.849
Sam Blakeslee Jr., Bremerton, WA	2:27.621
Alice Cooper, Camarillo, CA	2:38.831
Johnny Depp, Buena Park, CA	2:39.913
Cable Guy, Seattle, WA	2:57.673

MARIO TENNIS CHALLENGE

NP WimbleDonkey Kong Cup

If last issue's Mario Tennis tournament passed you by like an ace serve from Pete Sampras, you have a second shot to get in on the racket. This month's NP WimbleDonkey Kong Cup is the second tournament on Nintendo Power's exclusive Mario Tennis grand slams.

Follow the instructions to unlock the special tournament that's hidden in your game. You'll hit the court playing as the Shy Guy versus Donkey Kong in a Ring Tournament. Before the match's five-minute time limit expires, hit the ball through as many rings as you can (shots that DK hits through the hoops will count, too), then send us a photo of your results. The grand prize winner is the pro who tosses in the highest ring total (in the event of a tie, the winner will be determined by a random drawing of all top scorers).

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

Mail your photos to:

Mario Twardy
18 Włodkowicka Rzeszów
90 Tel. 57055
Kolejow, 96-230 07-979

Um 5000 B.C.

• Please write your ring total on the envelope



1 Grand Prize:
A tennis racket and
Nintendos case



20 Runner-Up Prizes:
A can of Nintendo
Power tennis balls

United Front Subject

Photograph your achievement for any of this month's class Action Challenges, then mail your snapshot or upload it to PowerPlayer's Action, PO. Box 199-0121, Redmond, WA 98073-0121. E-mail digital photos and download them at www.powerplayer.com. Please include the following info on the back of your photo (or in your email): Name, Address, Membership number (if you have one), NPV Member and Challenge number. The deadline for this month's challenges is September 30, 2000. If we use your suggestion as your entry for one of our top qualifiers, you'll receive From Stamps and travel merchandise in our SuperPower Catalog for free! Visit www.powerplayer.com for a complete list of our top qualifiers.



For your chance at netting some official Nintendo Power Grand gear, select Ring Tournament from the Special Games menu.



At the Code Entry screen, type in 933LTD93V to unlock this month's special Mario Tennis Journey, the HP Winble Donkey Kong Cup.



Playing as the Sky Guy, you'll have two minutes to let the ball through as many rings as possible. Beware of your opponent.



At the end of the month, photograph your results. Postcard, then e-mail it to us so we can decide your state and compare them to other renters' scores.



21 Pokémons Salute!

To celebrate this month's release of Pokémons Gold and Silver, we're revealing far more Pokémons than ever before—21 all-new creatures, just for you! We're sure you've already checked out the in-depth Gold and Silver strategy section, but for your

monthly dose of new Gold and Silver characters and their English names, you have to check out the Pokécenter! Stick with us every month as we give you pictures and names of many of the cool new Pokémons from Gold and Silver.



Sentret



Aipom



Mareep



Ampharos



Sudowoodo



Blissey



Sneasel



Murkrow



Quagsire



Uronti



Heracross



Spinarak



Smeargle



Pineco



Steelix



Houndour



Stantler



Wooper



Sunkern



Hitmontop



Miltank



Butterfree
Francisco Rizzo
Chicago, IL



Aerodactyl
Betsey Ulman
Apple Valley, MN



Charizard
Charizard is on Fire!
Megs Clark
Marion, IL



#123
Blawkin' Scyther
David Dodge
Ewing, VA

Ask the Professor



Greetings, Pokéfans. Professor Oak here. I'm very excited about the research possibilities now that Gold and Silver are finally available, but I always have time for your questions on any Pokémon-related game. Don't forget that you can e-mail me or any section of the Pokécenter at pokecenter@nintendo.com with questions or comments.

How do I defeat the card masters in Pokémon Trading Card Game for Game Boy?

With more than one deck, You don't have to battle the top four Pokémon Trading Card Game masters with the same deck, so you should hand-craft four targeted decks before you enter the Pokécenter Dome to battle for the Legendary Cards. For Courtney, take a Water-type deck. To battle Steve, take a Fighting-type deck. Jackie will fall to a Lightning-type and Fighting-type deck, while Rod's a pushover if you've got Grass-types and Lightning-types in your deck. After you beat the masters, you'll have to defeat Ronald, too, so take a fifth deck that has Water-types, Fighting-types and Colorless-types with you. Those Legendary Cards will be yours before you know it!



The four masters are tough, but you can use four different decks to defeat them.



Once you've beaten the Legendary Masters Deck, try using the Water-types to defeat her.

Where is Slowbro hiding in Pokémon Snap?

It's in the River course—but Slowbro won't be there at all until you make it appear. When you see the Slowpoke on the left side of the ZER0-DNE, you'll need to toss Pokémon Food in front of the creature to lead it to the clearing on the bank. When it reaches the food, it will slowly turn around and dip its tail into the water. A Sheldor will pop out of the water and clamp onto Slowpoke's tail, changing Slowpoke into Slowbro. It takes a pretty long time for the transformation to occur, so start throwing the food early, then spin around to get a good shot.



Toss Pokémon Food to lead Slowpoke to the dusty clearing on the shore of the river.



After the transformation, stop as big a patch of Slowbro so you can merge them and then show it to me!

My team is unbeatable! Can you beat it?

Undoubtedly. My coworkers at the Pokécenter asked me to answer this question for them, and I am happy to oblige.

The Pokécenter gets many e-mails and letters with Pokéman teams for the Colosseum and other competitions. Many claim to be unbeatable, but that's just not possible. Every team has weaknesses, every team is missing something, and every team is beatable—including, quite honestly, the teams formed in Nintendo Power's strategies and Pokécenter's Colosseum.

It's that sort of unavoidable weakness that has put my friends in the Colosseum into a rough spot—most of the teams the Pokécenter receives are very similar to each other and feature six of the 10 or so most powerful and popular Pokémons, including perennial favorites Alakazam, Gengar, Dragonite, Zapdos, Moltres, Articuno, Nidoking, Mew and Mewtwo. The Colosseum's staff tries to pick teams that are well-balanced or interesting, or that feature unusual Pokémons, but what they don't try to do is pick teams that are invincible or "perfect"—because those teams don't exist.

Let's look at an example of an "invincible" team from this month's Colosseum and see if it can be beaten.

One thing that stands out is that several of the team members have weaknesses that overlap—Lapras, Alakazam and Zapdos could all fall to one Electric-type, especially if it had Thunder Wave to paralyze its opponents. Using type matches, you could choose a team with an Electric-type, a Grass-type, a Fighting-type, a Rock-type, an Ice-type and a Water-type to battle Eddie's team with no problem. And even if you had just three Pokémons—one Water-type, one Electric-type and one Fighting-type—you'd probably still be able to defeat Eddie's entire team.

Try to remember that just because a team has weaknesses doesn't mean it isn't a great team. Eddie's team is very good, but it isn't unbeatable. It can't be. All teams have weaknesses—they have to—otherwise the game wouldn't be very interesting, exciting or fun.

Also remember that it's easy to pick out weaknesses and prey upon them when you know what you're facing ahead of time, but if you don't know what's coming, it's not as simple. Eddie's team is a good one to use in many different situations, because it's very diverse, it has a good mix of offensive and defensive attacks, and it uses very powerful Pokémons with relatively high HP. Eddie could take on nearly any Trainer and have at least one or three Pokémons that could easily defeat two or three of the opposing Pokémons. But if the eight Trainer cards along with the diverse group of Pokémons types listed above, Eddie would probably lose. That's the way it goes in the Pokémon World.

Colosseum

As a service to our loyal Colosseum readers, we've started pointing out both the strengths and the weaknesses of each team. Every team has both!



Straight from Lenexa, Kansas—it's Eddie Fronner. Eddie's a very confident fellow who's also a good sport. He challenged the Pokécorner to find a team that could beat his, so we sent his team over to Professor Oak to examine in his column. Eddie says his team is "rather invincible," and we agree that it's pretty awesome. But as Professor Oak likes to remind us, no team is invincible. Eddie's comes pretty close, though.

Zapdos

Eddie boasts with his Zapdos. That could be a bad idea if his opponent who leads with an Electric-type, which Zapdos is vulnerable to. Zapdos uses Light Screen to increase his defense against special attacks and Thunder Wave to paralyze his opponents, both of which are good ideas. Zapdos is a powerful Flying-type move, and the many powerful moves it has used quite often.



- Thunderbolt
- Light Screen
- Thunder Wave
- Drill Peck

Rhydon

The thick-skinned Rhydon is a solid Ground-type creature—but mud, Ground, and Rock-type moves make it especially vulnerable to Water-type Rock Slide and Rock Slide and Earthquake are phenomenal attacks, and Earthquake in particular does a lot of damage. When it's Double Team is helpful for sending attacks, but the Pokémon's strong body is the result of its tanklike toughness, which it uses with Double Team.



- Earthquake
- Rock Slide
- Double Team
- Rest

Flareon

Eddie's Flareon uses Focus Energy to increase the chance of a Critical Hit and Reflect to reduce the power of physical attacks. All reflect attacks like Focus Energy and reflect should be used only when your Pokémon has enough HP to survive long enough to benefit from the move. Flareon's move is a favorite: Fast-type attack, and Body Slam takes advantage of Flareon's high Attack rating.



- Flame Thrower
- Reflect
- Focus Energy
- Body Slam

Alakazam

Eddie knows that Alakazam is one of the most powerful Psychic-type Pokémons in the game, and as with all Psychics, it should use Psyone. Reflect helps out with Alakazam's slow HP, although it won't protect Alakazam from Biting or Ice-type attacks, which are special attacks that are unaffected by Reflect. Alakazam is always good, because it restores HP. We can't argue with that!



- Psychic
- Reflect
- Thunder Wave
- Recover

Lapras

Lapras is a great Pokémon choice for several reasons—it's very tough, it can learn a lot of different attacks, special moves, and special attack ratings are pretty high. Surf and Blizzard are the most powerful strength, and are extremely powerful attacks to boot. Confuse Ray is a good move to have along, because any move that confuses, puts to sleep, or paralyzes Pokémons is helpful.



- Surf
- Blizzard
- Thunderbolt
- Confuse Ray

Snorlax

Normal-type Pokémons often get neglected, but when the team has this silly big HP+1! Snorlax is the only Snorlax in the West and is instead for the Snorlax's Snorlax, and Eddie thinks it's Amnesia, which causes its revenge Special Attack rating. It also uses Harden, which makes Snorlax defend and return like overkill for a creature that tends to sleep even though HP would usually not be the issue.



- Ice Beam
- Amnesia
- Rest
- Harden



20 Years

Longer Gyarados
Peter Pfeifer
Kings Mills, OH



Magic Dragon
Liam McElroy
Warrington, NY



Redgusto Portillo
Jesus Gutierez
Maryltown, NJ



Legendary Poliemon
Peter Zhang
Montebello, NJ

Illustrations by Peter Zhang and the Pokécorner team.

Send questions, comments, and artwork.

Netcom Power
P.O. Box 57732
Bellevue, WA 98057

Pokechat

We've got a lot of great stuff to chat about this month, including interesting news on *Pokémon Gold* and *Silver* and the *Pokémon* TV show. But if there's something bugging you that you just can't find the answer to, dash off a letter to your pals at Pokechat. We're here for you!



Q I was playing *Pokémon Stadium* with Starrie, and it fell asleep and started snoring. But it doesn't have a mouth that I can see! How is it snoring?

A: The animated Z's are meant to suggest that the *Pokémon* is asleep, not that it is snoring, necessarily, although it might be—especially if it's a Snorlax. We're pretty sure some *Pokémon* talk in their sleep, since grind their teeth, and others sleepwalk! As for Starrie's mouth, it probably has one somewhere. Then again, *Pokémon* are not like normal animals in our world, as who knows? Think about Magmaron, for example. Where are its eyes, nose, feet, hands, ears and mouth?

Q Will *Pokémon Gold* and *Silver* be compatible with Game Boy Pocket and the original Game Boy?

A: Yep—and with Game Boy Player, too. The game is optimized for Game Boy Color, which means that unlike *Pokémon Red*, *Blue* and *Yellow*, *Gold* and *Silver* are dressed with lots of color to take advantage of the Game Boy Color's capabilities. Somewhere, though, you can still play the games on your original Game Boys, in several stunning shades of gray.

Q The *Pokémon the Movie* 2000 preview in Volume 135 said there wouldn't be any more episodes in the Orange Islands. But Ash isn't done there! What happened?

A: The title of *Review* #135 is "The End of the Orange Islands," and it says "...there won't be many episodes that are set in the Orange Islands." In September, a handful of action-packed episodes with Ash, Misty and Tracey in the Orange Islands were shown. This month, the *Gold* and *Silver* episodes begin.

Q I'm in shock about Brock! Is he ever coming back? What's up with Gary? I thought he was Ash's Rival!

I miss a lot of the characters from the *Pokémon* TV show! The *Pokémon* TV show isn't the same now that they're in the Orange League!

A: As readers of the *Pokéletter* know, we, too, loved Brock, Gary, and, well, let's face it, he's OK. He's a bit too impressed with himself for our tastes, and the Orange League episodes were very different from the earlier episodes. But if you really miss characters like Gary, Brock, and other old faves, you should make it a priority to watch the new episodes of "Pokémon" on the *Kids' WB* which have already started. Who knows what could happen?

Q What about all us Team Rocket fans? There aren't many of us, but we're out here!

A: We give up. What about you? Is this some sort of Team Rocket-type trick to confuse us? Actually, Team Rocket is very popular, or so they keep telling us.

Q Are Mewtwo, Zapdos, Moltres and Articuno going to be found in the wild in *Pokémon Gold* and *Silver*?

A: No. The *Pokémon Red*, *Blue* and *Yellow* games' storyline is carried over in *Gold* and *Silver*. Each one of the creatures appears only once per game in *Red*, *Blue* and *Yellow* because they are one-of-a-kind, and they don't appear at all in *Gold* and *Silver*, for the same reason.

Q What is the difference between attack and special attack? I'm confused!

A: It is confusing, no question. We'll call the non-special attacks "normal attacks" to avoid confusion. Normal attacks are any attacks that are Fighting-, Poison-, Ground-, Flying-, Bug-, Rock-, Ghost-, or Normal-type in nature. Special attacks are attacks of the types Ice-, Fire-, Water-, Electric-, Dragon-, Grass-, Ice- or Psychic-type attacks. Your attack rating will tell you how powerful your *Pokémon*'s normal attack will be, and your special attack rating will tell you how powerful its special attacks will be. Some moves, like Reflect or Light Screen, defend your *Pokémon* from certain types of attacks—Reflect protects *Pokémon* by lowering the damage done by a normal attack by 50%, and Light Screen offers the same protection from special attacks. Other moves can increase your special attack or normal attack rating, and still others decrease your opponent's special attack or normal attack ratings, instead. Got all that?

Q The man in Celadon City gave me a diploma after I caught all 150 *Pokémon*. What can I do with it?

A: Not much. It's your reward for the hard work it takes to catch every single *Pokémon* that can be caught in the game. It might seem strange to pick up an item that doesn't help you control, heal, power up or evolve *Pokémon*, but that's exactly what you do. You should be very proud if you have the diploma!

Send all *Pokéletter* e-mail for Polichar, Colosseum, Ask the Professor or Hot off the Press to [pokercenter@nintendo.com](mailto:pokecenter@nintendo.com). We're always excited to hear from you.

Hot off the Press



Before you put on your Brock or Misty outfit and head out to Trick-or-Treat, check out these amazing *Pokémon* costumes sent in by some real Pokéfans! No tricks here—just lots of treats!

DRESSED TO THRILL

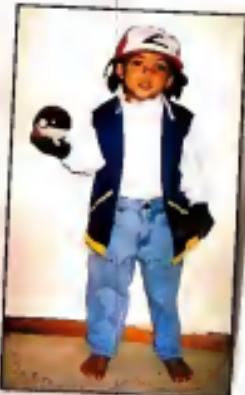
We know it's a little late in the game for you to be picking out your costumes for the next party or event you're going to, but if you still don't have a costume and are really, really talented, you can take a cue from some very cool people who decided to go all out with their Pokémonumental costumes!



The Anderson Family went all-out for Halloween with some really cool *Pokémon* costumes. Kellen Anderson looks ready to rumble as Hitmonchan, and the costume is a real knockout. We're wondering how Kellen manages to hold a trick-or-treat bag with those gloves on, though.



Corey Anderson chose to dress up as one of the true superstar *Pokémon*, Starly.



Nicholas Anderson makes a fine, if diminutive, Ash Ketchum, with a costume that features a Pokéball hat and a Poké Ball.



Hey—this lad's not an Anderson! He's Quinn Villarreal, and his Tia Jenai is one of the most dedicated *Pokélos* on *Nintendo Power*'s staff. Quinn's first word was "Pikachu." Okay, maybe not.

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

COUNSELORS' CORNER

Your Questions—Our Experts!



Mario Tennis

HOW DO I UNLOCK HIDDEN CHARACTERS?

Mario Tennis boasts 14 beloved or semi-beloved Nintendo characters to choose from at the start of the game, so there's no real need to unlock more players. What's that? You wouldn't mind a couple more characters on the roster? All right, you can have them, but you'll have to work to earn them. You get one character each for beating the two tournament modes. You'll be able to play as Shyguy after tearing up the brackets and racquets in the Singles Tournament. He's a technique specialist—like Daisy or Wario—who exhibits excellent shot placement on the courts. DK Jr. is your prize for beating the Doubles Tourn-

ament. Unlike his human counterpart, Baby Mario, DK Jr. isn't particularly quick on his feet. Instead, he inherited



ment. Unlike his human counterpart, Baby Mario, DK Jr. isn't particularly quick on his feet. Instead, he inherited

incredible power and a potent service game from DK Sr. Keep him near the center of the court to avoid missed shots.



Jr. has all the power of DK Sr. in a smaller package. His molten muscle power super serves and blazing baseline shots.

HOW DO I OPEN NEW TENNIS COURTS?

All of the major tennis court surfaces are at your disposal in Mario Tennis: clay, grass, hard, composition and, of course, teetering rock slab. There are three more special courts that you can play on, but

you need to win the first Singles Tournament cup with specific characters to unlock each of them. Win with Mario to unlock the Mario Bros. Court, which allows for fast ball speed and weak



The Super Mario Bros. Court isn't necessarily better than some of the standard courts, but its cool markings make it worth winning.



Speed freaks will enjoy the Baby Mario & Yoshi Court. It provides the fastest ball speed in the game, but the bounces are weak.

bounces. If you hit the cup, you'll get the Baby Mario & Yoshi Court with superfast ball speed. A DK victory unlocks the Donkey Kong Court. It gives you the biggest bounces of any surface.



If you don't want to monkey around with speed stats, try the Donkey Kong Court. Its surface always fits the strongest bounces.

Kirby 64: The Crystal Shards

WHAT'S THE BEST WAY TO DEFEAT THE TREE BOSS?

NP

Wouldn't it be nice to relax beneath the shade of a tree on the planet Pop Star? It would be, but that's not going to happen while the tree is trying to destroy you. The leafy barks at the end of the first planet will send his smaller minions to pound your pink pal, so prepare yourself by absorbing an enemy's special power before the bark bludgeoning begins. If you don't have a special power, you'll have to regurgitate the apples dropped by the large tree to stop the three smaller trees. When they're gone, repeat the process against the roots.



A special power like Fire and Cutter will make your life a lot easier when you face the tree boss on the first stage of the planet Pop Star.



Watch the barks' health meter as you attack the roots—and they attack you. Take out the roots to earn a Crystal Shard!

HOW DO I FIND THE SECOND SHARD ON ROCK STAR STAGE 4?

The inverted black pyramid on Rock Star will yield a Crystal Shard if you can solve its simple memory game. You need to use a special combo, however, to see what you need to remember: three pictures painted by your sweet friend Adeline. Swallow a combination of a Beads and a Spark to illuminate the room where Adeline is painting. After you see the pictures, exit the room from the right side then stand on the blocks that match her artwork.



Adeline's canvased by an insatiable artista forever. Watch her furious painting by lighting the area with a Beads+Spark special combo.



Step on the blocks that match Adeline's pictures then press Down on the Control Pad to garnish a Crystal Shard.

HOW DO I DEFEAT THE ORCA WHALE?

Whale, he! Kirby must take on a resilient marine mammal on the final stage of Aquia Sea. The pink puffball is harpooning her but helpless—the orca whale continually roars our items that Kirby can

inhale them as projectiles. Continue to hurl objects at the whale while avoiding the spiked balls it spits in retaliation. When the whale beaches itself, inhale and exhale rocks at it to cause fur-

ther damage. After the whale explodes, swim up to prepare for its resurrected form. The second time around, the whale will spit torpedoes at you. Spit them back to bring the beast to an explosive end.



The whale throws out useful objects to use against it, but it also spits out spiked balls. Give the puncturing projectiles a wide berth.



You have an advantage of arms when the aquatic prey remains aground. Exhale the rocks at it while you have the chance.



Return fire with the whale's own torpedoes. You can also use the Cutter power by inhaling a fish into another fish for a special combo.

Donkey Kong 64

HOW DO I REACH THE BANANAS AT THE TOP OF THE MACHINE?

Frame Factory may be a busy place when you first arrive, but it will need to get a lot busier before you'll be able to reach the bananas near the top of the machine. The metal monstrosity will sit idle until DK hits the activation lever in a different part of the factory. Like everything else in manufacturing, the process begins in R&D. Find the chute that leads to the Production Room then jump down. Shoot the Coconut Switch to open the door to a corrugated steel shack, then use the Gorilla Gear on the switch.



All the Kongs will want to get to the top of the machine for bananas, but only DK can start it up. The Power switch is in a room in Production.



Once the Machine comes to life, a large, rotating platform and several conveyor belts will help you reach bananas and other prizes.

HOW DO I HELP THE WORM IN FUNGI FOREST?

Usually it's the tomatoes that need protection from the worms, but just about everything is a little askew in the Fungi Forest. Charly Kong will come across an invertebrate being terrorized by a gang of rotten tomatoes. Never mind that the worm is living inside a tomato, you cannot abide belches. Transform into Hunky Charly in a Kong Barrel then start making tomato juice with your fists. When the tomatoes are gone, carry the worm home to a cleared area near the tree house. Drop it on the tomato picture for a golden banana.



Charly won't stand a chance against the saber-toothed tomatoes until he hops into the Kong Barrel to become Hunky Duddy.



While you are still a Hunky Duddy, carry the rotten tomatoes home to a clearing near the entrance to Fungi Forest.

HOW DO I STOP THE STALACTITES FROM FALLING?

Stalactites will rain down on you in the Crystal Caves and create Kong kaboos until you send Tiny to fix the problem. A fanged fiend with a club is the source of the deadly downpour—he loosens the

spikes until they detach and fall to the ground. After Charly drops a boulder on a switch, an ice dome will shatter, exposing a Tiny Pad. Use the Tiny Pad to Monkeyport up to a high point in the cavern

where the helmeted helion is wreaking havoc. Charge up to administer a Super Slam before he brains you with a blunt instrument. You can also defeat him with a Snaephobia Slam.



Charly needs to chop a boulder on a switch to activate a Tiny Pad—but the weather god will be able to end the hell of spikes.



Tiny should visit Charly to get the Monkeyport peten before he attempts to stop the stalactites. She'll need it to reach the club creep.



Super Slam like this to bring the helion to the ground relatively safe. If you don't want a direct confrontation, use the Snaephobia Slam.

Super Mario Bros. Deluxe

WHY DON'T I GET THE FIREWORKS AFTER EVERY LEVEL?

If you're anything like the fun-loving people at Nintendo Power, you love fireworks—particularly if each colorful blast provides you with 500 points in Super Mario Bros. If you've seen the fireworks but never knew why they appeared, look at the game clock when you complete a level. You'll discover that only time will tell whether you get those fireworks or not. Touch the flag pole when there is a 1, 3, or 6 as the last digit of your time to watch the spectacle unfold. If you end on another number, you'll be out of luck. You get one explosion if you end on a 1, three if you end on a 3, and 100 if you land on a 6. Just kidding—you get only six.



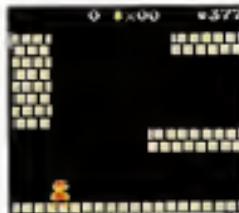
Wait for it! Time your touch on the finishing flagpole so you have a 1, 3 or 6 as the last digit in your game clock.



It's the Fourth of July, only better. You don't get 1500 points per explosion on Independence Day.

HOW DO I GET THROUGH THE LEVEL SEVEN MAZE?

Back in 1985, thousands of Mario fans tore their hair out trying to get through the Level 7 maze. Don't fall victim to the same disastrous maze on Game Boy Color. At the start of Level 7-4, take a right past the two falling platforms. Go down the bottom path, then the middle path, then the top path. Continue down the top path, jump to the short platform, then take a right to drop down to another platform. Walk left to drop down to the ground then walk right until you can jump up to a long middle platform. Jump from the end of the platform to the top-right platform then walk right to drop down to another platform. Go left to jump to the ground then go right. Leap up to the top-left platform then jump right and up. Move right to meet Bowser.



Sell this into your recycling bin... bottom, middle, top. Follow those paths, Grasshopper... you will not get lost, at least not for a while. You still have to negotiate a mess of platforms



Your reward for a job well done is a battle with Bowser. Keep running right when you get to the final platform. He may mistake you for a friend, but you can give him the one if you don't like his huffing.

Q&A FAST FACTS

Stack? Pick up the pliers and give out commands in call. Or write to: **Customer Service**, P.O. Box 57033, Redmond, WA 98052-5733.

BEETLE ADVENTURE RACING

- Q: What do I get for collecting all the point Blocks on a track more than once?
A: Nothing.
- Q: How do I do the spinning jump trick from the opening drama?
A: Hit the Action C Buttons at the top of the jump.
- Q: I'm getting Power Blocks. Why doesn't anything happen?
A: You need to get them in Championship Mode.

TOMB RAIDER (680)

- Q: Can I have more than one game?
A: No. There is only one game file.
- Q: How do I jump off a slide?
A: Press the Control Pad in the direction you want to jump then press the A Button.
- Q: Is there a limit to the amount of arms and the number of Mediguns I can carry?
A: You can carry up to 25 of each.

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In Canada Call:
1-800-451-4400

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cost personal production fee of \$1

HEROES OF MIGHT AND MAGIC

- Q: Why won't the game let me recruit?
A: You may not have enough money and supplies, or the army may be full.
- Q: Why can't I make the people move?
A: They probably need to rest. Don't be a slave driver.

DRAGON WARRIOR



Everything old is new again, as we continue our coverage of Enix's re-released Dragon Warrior saga for Game Boy Color. Let us tell you about the days of high adventure!

E
88

Two Good

If Dragon Warrior alone was not enough to slake your thirst for role-playing excitement, the much larger sequel, Dragon Warrior II, is on the same Game Pak. As we did last month with DW I, we're providing numbered tips to guide you on your quest to defeat a sorcerous usurper named Hargon. Cautions: Always try to save in a town or castle. A "town save" is permanent, while a "field save" is not. If you start from a field log and then turn off your game before saving again, you'll revert back to your last town save when you restart.





Princely Pursuit

Even though you are, you don't yet have the power to take on the evil Hisogas alone. Your first task is to find an ally or two, and who better to fight beside you than other descendants of the great Lord? Begin your crusade by recruiting your distant cousins, the Prince of Cannock and the Princess of Moonbrook.

★ Cannock Castle

The star on the world map marks your home, the kingdom of Lojasta. Look for the prince in Cannock, a kingdom to the southwest, marked by the number 1 on the map.

Kingly Advice



Explore Cannock thoroughly and speak to all the townsfolk before you visit the King of Cannock in his castle. He'll tell you that the Prince has gone on a journey of his own, to the Hero's Spring. Like your own father, Cannock's ruler can save your game for you.

★ The Hero's Spring

Unfortunately, you'll just miss the Prince at the spring, but at least you'll gain valuable experience during your trek. After the sage heals your wounds, head back to Lojasta to give your father an update.



★ Leftwyne

The Prince will again be two steps ahead of you. You'll just miss him at Lojasta, but you can catch up with him at the inn in Leftwyne.

The Prince



Your cousin can't catch you a lot of arms, but his weapons abilities (and extra carrying capacity) will be invaluable in the battles to come. Spend a little time building experience before venturing to the Lake Cave.

★ Lake Cave

You'll find an AGL-Seed, a Life Aceon and other rare treasures in the Lake Cave. On the maps at the right, the matching letters mark a staircase that leads from one level of the grotto to another.



Silver Key

The Silver Key, which fits doors in Lojasta and Leftwyne, sits in a gloomy corner marked by a star on the map. It's in plain sight if you've the strength to reach it.



Royal Retriever

With his dying breath, a soldier of Moonbrook tells you of the destruction of the kingdom and the disappearance of the princess. Although the situation is grim, you can't let despair blunt your resolve. Work your way up to experience level nine, and then proceed to Moonbrook as fast as you can to search for the princess.

★ Lora's Gate



Named for the bride of Lora, Lora's Gate is the portal to another continent. The puzzle won't open the very doors the princess is with you. Once you're in the bazaar, take the right-hand path and then proceed north.

★ Hamlin Town

A few spells and sword strokes should see you through the tunnel easily. When you're above ground again, keep moving south until you find Hamlin, where you can rest your weary bones and upgrade your weapons.



Water Seal

You'll be typing a lot of characters during your quest. For example, once you have both the Gold Key and the Cat Key, you must travel to Hamlin to use the magical Water Seal.



★ The Ruins of Moonbrook

From Hamlin, proceed south and then southwest (crossing two bridges) along the way to reach Moonbrook. Talk to the spirit fires to learn the dire details of what happened to the kingdom and to the princess.



Last Gasp

The lone survivor will reveal clues to the princess's current whereabouts. Be wary of the dark patches of ground around the end of the castle, and walking on them is definitely hazardous to your health.

★ Lar Mirror



Paul: Good-bye, Tim! See you later.



You're close to solving the case of the disappearing dog, but you must locate a special item first. East of Moonbrook, you'll find a passaged patch near two bridges. Search the upper-right corner of it (toward the end of path A) for the Lar Mirror.



Garn: The Lar Mirror is in Moonbrook.

Pug to Princess

Back in Hamlin, look for the stray dog on the northeast of town. Talk to the dog and "use" the Lar Mirror on it. If you accidentally talk to the dog, leave and then reenter town and try again. Eventually, the pup ugly speech will be restored to her true form, the lovely and kind-side princess.

Cloak of Wind

Before you leave Hamlin in search of the legendary Cloak of Wind, talk to the sage to save your progress, and then play the slot game. Try to win Wielder Wands for the prince and the princess. If you lose, turn off your game, restart and try again.

★ Tower of Wind

Go east from Hamlin but don't cross the bridge. Instead, go north and then east around the mountains. Follow the path south and then west to the Tower of Wind. Search within for the Cloak of Wind and other treasures.



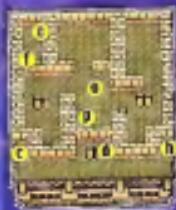
Floor 1



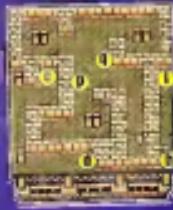
Floor 2



Floor 3



Floor 4



Floor 5



Floor 6



Floor 7



Floor 8

★ Flight of Fancy

Southwest of Hamlin is a tunnel to the next continent. In the new land, go north to the Drakhtoon Towers—swim spiders on opposite sides of a canal. Climb the south tower. On Floor 6, equip the Cloak of Wind and step off the north edge to float across the canal.



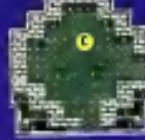
Floor 1



Floor 2-5



Floor 6



Floor 7



In the north tower, go up to the 6th floor and search the root shrubs in the photo to find the Dew Yarn. Use them to grow a tree in your inventory. Drag your sapling to your working board and walk to the bustling town of Limpert.



Unlocking a Mystery

Your expedition kicks into high gear with a series of adventures spanning the known world. The point is not to gather frequent traveler miles on the Medieval Cruise Line, but to collect resources needed to battle Hugos. Hint: If you travel off one edge of the map, you'll reappear on the other.

★ Lianport

The dock can't carry you over long distances, but if you save the young woman from demons, her grandfather will give you the use of his ship.



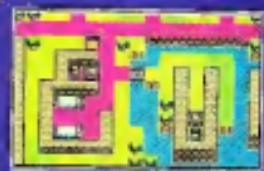
★ Under the Sea



Before you leave Lianport, visit the merchant in the west shop on the south dock. He'll tell you of his recent disappearance. If you return his goods to him, he'll reward you generously.

★ Tantegel Castle

Make the next pit stop at Tantegel Castle. Unlike the princess's father, who gave his life selflessly to protect Moonbrook, the cowardly King of Tantegel has gone into hiding.



★ Charlock Castle

The castle called Charlock is check full of treasure, including the Loto Sword and World Map. Unless the prince knows the Staguard spell, the glowing tiles that guard the map will injure you severely.



Basement 1

Basement 2

Basement 3

Basement 4



Basement 5

Basement 6

Basement 7

★ Osterfair Castle

After you make a pact with Draco Lord's great-grandson at Charlock, proceed to Osterfair Castle. Accept the king's challenge to fight for the mysterious Moon Seal.



Gold Key

The Gold Key opens many doors, but you may want to wait until you have the 3rd Key as well, before a break traveling around the globe.

Loom

Once the Zhi Kay and Jenisha learned the Staguard spell, return to Zahan to retrieve the Holy Loom.



★ Zahan

Dogs really have been your best friends so far on your journey. In the isolated island village of Zahan, follow the clever canine. He'll point out the Gold Key's nesting place.

Hunt and Gather

In return for your promise to defeat Haugon, Drago Lord's descendant told you about five mystic Seals. You have the Moon Seal, and the Loto Seal is behind a locked door in Lomella. Be nice and say "Hi" to Dad before you move on.

Fire Shrine

You'll find the Sun Seal just outside the Fire Shrine. The portals inside the shrine can transport you far across Alfrid in an instant.



Wasted away Again in Welgarth

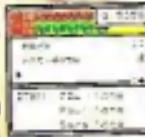
The better armor in Welgarth will be out of your price range for the moment, but you'll earn more than enough in the battles to come to outfit yourselves in style.



Jail Key



Go to the Item Shop to purchase the Jail Key. Highlight the empty spot on the Item list and press A. The shopkeeper will hand it over, but he'll tell you the key to keep you quiet.



Dam Key

Search the lock at the cell on the right to find Laga the Tool Folk. He has the Dam Key.



Take a Turn through Tuhn

To find Tuhn, you must travel partway by river and partway on foot. Give the Dew Yarn and Holy Loom to Don Mohsara. Come back later to receive the Water Robe.

Open the Dam



The river to the south of Tuhn has dried up completely, but there's plenty of water in the city's reservoir. Open the dam on the north side of town to let water into the riverbed.



Walk around the outside of the dam and go north. When you see the man (you don't have to talk to him), turn left. Keep going until you find the building next to the reservoir.



Open the door and go down the steps. In the basement, stand in front of the keyhole and use the Dam Key to open the reservoir. Exit the town and make your way back to your ship.

World Tree

Search the World Tree to obtain a World Leaf. You can carry only one at a time. Its tremendous healing properties will come in handy during a future crisis.



Lune Tower

The restored river leads to the Lune Tower and the Moon Shard. Conserve your magic as you explore. Wizard Rings can restore MP, but they'll soon crumble away.



Floor 1



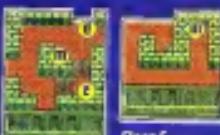
Floor 2



Floor 3



Floor 4



Floor 5

Floor 6

Sea Cave

Three areas of Basement 5 are not mapped. You can return from them using the stairs. Use Steppard to protect yourselves from the scaring lava. Defeat a pair of Evil Clowns to obtain the Evil Stone.



Basement 1

Basement 3a



Basement 3b

Basement 4

Coral Sea



Use the Moon Shard to clear away the coral reef that blocks the entrance to the Sea Cave.





Floor 1



Floor 2



Floor 3



Floor 4



Floor 5



Floor 6



Floor 7



Floor 8

24 Beran's Gate

There is but one seal left for you to find. The launch point for the mission is the town of Beran in the southwest reaches.



If the prince falls ill, carry him with the World Leaf and then use the portal in the level temple.



When you map your way, walk down to exit the portal room. Then go west. Use the End Status to open a door.

25 Cave to Rhone

The cave holds the Life Seal and the Thunder Sword. Grab the seal from the boulder, lower to fetch the Rubiss Charm, then return. There are hidden holes throughout the cave, which we've revealed on the maps. Beware—some paths in the maze "revert," warping you in endless circles.



Background



Final Conflict

Hargan's fortress will be a dead finger for Lorraine Castle. Use the Rabbits' Char to disrupt the illusion, then go back for the last bay himself. If you defeat him, you'll face an even greater peril.

Fire & Ice

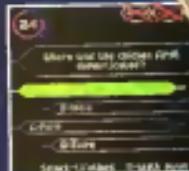
The ancient staircase on the sixth floor of the cave leads to the icy frontier of Rhone, Hargoth's floating plateau. Find the sage that can heal you and save your game, then proceed to Hargoth's castle. Your destiny—and the fate of the world—awaits! ☀

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player's poll contest

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Person of Lordly Caliber

Win a Quest through
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GRAND PRIZE

One winner will receive a five-day stay in London, complete with a four-day historical quest in London, a "Sword of the Black Knight" engraved with the Ogre Battle logo and US \$500 for a shopping spree in jolly old England!



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Five winners will receive a rather lordly Ogre Battle Jacket and an Ogre Battle 64 Game Pak of the highest caliber!

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Fifty winners will pick up a snappy Nintendo Power T-shirt of their very own, lordly caliber sold separately.



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PLATES 3 POW. VOL. 107
FQ. 826 1993
NUMBER 74A 1012-1022

Game Boy a-Go-Go

Tricks & Treats

Four off! Happy Halloween! Second, we'd rather not smell your feet, so put those stinkers back in your socks and accept a bagful of tricks instead. We just hope you like squalls, because it's October's G.I. Go-Go Games are second efforts, including parts two from skater, Hawk, and gator, Grec. If squalls aren't your bag, please don't resent us again this column; they'd do against the neighbor who hands out stinkers to trick-or-treaters—a magazine draped in toilet paper with pages splattered with egg yolk isn't very useful.



Back on Board

In its second skating run for GBC, the chameleons of the board busts out bigger moves in a sixth game that's closer to the N64 version of *Tony Hawk's Pro Skater* than the first GBC game, which gave you a bird's-eye view of the courses so you never got the sense of catching air when riding. In the snazzy sequel, the high-octane action is side-scrolling, plus the game reincorporates the objective-based trickery that made *Pro Skater* such a monster hit. To become a monster skater, begin by buying the Type C board that'll compensate any rider's weaknesses.



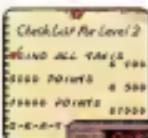
Hit the Deck

Pro Skater 2 sports seven courses, including the School, the Hangar and NY City. In Career Mode, you'll roll through the courses to earn cash that you can use to buy your way into more exclusive areas, like Skate Heaven and Venice Beach.



Places to Go...

You begin Career Mode with \$10,000 in your cargo shorts. Buy the Type C board, then keep the change so you can use it to enter a locked course. By riding in one of the unlocked areas, like Skate Heaven, you can easily earn extra cash.



...Things to Grind

Like Pro Skater for the N64, Pro Skater 2 gives you a checklist to try on the road. Every course throws four objectives at you, and you have five minutes of riding time per run. Once you've completed all of a course's objectives, check the Photo Album at the main menu to see what action snapshot you've unlocked. If you have a Game Boy Printer, you can print out the skater pics (as well as the passwords) you've earned.

Street Smarts

Since you don't have to check off all four of a course's objectives in a single run, concentrate on racking up 30,000 points and nuking low-scoring tasks (like grinds) on separate go-rounds. As long as you don't get side-tracked or take too many gambles, you should be able to bust out the necessary moves before time runs out.



Pro Dough

When you complete an objective for the first time, you'll win cash. You can also earn some extra money off the side by skating into the dollar bills that float in chance spots in the courses. Most of the ten and twenty spots float overhead, so bust out a basic side to fatten your wallet.



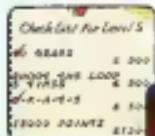
S-H-A-T-E

Every level contains five letters. Throw them off to spell "SKATE" and fulfill one of your objectives. For money, the letters float in the air, but they're usually located in harder-to-reach spots. If you hit A to catch an air while grinding or jumping a ramp, you should be able to land them.



The Daily Grind

You can grind just about any object in the game. If you see a hand rail line in the background, chances are it's something you can grind. In the Hangar, you can grind the chopper by hopping onto the rotors by the craft's tail. Take a flying leap off the rail to slide across the chopper's rotors.



Shoot the Loop

For \$3,000, you can enter Pro Skater 2's Boring, where you'll find the loop-the-loop. You can't bust out any tricks to earn points while shooting the loop, but if you ride low enough through it, you'll complete one of the course's objectives. Use the nearby ramps to build up speed for your approach.



Big Air, Big Points

Your best chance for scoring points is when you're in the air. To maximize your air time, don't press anything when you ride off a ramp. Once you've taken a flight, use a stick face to rack up points by rapidly tapping A in conjunction with the Control Pad.

ARMY MEN²



Sarge's Second

Returning for his second tour of toy duty, the Green Army Men's Sarge fights another full-scale (relatively speaking) war against the Tan Army in oversized, real-world settings. Kitchens and backyards become gigantic war zones in the tiny GI, and the two campaigns will remodel Sarge into a soldier who is made of plastic but is as strong as steel.



MARCHING ON

With the Game Link Cable, you and a friend can compete in Blitz and Capture the Flag battles. For the solo soldier, you can play as Sarge trudging across patios and dinner tables in either the Field Campaign or, eventually, the Assault Campaign. In either scenario, you'll have plenty of opportunities to teach the Tans to play like nice toys.

Strategy Map

Your map is one of the most useful tools in your mech toy arsenal. It reveals the locations of all enemies. Hit Select to pause the game and access your map. The white dots represent your foes, the green dots represent your allies, and the white rectangle is your current game area.



Supply Bases

Items and weapons are based in locations that are known about the levels. You start with only your greenmech's Issue rifle, but you can find buzzsaws, grenades, flame throwers, and other instruments of war at the supply bases. Walk over the T8 and its tanks to your invincibility.



Army Transports

Sarge won't have to worry about wearing out his plastic combat boots. In certain levels, the toy trooper can take a break from walking by driving a jeep or tank. Teleport in and out of one, pause the game, then select In/Out Vehicle.



Vehicular Assault

Not to be outdone, the Tan Army rolls out our vehicles, too, and Sarge is no match for them when on foot. If an enemy jeep or tank is headed your way, roll or tank it. The high ground (which can't survive a collision), then take aim from a safe distance.



Mine, All Mine

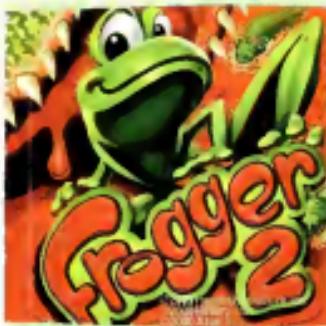
Like other items, mineweapons appear in bags. If you highlight one of the explosive devices lying down in your inventory, you'll activate it; all you can detect is every mine in the area.



Real-World Dangers

Everyday things that you wouldn't think twice about become major threats to tiny toy soldiers. Heated pots can scorch Sarge's gun (especially if you smash the hot handles), gas canisters can blow up a green plate with a T10, and Sarge can fall in a green pool with a T10. Avoid household hazards and heal yourself with boxes of health.

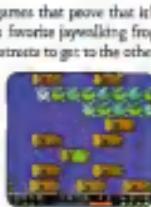




Still Hopping

In the second of this month's games that prove that it's not easy being green, everyone's favorite jawwalking frog leaps back into the green, mean streets to get to the other side. Hasbro Interactive's sequel to the arcade classic, *Frogger*, has you dodging traffic and traversing lagoons as in the original, but this time around, you have gators to find and more maze-like thoroughfares to navigate.

Game Boy
a-Go-Go



Don't Croak

You can play as Frogger or his female counterpart, Lily. Regardless of the road toad you choose, the same ol' hop-and-slap tactics from the first game still apply. Your timing just has to be better, since it's a longer trip back to your pad.



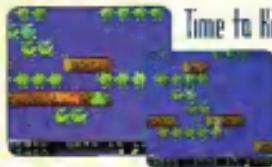
Checkpoint Flag

If you're turned into roadkill, flattened or smacked food, you'll have to restart the level from the beginning. To minimize your travel time, hop onto the flag at the midway point of the course. By checking in, you'll restart at the flag if you croak.



Snakes and Turtles

Frog-eating snakes slither along the shores, while diving turtles threaten to wash you up. Only certain turtles dive, so observe where they swim, since the sequence of turtles (red tags and black regalia) once it scrolls off screen.



Time to Kill

As in the original *Frogger*, your survival depends on whether you can beat the clock. Collecting all 30 gems in a level will eat up plenty of seconds, but you'll regain all of your lost time once you've nugged the final gem.



End of the Line

You can't ride a turtle or log off the edge of the screen, so you'd better have that an escape route. Tap the arrow key before it's too late. Usually, the 1-up Frog is dangerously close to the water's edge, so look before you leap.

Tadpole Position

Why are there deer and duck crossings, but no frog crossings? If only Frogger had it so easy. And to make matters worst, *Frogger 2* adds more hazards, making it even easier to jump to a fatal conclusion.



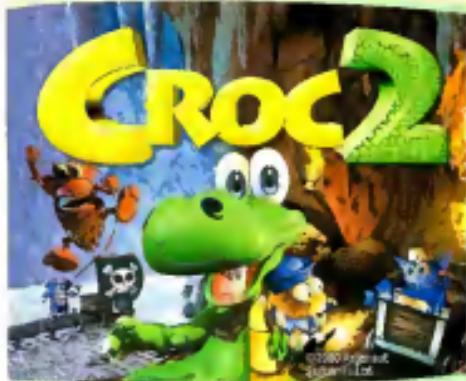
Oil Slick

When you land on an oil slick, you'll slide forward one extra step. To avoid sliding into a trap, flattening vehicles, or pants all split open when no traffic is directly in front of you.



Time in a Bottle

You're always hopping against the clock, but you can turn back the hands of time by collecting hourglasses. The second you collect one of the elusive power-ups, you'll reset the level's timer.



Croc 2

He's still got just one fang, but now he's got two! Games-Croc, the huggable star of PC platformers, brings his second installment of googly-eyed, Marioesque adventuring to Game Boy Color. *Croc 2* is chock full of puzzles and a wide variety of action that beginners and pros alike will dig. To keep the fun coming, soap up a few tips that'll guarantee Croc won't get turned into a set of luggage and matching shoes.



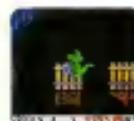
Croc Stock

A mysterious message in a bottle sets your adventure in motion. Along the way, you'll come across crystals. Collect them, then use them to buy items in the stores. You can also learn passwords for the game to play as the gauze later.



Tailspin

Croc can use his tail as a weapon. When an enemy approaches you, hit B to whack your foe with a spinning tail attack. To keep your weight ajar, press A to jump, then tap A again while in midair for a strong move.



Crystal Blue Persuasion

Throughout the land are large and small crystals. Croc can use them as currency, so pocket as many as you can find. Cash them in at a store to buy items like Jump Jolts, which will help you leap over wide gaps.

Goods From Gobbos

Croc pals, the fury Gobbos, return in the sequel, and they'll supply you with items as well as hints. The opening scene is populated by many of the shaggy critters, so talk to all of them to find out more about your mission and ways you can help your friends.



A Push and a Shove

Croc can push the tall wooden boxes everywhere on the grassy pathways. A square patch of ground can only move where the box needs to be. Push crates there so you can unlock gates or use them as steps to climb up ledges.



Puzzles under the Sun

Croc 2 is brimming with a mish-mash of puzzles that keep gamers of all skill levels busy. At the sun puzzle, read the sign by the entrance. Using the clue from L, step on the blue blocks in the correct order to unlock the nearby gate.



Puzzle Pipeline

At the pipeline, put the lever to sun on the water. You must redirect the flow of things with the button. Before the bulge of rushing water reaches a pitcher hole, use the button to guide the water down the proper pipe.



Collecting Keys

To get around, you'll need keys and some box-pushing know-how. Whenever there's a square patch on a green pathway, there's a box that needs to be pushed onto it. By pushing two boxes onto a square of squares, you can use a key to unlock a closed Gobbos.

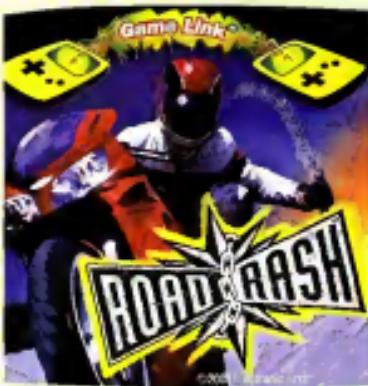


Gobbo Trap Spikes

Gobbos are always helpful. As soon as you begin the game, push the box that's behind you so you can hop up to the Gobbo on the ledge. After talking to it, you'll move a Heart Pot that will extend your health meter by one notch.

Road Rash

Hit the road and some rival bikers while you're at it in Ed's cross-country racing rumble, *Road Rash*. Wearing a motorcycle helmet is as important as ever in the game, since it will protect you from crashes as well as from the chains and baseball bats wielded by your psycho cycling competition. Fight back and finish first, then maybe you'll be able to pay for repairs, traffic tickets or a new souped-up ride.



Offensive Driving

If you have a Game Link Cable, you and a friend can connect your *Road Rash* games and compete head-to-head. Regardless of whether your opponent is your pal or a CPU biker, get to know the rules of the road, since finding the path to victory takes more than knowing how to swing a lead pipe.

Outta the Way!

Pressing B to attack while keeping A pressed to accelerate can be invaluable. Try mashing B with your right index finger and A with your right middle finger, or position your thumb over both buttons.



Here Comes the Fuzz

Blue biker cops will pull you over if they catch up to you. Quickly tap-and-hold your left stick to fall off as they can't intercept you. If they bust you, the fuzz will set you back \$200 or more.

RESULTS



Roadside Distractions

Speed is the true no-possible driving on the shoulder, since collisions with bushes, trees and other roadside obstacles will send you flying off your bike. Maybe all that skidding you'll do on your run is why the game is called *Road Rash*.



Leader of the Pack

Before the flagger waves the race to a start, press and hold A. As soon as the race begins, you'll be on your way to rocketing to the lead. Race up the pace by breaking away from the pack and dodging meta-roads along the center stripe. There, you'll be able to stay clear of cars and take

Hit and Ride

Press B alongside a biker, then hit A to punch or use your weapon. If you tap A while pressing Down on the Control Pad, you'll kick. Attack your biker to steal their weapon and fight back since they don't steal yours.



Car Crossing

In addition to bikes, cars join the race. You'll catch up to cars during your race in the right lane, while racing traffic moves down the left lane. On cross streets, cars will impede your path, so steer clear of them as soon as you spot one moving on an intersection.

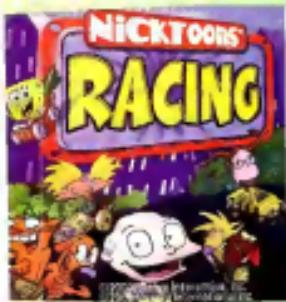
RESULTS



Qualifying

If you place third or better, you'll win a cash prize that you can use to repair your wrecked bike or to download too-many times. The money will also come in handy for racing the big for finish arrow ride. A third-place or better finish will also qualify you to continue to the next race on the circuit, which can take you to racing locales such as New Mexico and Vermont.





Nick o Time

Putting the "car" in "cartoon" are Nickelodeon's hottest animated characters in an all-star racing game from Hasbro Interactive. Though there's no oak on the track, the competition is still kooky thanks to appearances by the Nickelodeon stars of CatDog, SpongeBob SquarePants, The Angry Beavers, Hey Arnold!, The Wild Thornberrys and, of course, Rugrats.



Tooning Up

If Tommy Pickles can barely walk, how can he drive? And when CatDog races, who's at the wheel and who's the backseat driver? Then again, the Nicktoons are about fun and flights of fancy—not reality—and that's what the game's all about, too.



Roadrats

Four Nicktoons race at one time. Your three competitors like to drive in your way and cause leader benders, so swerve around them when they close in on you. If they're in front of you, slow down until you have a clear path for passing.



Roadrats

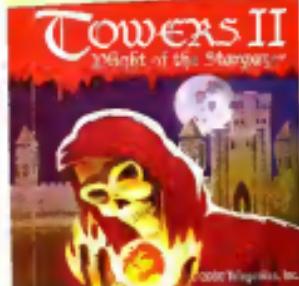
Tracks and Toons

You can play as CatDog, SpongeBob, Daggett, Norton, Arnold, Tommy Pickles or Eliza Thornberry. Once you've selected the Nicktoon you'd like to put in the driver's seat, head out to one of the 20 racing roadways.



Waver's Crew

If you stay on the main path when you reach for the bar in the figure-eight tracks and never steer off the shoulders and off the road, you'll be on your way to becoming the top of the toons.



RPG IN 3-D

Furthering the story of the shipwrecked adventurers, Towers II throws down another RPG gauntlet of 3-D hallway roaming and real-time battling. The controls are complex, but once you've mastered the point-and-click snap (hit Select to bring up your cursor position, hit an item in the room or on your menu, then hit B to access it), devoted adventurers will unravel a dark mystery spanning 12 levels.



Navigation

Digitized voice and a two-player cooperative Game Link Mode spruce up the gloomy quest, but the real star of Towers II: Flight of the Stargazer is its intense real-time action.



Hunt and Collect

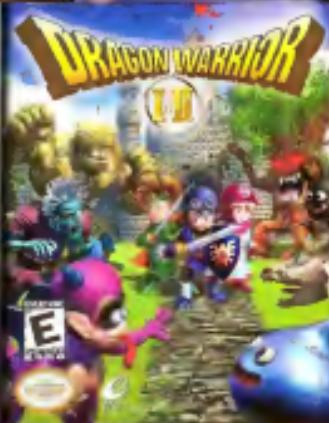
All of the characters are constantly moving— even if you're standing still. Always on the go, the enemies will try to escape to your level size, so stay on the move to beat them and nab the items they carry.



Using Items

Enter Control (or GameMode) by hitting Select, then position your cursor over the item you want to use. If you want to unlock a door, place the cursor over a key in your inventory, then press A, Select, then A.

GAME BOY Color



Games are for kids. Battles are for warriors.

Dragon Warrior® is back! One of the all-time best selling game series returns in an all-new edition for Game Boy® Color. Dragon Warrior I & II thrusts you into a world of thrilling action. And with two complete classic RPG games crammed into one Game Pak, it's the ultimate warrior ages.

The adventure begins as you explore the land of Altagard, conquering monsters and collecting treasures as you try to defeat the evil Discordant. Successful, you will then gather the descendants of Loto and face the wicked Hargon who created Dragon Warrior II.

These incredible journeys begin with a trip to your local game store, but where they end is entirely up to you.



DRAGON



DRAGON



DRAGON



DRAGON



GAME
BOY
COLOR



www.enix.com

WORLD

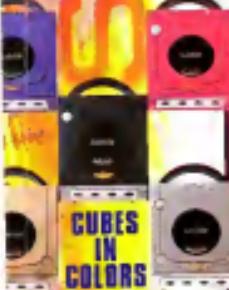
WORLD

NINTENDO GAMECUBE!

On August 24th in Japan, Project Dolphin was officially unveiled as Nintendo GAMECUBE. Like Game Boy before it, GAMECUBE was named for its one and only purpose—to be a compact powerhouse of video game performance. Journalists and developers at Space World 2000 were spellbound by the demonstrations of GAMECUBE's abilities and features. Now, it's your turn.

The vast convention hall of Makuhari Messe could barely contain the excitement of 2,400 gaming professionals gathered from around the world to see what they hoped would be Nintendo's answer to the PS2 and X-Box. The debut of Nintendo GAMECUBE answered their questions and gave them a glimpse of a next generation

gaming console designed expressly for unparallelled game play and easy game development. As beautiful as the screen shots are on this page, they are mere shadows of the vibrant, animated images that appeared on three giant screens that day in Japan. In just 60 seconds of demo, GAMECUBE showed the world that the future of interactive gaming was going to be magnificent.



CUBES IN COLORS

Color wasn't important to Henry Ford almost one hundred years ago, but it is important to car owners today. Following in the footsteps of Game Boy and the N64, GAMECUBE will be available in five hot looks.



Mr. Miyamoto is reported that five games would be ready in the Japanese launch in July. Will Luigi become a star?



Italo Stratus is a Austin, Texas created the classic racing game *Alonso* of MicroProse fame. It was out of this world.



Link's *Brutal Legend* was one of the most impressive demos on GAMECUBE. The animation and effects were stunning.

Cube Bits

The GAMECUBE is small in dimension, but it measures up to the most powerful simulation computers in its ability to render 3-D worlds. In real time, multiple GeForce rendering units can calculate detection. Just picture a supercomputer packed into half a shoebox.

IT'S MIGHTY SMALL!



MIYAMOTO IN CONTROL

One of the principal architects of GAMECUBE was Shigeru Miyamoto, the renowned creator of Mario and Zelda, who demonstrated the functions of the new GAMECUBE Controller with an interactive sequence featuring 148 Marios. The Controller includes two analog control sticks, a control pad, four central buttons, two analog shoulder buttons, a Z trigger button, the Start Button and a built-in rumble feature. Its compact size and ergonomically correct design make it the most comfortable and versatile game controller ever. Even though Mr. Miyamoto envisions games that are simple enough to play with the large A Button and Control Stick alone, game developers should have no trouble creating intuitive new control schemes for their games.

THE POWER OF THE CUBE

Genyo Takeda, Nintendo's hardware wizard and in many ways the father of the N64 and GAMECUBE, described how Nintendo had learned a vital lesson from the N64: it's more important to make a system that's easy to develop for than a system that features peak performance benchmarks that are not often used. Mr. Takeda cited GAMECUBE's use of 1T-SRAM technology and large memory caches as ways to enhance

game functionality and reliability. He also introduced the 1.5 GB proprietary disk media that will hold GAMECUBE games. Approximately three inches in diameter, the small disks hold 190 tracks of data for Super Mario 64, plenty of space for huge games filled with anything a designer might want to include. Tech types can visit nintendo.com for all the specs on GAMECUBE. The real measure of the system will be seen in May when Nintendo unveils the first generation of GAMECUBE software.

WRAPPING THE CUBE

The tantalizing glimpses of Wave Race, Star Wars, Metroid, Zelda, Mario, Pokémons, Perfect Dark, Banjo, Too Human and Rebirth made it clear that Nintendo's GAMECUBE is a true game machine, not a multifunction audio-video device. When the other console makers unveiled their upcoming systems, they showed abstract technical demos of rubber ducks and monorails. Nintendo showed game characters in game worlds, running, jumping, racing, fighting, dancing and singing. Cheer resounded through the hall when Luigi, Moewth and Samus Aran appeared. Imagine the sound when GAMECUBE is launched next October in North America.



WIRELESS AND MUSEUM CONNECTIONS

Nintendo's system will support a 56K modem and a broadband, high-speed connection. Both connections will plug into the bottom of the GAMECUBE. Networking and Internet play for GAMECUBE won't be discussed, but Mr. Takeda noted that Nintendo is interested in a wide range of networking ideas.



Meowth's Party, a musical video short that follows the PokéDance TV show in August. Watch interactive on GAMECUBE.



A WIRELESS WIMBLED

In addition to the standard GAMECUBE Controller, Mr. Miyamoto demonstrated the wireless WavePad Controller that boasts a range of about 30 feet. The WavePad uses RF signals that won't be blocked by line-of-sight obstructions.



A LINK TO THE ADVANCE

GAMECUBE's wireless connection is built into the GameCube via a connection that lets players use the Advance as a GAMECUBE Controller. Picture a football game in which players secretly designate plays on Advance before running them.

DIGITAL CARDS

Game data will be saved as low-resolution bitmaps that fit into the slots on the front of the card. And as an adapter for GBA-M64-SD, both memory cards will allow players to import data from digital devices such as cameras.



IS CUBED



Dorothy's Magical Goo



Game Boy Wars Advance



F-Zero for Game Boy Advance



Dracula: Circle of Moon



INTRODUCING GAME BOY ADVANCE

Gaming on the go just took a huge step forward. Meet Game Boy Advance.



Top Gear All Japan GT Championship



Bomberman Story

Before GAMECUBE appeared on the stage at Makuhari Messe, Executive Vice President of Nintendo, Akihiko Asada, introduced an even more compact gaming system. Game Boy

FROM NINTENDO

- F-Zero for Game Boy Advance
- Fire Emblem: Dark Shikan Mabde
- Game Boy Wars Advance
- Golden Star
- Kure Kure Kure Kure
- Magical Wavelength
- Mario Kart Advance
- Napoleon
- Tactics Ogre: Radiant
- World Link 4

FROM KONAMI

- Dorothy's Magical Goo
- Top Gear All Japan GT Championship

ADVANCED GAME PLANS

FROM NINTENDO

- Dracula: Circle of Moon
- Gull Master
- Kamen Wm. Wm. Boney Advance
- Monster Diced
- Silent Hill Star Corpse Doctor

FROM SEGA

- Advanced Fire Pro Wrestling

FROM ENTHRONED

- Hello Kitty Miracle Collection

FROM CAPCOM

- Bomberman EX-E

FROM NED

- Pocket GT Advance

FROM KONAMI

- Whirling Pest Blown Racing

Advance—the 32-bit big brother of Game Boy Color—appeared in production form for the first time. In fact, 140 units featuring 60 playable games greeted the thousands who attended Space World 2000. With a 30% larger screen than Game Boy, higher resolution graphics, a 32,000-color palette, faster processing speed, greatly improved stereo sound capabilities and a price point below \$100, Game Boy Advance is truly the most advanced portable gaming system ever. And game development is already heating up.



THE FUTURE



Mario Kart for Advance has the look and feel of the Super NES version. It moves like a real racer.



Pinocchio: Quest for Heart is a nicely illustrated platformer starring a recent-powered木偶。



WarioWare: Toss 'n' Roll. It's fast, fun and the action takes place on Wacky tracks.



Golden Sun is an RPG with great graphics and music. Field scenes are created using 3-D graphics.



AN ADVANCE LOOK

Advance's sleek dimensions are almost exactly the same as Game Boy Color, but Nintendo has turned the unit on its side, packed it in a larger screen, two new shoulder buttons and added face colors. The Advance rests comfortably in your hands like a Super NES Controller.

NOT YOUR FATHER'S GAME BOY

The screen shows tell the story of Game Boy Advance. Its crisp graphics in a wide-screen format look more like the screen shots from a TV game console. The amount of detail packed into some of the ten games at Space World 2000 evens that in many N64 games. The sound, when heard through stereo headphones, is exceptional. And Game Boy Advance has even more going for it. Developers from Japan to Europe have already embraced the system and are hard at work on the first generation of titles. Advance also plays all of the old Game Boy and Game Boy Color games. It will be used as a GAMECUBE Controller and, with the help of planned accessories, as an access device for wireless networking.

ADVANCED NOTICE

At Space World 2000, forty titles were announced for Game Boy Advance. North American publishers have been working on titles since early in the summer, and European developers, including Rare, are also developing GBA games. Like previous Game Boy systems, Game Boy Advance offers developers a friendly programming environment that keeps costs low and development time short. We expect to see a number of classic Super NES titles such as B-Zero and Mario Kart make updated appearances on Advance, but the real excitement will come from brand-new games that we have yet to glimpse. The future of portable gaming begins with the launch of Advance in Japan in March 2001 and in North America in July 2001.



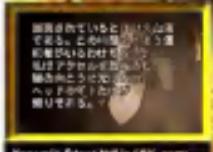
Koro Koro Koro challenges players to keep the rotating hill from touching the screen.



Cupcake Rock Man Inka. Rock Man will star in an exciting action RPG for Game Boy Advance.



Magne Train requires in real time the strategy and battles of the French engineer's imagination.



Kao the Kangaroo is 80% complete. The rendered scenes of the text-adventures are striking.



Master Geki, also from Konami, features excellent graphics and play control and is 80% complete.



The Mobile Adapter GB Advances to Game Boy are due to arrive even before the launch of Game Boy Advance. In December, the Mobile Adapter GB will go on sale in Japan, giving Game Boy Color owners a link to a special network via cell phones or a popular system in Japan called PHS. The Adapter will allow users to send e-mail, trade data and even play multiplayer games such as the new Pokémon Crystal version. The Mobile Adapter GB will be compatible with Game Boy Advance, as well.





NINTENDO 64

THE LEGEND OF ZELDA: MAJORA'S MASK

It's not just a sequel. It's another legend in disguise.

GRAPHICS: Though it's of the same cinematic caliber as *Ocarina of Time*, *Majora's Mask* sets itself apart by being a deep and original experience rather than just a superficially modified sequel.

PLAY CONTROL: Swimming as a Zora (it's like flying a jet fighter) will surely be one of the year's most memorable ways to get around. Whether you're masquerading as the Zora, Deku or Goron, the differing controls and situation-based button functions always handle like second nature.

GAME DESIGN: While you must play the same three days over and over again, *Majora's Mask* never plays like a broken

record. The 72-hour cycle is really a framing device meant to add pressure to your already difficult tasks and dungeons (the last two will make your head spin), and there's rarely any tedious backtracking, even with the character-swapping element that the shape-shifting masks add.

SATISFACTION: Don't dismiss *Majora's Mask* as a simple side quest to *Ocarina*. The game's structure is like no other, the experience is as epic as any other *Zelda*, and its story is perhaps the strongest in the series.

_SOUND: Defyingly underscoring the shifts in time and mood, the local scores subtly vary as time goes by.

COMMENTS:

Andy This is even better than *Ocarina of Time*. **Drew** One of the most rewarding games I've ever played.



OVERALL
RATING
9.4

GRAPHICS
9.4
PLAY-
CONTROL
9.2
GAME
DESIGN
9.4
FARE
9.3
ROUND
UP
9.4

WHAT'S HOT

- Nintendo 64 Megahits
- 1 player
- Game Pak compatible
- Expansion Pak required
- 4 main dungeons, plus over half a dozen mini-games
- 24 missions
- 2 new titles



WHAT'S NOT

While the 120-hour cycle that the game requires is somewhat tedious, the sweetly tragic story ultimately has too much weight and potential for emotional worthlessness.



10 — Drew
9.8 — Andy
9.8 — Scott
9.4 — Chris
8.0 — Soopy

TIGGER'S HONEY HUNT

Tigger springs his bouncy, trouncy, bouncy, peancy fun on the N64.

GRAPHICS: A storybook come to life, Tigger's Honey Hunt wows with its visual feast of brilliant colors, huggable characters and patently bucklelope.

PLAY CONTROL: The wonderful thing about Tigger is that his springy tail enables him to jump in all sorts of ways. Controlling it is very natural and easy to master.

GAME DESIGN: A 3-D side-scroller similar to Disney's *Tarzan*, Honey Hunt bolsters its exceptional adventure with multiplayer minigames.

SATISFACTION: Don't think you're too old to play New Kid on the Block—the game is as well made that

players of all skill levels will enjoy the hunt. The elements that keep you on their toes, like uncovering secret areas

and having to revisit places accessible only with moves you learn in later levels, show that the developers made an effort to create a full-fledged game worth playing, rather than just a halfhearted, easy game for youngsters. And the effort pays off since Honey Hunt is, as Tigger would sing, "Fun, fun, fun, fun."

SOUND: The game relies heavily on song, and more spoken dialogue (instead of just a sprinkling of voice samples) would have been more appropriate for its audience.

COMMENTS: *Andy*—Surprisingly slick visuals



OVERALL RATING
7.6

GRAPHICS
8.5

PLAY CONTROL
8.5

GAME DESIGN
7.5

SAT.
7.5

ROUNDING
7.5



HOW IT RATES
Full of innocent, everything-include fun, *Tigger's Honey Hunt* has been rated E for Everyone by the ESRB. Though it's a game for youngsters, the game, like the rating say, grants a great deal of enjoyment.

OVERALL STAFF SCORE
7.1

Andy

Joey

Chris

Sara

Drew

ARMY MEN: SARGE'S HEROES 2

The plastic platoon toys with war once again.

GRAPHICS: Returning to wage another toy-sole war, plastic Sergeant Hawk finds himself yet again dwarfed by his relatively huge, real-world surroundings. Therein lies the charm of the series, and the overwrought settings, well-dressed with gag products, are as fun and inspired as ever. Included in this tour of duty are exotic locales like a toy store and pinball machine.

PLAY CONTROL: The improved camera no longer stays and is fixed so that Sarge's back is always in the center of the screen. Aiming isn't always easy, but being able to strike with Z and do an instant about-face

with the touch of a button are very welcome features.

GAME DESIGN: During your 17 missions, you'll play as Sarge or Vilda, and you'll often be flanked by a fellow soldier. The emphasis on interaction is a great touch, and the addition of being able to call in air strikes and assign their targets keeps morale—and the tactical fun—high.

SATISFACTION: Aside from its improved controls, *Sarge's Heroes 2* marches on with more of the same, which is exactly what fans of the series will like about the sequel.

SOUND: The music, voice samples and razzmatazz aren't being left out, but they do a decent job.

COMMENTS:

Andy—The game spent most of its game time in a giant glazed ham. That's cool. *Drew*—Plenty control is AWOL.



OVERALL RATING
7.1

GRAPHICS
7.5

PLAY CONTROL
6.5

GAME DESIGN
7.0

SAT.
7.5

ROUNDING
7.5



HOW IT RATES
Sarge's Heroes 2 earns the ranking of T for Teen. The ESRB warns that the game features some incidents of "moderate violence," but keep in mind that all of the soldiers are plastic toys.

OVERALL STAFF SCORE
7.0

Scott

Andy

Drew

Joey

Sara

Chris

Drew

Andy

Joey

Sara

Chris

OVERALL RATING
7.1

GRAPHICS
7.5

PLAY CONTROL
6.5

GAME DESIGN
7.0

SAT.
7.5

ROUNDING
7.5

OVERALL STAFF SCORE
7.0

Scott

Andy

Drew

Joey

Sara

Chris

Drew

Andy

Joey

Sara

Chris

Drew

Andy

Joey

Sara

Chris

Drew

TAZ EXPRESS

Infogrames whips up a special delivery of devilry.

GRAPHICS: Following up its first on-the-money Looney Tunes N64 game, Duck Dodgers starring Daffy Duck, Infogrames successfully delivers the spirit of Saturday morning in another roadtrip package of off-kilter settings and bold colors. Warner Bros. fans like Wile E. Coyote, Marvin the Martian and, of course, the Tasmanian Devil look right at home.

PLAY CONTROL: A platformer at heart, 3-D Taz Express staggers a bit in the play control department since the three-quarter view often makes it difficult to gauge where you are in relation to your surroundings. Jumping ends up being a task.



GAME DESIGN: The delivery route shizuk is a creative way to repackage the ol' get from point A to point B premise, and every level plays out in a very different way: dodging cars, hopping on top of buildings, protecting your shipment from a vulture and more.

SATISFACTION: A delight for Looney Tunes fans, Taz Express and its mile-high whimsy will surely please platform lovers as well.

_SOUND: Dark grunts and slobbery Bronx cheers are cues for about a minute before they become giddily repetitive. Still, it's in character with Taz, as is the commendable, giddy music.

COMMENTS:
Score—J liked Taz in spite of his control and control problems. Andy—Taz's tasks aren't much fun.

- Infogrames/66 Megabits
- 1 Player
- Rumble Pak compatible
- 8 worlds
- Over 30 levels



HOW IT RATES:
Aside from the usual Looney Tunes cartoon mischief, there's also that gets hurt in Taz Express in the package you're delivering. That being the case, the ESRB deems the game prime appropriate for everyone.

OVERALL
6.8
RATING

GRAPHICS
7.2

PLAY
CONTROL
6.4

GAME
DESIGN
6.8

SAT
6.8

_SOUND
7.0

NEW STAFF
POWER
STAFF
SCORES
INTERVIEW WITH
SCOTT

7.3 → Scott
6.9 → Chris
6.8 → Jason
6.7 → Andy
6.5 → Sam

BIG MOUNTAIN 2000

Big news: Snowboarders and skiers share the slopes!

GRAPHICS: They're not the smoothest looking riders on the slopes, but Big Mountain's unimpressive visuals aren't the game's big selling point. If there's anything worth boasting from the big mountain range, it's that Big Mountain combines snowboarding and skiing into one game, and the four slopes that Southpeak offers are at least graphically clear and, better yet, filled with forks, jumps and shortcuts.

PLAY CONTROL: BM2K does a good job of conveying the handling differences between using one plank or two, and the game boasts stunts for skiers (spread eagle, car-ski) and boarders (inverts, nose grinds),

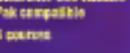
GAME DESIGN: Though there are only four courses, they feel different depending on your ride. Moreover, Big Mountain makes the most out of the limited runs by featuring a slalom and giant slalom version of each course.

SATISFACTION: BM2K is pretty much the only skung game on the N64's slopes other than Nagano Winter Olympics '98. The combo of skiing and boarding (though it doesn't rival solo[®] Snowboarding) at least warrants a looksee from winter sports nuts.

SOUND: Sometimes the music sounds like underproduced Wave Race 64 tunes, and at other times the schussing sounds like somebody's wiping a microphone.

COMMENTS:
Jason—It's too slow. The pants of solo[®] Snowboarding and half the fun.

- Southpeak Interactive/ 66 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible
- 4 courses



HOW IT RATES:
Big Mountain 2000 is good, plain fair in the sense that the ESRB has deemed Southpeak's newbie of an skiing game as all-age E for Everybody (narr).

OVERALL
5.8
RATING

GRAPHICS
6.8

PLAY
CONTROL
5.7

GAME
DESIGN
6.8

SAT
5.7

_SOUND
5.5

NEW STAFF
POWER
STAFF
SCORES

6.4 → Chris
6.7 → Andy
6.7 → Scott
5.7 → Jason
5.3 → Drew



POKÉMON GOLD VERSION & SILVER VERSION

GAME BOY COLOR

And to think, you thought you'd caught 'em all.

GRAPHICS: Pokémon Gold and Silver include dozens of new Pokémons as well as many familiar ones from the previous games. The new characters look cooler or even cuter (who'd have guessed Pikachu could have a more adorable form?), and the established Pokémon boast new poses.

PLAY CONTROL: New items, new Poké Balls and more character interaction, like the phone calls you'll get from Trainers you meet on your journey, are all easy to access and execute thanks to straightforward menus.

GAME DESIGN: Bigger and better than the original games, Gold and Silver contain the world that Ash explores in Red, Blue and Yellow as well as a new, uncharted land. A battery-operated clock keeps track of real time whether your game is on or off, and you'll be able to catch certain Pokémons only at certain

times of day. The clever feature makes an already hard game to put down even tougher to walk away from.

SATISFACTION: If you're a Pokémaniac, you already know you'll love this game. For the unconverted, this is the version that'll switch you over. It's even easier to get caught up in the catching of 'em all, since the Gold and Silver Versions do a great job of easing you into the process.

_SOUND: As usual, the music is hummable and easy on the ears. **COMMENTS:** Scott—This is the way Pokémon was meant to be played, and it's in real color.



OVERALL
8.7
RATING

- Nintendo/16 Megabits
- 1 to 2 players simultaneously
- GBC and GBC compatible
- Game Link compatible
- Infrared game compatible
- GBC Player compatible
- Pokéon Pokéon 2 compatible



HOW IT RATES
While the game is about fighting, the battles are never graphed and the fight ends with the user finding recognizable Pokémons. The GBC's more granted Pokémon Gold and Silver a rating of E.

INTERVIEWED STAFF SCORES

5.1 → Scott
5.0 → Chris
2.8 → Jennifer
3.3 → Jason
8.3 → Drew

DONALD DUCK: GOIN' "QUACKERS!"

GAME BOY COLOR

Get quackin' with Ubi Soft's feather-ruffling platformer.

GRAPHICS: Ubi Soft did a first-rate job bringing Donald and his cranky personality to life. His every move, from the way he tilts his hat over his knotted bow to the way he falls in the air when falling, speaks volumes. Equally expressive and impressive are the settings, which are slathered with layers of color and intricate Disney detail.

PLAY CONTROL: He may be a duck, but he can't fly jumping and double-jumping are the only ways to get Donald waddled free off the ground, and the responsive and intuitive controls make peer leaps and waddles from platform to platform just ducky.

GAME DESIGN: Based on Ubi Soft's upcoming N64 Donald Duck game, the side-scrolling version features densely designed multi-tiered levels, forked paths and breakable

bars that give way to hidden passageways. It's a classic platformer in which collecting items is the object, and finding them all is a big challenge. Donald Duck is no *Nickey Meme* of a game.

SATISFACTION: With Grade-A looks, fun and game play, Donald Duck meets the high standard that Ubi Soft set with its other multi-play sidescroller, *Rayman*.

_SOUND: Never intrusive, the bouncy music and goofy effects are blithely tunable.

COMMENTS: Chris—Ubi Soft continues to make some of the most graphically pleasing games for Game Boy.



OVERALL
8.1
RATING

- Ubi Soft/2 Megabits
- 1 player
- GBC exclusive
- Passwords



HOW IT RATES
The platforming in *Donald Duck* won't ruffle anybody's feathers. The happy platformer is suitable for parents of all ages and children, so the GBC has rated Ubi Soft's feathery fowl game with an E.

INTERVIEWED STAFF SCORES

5.1 → Jason
5.1 → Chris
2.8 → Jennifer
3.3 → Jason
7.7 → Drew

INTERVIEWED STAFF SCORES

5.1 → Jason
5.1 → Chris
2.8 → Jennifer
3.3 → Jason
7.7 → Drew

TONY HAWK'S PRO SKATER 2

The GBC sequel hits the ground running as a solid stunter.

GRAPHICS: Revamped for the better, Tony Hawk's Pro Skater 2 looks on the three-quarter view that the first GBC game opted for. Replacing the isometric view with a smarter side-scrolling setup, Pro Skater 2 enables you to see how much air you're catching and allows for more halftube action and easier grinding sessions. And if you do them well, you can unlock skater pics that you can print out on the Game Boy Printer.

PLAY CONTROL: Stuntwork is what Tony Hawk is all about, and Pro Skater 2 makes it easy and a blast to bust out the fancy moves. The sequel gives you plenty of freedom, and you'll easily find yourself whirling away time piling combo upon combo.

GAME DESIGN: Unlike the first GBC Tony Hawk game, Pro Skater 2 remains faithful to the N64 version of Pro Skater, and

that's what makes the sequel so much more fun. As you ride, you must fulfill objectives, like collecting letters to spell "SKATE" and pulling off grinds. The grindables galore are never obvious, adding an exploration factor to the excitement.

SATISFACTION: In its own little way, the sequel is very much like its N64 big brother. If you were into that game, Pro Skater 2 won't disappoint.

SOUND: The music is standard fare, but everything else more than slots by.

COMMENTS: **Jason**—This is a hang-up blurt that does justice to Pro Skater for N64.



OVERALL
7.3
RATING

GRAPHICS
7.4

PLAY
CONTROL
7.0

GAME
DESIGN
7.6

SAT.
7.0

_SOUND
7.4



HOW IT RATES
Tony Hawk's Pro Skater 2 scores an 8 rating from the ESRB. That even a spooked mouse scares in the stunt game, so don't worry about seeing anything graphic or offensive.

WRITING
ARTWORK
STAFF
SCORES

7.9 → Jason
7.2 → Drew
7.8 → Chris
7.8 → Andy
7.8 → Scott

WALT DISNEY'S ALICE IN WONDERLAND

A curious adventure that's sure to put a Cheshire grin on your face.

GRAPHICS: Walt Disney's version of Lewis Carroll's *Alice's Adventures in Wonderland* was one of the studio's most surreal and dazzling cartoons, and the GBC platformer that it inspired does a valiant job of matching the story's wild vision one eye-popping visual after another. The detailed graphics explode with vibrant color, and the mind-bending settings are suitably dreamlike. For portentously sake, you can use the Game Boy Printer to print out scenes from dream sequences you've created in Alice's Art Gallery by mixing and matching character art and lush backdrops.

PLAY CONTROL: The imaginative game play changes as Alice ventures deeper into the rabbit hole, and the control is always as tight as the Mad Hatter's hat.

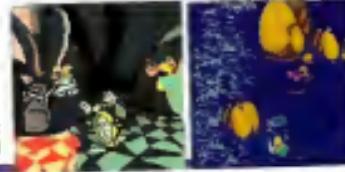
GAME DESIGN: Alice in Wonderland is a tea party of excellent Marioesque platform action. All

of the characters from Alice's dream pop up in the game, and every aspect of the story plays nicely into the action, such as using the shrinking power of mushrooms to squeeze into tiny doorways.

SATISFACTION: Not a drop of Carroll's story was wasted in the game, ultimately making Wonderland wonderful as far as platformers go.

SOUND: As energetic as the action, the music is never annoying and always elegant.

COMMENTS: **Sonja**—Like the story, this game is bizarre. **Jennifer**—Adore games based on classics should be like this.



OVERALL
6.9
RATING

GRAPHICS
7.7

PLAY
CONTROL
7.3

GAME
DESIGN
7.0

SAT.
7.45

_SOUND
7.45



HOW IT RATES
There's nothing curious here. The game is based on a 1951 cartoon film, and Alice in Wonderland is a bit rating from the ESRB. It's Disney through and through, so it'll be appropriate and appropriate for all.

WRITING
ARTWORK
STAFF
SCORES

7.0 → Jason
7.5 → Sonja
6.7 → Scott
6.3 → Scott
6.3 → Drew

CARTOON
NETWORK

SCOOBY-DOO!

Classic Creep Capers



SCOOBY-DOO! Where are you?



A Trix Scare!



SCOOBY-DOO! WHERE ARE YOU?
DOOMS LIKE A MYSTERY TO ME. WE HAD TO GET INVOLVED
WITH THOSE GUYS.



Zomkis! Another Knight!



Get a Big Kid's meal
at participating
HAMBURGER KING® RESTAURANTS
begin October 8
while supplies last.

Time to solve another mystery



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ALSO PLAYING THIS MONTH

LEGEND OF THE REVER KING 2

- Nintendo 64
- 1 to 2 players simultaneously
- G1 and GBC compatible
- Bonus Link compatible
- Remake feature



Rever King 2 is a spin-off of an RPG. Its logic is racing in fish, and you gotta catch an all-finsyle fish to win, too! Even if you don't enjoy the sport, you'll love RK2 to be an experience to drop in the water that's home to over 80 fresh and saltwater fish, which you can trade via Barter Link with either R82 or Harvest Moon 2: Guide Pits.



OVERALL
7.3
RATING

GRAPHICS 7.2
PLAY CONTROL 7.2
GAME DESIGN 7.0
SATISFACTION 7.0
SOUND 7.0

CRDC 2

- Nintendo 64
- 1 player
- GBC exclusive



Very similar from the get-go, CRDC 2 is another remake in the kid-friendly adventure of the singular jagged gator star of PC games. Nicely animated and buoyant fun, CRDC 2 offers basic puzzle solving and platform-style action. The challenging levels are mild, but that's not to say the creative game isn't worth playing.



OVERALL
6.9
RATING

GRAPHICS 7.2
PLAY CONTROL 7.0
GAME DESIGN 7.0
SATISFACTION 7.0
SOUND 7.0

FROGGER 2

- Nintendo 64/DS
- 1 player
- GBC exclusive



Taking Frogger to a low-bore for, Heedra! In fact, two sides within bags and more platforms have while navigating the maze paths, which now have crystals to collect, so you try to get to the other side. The radio spot-on remake this upside classic, and Frogger 2's year-long action is a bit like upgrading to the original.



OVERALL
6.9
RATING

GRAPHICS 7.0
PLAY CONTROL 7.0
GAME DESIGN 7.0
SATISFACTION 7.0
SOUND 7.0

ROAD RASH

- GBA
- 1 to 2 players simultaneously
- GBC exclusive



The most well-known Road Rash isn't too much of a bummer between Game Boy Color. You can reasonably tell if the tires are tired, plus you're steering or running control with the trusty billets who pull up alongside you, so the game's big appeal is lost. In the end, it's just a bumpy race down an uninteresting road.



OVERALL
6.1
RATING

GRAPHICS 6.0
PLAY CONTROL 6.0
GAME DESIGN 6.0
SATISFACTION 6.0
SOUND 6.0

MATTEL DISNEY WORLD INVENT: MAGICAL TOUR RACER

- GameCube
- 1 player
- GBC exclusive
- 13 tracks



Eden uses the Disney formula in a very cool way by setting its go-kart racing game in Disney World's various attractions. Star Wars: Episode I: Racer, Toy Story, and the Pirates of the Caribbean. More than just a simple racing game, Magical Tour Racer is like Disney Kong: Racing with it, overflowing with power-ups and collectibles aplenty.



OVERALL
5.5
RATING

GRAPHICS 5.0
PLAY CONTROL 5.0
GAME DESIGN 5.0
SATISFACTION 5.0
SOUND 5.0

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

ANDY:

ARMOND:

CHRIS:

DAN:

DREW:

HENRY:

JASON:

JENNIFER:

OLIVER:

SCOTT:

SOHJA:

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

PLAY CONTROL

1 2 3 4 5 6 7 8 9 10

GAME DESIGN

1 2 3 4 5 6 7 8 9 10

SATISFACTION

1 2 3 4 5 6 7 8 9 10

SOUND

AGE RATINGS

AGE RATING	DESCRIPTION
C C C C	Early Childhood
T Teen (13+)	Teen (13+)
A Adult (18+)	Adult (18+)
E All Ages	All Ages
M Mature (17+)	Mature (17+)
RP Rating Pending	Rating Pending

"The Biggest, Baddest RPG to ever hit the N64!"

- IGN64

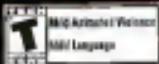


Ogre Battle 64

Person of Lordly Caliber



Over 50 Hours of non-linear gameplay on one of the largest N64 carts ever
Eight epic battles while commanding over 50 types of characters
Experience an epic storyline worthy of the Ogre Battle name



ESRB Rating: T
Mild Violence
Mild Language



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The web is spun.

THIS MONTH

NEY YOU, PIRANHA



Is it a game or a golf?

SIN AND PUNISHMENT



Japan gets a thrill

DISNEY'S ALADDIN



Power cracks a peek.

ALONE IN THE DARK



Horror cannot last like this.

NINTENDO OPENS THE DOOR TO GAME DEVELOPMENT WITH GAMECUBE

A strange thing happened during the introduction of GAMECUBE at Makuhari Messe in Japan last August. Genyo Takeda, Director of Nintendo Co. Ltd., told the audience that Nintendo had set the technical standard too high on the N64 so that development was costly and time-consuming. He added that Nintendo had created the N64 knowing that it would require technical expertise to get the most from the hardware. The idea had been to encourage only the best developers to create games for the system, but in the end, that limited the number of quality titles, while in other titles failed to live up to their promise because the technical demands of the N64 were too great for many developers. After discussing the past, Mr. Takeda told the audience that Nintendo had learned a valuable lesson for the future. That lesson, he said, is embodied in GAMECUBE, and "the ultimate 4V game machine and the first of its kind," as he called it.

Shigeru Miyamoto later explained that Nintendo considered GAMECUBE to be the ultimate game machine from the viewpoint of developers. "It's the best machine

for video games," explained the creator of Mario and Zelda. "When you consider the hardware, sound and graphics all together," Power also conceded Dennis Dyack, President of Silicon Knights—the development studio that is creating the

Horror for GAMECUBE

"I do not think that Sony and Microsoft will be able to keep pace with the GAMECUBE."

— Dennis Dyack,
President of
Silicon Knights

not think that Sony and Microsoft will be able to keep pace with the GAMECUBE. Not only is the technology groundbreaking, but the thoughtfulness behind it will change the paradigm of gaming forever."

The promise of a new gaming console is always cause for excitement, and GAMECUBE seems to be particularly special. "If you can dream it, you can achieve it on GAMECUBE," said Mr. Miyamoto in an interview at Space World. The dream is just beginning.

SPIDER-MAN SPOTTED ON N64

edge of Reality, the developers credited with the brilliant N64 version of *Tony Hawk's Pro Skater*, is in the process of creating another masterpiece for the N64. Activision's *Spider-Man* may be the best video game based on a comic book superhero to date. Spidey has the right moves, the right look and even the right voices. Even though our early review copy was just 50 percent complete, the game promises to be one of the monster hits of the season.

The Real Spider-Man

Most games featuring superheroes seem to lack the cool abilities that make the hero super, but Spider-Man gives you the full package and more. Playing as Spider-Man, you'll swing between buildings, crawl up walls and cling to ceilings. Your "Spider-Sense" will tingle when an enemy is near, and firing an impact web will incapacitate an enemy. Spider-Man has more than two dozen moves in all, including the Web Dome, Web Ball, Web Yank, Web Slam, Web Zip Line, Web Swing and combo moves, which feature punches and kicks in



combination with a specialty web move. An intelligent camera system keeps the focus on Spidey no matter where he crawls or jumps, and a freeze-camera mode lets players scan their surroundings for trouble. At times, the camera takes over to give you visual hints by directing your attention to some critical location such as an escape route in the ceiling. You may not know what's coming next, but you'll never be lost.

New York, New York

Spider-Man is definitely a creature of the Big Apple, and that's where the action takes place in the N64 adventure. As the plot unfolds over more than 30 stages with cinematic scenes and comments from characters, you'll feel as if you've entered the world of Marvel comic books. Scorpion, Veneer, Rhino, Mysterio and Carnage are among the villains who wait for the webby one. The 3-D graphics, dramatic camera angles and constant action feed the illusion that you're inside an interactive comic book. Adventure elements come into play when Spider-Man has to solve puzzles to move on, and Spider-Man's extraordinary freedom of motion gives every level an element of strategy.

Stan the Man is in the Can

The legendary creator of Spider-Man, Stan Lee, narrates the opening part of *Spider-Man*, setting the stage for the action that follows. Lee's just one of many recognizable

voices used in the 3-D action-adventure. Rino Romano, who portrayed Spidey in the animated series *Spider-Man: Universe* will return to speak the role of the web-slinging superhero in the N64 game. Veteran actor Elton Zumbalter, Jr. lends the remainder of the cast of voice talent. Musically, the early version of *Spider-Man* featured a mix of techno-rock that seemed perfectly suited to the action. With a month or two to go in development, it looks as if *Spider-Man* will be as full of surprises and at least as fun as *Tony Hawk*. Activision plans to release the title in December. Until then, we'll be clinging to the walls in anticipation.



It's an amazing Spider-Man.

Pak Play

Hands-on previews of upcoming games.

PIKA, PIKA, PIKACHU!

Talking to the animals may have seemed like a fantasy in "Dr. Doolittle," but Nintendo brings the fantasy to life with the first voice recognition software for the N64—Hey You, Pikachu! The lovable Pokémon responds to messages spoken into a microphone, which is included in the package. You and Pikachu may share treas, visit several locations and undertake cooperative tasks such as fishing or babysitting Caterpie. The more you and your Pokéman interact, the closer you and Pikachu will grow as friends. Since Hey You, Pikachu! is designed for a young audience, it won't be much of a challenge for older players. In fact, Hey You, Pikachu! is less a game with goals and adventures than it is a virtual world where kids get to explore with a Pokémon friend. Other Pokémon characters, such as Professor Oak, Venusaur,

Magikarp and Butterfree, appear in the virtual world, but Pikachu is your main focus. When text messages pop up on screen, prompting you to give Pikachu a command, you must speak into the microphone, saying an appropriate word. For instance, in one practice scenario, Pikachu needs to knock a rosebud from a tree. If you say the word, "Thunderbolt,"



Pikachu will zap the tree and recover the flower. It may sound simple, but the microphone and voice recognition software are sensitive to background noise and the pitch of different voices. Some people seem to have better luck making Pikachu understand them than others. We suspect that such people are future Pokémon Masters.



MS. PAC-MAN GOES MAD

Year ago, Namco tried to update Pac-Man by placing the round, yellow hero in a couple of Super NES games—Pac-In-Time and Pac-Man: The New Adventure. Neither game captured the sense of frantic fun of the arcade classic. Namco is trying again this fall with

Ms. Pac-Man: Maze Madness, and this time we think Namco has hit the mark. Ms. Pac-Man appears in 3-D, scurrying along pathways, opening up doors with keys, gobbling up yellow energy balls and avoiding or eating enemies. On each pathway you'll find obstacles, puzzles, enemies

and advice from Professor Pac. Fans of the original arcade games will appreciate the care that Namco took to recreate the feel of the arcade action while updating the graphics and adding new dimensions of interaction. Newcomers to Ms. Pac-Man will simply love the fun gaming



SIN AND PUNISHMENT AT SPACE WORLD 2000

When we played Nintendo's *Sin and Punishment* recently at Space World 2000, we got quite a shock. The N64 shooter turned out to be one of the unexpected hits of the show. Combining 3-D anime characters with fast-paced action, *Sin and Punishment* pushes almost all of the right gaming buttons. The three main characters are forced along a set track, but they still have lots of movement options and powerful weapons for blasting the waves of *Rufian* attackers. You can move the heroes sideways and jump to avoid enemies using the C Buttons, all the while aiming their weapon cursors using the Control Stick. The futuristic levels through which you move contain obstacles, moving platforms, bonus objects and minibosses. There are even some side-scrolling areas. As for the original story, it's pretty standard sci-fi stuff: mankind creates new crea-



tures to be food, new creatures mutate and start eating mankind, even heroes armed with pony blasters destroy mankind and save mankind. But who cares what the story is if the action is this good? *Sin and Punishment* will launch in Japan this month. No plans have been made yet for a North America release. Cross your fingers.

BANJO THE BEAUTIFUL

The release date for *Banjo-Kazooie* may have bounced around like a beach ball over the past six months, but Rare's N64 sequel to the 1998 hit, *Banjo-Kazooie*, has been like a rock when it comes to performance and fun. *Banjo-Kazooie* might be the surprise hit of the year, and this month we've got a gallery

of reasons to show you why that might happen. When it comes to variety of play, gaming challenges and incredible graphics, no game on the schedule except *Mario's Mask* comes anywhere close to it. By November 20th, you should be prepared to embark with the bear and bird.



Banjo and Kazooie are in Rare form.

 Banjo-Kazooie™ ©2000 Nintendo/Rare.
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Pak Peeks

What's breaking in the world of games.

Aladdin Steals the Show

Ubi Soft's run of quality Game Boy Color titles just keeps getting longer and longer. The latest Disney entry is the GBC version of Disney's *Aladdin*. The production quality of *Aladdin*, from graphics to music,



Disney's *Aladdin*

places the game in the must-see category. As for the action, it's a challenging mix requiring both dexterity and fighting skills. As our Disney article shows, the Big D is on a roll this year, and Disney's *Aladdin* won't slow it down.

Red Storm at Night, Ubi's Delight

Ubi Soft recently announced the purchase of Red Storm, the publisher of *Rainbow Six* for the N64 and GBC and the upcoming versions of *Roswell Conspiracies* for N64 and Game Boy Color. Best-selling author Tom Clancy and others founded Red Storm, based in North Carolina. As part of



Roswell Conspiracies

the transaction, Clancy entered into a new exclusive, long-term license and endorsement agreement with Red Storm and Ubi Soft for all video and computer gaming platforms and products. Based on the new animated TV series, *Roswell Conspiracies* deals with aliens who disguise themselves as mythical creatures such as werewolves and vampires. Players take on the roles of

Nick Logan and Sh'Laina Elise, agents for the Alliance that tracks down the alien invaders. The Game Boy Color title to be released this fall features overhead views and large, intricate worlds.

Devil in the Details

Yet another Ubi Soft license in the news is *Little Nicky*—a Game Boy Color title based on Adam Sandler's upcoming movie of the same name. *Nintendo Power* received an early demo of the game. It was



Little Nicky

just a walk-about version without enemies, but it demonstrated the sidescrolling nature of the action title, not to mention the rather menacing graphics. The story involves Nicky, who is the son of the Devil, going to New York to restore the balance between good and evil. It's too early to say how good either the game or movie will be, but it's safe to say that both will be BIG.

Alone with a Game Boy Color

Infogrames has been working quietly on *Alone in the Dark* for GBC for some time and with amazing results. "Most people take a look at the screen shots and think they're from an N64 game," said Meredith Braun, PR specialist at Infogrames. She's right. We looked at them and did a double take. *Alone in the Dark* was a major hit in



Alone in the Dark

the PC market where 3-D horror games have been an important genre since the release of *The 7th Guest*. *Alone in the Dark* is based on the writings of H.P. Lovecraft. The player takes on the role of a detective exploring the mysterious death of Jeremy Hartwood in an evil mansion in Louisiana. For the sake of horror fans, we hope *Alone in the Dark* comes out by Halloween.

EA Steps out of the Ring

If you ever thought that it was safe to be outside the ring at a professional wrestling match, think again. EA Games has taken the action out of the squared circle and put it in the bathroom (and six other locations) in *WCW Backstage Assault*. Including 50 of the WCW stars—Goldberg, Sting and Viengsay to name a few—*Backstage Assault* adds hazards like steam and fire, weapons including lead pipes, two-by-fours and bathroom slates, and a mix of other tempe-



WCW Backstage Assault

ring options such as the ability to bounce off tiles or jump off crates to flatten your opponent. EA plans to let this N64 brawler out of the door in December.

Game Boy Color Central

There's plenty of news coming out of GBC development studios this month and lots of screen shots to show you. M&M's *Minis Madness* from Hasbro Interactive features the candy-coated chocolates that melt in your mouth, not in your Game Boy.

COMING SOON

PAK
WATCH

The action is strictly platform stuff as the MiMbs try to collect their scattered candy friends. In *Gelation*, Hasbro brings back a classic arcade space shooter. *Gelation* GBC captures the flavor of the original and adds more variety to the play and sophistication to the graphics. *NASCAR Races* from Hasbro is a surprise and a half—a top view GBC racer with excellent play control and graphics.

Barbie, *Magic Genie Adventure* from Mattel Interactive is a surprising entry in



Barbie, *Magic Genie Adventure*

the Barbie family of games. Players take on the role of Genie Barbie as she flies on her magic carpet, exploring a world filled with characters and puzzles. The game is non-violent, and it doesn't have anything to do with fashion, for a change. Finally, a game that gives Barbie fans something fun to do! Our hats are off to Mattel and the development team at Vicarious Visions. *Rescue Heroes Fire Frenzy*, also from Mattel and Vicarious Visions, features lots of voice dialogue, simple rescue games and bonuses to reward the success of the young players who will find the game appealing. Here's another nod to Mattel and VV.

As the Olympics wind up in Australia, Eidos and an unnamed publisher plan to bring the Olympic experience home to owners of Game Boy Color with *Sydney 2000*. The Game Pak includes 12 Olympic events: Cycling, Diving, Hammer, High Jump, 100 Meter Hurdles, Javelin, Kegs, Skeet Shooting, 100 Meter Sprint, 100 Meter Freestyle, Triple Jump and Weight Lifting. Go for the gold!



Sydney 2000

Paper Mario



Nintendo

Galaxian



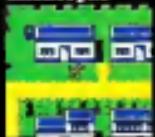
Hasbro

Mickey's Speedway USA



Nintendo

Animorphs



Ubi Soft

Merlin



EA Games

Powerpuff Girls



Bay Area
Multimedias

RELEASE FORECAST

FALL 2000

ADAM CHAMPION	ROBERT KING COUNTRY
THE FORTRESS	BRADON'S LAMP
HANZO-ZOBI	BALAKIAN
IRANIAN RECORDS	GAUNTLET LEGENDS
CRUISE IN KODOMO	HARVEST MOON 2
ROBERT'S GORILLA JACK	HERCULES
RESCUE: THE UNKNOWN JOURNEY	INSPECTOR GADGET
KEY TOW, PIACONIA	LETTIE MOON
IRISH MANIA	SECRET VOTES
MICKEY'S SPEEDWAY USA	SECRET OF ATTAKUS
MS. PAC-MAN MAZE MADNESS	SHAH'S HONEY BUSINESS
POWER RAILERS	SHAKEDOWN 2000
SHOOT 'EM UP FRENCH	SHOOTDOWN UNLIMITED
IRISH 2 HAMLET 3	SHOGUN HAN 2
RESCUEZ CORPORATES	SHOGUN
SAN FRANCISCO IRISH 2000	SHOGUN RACERS
SHOGUN 2000	SHOOTOUT PUZZLE MADNESS
SPIDER-MAN	SHOOTOUT RAILERS
SYDNEY 2000 OLYMPICS	SHOOTOUT RESCUE
WICKY RACER/SHOGUN ASSAULT	SHOGUN: MOTHER FUNK FRIZZY
THE WORLD IS NOT ENOUGH	RETURN OF THE REXX
ALEXIS	SHOGUN 2000
ADAM IN THE RABA	SHOGUN IN PARIS
AMY DAWING	SHOGUN 2000: B-BOY
ARMY MEN: AIR ATTACK	SOUTHERN RAIL RACER
BARBIE MAGIC GENIE ADVENTURE	STREETS RAIL RACING
BAYWATCH: TOTAL CHAOS	STUNTMAN 2000: OLYMPICS
BATTY THE VAMPIRE SLAYER	T-300
CASINO VILLE II	TRICK R/T RACIN' KATZ
CHAMPIONSHIP MOTORCYCLES 2000	TRIMMERZ
CHILLING ADVENTURE	WATSON: BATTY IN THE JUNGLE PARK
CHOCOLATE	WHO WANTS TO BE A MILLIONAIRE?
DISNEY'S ALADDIN	WORLD ELECTRICITY CHAMPION
DISNEY'S DONALD DUCK	WHO'S WHO IS NOT ENOUGH
DISNEY'S PIRATE'S BAY	WHO'S WHO
DISNEY'S TIA AND TIA	WIZARD OF OZ
DO STUFF: CORALINE	X-MEN: INSTANT WARS
DR. SEUSS	ZORBA

FUTURES

CONKER'S BAD FUR DAY	LARA: THE REVENGE OF A LIZARD
DINOSAUR PLANET	METAL MAZER
INTERMISSION 2.0	POCKET SOCCER
ETERNAL BATTLEFIELD	ROCK THORBIE
PAPER JAZZ	ZELDA: TRIFORCE HERBS
ROCK	(2 TITLES)

NINTENDO 64
GAME BOY COLOR

Hey You, Pikachu!



Next month we get up close and personal with the electric star of stage and screen, Pikachu, as we review the chatty new voice-recognition adventure, *Hey You, Pikachu!* The game is an innovative way to interact with *Pokémon*, and it will definitely have people talking.

The Legend of Zelda: Majora's Mask, Part 2.



We're chilling with Gorons next month as our coverage of *The Legend of Zelda: Majora's Mask* continues. The Gorons need help with their wintry woes, and Link and *Nintendo Power* are up to the task.

McGehee's Speedway USA



It's a rare treat this November as Midway's *Speedway USA* speeds into the pages of *Nintendo Power*. We have enough info to get you across the country—and the finish line.

HEY YOU! PIKACHU!



Disney's Donald Duck

Donald Duck may be in a foul mood, but you won't be when you check out our review of Blitzy's Donald Duck, Ubi Soft's tribute to the web-footed wonder.



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Nilsson, xylo-Objet, '90s. Polkaron, Gold in Silver '98 (1). Grindana
Guitar '99. Professor Purple Lounge, San Francisco Bush 2000.
Polaris, SeeCovers, Dragon Warrio '97 # 020, Polkaron '00 (2).
The World Is Not Enough Previews, Army Men, Super Hexes 2.
Preview Sat Express (2000). The Legend of Zelda: Majora's Mask
Special

Wolkenberg (Aug. 2001) Mario Tomas, Opti Rendz 64, RTL
Quorn & Rock Club 2001, Round 4, Mario Tomas 2001, Diver
Racer 64, Austria Power OGIC San Francisco Rush 2000-Primo
Dunlop's Don'tch Duck Primo, Douglas Wilsons H.E. Primo
Rush 2000, OGIC

Nobana no (July 1st) Kirby 8/9/The Crystal Shards, International Report to Justice League Super Resolution, Workload (20),
Cryotaxis (22) (Master of Magic & Magic (GE)), Super Justice
Person, The World Is Not Enough Person, The Legend of Zelda
Mighty Max (Black Version), Mega Man 8/9 Previous Ed. comic
Reactive 2000, 1.

Believe it or not! Exclusive to Parker's Multiplayer Sessions - Reborn was #4, The Second Amend. Beer West: Tremendous. Lowest Taxes. Civilization: Alpha! (0080) - Southbound Blue: Blue Changeover! (0081) - Metal Gear Solid (0082) - Rock Raiders (0083) - Hawaiian Paradise (0084) - Phoenix and Friends (0085) - Laundry Story. Dark Dodgeon Roaring. Defy Dark. Preventing pop. Hawaiian. Parker's Multiplayer Sessions - Winners

Volume 124 (Apr 1994): Gary Hand's Pro Sliders: Perfect Slack, Bushwacker: Root of the Nasty Dogs, EECM, Mountain Revolution, Allstar Sandals joint, Dakine's International Team & Field: Top Gear Hyper-Elder Boarders (an Interview), Polarisun Texting, Cast Iron (CIR), Extruder's 5th Anniversary Show, Art Conches, Previews, Kirby, Art Preview, Quadzilla Gazette.

Volume 130 (1991) Princeton 9th edition. Sylvie Baudouin, South Park Radio, Bramber/Chesters Bowling Rally Challenge 1990, Nuclear Series 64, Bassett Phoenix (GB) Supreme (GB) Trophy, Park City Radio, Penrith Town Radio Perseverance (IE), 1990 MP Awards (Hannover), Fancourt Series Colored Crossers.

Volume 111 (Jan '03): Main Party & its Works, Millennium Predictions, Worms, Armstrong, Dorothy King by-Part 3, Resumes, Updates 1990-2000, Testimonials 1990-2000, Armstrong Update Version 2000 (1991) 11 Issues, Import/Exp (Q4), Gov't, Drug, Radio, Books, CDs.

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Hansen, Moose 44, Jet Force Xtreme - Part 2, NBA Choices de 2
Breaking Bad: Bryan Cranston, Boyd Holbrook, Michael K. Williams, Jon Hamm, Aaron Paul (G), Michael K. Williams (G), Michael K. Williams (G), Michael K. Williams (G)

Volume 120 (May 1993). Joe Penna (General President), Council
Legislative Hybrid Division - Part 1: NFL, BFL, AAFC, GFL, Gray
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Quackenbush Club, Redskin, Ironman, St. Louis, Peoria, Terre Haute (IHL),
Burlington, The Green Bay Player (soft), Louisville Tomcats (HBL), Deja Vu
11-12 (QBL), Phoenix's Charlie Stranglers

A BRIGHT, SHINY NEW PLAYER'S GUIDE!



If you want to get the best available information on **Pokémon Gold Version** and **Silver Version**, you'll have to grab a copy of the **Official Pokédex** **Pokémon Gold Version and Silver Version Player's Guide**.

The Pok  mon Masters at **Nintendo Power** have dug up a treasure trove of insider intel.

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