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POWER

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the new pokémon...
go to the source!*

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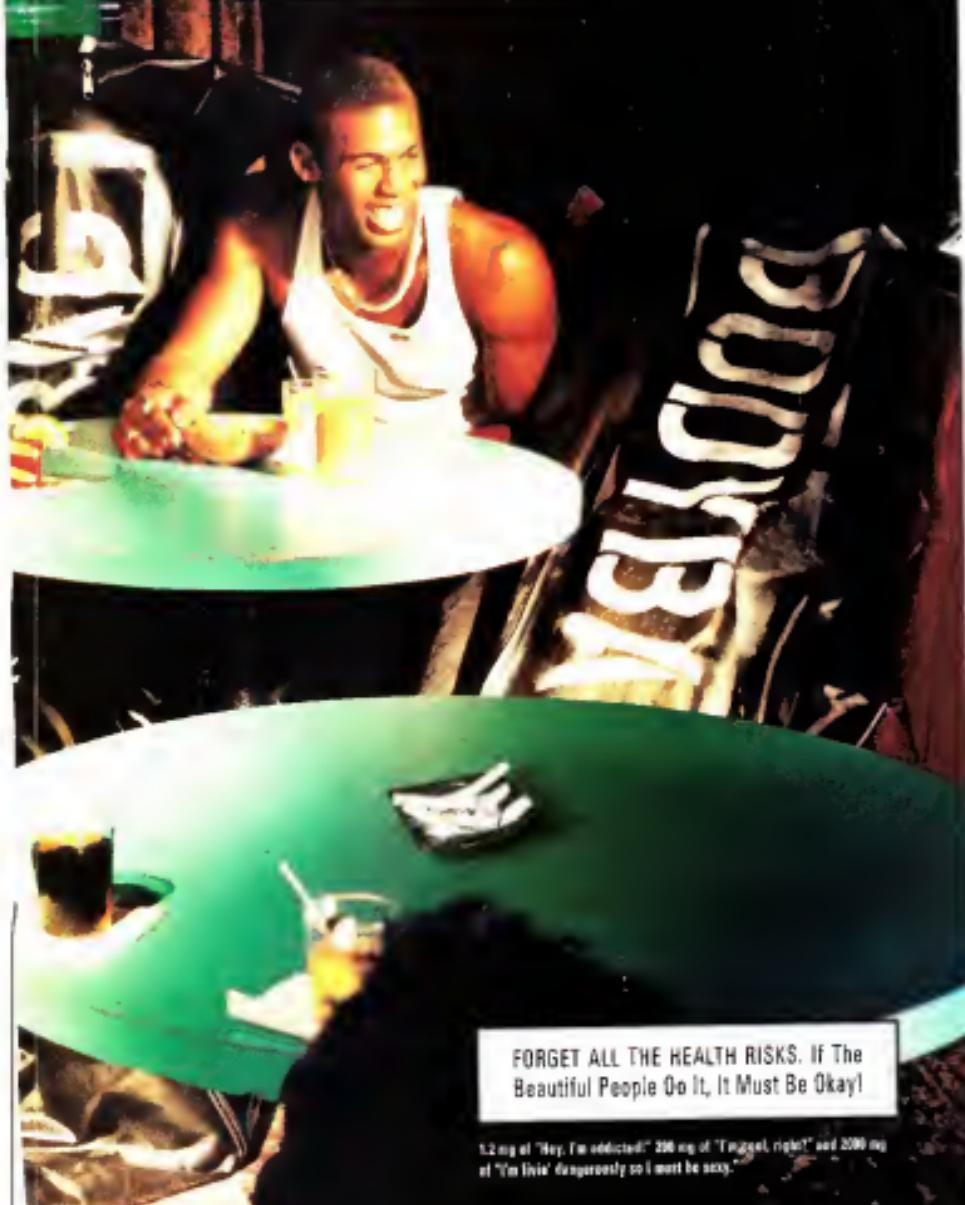
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HEY YOU Pikachu!



PG. 14

Pikachu wants to be your friend, but you'll have to smooth-talk the Pokémon into hanging out with you. The game's revolutionary voice recognition system will allow you to speak to Pikachu, and this month's Pokabulary lesson will teach you the buzz words.

WHAT, NO JAR-JAR BINKS???



Get up close to a galaxy far, far away with a special look at Star Wars: Episode I - Battle for Naboo. LucasArts' second N64 game inspired by The Phantom Menace puts Queen Amidala's kingdom under fire. Learn what you've up against with a sneak look at the war in the stars.

pg. 30

QUACK TO BASICS WITH DONALD



Daisy Duck's been kidnapped, and the quickest critter an webbed feet is on her trail. Get quacker! and don't mess the tippy calliope on the way with a hinder-ruffing waddle through for Disney's Donald Duck. Goin' Quackers!

pg. 42

INDIANA JONES' WHIP SMARTS



He visited the Last, Ark, the Temple of Doom and the Lost Crusade. In his latest adventure, Indiana Jones cracks his whip on the N64. Keep up with the Jones on an archaeological dig that delves the dirt on the upcoming film. *Indiana Jones and the Infernal Machine*.

pg. 56

HAVE A COW, MAN!



A new batch of farming fun crops up in *Harvest Moon 2: GBC*. This month's farm-fresh tricks are ripe with barnyard business savvy and creative cultivation. Don't let having you plowing through the role-playing game before the cows come home, but it needs one

pg. 108

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player's pulse

Well, it's official. Our readers' overwhelming choice for the best musical score is *The Legend of Zelda: Ocarina of Time*, which has the added bonus of providing you with your own instrument. Also, be sure to read on for some important information regarding the secret identity of GAMECUBE.

Sounds Good to Us

How are you guys? Do you ever get letters like this, asking about you? I think it's rude how people won't do that. They never actually care about the K.R.E.W. of Nintendo Power—and if it weren't for you guys, no one would have any fun! Any hay about the music thing?



David Stolte • North London, Ont., Canada

Chrono Trigger, Sheik's Theme, one word: The Best! (Wait... comes fingers... two words.) Huh, hell, and also the Lava's Core 2 theme. It rocks, too!!

Paul Martin
Garden Plaza, KS

First, you'll be happy to know that, per your submissional suggestion, we here at NP have started referring to ourselves as the NP KREW. Expect our new house techno album, with guest sponsor DJ Criss, out later this year.

Truly, Banjo-Kazooie has the best score. Although each level has its own distinct name, every puzzle piece has its own instrumental selection, and the instruments play the same tune assigned to that level. Play the game for 20 minutes—you'll get my point.

David (Extreme Banjo Fan)
Via the Internet

The game with the best score is obviously *The Legend of Zelda: Ocarina of Time*. The music always fits where you

are in the game, and you can play your own, too!

Sam Shakes
Littleton, CO

I am totally in love with the windmill song from *Ocarina of Time*, along with the one from Gerudo Valley. The songs in *Ocarina* have to be good, and they are!

Sugafairy
Via the Internet

Zelda's music beats them all! The crazy windmill guy (whom I've named Bob) is cool, and where would we be without Sheik?

Anonymous
Via the Internet

Bob? "Bob the Crazy Windmill Guy" does have a nice ring to it.

I know it sounds crazy, but I think *Piilowings* has the best musical score. One day I decided to pop it into my N64, and before I knew it I was humming along while sailing in a hang glider. Who says video titles have to get all the glory?

Jesse Morgan
Smithville, GA

Eric • Los Angeles, French

Don't talk me why, but ESP or something tells me that *The World Is Not Enough* will have the best music. Didn't you hear the buzz in the "Surfside" level of *GoldenEye*? Spy music rocks!

Nathalie Wilcox
Saginaw, MI

Sometimes I feel like slipping into a polyester suit, putting on platform shoes and dancing to the great '90s tunes in *Vigilante 8*!

Eric Wilson
Via the Internet

I like the one that goes "Dun-dun-dub-dub...dub-dub-dub-dub-dub!"

Anonymous
Via the Internet

Um... yeah. That's our favorite, too.

Project Dolphin-Cube?

I heard about the new Nintendo GAMECUBE, and I'm super excited! But will there be two new Nintendo systems—the Dolphin and the GAMECUBE?

Anonymous
Via the Internet



J. Sutton • New Providence

I just read an article on the GAMECUBE at nintendo.com, and I was wondering if that is the system that was code-named Dolphin, or something different?

Mitch Pick
Cedar Rapids, IA

I love the Game Boy Advance—it looks awesome! PS—What is the GAMECUBE?

Yours,

Via the Internet

The response to Nintendo's new systems has been overwhelming, but also a bit bewildering, so let's set the record straight:

GAMECUBE is, indeed, Project Dolphin. Dolphin was simply the code name used by developers. We hope that clears up the confusion.

You're Kidding, Right?

Hey guys, why don't you add a master function to GAMECUBE so I can bake brownies while I play?

Benjamin Kukshew
Via the Internet

It wouldn't work. How you ever tried to stuff brownies into those little toaster slots?

Getting a Bad Rap

Why does everyone call Wario a bad guy or villain? Wario is the best darn character ever invented. He is my idol! Sure, he gave Mario and Toad some trouble, but now he has his own troubles! People like Captain Syrup want his treasure, and a giant clown is trying to take him

out. He is pure good and needs his own sports game: Wario Bowling anyone?

Adam Wrigel
Gretchen, LA

It's obvious that Wario has gotten to you, too, Adam. The nasty mayonnaise actually receives a lot of fan mail, and we suspect he's bribing the makers of *N64*.

It's a Secret to Everyone

I was wondering how you determine the order of games on the Power Charts.

Gerry Daily

Via the Internet

In a word, darts. No, seriously, if you flip through the magazine you'll see sections called the "Player's Poll" Contest and the Game List—you can find them by looking in the Table of Contents. Our readers decide which games they think are the best, write them on the card in the Player's Poll and send the card in. Then we count them all. Yes—we actually DO count every card, and by hand, too! So if you want to say in which games you're in the Power Charts, send in your card.

While We're on the Topic

It has come to my attention that not all games are on the Game List. While looking for my top five Game Boy games, I saw that *Revelations: The Demon Slayer* wasn't on the list. What's up with that?

Anonymous

Via the Internet

We have hundreds and hundreds of games and couldn't possibly list them all—unless

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I don't know
why I should
print all the
lame, phony
letters.



David Green • *Universe*, *Washington*

you want a magazine the size of a dictionary. Besides, that would get people casting thumbs-down votes for old-school games like *Color a Dinosaur*.

An Odd Question

I was wondering how Super Smash Bros. got started. I mean, did they all just start fighting, or what? It doesn't make sense!

Eric Reiher
Roxton, WA

Apparently, Mario left a weepee cushion under Captain Falcon's nest. So Samus then retaliated by slipping baking powder into Luigi's overalls. One thing led to another, and, well... you know the rest.

Ask Dr. Science

I was playing Perfect Dark, and I noticed that on the first level the moon looks huge! But, as the game is set in the future, it should look tiny! The moon is actually moving away from the earth at a rate of approximately six inches a century. So why does it look so close?

J.D. Weatherly
Waterford, MI

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power charts

we're expecting a big shake-up on the normally rock-steady power charts. Will Majora's Mask, Banjo-Tooie, Pokémon Gold and Silver and all the others finally displace the old favorites? Only your votes will tell!

NINTENDO 64 TOP 20

1

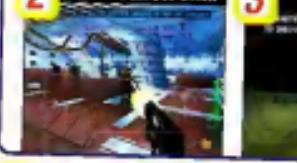
THE LEGEND OF ZELDA: OCARINA OF TIME



Here it comes! Jeems Dark has crept into the number two slot since just an inch away from claiming a number one—it's good to see other readers getting a chance to make their voices heard. But, as the continued success of *Diddy Kong* and *Donkey Kong* proves, players don't need a Mario setting to provide a great gaming experience.

2

PERFECT DARK



3

GOLDENITE 64



NAME	COMPANY	1ST WEEK	YEAR
1. THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	2	22
2. PERFECT DARK	RARE	4	3
3. GOLDENITE 64	RARE	3	47
4. POKÉMON STADIUM	NINTENDO	1	17
5. SUPER SMASH BROS.	NINTENDO	5	17
6. TONY HAWK'S PRO SKATER	ACTIVISION	6	5
7. DONKEY KONG 64	NINTENDO	7	8
8. KIRBY 64: THE CRYSSTAL SHARDS	NINTENDO	9	2
9. WOLF WRESTLEMANIA 2000	TIVO	8	8
10. JET FORCE GEMINI	RARE	14	11
11. HARVEST MOON 64	KATSUMI	10	8
12. MARIO KAZOOIE	RARE	12	27
13. MARIO PARTY 2	NINTENDO	13	4
14. SUPER MARIO 64	NINTENDO	15	45
15. POKÉMON SNAP	NINTENDO	8	4
16. EXCITEBIKE 64	NINTENDO	17	3
17. ARMY MEN: SARGE'S HEROES	3DO	—	10
18. MARIO KART 64	NINTENDO	18	45
19. STAR WARS: ROGUE SQUADRON	LUCKYARTS	18	21
20. MARIO GOLF	NINTENDO	—	2

1

POKÉMON RED, BLUE, YELLOW



You have you a fossil for me?

The Game Boy Power Charts' top three haven't changed in so long, we're considering flying off some NP staffers. Although, in an attempt to see their job, it seems that Wario is instigating a small rebellion of his own. Can the grimacing green stage a full-scale Pokémon coup? *Vive Wario!*

2

THE LEGEND OF ZELDA: LINK'S AWAKENING DX



You are on
Robotter Island

3

POKÉMON TRAINING CARD GAME



WISHLIST 2 GIFT RELEASE 211

NAME	COMPANY	1ST WEEK	YEAR
1. POKÉMON (GB, G)	NINTENDO	1	24
2. THE LEGEND OF ZELDA: LINK'S AWAKENING DX	NINTENDO	2	40
3. POKÉMON TRAINING CARD GAME	NINTENDO	3	5
4. POKÉMON PINBALL	NINTENDO	4	14
5. SUPER MARIO BROS. 64	NINTENDO	6	10
6. JAMES BOND 007	NINTENDO	5	31
7. SUPER MARIO LAND 2: 64 GOLDEN COIN	NINTENDO	8	93
8. KIRBY'S DREAM LAND 2	NINTENDO	7	59
9. MARIO LAND 3	NINTENDO	—	1
10. DONKEY KONG LAND	NINTENDO	9	63

1. GAMECUBE
2. BANJO-TOOIE (N64)
3. ZELDA: TRIFORCE HERBS (GAME BOY)
4. GAME BOY ADVANCE
5. POLARIS SNOCROSS (N64)
6. ARMY MEN: SARGE'S HEROES (N64)
7. MEGA MAN 64 (N64)
8. ARMY MEN: SARGE'S HEROES 2 (N64)
9. SPIDER-MAN (N64)
10. ADYLN CHRONICLES: THE FIRST IMAGE (N64)



MOST WANTED



NEW AND IMPROVED, NINTENDO.COM WILL SOON COME WITH AN EASY-POUR SPONGE.

Big changes are afoot at nintendo.com, as we're in the process of updating and revamping our Internet home. It'll be like a good spring cleaning, except it's autumn and we're not actually cleaning anything.



It's been in the works for months, and now we're entering the home stretch. Changes are coming to nintendo.com, and NP readers will be the first to get in on the ground floor. The new site will boast unmatched depth on all things Nintendo, like complete game reviews and walk-throughs, brilliant images and even interviews with game designers. There will also be many new areas, including a chat room where you'll be able to chat with fellow Nintendo enthusiasts from around the world and post up-to-the-minute messages on our bulletin boards.

nintendo.com

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We're going to plug in a great new search engine, as well as be able to locate the *amazing* you need in a heartbeat. Other goodies to look forward to include improved audio and video files, info on an ever-expanding list of Nintendo games and, of course, high-quality codes and charts. Nintendo Power subscribers should also be pleasantly surprised by a closer look to the magazine, as well as subscriber-only special. It'll roll off at the end of November, so stay tuned! You won't want to miss a single byte.

IT'S LINK-TASTIC!



It's been a year of awaiting the return of a legend, a year of tracking down alternatives to The Legend of Zelda. It's all over now, and it's time for the last chapter: a truly all-year-round rock bottom.

zelda.com

In celebration of Nintendo's latest release, zelda.com is now all Majora's Mask, all the time. You can check out the site for character, equipment, game strategy guides and loads of screen shots. You'll also find plenty of interactive activities and quizzes. Be a competitive *Link* fan on the *corona* and an *option* to change the website's look by selecting different *masks*. Keep surfing back, though, because in just a few weeks zelda.com will evolve into an umbrella site for all things *Zelda*. For those of you who consider yourselves masters of Hyrule,

there will be a *Zelda Aptitude Test*—so if you have what it takes to make it into *Zelda University*. And, if you'd like most of us to need a little help, we'll have complete walkthroughs for all six *Zelda* games, including the *Legend of Zelda: Ocarina of Time*. *Link's* heading. It's the biggest thing to hit the world of *Zelda* since *giant moon*!



NEW SITES



6. *Aspergillus fumigatus* is a common mold that can cause life-threatening disease in immunocompetent individuals. It is the leading cause of death in patients with cystic fibrosis. The mold can cause both invasive and non-invasive disease. The clinical presentation of *A. fumigatus* infection is highly variable and can range from asymptomatic to life-threatening. The diagnosis of *A. fumigatus* infection is often made by sputum culture or biopsy. Treatment of *A. fumigatus* infection is often challenging and may require a combination of antifungal drugs and supportive care.

CLASSIC SITES



GAME PREVIEWS



CODDES



GAME BOY



PIKA? PIKA!

The little yellow Pokémon with a heart the size of a continent finally has its very own game, and it seems only fitting to give it a website, as well. Although the URL has yet to be decided, you'll be able to link there from pokemon.com. Expect the Hey You, Pikachu site to have pictures, strategies and helpful suggestions for what to tell Pikachu as you wonder through its world.



ARACHNO-MANIA

Who can shoot webs, lift a bus above his head, and scale sheer walls like they're covered in raisins? If you said Mario, you're wrong and we're concerned. The answer is, of course, Spider-Man, and he's swinging into your N64 later this month. We'll give Spidey plenty of webline, including some vertigo-inducing screen shots, Quicksilver movies and more strategy than you can handle. We're also sure that a few Villains will force their way into the picture... Doc Oc, anyone?



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HEY YOU, Pikachu!

Talk to
Pikachu!

Pal around with Pokémon in *Hey You, Pikachu!*, an interactive experience that lets you talk to the pleasingly playful Pikachu.

The fun-filled series in *Hey You, Pikachu!* don't add up to a game in a traditional sense. There aren't specific, set goals; there's no running score to tell you how you're doing and there's no competition of any kind. Instead, *Hey You, Pikachu!* is an interactive activity that encourages you to build a relationship with the incredibly cute creature while slowly working out the things you can and can't do in each area. You and Pikachu enter many different areas where all sorts of things are happening. You and your new Pokémon buddy will also meet up with other Pokémon that need your help. You will round up vegetables for Bulbasaur's dinner party, baby-sit for Butterfree and locate lost Poliwag. As you do things Pikachu likes, it'll become more attached to you, until you're the best sort of friends.



SPEAKING PIKACHU'S LANGUAGE

You need to be patient when trying to talk to Pikachu—it's a wild Pokémon that's new to this sort of communication. Always get Pikachu's attention or make sure it's listening before you tell it to do something or give it advice, or it may not hear you at all.

The PokéHelper



The PokéHelper will keep track of your day: sugared, resting and points. After you've had a beat, he'll give you his PokéHelper device, which allows you to communicate with Pikachu.

Getting Pikachu's Attention



Press the B button and say Pikachu's name to get its attention. You should see a message saying that Pikachu heard you calling. Pikachu might even come over to where you are talking.

What Pikachu Understands



Pay close attention to the last words that appear when Professor Oak talks to you or when you press the B button while hovering near an item. The red words are words that Pikachu understands. Say them.

Watching What Pikachu Does



Don't just talk at an animal; talk to Pikachu. Pay attention to what it does—you might get some clues from the actions. When it picks up an item and throws it to you, it's asking what it should do with the item. It will listen if you answer.

Reading Pikachu's Thoughts

Thought bubbles that often appear over Pikachu's head give you clues to what it is thinking. Try to remember what each means and then do what you think is best to help Pikachu eat with whatever it wants.



The questionmark means that Pikachu is confused and didn't understand what you just said. If you say you still haven't eaten, it will look over at you and try to make you understand its idea. Pay attention to what it does.



If you're trying to get Pikachu's attention, an exclamation point will appear over its head. You may also use a message confirming that Pikachu heard you call it. Once you have its attention, you can talk to it.

What Pikachu has in its light bulb will appear in its thought bubble. After the lightbulb appears, it will look over at you and try to make you understand its idea. Pay attention to what it does.

The flower means that Pikachu understands what you have told it and there's a good chance it will do whatever you've told it to do. Don't tell it to do something else before it finishes your first request or task.

Some people, Pikachu will get frustrated or mad, whenever it does, you will see a scribbled cloud above its head. Get its attention and say something nice, like "You're so cute!" to make it feel better.



HEY YOU, PRACTICE!

Your first adventures with Pikachu are a good time to practice communicating with the Pokémons. It takes a while to get the hang of all the different things you have to do to make it understand you. You won't be able to move very far away from Pikachu at first, and you won't be able to pick objects up, either.

Just practice speaking clearly into the microphone so Pikachu understands you.



Gain Points and Discover More



Each "day" that you play with Pikachu, you'll go to a new place with interesting things to do. Try to figure out how to complete some of the tasks in each area, but don't worry if you can't figure them all out. You'll still earn points, and yes, it'll get better as you play.

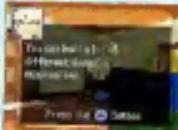


A FRIEND, INDEED

After Pikachu has taken you to a few places and you've practiced talking to it and playing with it, Professor Oak will give you a Toolbox where you can keep all sorts of helpful, interesting or just plain fun things. Professor Oak will also teach you new actions that you can perform without Pikachu's help.



Get the Tools and the Talent



Professor Oak will give you the Toolbox and show you how to open doors and pick things up with the A Button. The Toolbox is an invaluable resource that stores all of your coolest stuff, including items, attacks and even tables from the fields.

A Pikachu Apology



Pikachu steals the Toolbox, then runs away. You have to chase Pikachu to get it back. Pikachu will apologize for stealing the Toolbox with a gift, which makes you more likely to live with you.

PIKACHU'S DISCOVERY DAYS



Once you're Pikachu's roommate, you can choose where you will go. When you walk up to the sliding glass door, a map of Pikachu's Discovery Days will appear. The areas in Discovery Days are just like the areas you practiced in and have similar tasks. You can't pick things up and hand them to Pikachu.

A Field Trip: Part 1



The field isn't very big, but Pikachu will like to run around and explore it. Pikachu loves the taste of Strawberries. Tell 'em "Ta ta" or "Eh-eh" to make Pikachu happy. Pikachu also likes to walk up to the Oddish and the weird relatives that just look like Oddish. When Pikachu tries to grab the Oddish before the Oddish runs away, something very special will happen.



A Pokémon Picnic: Part 1



Pikachu's menu will change from day to day, and it's usually best to get the three ingredients on the list Pikachu writes up before you head out. If Pikachu shows you one of the correct ingredients, say "Yay!" It will call Magmarige to take the ingredient away. You might need more ingredients than the list shows. Try it out.

Caring For Caterpie: Part 1



Butterfree asks Pikachu to baby-sit the Caterpie while carefree kids run around. Pikachu doesn't have to do much besides keeping the Caterpie when they begin to change color and bounce up and down. Pikachu can get the caterpillars that Caterpie eat in many ways. Watch what Pikachu does, and try not to interrupt it when it's trying to feed the Caterpie.

Gone Fishin': Ochre



Pikachu absolutely loves to fish. It will become extremely happy after you help it catch a few. Watch as Pikachu catches Ochre by saying "Ochre, I want it to, I want it in my collection," and "Bring 'em!" You can come back again and again to try to catch bigger fish. Your biggest catches are recorded.

PIKACHU'S PLAY DAYS



Beyond your bedroom door and through the gate just across from it lie Pikachu's Play Days. The Play Days give you a bit more freedom—you can move away from Pikachu and you can pick things up to hand to it, which helps a great deal, especially for the Pokémon Picnic.

There are many things to discover in the Play Days, so don't forget to check back in the Discovery Days—new areas open up as you proceed.

A Field Trip: Part 2



Your second Field Trip has a lot more stuff for Pikachu to play with, and there might even be a picnic for you to spend! Those Poké Points you've been saving with your other activities? You'll pick up a shimmering can on the first Field Trip you take in Pikachu's Play Days, which you can use to water any plants or Grass-type Pokémon that might be in the area. Is that an 80% full Pikachu seen?

The Piñata Party

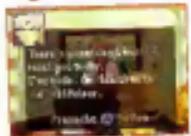


Pikachu and Ms. Pokéjuku are partying on the beach with a Poké Ball-shaped piñata. You should probably give Pikachu advice on which direction to move before you tell it to "Swing," try "Go right," "Go left," "Wrong way," "Swing up," and "Stop." You can also try saying the names of the Pokémon that are in the circle you wish Pikachu to move. Try to hit as many piñatas as possible—but don't hurt if you can't right away!

PROFESSOR OAK'S INSIGHT

After you've explored most of what Pikachu's Discovery Days and Pikachu's Play Days have to offer, Professor Oak will contact you to conduct a little more training, which gives you two more moves that make it easier to direct Pikachu's actions. Pikachu Mode (top C) helps you find Pikachu, and View Mode (bottom C) lets you direct Pikachu to specific things you're looking at.

Try Out New Techniques in Pikachu's Playground



Professor Oak won't just teach you new moves without testing your ability to use them. He takes you to Pikachu's Playground, where you'll train with the View Mode. By now, you may think that Pikachu can use its powers (Charm, best, for example) to get flowers and other things out of trees. But how in the world did Pikachu get on the other side of the ditch? That one might have something to do with...

A Pokémon Picnic: Part 2



It's much easier for you to help Pikachu with Bulbasaur's list. Pick up the items you know lie on the list and hand them to Pikachu by moving in close to your new friend. Pikachu will take them then look for confirmation that it should call Magmarito. Remember: think on ingredients, and try to explore a little if you have time after you've picked up all the ingredients.

Little Lost Poliwig: Part 1



Pikachu is an evilemon to find the lost Poliwig that are scattered around the misty docks. Walk very carefully around the docks that often dead-end, and don't get too close to the little Water-types—send Pikachu after them, instead. Try saying "Poliwag" like the "polo" in "lollipop" rather than the "poli" in "Tetris." Gather as many Poliwags as you can, then find Squirtle



PIKACHU'S DARING DAYS



After you've completed Professor Oak's Special Training, he will let you know that Pikachu's Daring Days are available to you. Take the left gate outside your bedroom door to explore the new area, which is similar to Pikachu's Discovery Days and Pikachu's Play Days.

Play Days has a little bit more difficulty to discover in Daring Days, which may lead you to uncover things you haven't found in the earlier areas.

PIKA-CLUES, PIKA-NEWS *NP*

There is always something new in Hey You, Pikachu! Every area has many different activities, and some tasks and items constantly change every time you visit. There are even new areas of Discovery Days and Play Days that open as you play. You can play in the bedroom and yard as long as you like—you'll never run out of time. Every area has its secrets. Try to discover them.

Your House



When you use objects or place them in your Toolbox, they will appear in your bedroom and around your house. Some things will be on the bookshelf, while others, like flowers, will show up in your garden. Call Pikachu this day "1/7" or "Our Time" to take the Pokégear survey that asks "Who's that Pokébeast?"

New Parts of Discovery Days



After you've played many of the Discovery Days and Play Days, more fishing holes will open in Discovery Days. If you purchased a lure from Absol on one of your many field trips, you should be able to catch really, really big Pokémons. Who knew Starmie could grow so big? Pikachu loves catching big fish. It will be very happy if you manage to land the big one.

Daring Do



You'll use all the skills you learned in the previous areas and the new skills you just learned in Professor Oak's Special Training in Pikachu's Daring Days. Each area is a tougher, more complex version of similar areas before it. Try doing similar things in areas similar to the others you've visited.

New Parts of Play Days



If you do very well with the Poké-Party, you might be allowed to stay overnight in the campground. The Hiker from Olivine will insist on it, but Pikachu has probably got some way of getting it off. After you spend the night, you will take all your ride over to an island for an adventure. Pikachu loves finding treasure. Make sure you open as many chests as you can.

END OF DAYS?

Hey You, Pikachu is an innovative way to interact with Pokémon and your N64. It might take you a while to feel really comfortable with the controls, but once you've had a bit of practice, the game (and Pikachu) begin to get under your skin. Remember to speak slowly and clearly so that the voice recognition hardware understands you, and don't give up if you don't get the best results the first few times you try. The first few rounds are for practicing, so pay attention to the words in red and Professor Oak—you'll do just fine. ☺



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WINTER STARTS THIS MONTH AS THE GORONS ARE RENDERED SNOWBOUND BY MAJORA'S PLAGUE OF EVIL. HELP THE GORONS THAW OUT WITH THE HOTTEST TIPS FOR ZELDA'S SECOND DUNGEON.



THE GORON ADVENTURE

In last month's *The Legend of Zelbin Major's Musk Strongbox*, you learned how to investigate an old Indian cache to learn that Major had spread across the Southern Swamp. This month, you'll learn the secrets for conquering the epic.



HEADINGS FOR THE FILE



advantages second division. Goodland Temple, S.C. in the mountains north of Charleston, the Land of the Goliaths is made in a deep fissure through Majorca. Warm springs up for the most part dry there for learning how to take the Majorca Musk you must.



MOUNTAIN VILLAGE

1 TINGLE'S MAP



When you reach point 1 on the map below, set your sights downward to spot a light glowing overhead. Head this down to you, and you'll find the map for the village.

2 GATEKEEPER



At point 2 on the opposite side, Goron Shrine. On Day 1's Goron gatekeeper will wait there to let you in. On Days 2 and 3, the gatekeeper will be the same, rolling around Goron Village in a cocoon!

3 CRYBABY GORON



When the sun is high, the Crybabies will be back in the village, and you'll be able to talk to the crying baby. Once the morning sun disappears, the Goron's infant will never ever stop sobbing. The baby will tell you why later on.



HOST OF DARMANI

The great Goron hero, Darmani, trekked through the snow to Snowhead to find out the source of the cold winds that blow from the mountains and into his village. Darmani failed his

mission, and now he's just a ghost who's haunted by his failure. To help him rest, journey to point 4 on the map below to meet up with the owl who'll set you on your way.

4 AFTER THE OWL



When did owl like the Lens of Truth? In the Lens Park Shrine, its feathers will feature a terrible picture of him. Hop to each feather to create the greatest part of his eyes.

5 LEN'S OF TRUTH



Inside the shrine, you'll find a treasure chest containing the Lens of Truth. This mysterious lens will enable you to see things that are invisible to the naked eye.

6 SIGHTS (MOUNTAIN VILLAGE)



From the Lens of Truth on the east side, shadow or point 4 to see the ghost of Darmani. Walk to him, then follow the spirit across Mountain Village to the shrine by the mummy's cluster.

GORON GRAVEYARD

Darmani will float up the cliffside at the village entrance. Stay close to his ghostly self by skipping across the water in Doku Form. On the opposite slope, use the Lens of Truth to spy the snow-covered wings of the cliffside ledge. Climb it, then enter the Goron Graveyard at 5 inside, play the Song of Healing, then push the generator.

7 CLIFF CLIMBING



8 SONG OF HEALING



9 GORON GRAVEYARD





GORON MASK

By playing the Song of Healing to Dizdarus's ghost, you'll earn the Goron Mask. Put it on to inhabit Dizdarus's body. As the Green, you'll be stronger, but you won't be able to jump or swim.



Top the Hill Doctor three times in a row to collect a one-ratio punch followed by a shot. Because of its weight, the Goron will roll as it runs in fights, but it works well against the rolling snow boulders.



Press and hold A to curl into a ball, then use the Goron's kick to roll in the direction you like to go. At maximum speed, you'll drive magic power and spikes will sprout from your billowed-up body.



If you press and hold A and then tap B, you'll pound the ground with earth-shaking results. Use the seismic force of the Goron's pound to knock open the Goron Shrine's entrance and knock over enemies.

GORON ELDER AND HIS BABY

The crying Goron baby in the Goron Shrine wants his daddy, and you'll find the father frozen in a snow boulder at point 9 on the map on page 21. On Day 3, the ice Goron Elder will be near the owl statue across from the Mountain Smithy's chateau. Before the Goron Elder so he can teach you the song that will silence his son's crying. The father will teach you the song only if you've spoken to his son beforehand.

8 HOT SPRINGS



After you've cooked the Goron's green choco, he's heading to point 8 on the map. Head west, then quickly pour it onto the snow-capped boulder at point 8. Inside the grotto is another hot spring.

9 MELT ELDER



Bottle the hot spring water after pouring it into the ice Goron Elder's snow boulder at point 3. Use your green fire breath to heat him up when you're close to the snowy boulder that houses the Goron Elder.

SLEEPING SONG



The Goron Elder will teach you a few notes of the Goron Lullaby. If you play the intro to the cry of the wolf inside the Goron Shrine, he'll teach you the rest of the song before falling asleep.



WEATHERING THE STORM

Once you've learned the entire Goron Lullaby from the baby, you'll be able to make your way into Snowhead Temple. At Dizdarus, roll up the steep grade to the left of the owl statue across from the Mountain Smithy's chateau. If you cruise over the slope at full speed, you'll be able to clear the gaps to reach point 10 on page 22.



Use the Lullaby to keep the snow boulders from crashing into the entrance of Snowhead Temple. After you've reached point 10, you'll be able to roll down the hill to the temple entrance at the bottom.



Put your shield behind the chest by playing the Goron Lullaby. Once the boulder has fallen, approach the boulder and the boulder will stop and you'll be able to find the entrance to the bottom of the mountain.



Research the bottom path to Dizdarus in the Level Pedia (page 10). This path on page 23 and 24 shows off 16 Fairy locations. If you need to use the lens to see them, the spikes on the map will appear in magnified view.

SNOWHEAD TEMPLE

Inside the Green dungeon, you'll find the Fire Arrow, a magic-using item that will charm your bow high hit properties. To reach the enchanted arrow, you'll have to muddle through a number of dangerous rooms. The first of them is home to White Boos. Slash them at Link, then exit as Dartman by pushing the block down the hall.



DUNGEON MAP AND THE FIRST KEY



The Red Bokoblin will blow itself up if it gets close to you, but it won't be able to attack you if you're on top of the block. Use the safety of the raised area, or tap the Red Bokoblin with one of your arrows. Once the bokoblin is out, open the chest for the map.



Pull the block to uncover a passage, securing a key. Pick it up, then pull the block along the minecart to the floor. When you push it to the point furthest from the entrance, a chest will appear. You won't be able to reach it yet, so leave it for later.



When you pull room 2, go right and use your sword at the torch by the red doorway covered in ice. Shoot an arrow through the flame and onto the ice, then move the door you've just thawed out. On the other side, use your key to open the locked door.



SNOWHEAD TEMPLE



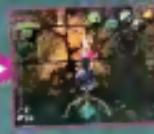
START

MAIN FLOOR



4TH FLOOR

COLLECTING THE COMPASS



Attack Ganondorf at the mouth of room 6. Target the weaker, then defeat his attack with your shield and strike back. Right after it starts up again, once you've put the shield away, break the cracked wall to expose the stairs to room 8.

FLOOR TWO TACTICS



Attack Ganondorf. Once he is out of the way, fall and roll over the top of the pillars. Once the tops of the pillars are clear, walk across them. On the ledge, shoot a few boulders to knock it off.



When you jump, use the boulders to help you land. As Link, jump to the entrance you've taken — there has to be an open ledge. Since the ledge is outside, then pass the green switch, then pass the yellow column. As Link, climb the green column and jump to the wall.



BATTLING WIZROBE



Wizrobe wants the Fire Arrow! If it reaches him by rolling across the room, he'll win. When you cause up to 10 hits, Wizrobe will turn right, roll over the saws back to the first drag strip, then re-accelerate.



Wizrobe will teleport from the floor to the ceiling. Hit him when he comes down. After you get a few good whacks in, Wizrobe will teleport back to the first drag strip, then re-accelerate.



Wizrobe will project an electric field of lightning bolts each time he drops. If you don't hit the next Wizrobe, he'll know you. Once you've defeated, quickly move away since the icy particle can confuse you.



The real Wizrobe is the one who spaces in place. Shortly after the room is lit, the spinning Wizrobe, then let go across the floor. If you activate yourself in a corner, you'll have a prime visual to point.



PLAYING WITH FIRE

Your victory against Wizrobe will earn you the Fire Arrow. The magical weapon can melt ice, so use it to your ticket into the

frozen doorways. Head downstairs to room 9 to find the first targets for your new weapon.

9. FREEZARDS



The Fire Arrow makes previous single-use ice attacks useless. Your targets are the three Freezards and the ice blocks. If you melt three blocks, you'll be able to swap a key in a frozen chest.

10. JAVA BASEMENT



Exit upon 9 through the blue doorway, then turn right and go downstairs. Shoot the Fire Arrow at the Freezard, then immediately fire the Seal on the Devil's Scale.

11. FLOWER FLIGHT



Launch out of the Flower Room to another Flower Room using high step tiles. Take flight again to touch upon 11. Then, light it in three minutes simultaneously to attack the next.

12. CAGED SWITCH



Jump past the cactus to raise the temple's central column. Return to 2 and stand on the platform. Melt that Freezard and open switch 10 (11) to the other half of Room 10, then land for 13.

13. THIRD-FLOOR



Use the Fire Arrow to melt the ice of 13. Also, melt the glass to the third floor. When you reach the top of the 3rd-floor staircase, melt the switch block to open 14 and use your key.



THIRD AND FOURTH FLOORS



When the marshmallow fight breaks out, dodge the marshmallows and retaliately attack with the Fire Arrow. A Freezard will melt the marshmallows.



However, the three Marshmallows will try to knock you off the floor. Jump to the top of the increased tower to flip over one of the Marshmallows. Dodge it to reach room 17.



When you exit room 15, you'll be in the bridge that connects to the top of the increased tower to flip over one of the Marshmallows. Dodge it to reach room 17.

WIZROBE'S RETURN



Wait for a moment, then Wizrobe will leap for his second and deepest blow. Use the Fire Arrow to melt the lava floor. Use the 2-Step Roll to avoid the icy walls. Once you're clear, fire the spinning Wizrobe with the Fire Arrow.

AT THE TOP OF THE TEMPLE

Probably the trickiest part of Snowhead Temple is reaching the boss room. Although raising the columns in the central room enabled you to bridge the gap to room 17, you can no longer cross any of the lower floors' bridges. Your goal is to open a way. From the map, and to do so, you must shear the columns. Head to the lower floors until you have the Boss Key and begin downsizing the pillars. Look for the blue sections of the column, which you'll be able to remove Jenga-style.

BOSS KEY



Once you've defeated the Wizzrope, the last floor's doorway to room 17 will unlock. Enter it to reveal the treasure chest that contains the Boss Key.

SECOND FLOOR



Work your way down to room 16. Damzard can pack a punch that can shattering the blue sections of pillars; soak it to the two places, so the second floor.

THIRD FLOOR



When you're finished shortening the pillar from the second floor, head up staircase B. Roll across the snowbank leading to it, then pack out the final pieces of pillar.

SNOWBALLING



By packing every off your like sections of the one耻柱, you'll shorten the pillar, causing you to walk on the snowball-filled bridge. As Damzard, shatter the snowballs.

ROLLIN' ON



With the snowballs out of your way, you'll be able to go up snowball. At the top, cart up as Damzard and roll across the bridge to reach the boss chamber.

BATTLING GOHT

Masked mechanical monster, Goht, chills in a block of ice. As long as the bad boss is in Snowhead Temple, winter will continue to keep the Gerion Village in its icy grip. Help springtime arrive by defrosting Goht with a Fire Arrow.

TECHNIQUE 1



The safest way to kill Goht is to link, which uses the slowest way to slay the beast. If you're patient, it also cuts the enemy's blocks and fire arrows. If Goht releases the寒冰箭, you're right.



You'll be able to land more shots in Goht if you stand on one of the snowballs floating in the perimeter of the bullet or cylinder parts. When the cylinder closes, break open the block to reveal Goht's true intent to melt your supply of arrows.



Goht will try to charge you, so the stampede will have to be taken to fall from the cylinder. Stand your ground and keep firing. You can shoot regular arrows faster than the magic Fire Arrow, so stick with your basic missile.



TECHNIQUE 2



The quicker, more exciting way to defeat Goht is to chase after the bullet as it bounces off Damzard. Roll after Goht at top speed, cracking into his path to keep up with his power. Once he's up, then run the boss with your shield to body



During the running of the bullet, continue running. Goht will it, roll after him. Fire an energy beam at you. Seven out of 10 will be when you're coming, so you'll be stopped in your tracks.



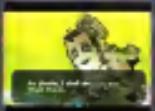
Maintain top speed as you're able to keep the spikes on your body poking out. You can now fight the triple beams if you zigzag whenever he's going when you make contact. With enough hits, you'll trip up Goht into a total collision.



SPRINGTIME

GREAT FAIRY'S GIFT

With the defeat of Gohm comes the arrival of springtime. New things will be in bloom, and your magic power will be able to blossom if you return all 15 Stray Fairies to Snowhead's Fairy's Fountain. As your reward, the Great Fairy will expand your magic menu.



DEMOLITIONS AND DERBIES

The spring thaw will enable you to reach the Goron Village's Goron instructor, who'll teach you how to use powder legs. Only Gorons can use the heavy-duty explosive, and only after the demolitions expert in the village's panel has certified them. Once you've gotten his approval, you'll be able to use the powder leg to make an explosive entrance into the Goron Racetrack, where you'll compete for gold dust.



DEMOLITION DERBY



In a jiffy, roll the powder leg to the Goron Racetrack in the Goron Village. Take in time to hammer in a powder leg. Before it hits the Goron Racetrack,ဟနුවා මාවා.

BOMBING RUN



Leave the powder leg, return to the Goron Village and take the Mountain Whirlwind map on page 21. Head straight to the entrance leading to the Mountain Shady's ranch. Take the leadup to the ranch, then leave it at the bottom.

BOCK AND ROLL



Once you've finished racing the Goron Racetrack, return to the Goron Racetrack and race again. If you get the leadup to the ranch, then leave it at the bottom, you'll win a lot of gold dust.

SWORD UPGRADE

The handle of gold dust you win at your digger the racer will be good for a sword upgrade at the Mountain Shady. Before the shady can use it, though, you must first upgrade your Kokiri Sword to a Race sword. Since the upgrade costs 100 Rupees, you'll need the 300-rupee lottery ticket. Walk down the burrow in West Clock Town. If you deposit at least 200 Rupees, it'll drop a lottery ticket.



With powder legs, the lottery will add to sharp your sword into the Gilded Sword. The superior blade is the longest and most powerful blade in the game.



With powder legs, the lottery will add to sharp your sword into the Gilded Sword. The superior blade is the longest and most powerful blade in the game.



TO THE RANCH

With two changes in complete, it's time to head west through the mountainous land of Clock Town. Before you go, you'll need to remove all your items from your inventory and return them to the Mountain Ranch. Head for the mountainous area in the Three Mile Road, south of the mountain town of Gashly-Gashly.



MINDSTORMS

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STAR WARSTM

EPISODE I

BATTLE for NABOO



**THE QUEEN HAS FLED... NABOO IS IN CHAOS...
HELP US, GAVYN SYKES, YOU'RE OUR ONLY HOPE!**

TEAR NABOO APART UNTIL YOU FIND THESE PLANS!

Good morning Lieutenant Sykes. This is Captain Kael, reporting to you on behalf of our commander, Captain Ponda. Our allies at LucasArts Entertainment Company LLC, in cooperation with Naboo spies, have managed to secure a copy of the Trade Federation plans for the invasion of our home world—and the news is grim indeed. The greedy Trade Federation is sending a gigantic invasion force, and I fear that our capital city of Theed will fall within hours of its landing. Queen Amidala has fled Naboo under the protection of Jedi Knights

Obi-Gas Jinn and Obi-Wan Kenobi, and the entire planet is in chaos. Trade Federation forces are evicting our people and looting our farms, smashing both the Gungan and Naboo alike. We of the Royal Security Forces are the only thing standing between freedom and total annihilation, to hold the planet well—many Naboo Royal Security staffers gave their lives to bring us this information.



VITAL STRUCTURES

Comm Satellite

The following is a report on the battle readiness of Trade Federation forces. Our Comm Satellites are already in orbit around Naboo. Each one of the communication centers is heavily shielded and armored, and we feel that an assault by Naboo Royal Security Force, or RSF, would be suicidal. We have taken the precaution of spacing out the shield generators, on the slim chance of a tribal attack.



Security Outpost

Below, you will find a schematic of our security outposts. We have quietly placed them at strategic locations around the planet, and they will be fully operational by the time of our invasion. Each outpost is guarded by heavy weaponry—including laser cannons and

rapid-fire missile launchers—and well-illuminated, so enemy ships will be spotted long before we are within blaster range. Once we take Naboo, any guerrilla forces will have to wipe out the outposts before launching a counterattack.



Swamp Trader Villages

If our invasion plan has a weak point, it is its inability to predict the resistance of the locals. While recent invasions of similarly sized planets encountered little in the way of guerrilla warfare, the people of Naboo feel a tremendous sense of loyalty to their leader, Queen Amidala. Below, you will find the standard design of a Swamp Trader Hut. Naboo swamp traders are a loosely organized community, and their nomadic lifestyle makes them particularly

well suited to avoid detection. Note the lack of defenses and escape routes. Our plan is to take advantage of that oversight by locating as many under villages as possible and bombing them into nothingness. By completely destroying a number of villages, we hope to set an example and force the locals into submission. The Trade Federation must not allow the nomads to unite with the Royal Security Forces—such an alliance would be a devastating blow to our invasion plans.



SYKES, WE MUST DESTROY THE SATELLITE! CAPTAIN PANAKA THINKS HE MAY HAVE FOUND A WEAKNESS...

CRAFT, SHIPS AND SPEEDERS

Naboo is an enormous world of swamps, water and grasslands, and as such, we will be forced to fight a number of battles on land. Most Naboo speeders are designed for simple crowd control, but they can be dangerous in the hands of a skilled pilot—or a farmer defending his family.

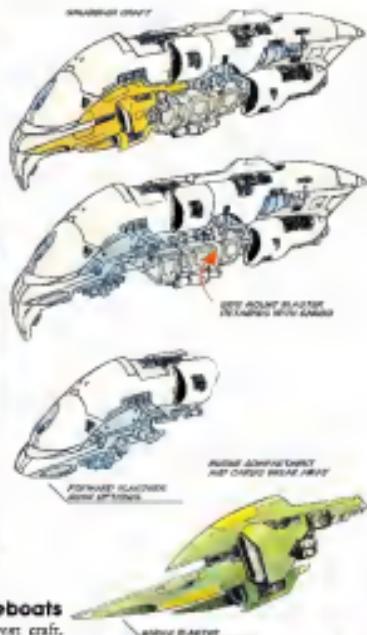


The Smuggler Craft

There are reports that Borvo the Hutt has hidden a Smuggler Craft, shown to the right, somewhere on Naboo. Slow and bulky, the ship has been a favorite of the Hutt for generations. While it possesses limited defensive capabilities, the craft is covered with nearly impenetrable armor, and it will take a lucky shot or a well-placed mine to bring one down. The Little Federation feels that Borvo could be convinced to aid the resistance if the price were right, but that anyone who can be



bought by one side can also be bought back by the other. It will be worth our while to keep close tabs on him—you can bet that RSP prices will be exciting, even if they manage to strike an alliance.

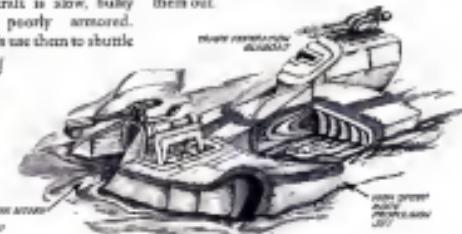


Gunboats and Houseboats

Take a first look at our newer craft, designed specifically for the Naboo invasion. The gunboat, located on the bottom right, is heavily armored and armed with both blasters and devastating Projector Launchers. It is also capable of reaching incredibly high speeds and possesses a turning radius second to none. A fleet of our gunboats is capable of wiping out any water- or land-based resistance that the RSP can put up. But it's vulnerable to attack from the air. We have hidden the Trade Federation Gunboat at a secret base in the Naboo hills, and it awaits the order to strike. On the bottom left you will find a Swamp Trader Hoverboat.



goods between villages, but we suspect that they'll use them to escape once our village bombing runs commence. Our pilots should have no trouble taking them out.



Droid Bomber

The workhorse of our fleet, the Droid Bomber represents the pinnacle of Trade Federation technology. Well-armed and possessing both a blaster cannon and torpedo launchers, the Droid Bomber is capable of striking quickly and holding its own in an extended dogfight. The craft is also able to drop massive amounts of artillery in a short period of time, making it the perfect ship for our needs. By using droid pilots, we also remove the element of unpredictability. Unlike a human pilot, a



**SYKE, WE WON'T BE
DEATH BY SOME DROID!
THEY FIGHT FOR SPARE PARTS,
WHILE WE FIGHT FOR THE QUEEN!**

droid will continue to fight until it is incapable, no matter the odds. The only disadvantage to a droid pilot is its skill—despite advanced technology, we have found that human pilots possess a greater ability to innovate, which can be invaluable in battle. Much work has gone into our AI, however, so they now have the ability to perform evasive maneuvers when fired upon. Note that while most of the Naboo arsenal—including Heavy STARPs, Flash Spenders and Police Cruisers—will pose

little threat, the Naboo Starfighter is of some concern. Our spies were unable to secure schematics, but we know from experience that the Starfighter is incredibly quick and maneuverable, as well as armed to the teeth. Analyses show that a handful of Starfighters, if flown by skilled pilots, could take down a whole squadron of our Droid Bombers—even if they were vastly outnumbered. Destroying the Starfighters while they are still on the ground must be a top priority of our invasion force.

LONG ODDS AND A HARD ROAD

At the planet demonstrator, LucasArts has put a great deal of work into the Battle for Naboo, but we won't try to make your mission seem prettier than it is. The Trade Federation has us occupied, outsmarted and out-gunned. All we can do is fight with our wits, our heads and our hearts. Yes, Ginyen Sykes, will join Captain Panaka and Kuii in braving the raging

RSF forces. You'll fly Spenders, STARPs, Cruisers and Starfighters—sometimes charging ships in the middle of a mission. You'll hug the ground at high speed, cruise over dark waters at night, and dogfight five-on-one in the cold reaches of space. Swamps will teem alive with frogs and insects, while a majestic sandtrooper—based directly on John Williams' score—shakes your every move. The rendering engine of Rogue Squadron has been retooled from the ground up to provide you with crystal-clear views of terrain, backgrounds, ships and enemy blaster fire. Droid pilots are meaner than ever, and their new ships are more deadly than ever. We



also hear that there are many more waiting to be unlocked—and judging by the hidden craft in Rogue Squadron, we might find them if we hope to be successful. Destroy the Trade Federation, Sykes! Victory for the Queen, and freedom for Naboo! ☺





Answers to the end-of-chapter questions

COLD WAR



Available for Nintendo 64, GameCube, PlayStation 2, and PC



ARMY MEN

SARGE'S HEROES 2

REAL COMBAT. PLASTIC MEN.®

Sarge and the Brave Company Commandos are back! But do they have what it takes to beat 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.

There won't be any new enemies like Robo-Spider, Spy Scorpions and Wiz Trolls. Join the battle with 17 unique missions in stunning new worlds. Fight across desk tops and beds, over pool tables and inside the fridge.

3DOTM
www.army-men.com



Mickey, Donald and the rest of the Disney Gang are ripping up the roadways from sea to shining sea, searching for a purloined pup named Pluto in Rare's retooling of a classic "Kart" racer.



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MICKEY'S SPEEDWAY USA

A trio of roguish little weasels has taken Pluto for a joyride across America, forcing Mickey to call in a rapid-response team of beloved Disney characters. The dog doesn't seem to be in mortal peril, so the rescue party has time to turn up its go-carts in a series of races across fruitful plains, their people mountaineers' majesty and through giddy parking garages.

A GANG OF GEARHEADS

You'll start with a selection of six racers who drive three types of cars. Pete and Goofy like muscle cars with a high top speed, while Daisy and Minnie prefer zippy rides that are quick off the line. Donald and Mickey have well-balanced autos.



MICKEY



DAISY



GOOFY



PETE



MINNIE



DONALD

WRIGHT
HANDLING
ACCELERATION
TOP SPEED



PUNISHING POWER-UPS

Professor Von Doctor has left helpful item-filled barrels at specific locations on the tracks. After you pick up a barrel by driving through it, a few seconds will elapse before you'll be able to use the items inside.



The Baseball Catcher fires a ball in front of you. Be careful — it can catch you.



Mugshot Flyer will track down opponents ahead of you then drop them.



MegaFlyer will track down opponents ahead of you then drop them.



If you're lagging behind, the Splat Shell will give you a boost in speed and maneuverability.



Doughnut power-ups are the same as Doughnuts. The Shorey Whore will either roll a donut in your path or drop one in your lap.



The Shorey Whore launches a remote control car to take out nearby racers.



TRAFFIC TROUBLES

INDIANAPOLIS



You don't need to go 500 miles or the famous track in Italy to win the first race in the Mickey's Speedway circuit. Every turn and an aggressive straightaway make the hilly course a challenge. A good start should carry you through the entire race if you avoid major mistakes and opponents' attacks.



It's relatively easy to fight off opponents when they try to pass you on the gentle curves. Do as little turning as possible to keep your speed up.

NEW MEXICO



Feel out on the southwest's perchched pavement, then dwarf your opponents in the high desert. The twenty track rewards quick, long and injury-avoidant turns, but many straightaways can even the odds with strategically placed power-ups.



Power Spinners are the most common—and useful—power-ups you find in New Mexico. You can toss one right in front of you or after you in behind you. Try to keep one on the far side of turns to surprise opponents.

MOTOR WAY MANIA

LOS ANGELES



The City of Angels is just as renowned for its gridlock as it is for its car culture, but you won't have any trouble keeping your car's maximum speed on L.A.'s figure-eight track. Watch out for Basketball Chicks if you're in the lead.



A quick start is crucial to winning the short Los Angeles stage of the circuit. Wait until Honey Fins are at these red-light gates before you hit the accelerator. If you start out at the beginning, you may as well start over.

LAS VEGAS



The bright-light city's gonna set your car on fire, or it's gonna cause you to wreck, if you don't anticipate the many sharp turns on its race course. Until you learn all the going-in pitfalls that lie ahead—like a fissure in the road—you'll be gambling when you take the lead.



A narrow bridge across a chasm near the end of the course can help you to save parts of your tire. If you stay over the edge of it, however, you'll ensure your defeat.

Although you can race any of the first three circuits at the start of the game, Traffic Troubles is perhaps the least troublesome and a good place to practice.

SAN FRANCISCO



Don't let the beautiful vistas distract you as you pocket for position on roads near San Francisco Bay. A handful of tight turns can whiz things up in a paved field, but the course should be easy to master after a few practice runs.



Sharp curves often come at the bottom of big jumps, as birds tend to turn when you come back down to earth. You'll find that if you align your car with the direction of the track before you use a Turbo Pad to go over a jump,

GRAND CANYON



The final course in the Traffic Troubles circuit is far and away the most challenging of the bunch. Forks in the road give you multiple options for tackling the track, but you should try to stay close to the inside as possible. A bigger turn in the middle of the course can quickly quash your chances for a win.



Watch for a shortcut at the start of an uphill straightaway. It won't give you a tremendous lead, but every second helps when you're racing for a trophy.

From the former freeway of Alaska to the busy docks of Philly, Motor Way Mania will keep you swishing with twists and turns.

ALASKA



The Land of the Midnight Sun would be a beautiful location for a race in July. Think about that fact while you contend with snow and ice during your winter race. The short, slippery courses are long on obstacles, like the mounds of sand ice in the middle of the road.



The course splits at two locations, offering alternate—but not equal—routes to the finish. At all costs, your best bet is to stay on the inside track.

PHILADELPHIA



There's no broad way here on the dockside courses in Philadelphia, just plenty of moving cranes and other obstacles. Brake racers can set the distance around the track by thumbing the needle between the dock edge and the turn pylons.



Power-ups aren't as plentiful on the course as they are elsewhere, so you may want to take a brief detour up a ramp before a wide-open entrance. The barre's there to give you the best chance to win.

FREE WAYPHOBIA

DAKOTA



The Dakota course is a short route through the native-stare country side—a buck and dirty race before you move on to the later stages of the FreeWayPhobia circuit. Watch out for a soggy patch of earth that can slow you down to a crawl, but don't overcorrect to avoid the mud. A jutting wall prevents wild turns.

A sharp curve just after the course starting point may send you hurtling into the wall before a tunnel if you don't turn with care. The nearby barrels will help get you back in the race if you go off course.

NEW YORK



Navigating the mean streets of the NYC race course will give you the most experience in the game. High curves and right-angle turns may give you trouble above ground, but it's the twisting tunnel that requires the most care.



A narrow stretch of pavement separates two water-filled ditches near the start of the course, so you should try to stay near the center of the course to avoid a slowdown.

SEATTLE



The Emerald City is more of a midnight blue when you race at night. Speed through the city streets then heave the junked vehicles away before you start the loop again. There are plenty of Turbo pads to speed you forward, but too much speed can send you crashing into walls.



A ramp allows you to take the high road before you reach the entrance to the train station, but you may not gain much time unless you approach the ramp at full speed.

CHICAGO



The Windy City boasts sheer of sea-themed racing hazards, but you won't have to worry about that on a underground race course. Instead of fighting wind and alien, you'll wend your way through narrow tunnels while avoiding pipes.



A very narrow ramp along a wall leads to an excellent shot but through a narrow tunnel. Be prepared for a right-angle turn just inside the tunnel.

WINNING IS JUST DUCKY

You'll receive a trophy if you're ranked first, second, or third after completing all four races in a circuit. If you come in first, you'll probably get cooler cool prizes, such as a new cheat or an additional race.



Take first place on the first three Arctic circuit to unlock Disney's cold race who favors lightning fast acceleration.



Win gold trophies on the first three Intermediate circuits to unlock Goofy, who car features excellent handling.



It's good to try out the courses at the amateur, intermediate, levels, and winning at the pro-expert level will unlock the best game features.



Now look a new racing circuit, Victory Vehicles. If you win all three circuits at the professional level, the new courses are more challenging than those found in earlier circuits.



VICTORY VEHICLES



The Victory Vehicles course lives up to its name by providing much more than you'd expect: a variety of monorails on the track. Use Turbo pads whenever you find them.



Take a whirlwind tour of the White House and the Mall while taking off five of your medals for the win. Use the Fast Accelerator in front of the White House entrance.



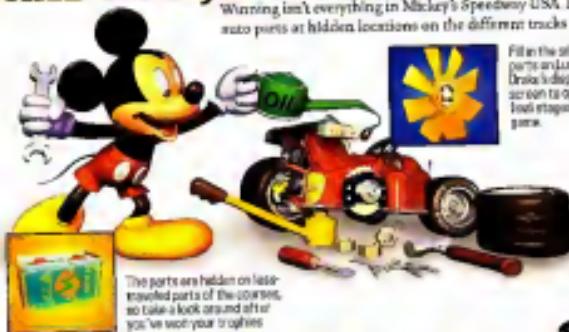
Also, it may seem like the preferred way to travel in the Everglades, but you're stuck with your car. Make the best of the situation by finding narrow trails through the vegetation.



Melby has miles and miles of dense everglades property to travel through at high speeds. Watch out for piles of sand in the road and a dangerous boardwalk near the finish line.

AND NOW, THE GOOD PARTS...

Winning isn't everything in Mickey's Speedway USA. Fixing up is also important. Find four crucial auto parts at hidden locations on the different tracks to open a new circuit.



The parts are hidden on later-traveled parts of the courses, so take a look around after you've won your trophies.

Fill in the highlighted parts on Luigi Von Drak's display screen to open the last stages of the game.



FRANTIC FINALE

Once you have all the parts, you'll be able to chase down those dirty weasels who stole Pluto. In addition to a new four-course circuit, you may also find a secret course hidden in the game.



CONTEST MODE

Up to four players can use power-ups to battle it out on four special tracks. The last character standing wins the contest. Don't sit back and watch, however, or you may get a baseball between your eyes.

THE WHITE HOUSE

It's fun to tear up the presidential landscaping. The power-ups are all near the center of the arena, but you can take them to the preselected perimeter to use them.



ARENA

The Arena is a wide-open canyon that will test your reflex driving abilities. Try to eliminate your opponents quickly—Arena matches are short.



DOCKYARD

The central ring in the Dockyard offers the quickest way to get across the track and the easiest way to get hit with a baseball.



FINISH LINE

Don't get so wrapped up in the four-wheeled, multiplayer fun that you forget to rescue Pluto. The game will reward you with cheats and features as you win new stages—so keep pushing the pedal to the metal! ☺

STEAMBOAT

The Steamboat is the most treacherous of the Contest tracks. Get some air on deck or hit the central dance floor inside the boat for some bizarre maelstrom fun.



What will you find in the Rugrats in Paris video game?



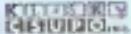
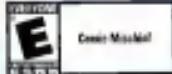
Roar through the streets of Paris



Get choppin' with Chuckie Chan



WIN carnival game prizes



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Donald Duck stars in the quacktion-packed platformer *Goin' Quackers*, a fine, feathered game from the fun folks at Ubi Soft.

Disney's

DONALD DUCK

"GOIN' QUACKERS"!



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Duck-Billed Platformer

Disney's Donald Duck *Goin' Quackers* is a clever, colorful game that makes the most of its cartoon star's background and appeal. Fans of the high-strung waterfowl should be thrilled to learn that Ubi Soft has made sure that Donald's personality and his supporting cast have made the transition from cartoon to cartridge rather swimmingly. Donald can't duck, but he does jump and double-jump—a lot!

On Top of Mt. Duckie

Duckie Mountain is much easier than the rest of the levels, especially the first stage, which is mainly for training. Be sure to perfect your jumps and double jumps in the relative safety of the forested mountain—the later levels are far less forgiving. You can reenter any stage after you've beaten it to pick up extra coins.

Bridging the Gaps



As you'll soon learn, timing is very important when you're 'Goin' Duckie.' In the case of the floating bridges, which take many forms in the different levels, you should wait until the bridge moves toward you before you jump to it.

Toying with Enemies



Each of the levels has a locked stage that opens after you've collected all of the missing toys for one of Donald's nephews. Each is a chase stage where you can toward the screen trying to capture an enemy. You don't have to burst the stage to rescue Daffy.

Gardner's Garments



Once you've completed the chase stage on each of the levels, Gardner will appear and challenge you to burst his top score on the other four stages within the level. If you beat his score, Gardner will give you a new outfit to wear. Try not to leave a hole—you'll have to restart from the last checkpoint, and that eats up precious time.

Egg-ception



Donald has a big chicken to try since all of the reflector pieces for the level are in place. The chicken will drop eggs that hatch out tiny but mean chicks. Punch the chicks with B and keep moving toward the tree trying to not get a sitting duck. Avoid the big chicken whenever it decides to drop to the ground, or you'll be alline duck. When the chicken sits on the ground, jump onto his head. Repeat the pattern twice more to defeat the foul fowl.

Goodies

There are a few helpful items that will give Donald a boost while he's trying to rescue Daffy.

Milkstakes

Run past every Milkshake you see—they help Donald and provide a burst of speed plus a can't-miss attack for a few seconds. Milkshakes are invisible in the first stages, where every second counts.

Extra Lives

Donald's 2-D stages contain you extra lives. While sometimes out in the open, they're usually hidden under a moss-covered or calloused tree limb. The harder levels have more extra lives than the later levels do.

Stars

You'll encounter an extra life every time you collect 300 stars. Yellow Stars are worth one, Blue Stars are worth five, Red Stars are worth 10, and Red Stars are hardest to reach.



Down in Duckburg

Donald's hometown, Duckburg, is a pretty dangerous place, and most of it seems to be under construction. Things get trickier in the town, too. It's not just the extra lives that are hidden—some of the spell books and toys are hidden, as well.

Trash Talking



Time Donald's jump so that he lands when the trash cans are spinning around with the brains, or Donald might take damage or get knocked down. You can jump on top of the trash cans or punch it to defeat it. Watch the forward jumps—they're very hard to gauge.

Balcony Scene



You don't have to get up to the balcony to continue, but with two Red Shells and an extra life in stock, you might want to take the chance. You need to use a double jump from the balcony. It might take you a few tries to get the hang of the sideways jump to the balcony.

Plank Ride



Donald is a little wacky on the slowly spinning planks. He'll do a 360 if he's able to jump. Try to jump as the planks spin toward each other.

Tricky Toy



Jump behind the bushes to find a very well-hidden spell book inside the tunnel. Rush back out of the tunnel and move forward to the waiting toy. Move very quickly, or the toy will become transparent and you'll have to hit the book again.

Truckin'



All of the chase stages are very long and very difficult. Try to follow the path of the tires as you run from the truck or whatever happens to be chasing you. They usually fall on the best path.



Wrecker Run



The Beagle Boy tries to flatten Donald with a wrecker's bell. Run out of the bell's path, then kick the Beagle when he emerges from the machine. Run over the grave dynamite to send it back to him. Repeat three times to beat the Beagle.

Inside Magica's Manor

It's sort of odd that Donald would have to take a shortcut through Magica DeSpell's haunted manor on his way to save Dingo, but he does. Magica disposes with a lot of nasty spikes that Donald should avoid for safety's sake.

The Old Ball and Chain



Magica can't get enough of the metallic spiked balls, and if you cannot care for them to be the end of Donald. Jump over some of the spiked balls, and remember others—it depends on the position of the ball and the height of the ceiling.

Hand OFF



Several areas have floating walkways that move up and down to confuse you. Always jump down, not up, to reduce the risk of falling. Single jumps should get you over to the next hind. Watch the pattern each hind so you aren't surprised mid-jump.

De-caffinated



Timing is always important in platform games, especially this one, and the coffin follows a perfect example. You have to jump when the spikes are still up so that you land when the arrow is green and the spikes are gone. Don't stand on the coffin too long.

Give You a Hand



You have to jump to avoid the flames of the pumpkin. Try not to jump into the flames accidentally when entering the floating poison. Jump sideways, toward the blue 8 Lava, which should always be your guide to the correct path.

Goodies

There are a few other things to collect in Gato's Quackers, plus a system of lights that show what you've already accomplished.

Nephew's Toys

The four open stages in each level contain toys. Donald's nephews have lost Ted and his teddy bears, so come along and look for the toys. Find enough to rack up for instant time. Collect all the toys in the level to open the levels three stage.

Teleport Pieces

Each of the four open stages in every level also contains one piece of the teleporter. Donald needs to move on to the next level. The glowing golden pieces are often hidden near the initial entrance.

Lights

The teleporter tubes in Disney Lab and the teleporter copy of it in each area have screens that light up when you've collected all the toys in the stage (that's when Donald's best friend/click), or completed the class of the lights. Use the lights to keep track of your progress.

Defeat DeSpell



Push the pumpkins off the ledge, then jump high to avoid the lighting balls. Watch the lights to know which cell to settle on to avoid the spikes. The last one to light up is safe. Hit the stuff bomb to send it at Magica. Repeat the process three times to defeat her.



Through Merlock's Temple

Merlock doesn't appreciate Daisley's meddling in his business, and he doesn't appreciate Donald's attempts at rescuing her, either. Merlock's Temple is by far the hardest level in the game, requiring even more precision than the toughest levels that came before it.

Spinning Guards



Beware the spinning floor duck guards! Unlike the other spinning guards that behave similarly, the spinning floor duck guards have sharp spikes on their floor that will kill you. Don't try to step on them. Instead, jump on them. Push the guards and just avoid them—and don't attack when they're spinning. It's hard!

On a Roll



The stone ball is in your way as you just try to avoid the large stone ball that's chasing you. To get around it, you need to jump a lot toward the left of the screen, then double-jump (jump again midair) toward the right. It's pretty tough to accomplish.

Save the Snack



Hit the back of the bottom of the wall, then jump from side to side on the descending platform to get to the top. Don't pick up the Milkshake right away; it wakes too much time. Jump over to the left to pick up the key, then go back to the right and pick up the Milkshake.

Magically Pernicious



Merlock, transforming into a fire-breathing dragon. Run away from him while dodging the electric beams of fire he shoots at you—and all those hot lava! Hit the green areas as you pass them to free Merlock's electrical fields so you can run to the gun a short distance away. Shoot the fireballs out the green gaps three times to set the chains.



Quack Up

Disney's Donald Duck: Goin' Quackers plays a lot

like Ubi Soft's Rayman games, and while the four worlds don't add up to a long quest, you will have four of Gander's records to beat in each level, which nearly doubles the number of stages you have to play if you wish to complete the game. You don't have to play the chase stage or beat Gander's records to save Daisley—but it might impress her. ☺

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SPIDER-MAN

NOV. NR. 01



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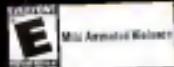


TOPS OF GAME MODES



HUGE BOSS BATTLES

OVER 20 LEVELS OF
POWER RANGERS ACTION



After the first year, the average annual growth rate of the number of patients with a diagnosis of depression was 1.2%.

THQ

classified

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



DISPEL THE SHADOWS

Tired of having big, ugly monsters chewing on your leg? Want to experience the unbridled joy of the Vampire Game? The folks at Classified Info have dug up a slew of cheats for *Turks 3*, and now we're passing the savings on to you. At the cheat screen, use the little animal silhouettes to enter codes. Some look alike—so if a code doesn't work, try a different picture. Hint: The Cougar is the odd shape there from the left on the bottom; the Raven is second from the right in row two, and the Hawk is second from the left in row two.

CHEAT

INVINCIBILITY

CODE

RAVEN, SALMON, EAGLE,
BEAR, LIZARD, RABBIT

ALL WEAPONS

OWL, BEAR, OWL,
INSECT, HAWK, OWL

UNLIMITED AMMO

SALMON, ELK, BULL,
SHAKE, EAGLE, SALMON

ALL KEYS

LIZARD, DRAGONFLY,
BULL, BEAR, WOLF,
EAGLE

GASP MODE (ADDS
SOUND EFFECTS IN
MENU SCREENS)

DRAGONFLY, BULL,
RABBIT, SALMON, EAGLE,
RAVEN

DEATHMATCH
MANNEQUINS (LOCKS
DEATHMATCH ENEMIES
INTO FUNNY POSES)

SHAKE, BULL, SHAKA,
FROG, BEAR, ELK

OPEN AND INK

If you want the world of *Turks* to resemble one of your English class doodles, insert the code Cougar, Horse, Elk, Salmon, Cougar, Hawk.



GOURAUD

Does... pretty colors. To make the ugly creatures of *Oblivion* seem springy and fresh, insert the code Lizard, Salmon, Insect, Salmon, Wolf, Dragonfly.



SKINNY

A diet consisting of whatever you find lying on the ground can't be healthy, and this code proves it. Pushin' Horse, Faglo, Shaka, Cougar, Insect, Salmon to see why you should always eat your vegetables.



BIG HEADS

My, grandpa! What a big head you have! Type in Cougar, Wolf, Shaka, Faglo, Lizard, Coyote to see a ragger that would make the big, bad wolf proud.



SHORTY

Not only does this code make you the size of a toothpick, it makes the game much more difficult—since you're constantly trying to defend your little space. Insert the code Frog, Salmon, Insect, Wolf, Cougar to unlock Shorty Mode.



DRIVER

YOU ARE THE WHEELMAN

CHEATS PLEASE, JEEVES

 You may not shun the rich and famous around, but you'll be able to run their laps without isn't. To access the cheat menu of Driver for Game Boy Color, highlight the "Undercover" section of the menu screen and press Up, Up, Down, Down, Up, Down, Up, Up, Down then Down. You'll be able to unlock every city, become invisible or get the fax off your tail.

DEMOLITION DERBY

Smash cars and buildings with impunity using Driver's special cheat menu. It's like driving back in the old days—you know, when stuffy TVs, cars and all these other good things



X-MEN MUTANT ACADEMY

APOCALYPSE? NOW!

 Professor X would be proud! There is bound to be a lot of happy X-Men fans opening their magazines today, because we've unlocked the two newest characters in the Game Boy Color version of X-Men: Mutant Academy! Fight using the sly moves of Phoenix or the massive brute strength of Apocalypse! Both codes are entered at the title screen.



 Press Down, Right, Down, Up, Left, Right, then B and A together to unlock Phoenix.



 Press Right, Left, Up, Down, Left, Up, then A and B to unlock Apocalypse.

GRAND THEFT AUTO

WHO ARE THESE GUYS?

 Continuing our theme of smash-and-grab games for the Game Boy Color, check out a wacky password for Grand Theft Auto. Go to the character selection screen, highlight the name Kelly and change it to Summer. You'll unlock pictures of the design team and even be able to use them as characters! Wonder if their parents know what they've been up to...



We're not sure what Fall means, but we're sure that a Fall jacket won't be much help for the fallow.



Speed Designers work long nights, but it looks like Vinni's gone to working nights only.

TURSK 3

HOME OF DISASTER

HANDHELD HIJINKS

 Why let big brother have all the fun? We found lots of codes for the N64 version of Tursk 3, so it's only proper that we share a couple for Game Boy Color, as well. Go to the code entry screen and enter ZXLCPM2 for unlimited ammunition. You can also try out the code HVHHDCK, which gives you unlimited lives. It's very handy when tooling around in a tank.

THE TERROR OF TURSK

 You'll see 20 enemies, and they'll never go away! Now that's living! Thanks to the clever maverick who sent us these codes, we found them stuffed in our mailbox, hastily scrawled on the back of a large eagle feather.



CODES APLENTY

 We have so many NFL Blitz 2001 codes, we could use Dennis Miller's color commentary. The numbers correspond to the number of times you must press the buttons at the code screen. For the Infinite Turbo code, press the Z button five times, B once. A four times and Up on your Control Pad.



Where's my head? At least half-mats will be cheap this year, thanks to the Headless Team Code.

Z	B	A	Pad	Result	0	4	0	?	Huge Head
5	1	4	*	INFINITE TURBO	3	2	1	*	NO HEAD
8	3	2	*	FAST TURBO RUNNING	1	2	3	*	HEADLESS TEAM
3	1	2	*	POWER-UP DEFENSE	2	0	3	*	TEAM BIG HEADS
4	2	1	*	POWER-UP DEFENSE	1	1	5	*	NO PLAY SELECTION
2	3	3	*	POWER-UP TEAMMATES	0	2	1	*	SHOW MORE FIELD
3	1	2	*	POWER-UP BLOCKERS	0	1	2	*	NO CPU ASSISTANCE
0	4	5	*	SUPER BLITZING	4	0	4	*	POWER-UP SPEED
1	2	3	*	SUPER FIELD GOALS	5	5	5	*	HYPER BLITZ
3	4	4	*	NO INTERCEPTIONS	3	1	4	*	SMART CPU OPPONENTS
4	2	3	*	NO RANDOM FUMBLES	2	1	2	*	WEATHER: CLEAR
2	1	0	*	NO FIRST DOWNS	5	2	5	*	WEATHER: SNOW
1	5	1	*	NO PUNTING					
2	1	1	*	OUT-OF-BOUNDS ON					
2	5	0	*	FAST PASSES					
0	1	0	*	LATE HITS					

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
PO BOX 97093
REDMOND, WA
88873-9733

INDIANA JONES

TUR^{end the} INFERNAL MACHINE

THE CHARACTER WHO TURNED ARCHAEOLOGY INTO A CONTACT SPORT IS COMING TO THE SCREEN THIS FALL IN AN ADVENTURE THAT RAISES BROWNS THE KLES AND PITS INDIANA JONES AGAINST THE MIGHT OF THE FORMER SOVIET UNION.

ARMED WITH A BULLWHIP AND A SIGHT FEDER, YOU'LL HAVE TO WATCH YOUR STEP OR BECOME A RELIC YOURSELF.



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★ ARCHAEOLOGY IS THE SEARCH
FOR FACT, NOT TRUTH.

EGYPT

X MARKS THE SPOT! KAZAKHSTAN

It's time to get your treasure map out and start looking for the secret of Kazakhstan's wealth. Here's a guide to the best places to look for hidden treasures in the Kazakh Republic.

1. The Golden Burial Mounds (Top Left): The Kazakh people believe that the golden burial mounds are the resting place of their ancestors. These mounds are scattered across the country, and many are believed to contain hidden treasures. The most famous is the Tomb of the Khan, which is said to contain a vast amount of gold and silver.

2. The Silk Road (Top Right): The Silk Road was a major trade route that connected China to the West. It passed through Kazakhstan, and many artifacts from this period have been found. These include gold coins, silverware, and other valuable items.

3. The Steppe (Bottom Left): The Kazakh steppe is a vast, open landscape that stretches across the country. It is believed that many treasures were hidden here during the time of the Khan. The most famous is the Tomb of the Khan, which is said to contain a vast amount of gold and silver.

4. The Tunnels (Bottom Right): The Kazakh people believe that there are many tunnels hidden in the mountains and deserts of Kazakhstan. These tunnels are said to lead to hidden treasures, and many have been explored over the years. The most famous is the Tunnel of the Khan, which is said to lead to a vast amount of gold and silver.

5. The Monoliths (Bottom Center): The Kazakh people believe that the monoliths are the resting place of their ancestors. These monoliths are scattered across the country, and many are believed to contain hidden treasures. The most famous is the Monolith of the Khan, which is said to contain a vast amount of gold and silver.

6. The Pyramids (Bottom Center): The Kazakh people believe that the pyramids are the resting place of their ancestors. These pyramids are scattered across the country, and many are believed to contain hidden treasures. The most famous is the Pyramid of the Khan, which is said to contain a vast amount of gold and silver.

7. The Snakes (Bottom Right): The Kazakh people believe that the snakes are the carriers of hidden treasures. These snakes are scattered across the country, and many are believed to contain hidden treasures. The most famous is the Snake of the Khan, which is said to contain a vast amount of gold and silver.

★ THEY'RE DIGGING IN THE WRONG SPOT!

It's a little known fact that the most popular pastime among treasure hunters is... digging in the wrong spot. After all, the more time they spend trying to dig out the treasure in the right place, the longer they have to spend time in the wrong place.

So here's a guide to the most common mistakes made by treasure hunters... mistakes that could cost you the treasure of a lifetime.



Top Hat Digging: This is the most common mistake made by treasure hunters. It's a sure way to waste time. It costs time. It costs money. It costs energy. It costs health. It costs life. It costs everything.



The only way to find treasure is to dig it out. You'll have to dig it up and down all of the time. Once the top out of the ground, the next step is to find the treasure.



Everyone loves a good vacation, but it's not always easy to find the right place to go. If you're looking for a place to go, consider these tips to help you find the right place.



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★ BAD DATES

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The best way to find treasure is to go to the right place. After all, you can't find treasure if you're not in the right place.



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★ IT'S TIME TO GO TO WORK.

NAKEDISFAC

PRO

"THE GAME USES THE N64 PRO
TO ITS FULL POTENTIAL."



It's time to go to work. Even the most dedicated workers can't resist the temptation to take a break. And that's exactly what the game characters do. The latest addition to the original Super Mario Bros. series, Super Mario 64, features a break room where the player can relax and recharge his batteries. It's a great way to take a break from the action and recharge his batteries.



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★ YOU HAVE CHOSEN WISELY!

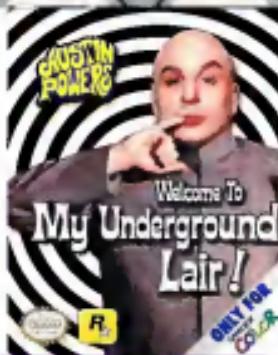
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AUSTIN POWERS

I'M TAKING OVER GAMEBOY!!
ISN'T THAT DIABOLICAL?

GAME BOY COLOR



Austin Powers... Austin Powers... Austin Powers...
Austin Powers... Austin Powers... Austin Powers...



GAME BOY
COLOR



If you're not Evil enough for my game, you could "Go Groovy!"



MS. PAC-MAN

MAZE MADNESS

The first lady of video games is back in an a-maze-ing update of the game that made her a star.



TM & © 1981, 2000 Namco

Ain't Ms. Behavin'

Ms. Pac-Man Maze Madness modernizes the ghost-dodging, dot-gobbling fun of Ms. Pac-Man without losing the magic or the feel of the original game. There are puzzles to solve inside the many mazes that the Ms. is so mad about, and plenty of enemies to avoid.



Multiplayer Mode

Ms. Pac-Man boasts a trio of multiplayer modes that take place inside a quartet of mazes. One to four players can enjoy the game, with computer players taking up the slack when fewer than four humans join in the game.

Dot Mania



Grab the power-ups that float around the mazes randomly, and gobble up the dots that fall into the mazes as you're playing. The first person to pick up 76 dots wins.

Ghost Tag



Most players begin as ghosts, but one player needs not. Catch the one Pac person to become a Pac person yourself, then catch dots. The first player to 50 wins.

Do Bomb



Run around the mazes with a ticking time bomb in your hands. Run up to and tag another Pac person to get the bomb to them. Don't let the bomb explode when it goes off.

Time Trial Mode

After you've played a level several times, you can try the Time Trial - Mode. Each level has a different time that you have to beat to collect an extra star. You don't gobble dots or pick up fruit in the mode—instead, you rush through the level, trying to beat the clock.

Clocks



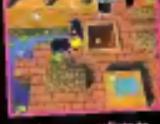
Clocks appear where the hearts appear in the Quest Mode. Pick them up to add 10 seconds to your time. In most levels, the extra seconds from the clocks are necessary to get through the level.

Enemies



Avoid hitting the enemies—they'll subtract precious time from your background-counting timer, and you can't afford that. Some enemies do only five seconds of damage, while others attack for 10 or 30.

Pellets



Get the power pellets to turn the enemies blue, then eat the enemies. You'll gain a few seconds for every enemy you chomp. If you change a blue enemy to its middle or in its body, you'll get more time.



Stars

You earn stars for various accomplishments in the game. To earn a star, score more than 20,000 points in a level, eat all the fruit in a level, get all the dots in a level or beat a level's time trial. You need the stars to advance to the higher levels—four to enter Crystal Caves and 42 for Gobbler's.

Quest Mode

The Quest Mode is the central Maze Madness game. Ms. Pac-Man must eat dots, fruits and bubbles while solving puzzles to open up more of the maze. Try to accomplish as many things at once as possible—eat all the dots and find all the fruit you can.



Cleopatra

The Egyptian-flavored level is your introduction into Ms. Pac-Man's newest adventure. Dr. Peck will show you how to do many things.



Berry Bounce

Push the arrow box as shown to give Ms. Pac-Man a place to land, then walk her over to the cherry tree.

Gray Boxes



Many levels have mysterious gray boxes that you can't get past until you've played the Gobbler level to win the key from Mommie-Mia. Beyond the boxes are potentially more fruit and dots that you can reach only after you have the key.

Mummy Dearest

The second level is far more challenging than the first, and it introduces a few more movements that Ms. Pac-Man must use to travel around the levels. Remember to get all the dots in every area!



Knock Down

You must flip the blue spinners to let Ms. Pac-Man against the pillars. Quickly repeat the process while the editor is working so Ms. Pac-Man needs eat as it reaches away to knock it down.



Light Up

Step on the red light buttons in the order shown to open the door. Not all red lights have to be switched on in a particular order to open a door or get to a key.



Crystal Caves

The Crystal Cave level requires four stars for entry. If you don't have enough stars, go back to the previous levels to earn enough. There are plenty of challenging block-mashiro needed in the level. Follow the arrows as shown.



Pacfooticus Stompicus

To make the most out of your ice blocks, follow the arrows and place the blocks as shown. You have to push some of the blocks from several different directions to complete the area successfully and move on to the next part of the level.

Freezer Burn

You'll need to switch on the lights in Possum Barn in a particular order, just like in *Mummy Dearest*. Turn more lights



Lightly

Follow the numbers shown to switch the lights on in the correct order. If you accidentally tap on the wrong light, you'll have to start again.



Cool Down

The blocks in Firecracker Burns are
seen there's used to cool the lava
temporarily so that Mr. Fire-Man
can walk over it safely. It doesn't
stay cool for long, though, so
move quickly to make sure you
don't get burned.



Year of the Pac



The fire-breathing dragon is just one of the many fun-filled creatures walking around the Year of the Pac. Watch yourself—you could get all fired up!



Blow by

Push the TNT box into the concrete box to release the dragon, then turn it over to the green box to open the other door to the next area. The entrance to the next area will be opened by the chain reaction.



Haunted Halloween

The huge Haunted Halloween level takes place in a creepy castle that's more trick than treat. You'll have to take a lap and a half around the level to complete it.



Bolting

The blocks marked with lightning bolts show where the lightning will strike. Let it hit, then run after it to avoid its shocking effects.



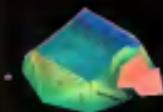
Lights

The lights in Haunted Halloween do not need to be pressed in order, but all of them need to be given at the same time to open the door.



Creature Feature

Another new icon for Ms. Pac-Man—the cannon—is in Creature Feature. Push the Control Pad or the Control Stick in the direction of the red shell to shoot it.



Fired Up

Two cannons appear in a few rooms. Blast the concrete blocks in both rooms, then enter one of the new openings to collect dots and fruit. If you walk around long enough, you'll come to the other cannon room.



Gobblin' *NP*

You need 42 dots to enter Gobblin'. Collecting that many dots may take a long time. The beginning of Gobblin' is unlike anything you've done in *Ms. Pac-Man* before. A large Pac-Man goblin chases you along a maze, eating the very ground you walk on. Run for your life, or it will soon be over.



Tough Going

Whenever possible, avoid the rough green patches that slow Ms. Pac-Man down. Otherwise, hurry through them.



Slick Spots

The icy patches are slippery and could send you sliding into the explosives. Move Ms. Pac-Man carefully, but don't slow down!



Jump Change

Many jumping pads are placed along the route. Use them whenever possible, as they are the fastest way to move.



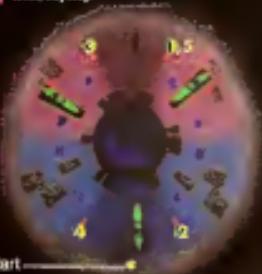
Heartache

Pick up the hearts if you can, but never stop or go back for one — you simply don't have the time, and there aren't many chances to get hurt in the level, anyway.



Mesmerelda

After your run from the goblin, you must use the cannons to blast Mesmerelda in her castle. When she's in a red window, use the cannons on the red ground. When she's in a blue window, use the cannons on the blue ground. Or follow the diagram on the right, if you prefer.



Classic Mode

Ms. Pac-Man: Maze Madness includes the classic *Ms. Pac-Man* game that started it all. It's still entertaining almost 20 years later.

Group Dining



It's always better to wait until all of the ghosts are close together and score a power pellet. You can earn more points if you eat them all, and they'll be out of your way, too.

Not Just One



Try to eat all the dots in #4 area whenever possible. It's very hard to rush back to a single dot when four ghosts are coming at you from all directions — you won't make it.

Lure Away



Sometimes you need to lure just the ghosts to get them to follow you even from the dots you need to reach, especially when you don't have any power pellets left.



Make No Ms.-take

Ms. Pac-Man: Maze Madness is a worthy addition to the proud *Ms. Pac-Man* tradition, and it deserves to be as popular as its predecessor. Gamers who grew up with the *Ms.* and *gamer* who weren't even born when she made her debut alike should gobble up the dot-munching diva herself. 

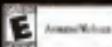
THE HOTTEST GAME IN FOOTBALL IS BACK.



NFL Blitz 2001. Delivering all the fast and furious action Blitz fans have come to know and love, and then some. And, with blistering features like "On Fire" mode, new wild games, in-depth customization options and an "Ex Funge" Replay Mode, NFL Blitz 2001 lets you play with an intensity the pros can only dream about. NFL Blitz 2001's earth-shattering hits, insane passes and over-the-top gridiron action is hot enough to make Green Bay in December feel like Miami in July.

NFL
BLITZ
2001
PLAYSTATION

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Games 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 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The cover art for the game 'Cruis'n Exotica' features a stylized, colorful title 'Cruis'n' in a large, flowing font at the top, with 'EXOTICA' in a bold, blocky font at the bottom. In the center is a large, multi-spoked wheel with a blue and white gradient. The background is a warm, glowing orange and yellow gradient. In the top right corner, there is a small box containing the text '© 1994 Midway' and 'Cruis'n' EXOTICA'. In the bottom right corner, there is an ESRB rating logo with the letter 'E'.

From the wild waterways of Atlantis to the red dust roads of Mars, Midway's *Cruis'n Exotica* takes racing to new extremes. With 28 tricked-out cars, 12 tracks, three standard game modes and a "secret" *Exotica* game mode, there's more than enough tire-squealing action for one to four players. There's no speed limit where we're goin', baby!



Off-Ramp to the Outer Limits

The latest addition to the *Crash* family adds some exotic touches and radical cars, but the flavor of the original arcade hit (and N64 title) remain strong. The arcade-style action is about bulldozing, crashing, ripping and flipping. If you want a dose of reality, you're on the wrong road. Before exploring the exotic highways of the future, take a look back at the road that brought you here.



From left to right, *Crush'n USA*, a port from the arcade and *Crush'n World* add lots and new modes. Even its fortuits even greater variety

Cruis'n Challenge

In the Cruis'n Challenge Mode, you'll race four times on each track, with each race being on a different section or sections of the course. In the first three races, you must finish in the top three to qualify for the next round. The final challenge is a drag race in which you can perform a trick to earn a nitro boost. You can tackle the tracks in any order you wish.

Circuit Race



The third round is a three-lap race around the easier or part of the course. A counter at the top of the screen will tell you which lap you're on. Some of the races can be lengthy, so always be prepared for a long haul.

Point-to-Point Race



For the first two races, a track is broken into two sections. In the first race, you'll go from point A to point B. In the second and third races, you'll go from point B to point C. One section may be longer or shorter than the other.

Drag Race



The final round is a drag race over a short length of the course. Speed is the number one factor in the races, so you may find yourself picking a different car from the ones you used in the previous rounds.

Cruis'n Freestyle

The Cruis'n Freestyle Mode is your quickest route to racing thrills. The mode sets you up in a single race on a track chosen at random. You can use the mode to sample different tracks and cars without risking your stats or your pride. The mode can also help you train for the tougher races in the Cruis'n Challenge and Cruis'n Exotica Modes.



You can use Freestyle races to look for shortcuts on each of the tracks, whether by jumping over your status or speeding past the other drivers. So you'll driven the last laugh when you beat them in the after races!

Cruis'n Exotica

In the Cruis'n Challenge Mode, you can race any track at any time. In Cruis'n Exotica Mode, the tracks are in a set order and you must take the checkered flag in each race to move on to the next course. The tracks are ordered from easiest to hardest, but with a bit of practice (and the bonus cars you'll unlock along the way), you should do fine.



Only the best and boldest will make it through Cruis'n Exotica Mode. If you're having trouble, just make the car or cars that usually come in first, and then pack that vehicle on your road map. It's a simple but effective strategy.

Exotic Mode

Exotic Mode is a sort of "secret" game mode. If you're skilled enough to unlock the mode, you'll be able to tell the laws of physics to take a hike as you view the game through a crazy kaleidoscope or watch as your distorted car careers through a "film negative" landscape. How do you unlock Exotic Mode? Concentrate on finishing the other modes and unlocking all the cars.

Tons of Tracks

The tracks range all over the earth, under the sea and even into outer space. You can cruise the strip in Vegas, zip the light futuristic in Hong Kong or trek the final frontier on Mars. Track surfaces will differ from location to location, which will affect a car's handling and top speed. Though you may have a favorite ride, you may need to select different cars from time to time, depending on where you're riding.

Showroom Shine

Each car is rated in acceleration, traction, mass and aerodynamics. The higher your acceleration, the faster your car will reach its top speed. Higher traction and mass mean better handling in turns, but they may also mean lower acceleration. On the flip side, the lower your car's aerodynamic rating, the easier it will slip through the air, making for higher top speed.

Whacky



There are two settings in Exotic Mode. The Whacky setting creates anachronistic effects.

Insane



The Insane setting is even stronger—just following the track is tough, let alone winning!



If there are a lot of straightaways on a track, speed will be your top priority in selecting a car. If there are a lot of twists and turns, or if the track surface is particularly slick, handling will be a greater concern.



Unlocking New Cars



You start the game with 10 cars, and there are 10 more you can unlock. Remember that unlock codes are not necessarily a good indication of performance—if you don't believe us, just take the 'lockin' out for a test drive.



Driver's Ed

Of course, the car is just one half of the racing equation. The other, more crucial half is the driver behind the wheel. Even if you're a veteran of a thousand races, even if you're driving the most tricked-out car imaginable, a little coaching goes a long way. With that in mind, here are a few tips and tactics you can use to wring the most out of your ride.

Watch The Radar



Picture this: You're in first place, running flat-out and feeling invincible—until you run headlong into a stationary wagon going the opposite way. Watch the radar to see what's around the next corner or over the next hill.

Wheelie Wars



Tip A twice to make your car do a wheelie. You'll never touch your wheels and shoot forward at high speed. A wheelie isn't as powerful as a nitro boost, but you can use it often as you like.

Bumper Cars



Bumper cars to send them sailing off the road or careening into other cars. When bumping, it's best to be even with an opponent's target. If you're behind, you may just push your opponent farther ahead.

Two-Wheel Turns



Two-wheel turns are tough to control, but they can help you negotiate tight turns or slip past opponents in a two-wheel section of the track. To execute one, press Left or Right just before you do a wheelie.

Cutting Corners



Cutting corners is often faster than driving around it. Even though going off the track will slow you down, you may still get faster than if you stuck to the road. The longer the curve, the less effective this tactic is.

Using the Jumps



Boosting just when you jump can really give you enough of a boost to soar ahead of the pack or cut across a corner as you land. If you land on an opposing car, you may knock it backward or slow it down. Perform that for bonus time.

Tricked Out

Another way to ensure fame and fortune is to perform special tricks during races. Tricks not only look cool, they actually shave one or more seconds off your final race time. If you're close to breaking a track record, tricks may help clinch the top spot.

Winning Form



There are three special tricks, and every car can do them. Special tricks are tricks that are performed when you're jumping—two-wheel turns and irregular wheelies don't count.

Super Flip



No regular wheelies don't count, but if you let another car or go off a jump while doing a wheelie, you'll flip over and earn a one-second time bonus. The Super Flip is supereasy to do, and the payoff is superbig.

Mondo Roll



The Mondo Roll is the most difficult trick. If you press A and Left or Right just like you're about to go off a ramp, your car will rollin' makin' and you'll earn a two-second time bonus. It's more difficult, but so satisfying.

Heli Spin



The Heli Spin is a little easier than the Mondo Roll, and doing it will give you the same two-second time bonus. To do a Heli Spin, press Left or Right just as you're about to launch off a ramp. Less difficult, some great bonus.

Seconds Count



Time bonuses are deducted from the race timer while you're driving. Instead, they're totaled and subtracted from your final time at the end of each Second—and fractions of seconds—do count!

Multiplayer

Up to four players can participate as all nodes, but keep in mind that the cars and tracks that will be available will be based on the player profiles being used. If all the player profiles in a game are new, none of the advanced track sections or bonus cars will be available.



In a multiplayer game, bonus cars will be available only to the player who has already unlocked them. It definitely gives the experienced driver the edge in more ways than one.

Cruisin' Along

There are more thrills, spills and surprises waiting for you in Cruis'n'Exotica than we had space to review this month. Between the multitude of game modes and bonus cars, we think you'll find enough fun and action to keep you cruisin' for a long time to come. ☺



You Found the Ocarina!

"This is a **GENE** ocarina. It is worth it. I got it 8 days ago and can play lots of songs! I want to do an art show and they had a ton of ocarinas, yours is made better and the tone is better."

David DeFlame

"Thank you so much for constructing such fine musical instruments! I am in love with mine! My mom really enjoys hearing me play Zelda songs. The tone is so rich and cheerful. I stopped playing just long enough to thank you for making these excellent little flutes!"

WE Prat



Sweet Potato

"I got my ocarina and it looks even better than it did in the picture. It sounds perfect. It looks perfect. And it is so easy to play!"

Justin Dreher

The Ocarina inspired by "The Legend of Zelda®: The Ocarina of Time®" and "Majora's Mask™" is now available!

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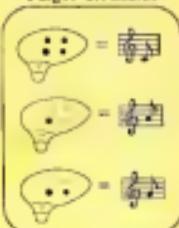
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COUNSELORS' CORNER

Your Questions—Our Experts!



Army Men: Air Combat

HOW DO I SAFELY ESCORT THE TRAIN TO THE STATION?

Your dual mission in the game is to escort a Green army supply train to an escape portal at the end of its track. The area is crawling with Tan aggressors, so you and the train will be under constant fire for the duration of the mission. Avoid a fiery demise and impress your Green commanders by prioritizing your mission objectives. For example, you don't need to activate the train immediately after you pick up its battery. Destroy nearby enemies so the train is momentarily safe then clear out missile installations along the train tracks. When the surface-to-air threat is eliminated, you'll be able to

direct your full attention to protecting the train. Remove, or destroy, objects blocking the train's path, but don't stray too far



Surface-to-air missiles are the biggest threat to your well-being in Mission 3. Take a moment to neutralize the threat before you start the train

from the train itself. Tan marauders may appear in areas you've previously cleared and destroy the train while you're away.



Since you need to move apples in the train's path anyway, try dropping them on tanks to cause explosive ammunition. They're more powerful than rockets.

HOW DO I STOP THE ANTS FROM ATTACKING GREEN BASES?

Tan traps are the bane of your worries in Mission 6. A shortsighted commander has established a base in a known picnic area, exposing Green soldiers to nature's deadliest ground troops: ants. The sun

logged attackers are drawn to the delicious spread of picnic treats, including doughnuts and tins of Ham-like meat product. Don't bother trying to fight the insects—there are too many of them.

Instead, pick up the food then drop it near Tan bases. You'll need to destroy the bases anyway, so you can let the ants do the work for you. They'll ignore your base once the food is gone.



A Green base is caught between an army of ants and a pile of picnic food. Pick up the food one item at a time to draw the ants away.



Turn an enemy into an ant by dropping food near Tan bases. The ants will swarm the bases in their quest for heavily weighted stacks.



Food can be disastrous all by itself. Drop paper cups or other penetrable objects onto a base to distract them. The ants will clean up whatever is left.

Turok 3: Shadow of Oblivion

HOW DO I COMPLETE THE ROOFTOP JOURNEY?

The Energy Grapple is essential to rooftop travel. Danville Fremont will discover it—appropriately enough—on a rooftop in the Beach level. Whenever there is a glowing silver orb in the area, Danville can target it with the grapple to propel herself to new locations. You'll first use the device to reach a swaying scaffold on the side of the building, but your next move may be unclear. After elevating the scaffold, move to the edge of the platform so you can spot a distant orb. It may seem far away, but the grapple has an extremely long reach.



From the edge of the elevated scaffold, target the distant orb with your Energy Grapple. You'll be pulled to the ledge.



Move to the edge of the ledge to target the next orb. Once you've made it to the next segment of the level, you'll move on to the next segment of the level.

WHAT'S THE BEST WAY TO AVOID THE SUBWAY CARS?

You don't need to worry about touching the third rail of the subway tracks. You should be concerned about the trains, however. They zoom by frequently, so you'll need to have a destination planned once you jump onto the tracks. The narrow median is a secure spot if you can get to it, as it is a pit beneath the tracks. Time your runs carefully—you'll have just enough time to reach safety on each stage of your trip down the tunnel. A mistake will cost you dearly.



Wait for the fast train to pass then move to the platform in between the two sets of tracks. You'll be safe there until you're ready to run again.



Jump under the the train's rear car to safe stop on your trip through the tunnel. You'll need to be in the train just before under it.

HOW DO I DEFEAT OBLIVION'S GUNSHIP?

As you might have noticed, Oblivion has the power to possess people and animals, turning them into lethal zombies. It's easy enough to defeat a living—or undead—enemy with your weapons, but

it gets trickier when Oblivion takes control of machinery. The first boss you'll face in the game is such a creation. The Oblivion gunship is a heavily armed police vehicle suspended from an



Oblivion can turn anything it touches into an instrument of destruction, like an airborne police gunship, for example.



The Oblivion gunship's turrets will periodically lock onto you during the battle. Try to keep your distance from them while you attack.



If you score enough hits on the arms suspending the gunship, you'll destroy the heat manipulation of Oblivion. It won't be the last.

Perfect Dark

WHERE IS THE PRESIDENT?

Getting to the President is a simple matter when you play on Agent level. You'll already possess the evidence of a conspiracy, so you'll start right outside the doors to Air Force One's presidential suite. When playing Special or Perfect Agent, you'll start in the cargo hold, where you'll need to recover evidence stored on a lift. Once you have the evidence, go toward the front of the plane to a galley area then knock out the two flight attendants. Use the dumbwaiter to reach the main level then run to the back of the plane.



The dumbwaiter is a small elevator used to bring food from the lower-level galley to the passenger level of Air Force One. It also carries cargo.

The president is in an office at the top of the stairs in the back of the plane. Secret Service agents may shoot at you, so don't waste time

HOW DO I SURVIVE AIR FORCE ONE: ANTI-TERRORISM?

If you try to run through Air Force One Anti-Terrorism with your guns blazing, your mission will go down in flames before the plane does. There are, however, a couple of tactics you can employ to ensure your safety during the mission. First, don't eliminate any Secret Service agents on your way to the President. Once the terrorists are on board, any active agents will forget about you and attack the new threat. Your Laptop Gun's Sentry Gun Mode also gives you an edge. Use it against the two Mr. Blenders near them,



Secret Service agents will help you fight the terrorists, but they aren't particularly smart about it. You may need to open doors for them.



The two Mr. Blenders who flank Trent will perform you with their Cyclones if you try a direct attack. Use your Sentry Gun instead.

HOW DO I ACTIVATE THE MOON POOL LIFT?

The heavily guarded Pelagic II research vessel contains a high-tech diving craft that will take you to a mysterious crash site on the ocean floor, but the super sub won't do you any good unless you activate its

the Moon Pool lift to deploy it. The lift controls are in a large room with a cross-shaped grate on the floor and several guards. Have your N-Bomb ready when you open the door to the room then

quickly toss it in and shut the door. Open the door a moment later to eliminate any survivors, then activate the switch on the wall. The sub will automatically deploy at the end of the level.



When playing as Special and Perfect Agents, you'll need to activate the Moon Pool lift. The N-Bomb will get rid of guards near the switch.



The Moon Pool activation switch on the wall is easy to miss. It looks like an alarm switch, but the screen displays certain text in a solid color.



Your hard work will pay off at the end of the mission, when you end up board the diving craft for a trip to the alien vessel on the ocean floor.

Wario Land 3

WHY WON'T THE MINE CART MOVE?

The mine carts in the Volcano's Base will be wheelless and immobile when you first discover them, and nothing you do within the world will make them move. As with so many other things in life, the solution is a round of golf. Grab the Red Key in Grasslands then fall through the last hole on the right on the surface level. Go through the door then climb the vines and jump to the right to reach another door. Move up the ladders, smash walls and jump over platforms to reach a vertical row of blocks to pound. The door to the minigame will be to the left. You can best the golf game by kicking your enemy into a hole to make par.



The golf minigame that puts wheels on the mine carts is in a stalactite ladder-driven the Grasslands.



Once the carts have wheels, you'll be able to ride one of them to the Red Chest in the Volcano's Base.

HOW DO I FIND THE PIECES OF PAPER?

Both the Silver and Red Chests in the Desert Ruins contain a Piece of Paper that you'll need to clear the levels. To find the Silver Chest, enter the world during the day then leap across the platforms to the right. Enter the first door on the right then leap up the platforms until you are opposite the ledge with the Silver Key. Creep as close as you can to the edge of the platform then crouch and jump to the key. Enter the room then enter the next door to the right. Fight your way to the door at the bottom then enter the room with the treasure. To reach the Red Chest, enter the world at night then go left. Enter the first door on the left then find the Red Key as you did the Silver Key. Enter the next door to the left then go up three ladders to a door that leads to the chest.



The leaps to the Silver and Red Keys require you to stand on the very edge of the nearby platforms before you jump. Remember to crouch before you jump, or you'll bounce off the narrow opening to the key.



You'll need to move through a treacherous maze filled with Silkworms to reach the Red Chest. Come three ladders to a platform then enter the first door on the left to find the treasure.

Q&A FAST FACTS

Star! Pick up the phone and give our counselors a call.

Or write to: Counselors' Corner, P.O. Box 37833, Redmond, WA 98073-9733.

Kirby 64: The Crystal Shards

Q: Why is there an Blue Star where there should be a Crystal Shard?
A: If you've already found a Crystal Shard, a Star will replace it.

Q: How do I earn during a stage?
A: You can't. You must play through a stage to earn points to complete it.

Q: Why should I collect Stars?
A: If you collect 10 Stars, you'll get an extra life.

Disney's Tarzan (GBC)

Q: How can I defend myself against enemies?
A: You can't fight, so try to avoid enemies.

Q: How do I earn extra lives?
A: Find tokens that look like your character's head, or level a lower level.

Q: What happens when I find all the bonuses in a level?
A: Your health bar will be refilled.

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

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In Canada Call:
1-800-451-4400

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Metal Gear Solid (GBC)

Q: How can I avoid infected humans?
A: You need to see them to avoid them, so use a Smoke or Thermal Goggles to make the humans invisible.

Q: Can I go back to a stage to grab items I've missed?
A: No, but any necessary items will appear again in later stages.

Pokémon

Pokécenter

All Pokémon, All the Time!

Silver and Gold Treasure Trove!

This is our biggest Pokémon Gold and Silver section yet! In addition to 23 new Pokémon names and pictures and info on Pokémon Eggs, we've got a very special all-metallic Pokécenter, Gallery and Ask the Professor. It's still too early to put Gold

and Silver teams into the Colosseum—we'll give you at least a few months to work on your teams. Meanwhile, enjoy all of the new info, and be sure to check the Pokécenter for updates on everything Pokémon.



Sunflora



Shuckle



Espeon



Noctowl



Togepic



Umbracron



Kingdra



Bayleef



Furret



Ledian



Piloswine



Houndoom



Quilava



Grotle



Flaaffy



Fornessas



Skarmory



Crocneas



Ariados



Pikachu



Cleffa



Igglybuff

Some Pokémons new to Gold and Silver are newly discovered pre-evolutions of Pokémons that you already know. Pikachu shares an evolutionary line with Pichu. Cleffa is a younger version of Clefairy, and Igglybuff has... keep your fingers crossed... to get the three Pokémons, you have to have two Pokémons at the Daycare in House 33—if you're lucky, you might get away! You have to carry Pokémons Eggs in your Party until they hatch.



Many different Egg types can produce the same Pokémons. The most obvious way to get a Pikachu is to leave a male and a female Pichu at the Pokémon Daycare. But it's not the only way to get Pikachu.



Contrary to popular belief, you don't have to leave the male Pikachu with the man and the female Pikachu with the woman; it doesn't matter at all—especially since some Pokémons that are able to produce eggs have no gender!



While being genderless doesn't prevent a Pokémon from producing an egg, some Pokémons simply can't produce eggs, such as Mewtwo, Mew, Zapdos, Moltres, Articuno, Lugia and Ho-oh.



Pokechat

We're focusing on *Pokémon Silver* and *Gold* this month. It seems that a lot of you are still pretty confused about the games, so we'll try to straighten things out for you.

Q: Does time continue to pass in Gold and Silver even if I turn off my game?

A: You bet. Time passes as it does in real life—if you stop playing your *Gold* or *Silver* Pak on Monday and turn it back on on Wednesday, it will be Wednesday in the game. Don't worry; it won't drain your batteries.

Q: I thought I saw Cerulean City in pictures of *Gold* and *Silver* on your website. Was that a mistake?

A: You know your Cerulean City landmarks pretty well! The picture on the website was no mistake. Players start in Johto, where the new hero is from, but end up in Kanto, where the original *Pokémon* games took place.

Q: Are Iggly and He-oh both in *Gold* and *Silver*? I want them both!

A: The two legendary birds are in both games. The question is, can you catch a *Level 70* legendary bird? It's not that easy.

Q: I saw the picture of your character's mom asking if Daylight Savings Time is over. What do people in Indiana do?

A: Nothing, since they don't use Daylight Savings Time. People who do use it have to talk to their mothers when Daylight Savings Time is over to adjust the parent's clock.

Q: Are you able to cross-breed Pokémons in *Gold* and *Silver*?

A: No. If you bring two Pokémons of opposite genders and different species to the Daycare, the Pokémons that hatch will be the same species as the female Pokémons.

Pikachu
Cleffa
Hand-drawn
Katy, TXScizor
Christopher Parent
Enfield, CTWooper
Brenna Sheffield
Glaston, MAAndroid Dreams
Lip Kirby
Lancaster, OH

Ask the Professor

I'm amazed that I already have Gold and Silver questions to answer! I have been working on my Gold and Silver research for some time, but sometimes I still don't have the answers. Good thing my friend Professor Elm is around! Thanks for taking time out of your busy Gold or Silver playing schedule to visit with me this month.



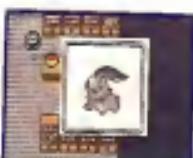
Which starting Pokémon should I choose?

Just like with Red and Blue, there is no one Pokémon that you absolutely must start with in Gold and Silver. Just as the earlier areas were a little easier if you started with Bulbasaur or Squirtle in Red and Blue, however, you'll have an easier time of it if you choose Cyndaquil as your starting Pokémon in Gold or Silver. Cyndaquil has a natural strength against most of the Pokémon you'll meet in Sprout Tower, the Violet City Gym, and many of the early battles with Grass-type Pokémon. Chikorita is the toughest to start with for basically the same reasons—it's weak against many of the Pokémon you'll encounter at first, Totodile is vulnerable in the middle.

That said, you should choose the Pokémon you like best and stick with it. With the proper training, any one of the starters is a good choice.



Chikorita is great for beginners who aren't familiar with Pokémon.



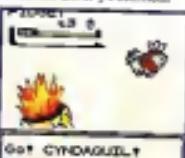
Cyndaquil demands more presence and skill than Chikorita.

What is the best way to handle the Rival?

Your Rival has the starting Pokémon that your starting Pokémon is weakest against, which presents a bit of a problem early on. If you have Chikorita, your Rival will have Cyndaquil, and so on. Try to catch a Pokémon that your Rival's Pokémon is weak against and train it well. In your first battle with your Rival, you will have only your starting Pokémon—as long as your sister has gained a few levels, you should win the battle with your Rival's Level-3 Pokémon.



Your Rival will take the Pokémon that is toughest for your starting Pokémon to beat. How does he know what you picked?



Then your starting Pokémon is battling away with Pokémon early in the game. It should level-up pretty quickly, giving you an edge.

The Rules of Alph seem pointless. What's going on there?

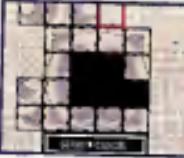
Not much will be going on at the ruins until you solve the puzzle in the first Puzzle Room, which is the small cave just above the Alph Lab. The puzzle is lightly colored, tough to make out and bordering on abstract, which doesn't help our intrepid young Pokémon puzzle solvers much. It might help you to know that it's a picture of Kabuto that you're trying to complete, but then again, it might not. Even the completed puzzle looks like a very sketchy Kabuto.

Most puzzle enthusiasts start with a puzzle's edges, because they're usually very recognizable and easier to place than a middle piece. You should do the same with the Kabuto puzzle. Most of the edges have a yellow border on at least one side of the piece. Place the yellow borders on the outside to create an oval shape at the top and a "u" shape at the bottom. The four remaining middle pieces are a little harder to place—Kabuto's appendages are very roughly drawn. Just experiment with the last four pieces until they fit.

When the puzzle is completed, the floor you're standing on will open and you'll fall down into the ruins. That's when you'll find out what's going on at the archaeological site—it's the home of the mysterious Unown, the symbol of Pokémon!

After you've caught these differently shaped Unown, put them in your party and show them to the researchers in the Alph Lab. One of the researchers will alter your Pokédex so that you can keep track of the differently shaped Unown you catch.

There are three more puzzles to solve inside the other caves in the area, but you can't reach one of the caves until you've learned Surf. You can reach the other two caves from Unown Cave after you've learned both Surf and Strength. Every time you complete a puzzle in one of the caves, more shapes of Unown will start to appear. You have to complete all of the puzzles to be able to catch all of the differently shaped Unown and complete your Unown Dex. You don't have to catch all of the Unown to finish the game successfully, but it's a challenging goal to set for yourself.



The Kabuto puzzle is tough, but the later puzzles are even harder to figure out. Keep trying—there aren't that many pieces!



Your Unown Dex is now using addition to your Unown highly impressive, completely helpful Pokédex, if I do say so myself!

Colosseum

The Colosseum is always looking for strategic teams that rely on more than just offensive attacks. Feel free to use our e-mail address listed below.

Isaac Rich, a reader who sent his team in via our e-mail address, has an interesting team that relies heavily on the Eevee series. We're guessing that his team will probably get a couple of new members once Isaac has spent a while with Gold and Silver and hung out in Staff's house a couple of times. For now, his Eevee-loaded team is pretty novel at it. It's a Gym Leader-type team, with a central theme that does produce weaknesses.



Jolteon

Jolteon leads with the Fire-type Double Team and probably Thunder Waves most often in its immediate 1 vs 1 encounters as well as enemy. Obviously, the last thing Isaac wants to see is a tough Ground-type when he starts with Jolteon, but his suspicion has its back. It might be good for the rather vulnerable Jolteon to use Reflect to reflect off physical attacks for a while, or it could use the classic Double Team/Fast combo.



- Pin Missile
- Thunder Wave
- Thunderbolt
- Double Kick

Flareon

Flareon is the Fire-type base evolution, and Isaac has given his Flareon two Fire-type moves that directly attack, which is probably one too many. There's no need to double up on attacks that are similar. Double Team is an Eevee-type move, so is Body Slam, and they get the job done. Flareon might do well with Resist, especially since it doesn't have the greatest HP or Defense, but it does have Double Team.



- Flamethrower
- Body Slam
- Fire Blast
- Double Team

Vaporeon

Vaporeon is the shadow-shaded base evolution, and Surf and Blizzard are two powerful moves to use; the blue brawler up with Acid Armor makes its DeLorean Ideas a no-go on a team. Pinch-White Double Edge can be big hardware to a Paldeaian with high HP. Vaporeon can learn the mysterious Haze and Mist, however, either of which would make a great addition to the Water-type.



- Double-Edge
- Surf
- Acid Armor
- Blizzard

Eevee

Little, unevolved Eevee needs to make Double Team to keep somewhat safe from harm. Toxic might slightly poison an enemy while it misses. Double Team, and Mimic can come in handy against a tough opponent with an attack like Recover, Body Slam, or seems like it's for a creature with such low attack power, but Eevee can learn mimicking the way of powerful attacks, so it's not a bad choice.



- Toxic
- Double Team
- Mimic
- Body Slam

Sandslash

Sandslash is another shadowy creature. Ground-type with Pin Missile is a attack power that gets a move like it when Swords Dance is used. Dig and Earthquake are both Ground-type attacks that are used in other offers, but pretty powerful. Rock Slide is not even very Rock. Stone is good for dealing with "those pesky Flying-types," as Isaac puts it, and it's a powerful attack, so it's on the right.



- Dig
- Earthquake
- Swords Dance
- Rock Slide

Hypno

Isaac's Hydre is the Psychic-type addition to his team, and he uses Reflect to shore up the Polka-dots' pretty meek defense rating. Hypno and DeLorean Ideas are a two-prong that seem to be his probably signature moves for the Polka-dot with the pendulum, and the addendum of DeLorean Ideas' HP-restoring properties come in mighty handy. Isaac's likely to lead with Hypno, then follow with Reflect.



- Reflect
- Psychic
- Hypnosis
- Dream Eater

LELEKUS

Elizab
Joan Ascent
Clement, FL



Chikorita
Kathleen Schmitt
Aspinwall, PA

LUGIA

Lugia
Kathy Sennfeld
Palos Verdes, CA



Umbreon
Steve Brady
Liberty, MO

Illustrations by Michaela Sennfeld

Send questions, comments and art to:

Nicole Power

P.O. Box 10012

Seattle, WA 98103

nicole@seahawks.com

Hot off the Press



Pokémon has already conquered the big and small screens, the card game biz, the video game market and breakfast food, so it was only a matter of time before the phenomenon came to the stage. That's right, Pikachu's now a thespian!

Pokémon Live!

Pokémon Live! is an all-new stage show featuring your favorite characters from the Game Boy game and the television show. Have you ever wanted to see Ash Ketchum sing and Jigglypuff dance? This is your chance! The show started in New York City and is moving across country—it could be in a town near you very soon. We've listed all the dates we know about so far, and for updates, ticket info and more, check out the show's website at <http://www.raudreycity.com/pokemon/index.html>.



LIVE ON STAGE!

date	city	venue
11/2-11/5	Columbus, OH	Nationwide Arena
11/8-11/12	Indianapolis, IN	Pepsi Coliseum
11/15-11/19	Fairfax, VA (Wash DC)	Patriot Center
11/22-11/26	Atlanta, GA	Fox Theater
11/29-12/3	Charlotte, NC	Independence Arena
12/5-12/10	Philadelphia, PA	E-Center
12/12-12/13	Lowell, MA	Tuengas Arena
12/14-12/17	Worcester, NY	Centrum Center
12/27-12/31	Milwaukee, WI	US Cellular Arena

Cruisin'

The Lugo PT Cruiser is the newest addition to Nintendo of America's stunning fleet of customized cars. This cousin to the Pikachu Beetle is sure to turn heads whenever it's spotted cruising down the roads sporting its spiky roof and its fab purple and white paint job. The car's spacious interior is fitted with a cool entertainment center that includes a television set, speakers and an N64.

You might have caught a glimpse of this cool contraption at the whirlwind Pokémon Gold and Silver Adventure Tour that blew through the U.S. like a force of nature recently. If you didn't, don't worry—you can't keep a crazy craft like that one out of the public eye for very long, and Pokémon Gold and Silver are just getting started!



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

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ARENA

are you game?

THE CHALLENGES

The Legend of Zelda: Majora's Mask Romani's Game

On Day 1 between 6:00 a.m. and 6:00 p.m., visit Romani and practice shooting ghosts in her archery game. If you can go gangbusters with your ghost busting, send in your record time for a chance to win Power Stamps.



Stunt Racer 64 Stunt Bowl

Roll into the Stunt Bowl in Midway's Stunt Racer 64 and pull off as many gravity-defying feats as you can. The highest scores will win Power Stamps, so triple your score by snagging the x3 power-up often. You'll increase your chances of entering the winners' circle.



Ms. Pac-Man: Maze Madness Classic Mode

This Thanksgiving, turkeys won't be the only things going "Gobble, gobble, gobble." As Ms. Pac-Man, gobble, chomp and munch dots, ghosts and fruits in Classic Mode. If you rack up a score that's more than a mere nibble, you'll feast on some Power Stamps.



1

In Perfect Dunk for NBA, how fast can you make consecutive baskets? Extra credit on Perfect Agent difficulty without using Right Trigger?

2

TWISTED CHALLENGES
In Super Smash Bros., can you score 999% rating (not on master)?

3

THE LEGEND OF ZELDA: Ocarina of Time

Austin Beloppa, Liberty Hill, TX
Eugene Bilezikian, East Northport, NY
Bruce Bishay, Lehighport, PA
Aaron Shatzoff, North Huntingdon, PA
Eric Shatzoff, Isaacsook, WA
Ross Shatzoff, Hermosa, CA
Eric Shatzoff, Northampton, MA
James Shatzoff, Port Weller, WA
Antonio Serrano, Franklin, WI
Steve So, Los Angeles, CA
Stephen Soltanovski, Huntington Valley, PA
Eric Soltanovski, Heron Hill
Steven Soltanovski, Roslyn, RI
Ryan Stahl, Fairportville, WI
Jeff Stansberg, Naguana, WI
Matthew Star, Ross Park, NY
James Staszewski, Flagstaff, AZ
Matt Staszewski, Carter, NV

SUPER SMASH BROS.

Michael Lee, Glen Ellyn, IL
Bark Lewis, Port St. Lucie, FL
Matthew Lujan, Elbert, CO
Bradley Lummis, Tinton Falls, NJ
Ron Lypa, Brownsville, TX
Michael Lyle, Edison, NJ
Jared Lutz, Abingdon, NC
Cory Lucknow, Anna, TX
Michael Long, Greenville, NY
Eric Lopez, Dallas, TX
Thomas Luke, Jamestown, NY
Michael Luke, Old Town, ME
John Lusk, East Brunswick, NJ
Peter Lusk, Lakewood, CA
Matthew Marshall, Syosset, NY
Matthew Merson, Fargo, ND
Andrew McElroy, Drury, MO
Justina McCarty, Felipe, AZ
Matt McElroy, Riverdale, CA

Challenge Scoreboard

STAR WARS: EPISODE I RACER

Calvin Higa, Seattle, WA	2:01.333
Brett Farris, Ajax, OH	4:45.758

POKÉMON PINBALL

Tom Batchelor, Alton, IL	319,777,187,000
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POKÉMON SNAP

Tom Polakow, Alton, IL	4,250
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FIND THE HIDDEN POKéMON NAMES

Hidden in the story are the names of 18 Pokémons. The example below, which contains the Pokémon names Elatys and Arcanine, shows how the words may be hidden. Punctuation and spaces can separate the letters that spell the Pokémon names, but the letters must be consecutive. Can you catch 'em all?

EXAMPLE:

Gina knew if she could seek answers, she'd get the. "Can I network to get answers?" she asked. (Elatys) (Arcanine)

FIND THE 18 POKéMON NAMES:

Gina, Randy and Omar weren't able to compete in the Pokémon tournament because they all felt sick. It was probably the flu. Giant viruses were spreading about their town. Randy called Gina on the phone to see if she felt as sick as he did.

"My stomach hurts and I keep hearing these soft voices in my head. I figure if I listen to what they say, I'll get better," Randy told her. "When I first heard those whispers, I answered them."

"I did it, too! That's just like me! Whenever I hear them, though, I feel worse," Gina replied.

"That sounds like Omar—all and not getting any better," Randy said. "Now my stomach's beginning to growl. It helps if I eat something." Gina told Randy about her special recipe that cures the flu, so he hopped on his bike to visit her.

Randy took off. In Gina's house, he felt rather chilly. The temperature inside was low. Broken heating pipes might have been to blame. The place felt like an igloo. Maybe it was the cold that was making Gina feel sick. "It's too cold in here," Randy said to Gina. "Don't you have something to heat this place with?" Gina told Randy to use her portable oven. Randy put the tiny oven on a table and turned it on.

Gina had to grab Randy, who was getting dizzy from the cold. "You look odd. I should boil up my special recipe," she told him. Gina told Randy to fetch the ingredients while she grabbed a tub to put them in. "Let's get Lemonade Orange! Apple! Sugar!" she shouted. Randy handed her the food. Gina mixed the fruit in the tub. She put the sugar in the tub last. "O, is everything going as work?" she wondered. Randy and Gina drank the mixture. It was sour and pretty potent. A cool feeling rushed through them. When the sour taste of the drink's tang elapsed, they realized they didn't feel any better.

Then, Omar rushed in. "I think this sickness is all in our heads!" he explained to Gina and Randy. "Even though I feel ill, I competed in the tournament and let my Pokémon spar. As they began to win, I felt better. And my confidence that had been absent returned," Omar continued. "I think you're just nervous. It's all in your heads!"

Who am I?

In this month's Pokémon comic, Ash begins his adventure in Johto to discover the new Pokémons in the Gold and Silver versions of the game. His new friend, Professor Elm, knows the names of the Pokémons, but do you? See if you can identify the mystery Pokémon featured in silhouette.



TRY THIS!



Photograph your silhouette for any of the month's Area Challenges, then send your caption or challenge idea to www.PokémonArea.com, P.O. Box 51705, Redmond, WA 98075-5705. E-mail digital photos and challenge ideas to www@pokémon.com. Photos include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NFTW number and Challenge number. The deadline for this month's challenges is December 10, 2001. If we use your suggestion or photo one of our top qualifiers, you'll receive Power Strength gear, limited edition merchandise or the Super Bonus Supplies Catalog for subscribers. Visit www.pokémon.com to see a complete list of qualifiers.



Sydney 2000



On Your Mark...

Four years is a long time to wait for the summer games, but it allowed the designers of Sydney 2000 to take full advantage of technological advances. Crowds cheer for a close finish, baseballs bend with amazing realism, and you can see opening and closing ceremonies, the lighting of the torch and even a parade of athletes. Play control, however, has remained basically the same since the Pong days. Running is simulated by pressing two buttons as fast as humanly possible. Sydney 2000 wisely breaks up the mushing with events that rely on skill and agility as opposed to digit speed.



The Sydney summer games race to your N64 in an Olympic extravaganza from Eidos. Run, jump, swim and throw your way to the gold as you compete in 12 different events against athletes from 32 different countries.



©2000 National Olympic Committee
N64 SOCCER 2000 Developed by AtGames
for N64 SYSTEM. Published by Eidos Interactive
Inc. under license.

Beach[up]

Before you begin your quest for glory, check out the Coaching Mode. It lets you practice stress-free and also does out strategies. It can be a useful feature if you're having trouble with certain events—the diving and kayaking coaching sessions are particularly helpful.

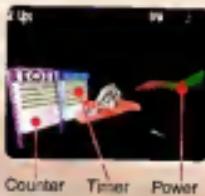


Short Riders on the Track

Coaching Mode lets you ride great ghost interactives. Your previous best showing will run, take or swim through. You can practice, allowing you to judge your progress and see which sections of the event are giving you the most trouble.

Olympic Mode

The road to the real Olympics is a grueling four-year affair, and Sydney 2000 does its best to recreate the experience. While there is an Arcade Mode for those players who wish to dive right into the action, Olympic Mode requires you to make it through several qualifying rounds before you reach the actual Olympics and all the ceremonies and medals that accompany it.



Counter Timer Power



Be Best for the Weary

You must train to build stats and advance through qualifying rounds. It can be grueling, especially once you're forced to repeat the training each time you advance.

Get Set...

Sydney 2000 uses only four buttons for most of the events. You'll tap the power buttons to gain speed and use the action buttons to jump a hurdle, throw a javelin and more. The default controller configurations are shown in the article, but we found that configuration number two was easier to handle.

100 Meter Sprint

The sprint is pure speed, so get those fingers ready. Wait for the starter gun, then press the power buttons as fast as possible. Tap for the finish line once you cross the first white stripe on the track.



False Starts

If you take off too early, you'll be hit with a false start penalty. The first is a freebie, but if you do 4 again, you'll be disqualified. If you don't have a false start yet, take a risk and try to anticipate the gun.

Run Dip for the Finish Line

110 Meter Hurdles

Sprinting with a twist, this event requires you to leap over 10 hurdles as you fly down the track. There's no penalty for knocking one over, but it will slow you down significantly. False start rules also apply.



Hop & Hurdle

The second 110 hurdles is the bane. Begin your jump about three steps from the hurdle. If you keep knocking them over, you're jumping too late. Also, it's not necessary to fold the as far but for one single trip will do.

Run Jump Hurdles and Dip for the Finish Line

Gyro Exercise	Used in Event
Arc Intersection	Short Shooting
Stretch Press	Swimmer, Sprint, Weight Lifting
Dips	Javelin, Hammer
Back Shot	Short Shooting
Height Depth Jump	High Jump
Hydrate	Hydrate, Triple Jump
Leg Press	Hammer, Javelin
Lift Well	Hammer, Hurdles, Sprinting, Swimming
Mobius Double Twist	Hammer, Kayak
Pole Climb	High Jump, Pole
Press-Ups	High Jump, Javelin
Recoil Control	Short Shooting
Side-Ups	Hammer, Javelin, Diving, Kayak
Skipping	Hurdles, Sprinting
Squats	Weight Lifting
Standing Press	Javelin
Standing Sprint	Javelin, Diving
Starting Pistol	Sprint, Sprinting
Strength	Weight Lifting
Twine	Javelin, Sprint, Triple-High Jump

Power Buttons



Action Buttons



A

Event	Quality
Open Trials	15.60sec
Invitation	14.50sec
Championship	12.80sec
Olympic Class	10.94sec

Event	Quality
Open Trials	17.93sec
Invitation	17.10sec
Championship	15.58sec
Olympic Class	14.00sec

Skate Shooting

Shoot clay targets as they fly across the screen. There are separate Controller settings for skates, so find one you like.

Event	Quality
Open Trials	Shoot 8
Invitation	Shoot 10
Championship	Shoot 12
Olympic Class	Shoot 14



Aim High

The gun you use is inevitably heavy and difficult to control. Pick a spot just above the tree line and wait for the target to fly by. Your right stick (left stick when the skates) is in position.



100 Meter Freestyle Swimming

Swimming operates much like a sprint, with the added challenge of turning around halfway through. Also, one false start will disqualify you.

Event	Quality
Open Trials	80.00sec
Invitation	78.50sec
Championship	77.00sec
Olympic Class	67.50sec



The Perfect Swim

You'll swim quickly if you want to win, but the pools long and your fingers can't find. Pace yourself through the race, then go for a final burst near the end.



Double Troubles

You'll often get two targets at once. Use the swimming strategy to hit the first one, then track the second as best you can. Be sure to aim low.



Turbo, Turbo, Turbo

You'll need to use your turn kick to get the momentum effect. If you want to be one body length away from the far wall when you begin turning.

Olympic Sprint Cycling

Unlike more tired events, cycling demands that you conserve energy. If you mash buttons like crazy, your cyclist won't even win a tin medal.

Event	Quality
Open Trials	58.90sec
Invitation	56.90sec
Championship	54.40sec
Olympic Class	49.20sec



Peeling Out

Teams of three ride one lap each. There are two sets of white stripes. The first set of stripes begins the half-way mark, the second set is the half-end. Peel out as you touch the second set.



Peel Yourself

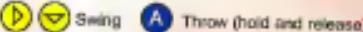
Watch your energy meter closely. Swap it about half-filled until you reach the first rider a midway point, then quickly race for the finish.

Hammer

Hammer tossing is tricky at first, but fun once you get the basics down. Use the power buttons to spin as fast as possible, and keep one finger free to control the release. Aim for mid-field, or you'll throw right into the cage.



Event	Quality
Open Trials	40.00m
Invitation	48.00m
Championship	52.00m
Olympic Class	58.00m



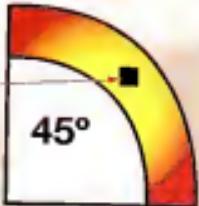
Spiral Cycle

Once you can last enough, ... and arrow key press. Press and hold the action button until it points to the last dot, then release once you make a full circle. You can also do by using the bar above, but it's silly.



Release Me

Release the hammer as close to a perfect 45 degree angle as possible. If it's too high, the hammer will set straight up and knock 50 cards. A throw too low will hit the ground at your feet.



45°

100 Meter Platform Diving

Grace, skill, and no mud button pressing to be found. Diving is easily the best sport in the game, and a welcome release from the timed events. Choose your dives carefully—judges appreciate a dive with high difficulty, but anything above a 3.0 is pretty tough to pull off. Keep in mind, the judges lose interest in consecutive easy dives.



Pretty Colors

Participating has three parts. First, choose dives. Second, strip the power meter as close to the right as you can. Finally, once you begin to dive, press the A, B and C buttons as their respective color symbols appear. You'll need to enter the water as cleanly as possible, so make sure that your body is straight before starting the last part of a dive.



Javelin

Throw a ponytail really far. It sounds simple, but you'll need good speed and a great angle to win gold. This is a good time to point out that the world records used in the game aren't the real records, nor are they very realistic—you'll have to attack the javelin as ahead as you can if you want the record.



Don't Stumble

Press the power button as soon as possible to build up speed. Once the angle reaches 45 degrees, your current speed is locked in, so you can stop running. Take four more steps before you press the button again, or you'll cross the line.



Triple Jump

The Triple Jump is pretty cool, if only because you complete the jumps in slow motion. Build up speed by racing down the track, then make three perfect jumps for Olympic glory. Be careful not to cross the line.



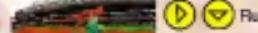
Pop, Skip and Jump

Began your first jump by holding down the action button about five steps in front of the line. Once the angle hits 45 degrees, release. The next two jumps must appear automatically—just tap the action button when it reaches 45 to complete the next two jumps.



Aim True

Like most events that require no angle, the javelin toss is optimal at 45 degrees. Hold the action button until you approach 45, then let go. Once the meter appears, take four additional steps before you start running.



Div. Competition	Points
Amsterdam Forward Somersault, Straight	2.0
Amsterdam Reverse Triple Somersault, Tucked	3.0
Amsterdam Back Triple Somersault, Tucked	3.5
Amsterdam Back Double Somersault, Piked	3.8
Forward Dive, Half Twist, Straight	3.0
Forward 2.5 Somersault, 1.5 Twist, Tucked	3.2
Forward 2.5 Somersault, 2 Twist, Tucked	3.1
Forward 2.5 Somersault, 2 Twist, Piked	3.3
Inward Dive, Straight	1.7
Inward Flying 1.5 Somersault, Tucked	2.3
Inward Flying 1.5 Somersault, Piked	2.5
Inward 2.5 Somersault, Tucked	3.2
Reverse Dive, Straight	2.0
Reverse Flying 1.5 Somersault, Tucked	2.2
Reverse 2.5 Somersault, Tucked	2.2
Reverse 2.5 Somersault, Piked	2.3
Back Dive, Straight	1.9
Back Flying 1.5 Somersault, Tucked	2.1
Back Double, Somersault, Straight	2.6
Back 2.5 Somersault, Tucked	3.3

Event	Quality
Open Trials	45.00 pts
Invitation	52.50 pts
Championship	60.00 pts
Olympic Class	65.00 pts

Event	Quality
Open Trials	30.00m
Invitation	36.00m
Championship	44.00m
Olympic Class	50.00m

Event	Quality
Open Trials	13.50m
Invitation	14.00m
Championship	14.60m
Olympic Class	15.20m

High Jump

The high jump should actually be called the high flop, because you don't jump the bar so much as painfully contort yourself over it. Nevertheless, it's a long-standing Olympic tradition, recreated here for your lap-top enjoyment.



All in the Timing

You'll want to begin your jump as soon as you reach the outside pole. Hold the action button until all but your knees have cleared the bar, then release it to flip your feet over.

Event	Quality
Open Trials	1.65m
Invitation	1.75m
Championship	1.85m
Olympic Class	1.95m



A Jump (hold and release)

Super Heavyweight Weight Lifting

Weight lifting may hurt to watch, but you can lift pain-free from the comfort of your living room. If you refuse a lift, you'll be offered a heavier weight—a tactic useful in later rounds.

Event	Quality
Open Trials	170.00kg
Invitation	175.00kg
Championship	180.00kg
Olympic Class	185.00kg



The Human Forklift

Press the power buttons to build up strength. Your power bar has two block lines on it. Press the action button once you've built the first, then build up more power and repeat for the second.



A Lift (hold)

Kayak K1 Slalom

Kayaking is not only the most difficult event, it's also the most time-consuming. All you have to do is hold down buttons and steer, however, which is a relief for tired fingers. The controls include three buttons used for pole dodging, but they're not to useless. You're better off just paddling forward and backward.



Back and Forth

You have two strokes in your mighty kayak—forward and backward. Strangely enough, you get equal power with both, as there's no need to turn around.



Red and Green Gates

You can paddle straight through the green gates, but you must either roll gates from the other side. Don't miss or ram a gate, or you'll get a huge penalty.



A Forward



B Backward

Z Dodge Gate Police

Multplayer

Like all Olympic games, *Sydney 2000* becomes a lot more enjoyable when you have a few friends competing with you for the gold. Up to four players can take to the field at a time, each representing a different country.



Conclusion

Sydney 2000 has a wide variety of events, nice graphics and decent sound. It does, however, suffer from less-than-stellar play control and some very repetitive button smashing. But that has always been standard procedure for track and field games, and devoted fans of the genre should find *Sydney 2000* a welcome addition to the group. ☺

"The Biggest, Baddest RPG to ever hit the N64!"

IGN64

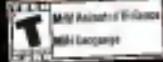


Ogre Battle 64

Person of Lordly Caliber



Over 50 Hours of non-linear gameplay on one of the largest N64 carts ever
Fight epic battles while commanding over 50 types of characters
Experience an epic storyline worthy of the Ogre Battle name



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ATLUS
www.atlus.com

Everyone's favorite talking toddlers return to the N64 in a game from THQ and Avalanche that's based on a much-anticipated motion picture.

RUGRATS in Paris THE MOVIE



Euroreptarland

The Ruggrats were hoping to enjoy their time at a Paris amusement park, but Robotnik has captured the princess and the famous toots must save her. Acting as one of the stars, you will spend hours in Euroreptarland playing games and trying to earn enough tickets to complete the mission.



PRINCESS THEATRE

Test your reflexes at Whack-a-Ninja, toss cookies at targets or battle wooden zombies in Euroreptarland's Princess Theatre.

GOLF PARK

Prepare for nine of the wackiest holes of golf you'll ever play. Also, Reptar is located in the Golf Park.

REPTAR ISLAND

Your driving skills will be put to the test when you battle ninjas and your friends in several bumper car games.

OOGY GOOEY WORLD

Green globs of goo fall from the ceiling as you sail around a swampy area, playing games and earning gold tickets.

MAIN ENTRANCE

Besides playing Baseball Toss at the entrance, you can trade tickets for prizes, such as the important Reptar Helmet.

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Main Entrance

Take an early opportunity to become familiar with the general layout of Repearland. Notice the signs overhead directing you to



TONS O' TICKETS

The main goal is to collect enough gold tickets to buy the Repair Helixter, which converts Reptar and will allow you to save the princess. Red tickets are helpful for collecting puzzle pieces and points.



Red tickets are available nearly everywhere, hanging above the ground. After you grab a red ticket, another will eventually appear in the same spot. Gold tickets are earned after winning the various games.

THE PRIZE CENTER

When your pacloots are overflowing with tickets, head to the Prize Center and get rewards for all your hard work. Puzzle pieces will help you earn gold tickets at the numerous puzzle game areas across the park.



The trading process is simple. Move the spotlight over the item you want to obtain and press the A Button. Of course, you won't be allowed to get a prize you don't have enough tickets for. To exit, press B.

DON'T BE PUZZLED

Solving puzzles is the easiest way to earn gold tickets. But you can't play unless you have enough red tickets to purchase a colored puzzle



When you find a puzzle spot on the ground, stand over it and press the Z Button to bring up your inventory. Select the appropriate colored piece to play the game. You can try each puzzle more than once.



piece. Solve the same puzzle multiple times to get even red tickets. Press B to rotate puzzle piece 90 degrees.

Notice that the border of the picture is already in place. Your job is to fill in the center. The first piece is always the most difficult to place, but it usually fits somewhere beyond the edge. The pieces remain the same with time you play.

BATTER UP!

Baseball Toss is one of several games that feature bonus rounds, giving you a chance to win an extra ticket if you achieve a perfect score. But don't frustrate yourself trying to reach the game's bonus.



When aiming for the batter targets, such as the players, you'll need to anticipate where it's headed and throw the ball in front of it, like a quarterback leading his receiver. In the limited ball rounds, use only one ball per target.



I Spy a Rugrat

What are all those Rugrats up to in Euroreapland? Trade for the Spyglass and use it while standing over the spot near the Main Entrance. Flip through the pictures with the A Button. The Spyglass won't help you win the game, but oh what fun!



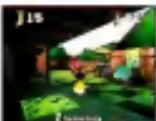
Golf Park

To reach other areas of Euroreptarland, simply take the escalator to the Monorail and choose your destination. Golf Park features nine holes of challenging minigolf and a few other ways to earn gold tickets.



SIMPLE YELLOW PUZZLE

From the Monorail, go right and then take the first left to find the yellow puzzle. It will be easy if you study the border, because the left side of the puzzle is blue and the right side is black.



REPTAR'S WAREHOUSE

After exiting the Monorail, head left and then take a right at the fork. You'll see a door labeled KEEP OUT, which leads to a warehouse. Inside, you'll find a lonely person willing to trade for a gold ticket.



PUTT FOR PRIZES

To succeed in minigolf, you'll need to take advantage of the shortcuts. When close to the flag, use the reverse angle to line yourself up with the hole and don't swing too hard! Keep in mind that you can earn a bonus ticket by beating the course record.



Princess Theatre

Princess Theatre is one of the most enjoyable areas because of its easy ways to earn gold tickets. If you have a bunch of red tickets, pick up the frog at the Prize Center before coming to the area.



WHACK-A-NINJA

Be sure to stop at the most valuable game in the park because it's a fast, simple way to earn tickets. You must whack the ninja, but not the beans, so focus on the color difference between the two.



lick'em, stick'em

Watch the reflection of your character's eyes in the water to find out where the next bug is likely to be coming from. In the early rounds, keep the frog spinning and licking. Once the bees arrive, use your tongue only when you have a clear shot at a bug.



COOKIE TOSS

You may want to play Toss Your Cookies several times to earn extra tickets. It is significantly easier than the Baseball Toss, and you can play a bonus round if you get a perfect score.



Keep the target in the center of the screen and move it up and down and side to side. Control is key to success, so don't move the cursor around willya. You have infinite cookies to toss.

CHUCKIE CHAN

Chuckie Foster is having a wild dream, and it involves maces made of wood. Thankfully, Chuckie happens to be a martial arts master in his dream, and he can chop like a pro. Help him win to earn a gold ticket.



Always keep Chuckie moving, but don't attack too quickly. After hacking down a wooden zombie, wait for it to get back on its feet before launching forward. The wood is vulnerable after being hit.

Reptar Island

Reptar Island may bring back fond childhood memories of bumper-car wars or ticket-winning Skeeball attacks. Although the games are fun, keep in mind that they're among the most difficult to win.



BLUE SKY PUZZLE

The blue puzzle game is aptly named, because it includes a lot of blue sky. As a result, your job is easy. You'll always know whether a piece belongs on the top or bottom.



BUMPER BATTLES

These Rugrats may be too young to drive, but they can still go wild in the bumper cars. There are three distinct bumper car games, each requiring a unique strategy. Bumper Hockey and Bumper Tag call for aggressiveness, while the standard Bumper Cars game demands a slow approach. If you find yourself struggling to win one of the lengthy bumper car games, move on to easier contests.



In Bumper Hockey, charge the pack and try to get a big lead. Then drop back and play defense. Silver balloons are worth points, so grab them when possible.



In Bumper Tag, stand up five pads and run for a mazza. Once a mazza is hit, three times, his car will stop moving and you'll get to focus on the others.



Ooey Gooey World

Mystical music and near-green algae give Ooey Gooey World an eerie feel. The games are fairly complex, so avoid the area unless you're up for a challenge. On a positive note, red tickets are in abundance.



ONE FINAL PUZZLE

The red puzzle is located at the back of a dead end, and it's slightly more challenging than the others. But the same rules still apply—study the border and match the pieces accordingly.



OOEY COLLECTION

The easier of the two games, the Ooey Collection will introduce you to the layout of the swampy area and give you a chance to become familiar with it.



Start with the first level and clear all the balloons. Make your way up to the second story and do the same. Finally, clear out the highest level. Stage the routes in preparation for the next game.

START THE MUSIC

You'll soon notice that the tunes last for varying lengths of time. To plan the perfect path, you'll need to play the level several times.



The car and mazza on the first level must be the final two obstacles you bump Motor to the higher levels, start all the tunes, and then drop off the ledge to get yourself back to the first level.



Snag the Snail-O-Bot

The time has finally come. After wandering around the amusement park for hours and hours, you've earned enough gold tickets to trade for the Reptar Helmet, defeat Robosnail and save the princess.



Enter the warehouse and head to the right. Read the helmet's instructions before standing on the magical spot and cycling through your inventory. When you select the helmet, you'll be whisked off to Amusement Park.

REPTAR HELMET

When you entered the warehouse in *Golf Park*, you probably noticed the huge dinosaur known as Reptar. Return to the warehouse with the helmet and get ready for a battle in the streets of Para.



REPTAR VS. ROBOSNAIL

The deadly Robosnail has captured the princess and is causing havoc in the city streets. Reptar must use his strength to smash

the evil snail. Unfortunately, Reptar is much slower, so you'll need to be smart to win the battle.

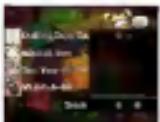


You may be up against a snail, but he's fast quicker than you are. Immediately head to the right, and hide behind the fire truck building. Robosnail will follow you and get himself stuck in the utility doorway, poor fins and aching claws, before Robosnail can launch his fiery attack.

Pick a Peck of Pickles

A FRIENDLY CONTEST

After working hard to save the princess, Tonkey Pickles and his family and friends just want to have a little fun in Funspeland. Grab a few friends of your own and start an amicable competition with one of the multiplayer modes. The Rugrats who get the most points in four different games win!



In a multi-player mode, four games are chosen at random. Every contestant plays solo, and the scores are tallied after each round. You never know which games will be selected, so be sure to practice them all!



Time to Go Home

While playing the game, you'll hear the Rugrats say, "I want to stay in Funspeland forever!" But, alas, once the princess is saved, the game is over and it's time to leave the park. If you really enjoyed yourself, you can raise the difficulty setting and try to win all over again.

Walt Disney's

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winner will drive off with
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with custom decals, two helmets,
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Five Second Prize winners will walk away with a groovy remote-controlled car, and a copy of **Mickey's Speedway USA!**



THIRD PRIZE



50 Third Prize winners will make off with a stylish Nintendo Power T-shirt.

YOUR VOTE COUNTS

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

**FILL OUT THE CARD AND
SEND IT IN! WE'LL TALLY
YOUR VOTE FOR THE POWER
CHARTS AND ENTER YOU
IN THE CONTEST!**

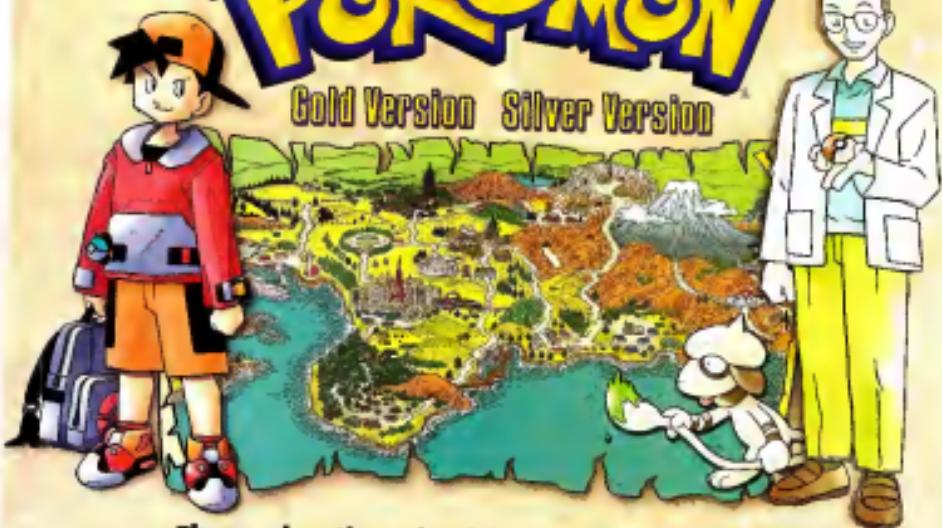
Official Consulting Firms:

Respondent's attorney, Barry S.L. Kass, disclosed that respondent had been an employee of MassMutual from 1970 to 1980, and while there had been no formal title, respondent had been responsible for underwriting and underwriting related administrative tasks. When asked whether respondent had ever been involved in the preparation of policy applications, respondent stated that he had not been involved in the preparation of policy applications.

WINTERSONS PUNK-CA
PLAYLIST 1990-1991 VOL. 100
P3 RÖR 1991
RECORDED 1991-1992

Pokémon

Gold Version Silver Version



The exploration of **Pokémon Gold and Silver** continues beyond the Ruins of Alph. This month, you'll learn about new places, new people and new **Pokémon**. It's all part of the service for the **Pokémon source**—**Nintendo Power**.

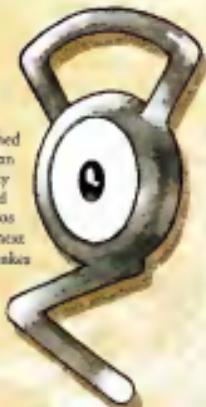


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Gotta Catch Some More

Last month, the Power Pokémen Gold and Silver tour finished exploring the Ruins of Alph, where the unusual Pokémen known as the Unown were discovered. This month's journey will take you to the mysterious Eon Forest, a well full of sad Slowpokes and an underground mall where Pokémen bands are all the rage. The latest tour will guide you through the next two Gym Leader battles, introduce you to a man who makes custom Poké Balls and take you to the mellow sounds of Pokémen Radio. You might even meet some new Pokémen.



Route 32

The route between Aeoles Town and Violet City begins just outside the eastern entrance to the Ruins of Alph. You can reach it by heading south from the Gym in Violet City or leaving the Ruins of Alph through the eastern gate. Expect plenty of Trainer battles and lots of grassy areas where wild Pokémons are found. The Trainers on the bridge are fond of Water-type Pokémons. Later in the game, you can surf in the water by the bridge to find Turtzsaur.

#178 MARSHIP TYPE: ELECTRIC

Marship the electric sheep is found on Route 32. Don't be shocked—it's a dynamic animal. Water-type.

LEVEL 15 #180 FLANTRY ELECTRIC
LEVEL 30 #183 AMPHAROS ELECTRIC

Attacks: THUNDER WAVE, FLASH, THUNDERBOLT, THUNDER PUNCH, THUNDER



#184 WOOPER TYPE: WATER/GROUND

Wooper's Water- and Ground-type status evokes its friendly shyness—but Water-types will make hay.

LEVEL 20 #185 QUAGSIRE WATER/GROUND

Attacks: TACKLE, BUBBLE, RAIN DANCE, MEST, HAZE



#182 BAYLEEF TYPE: GRASS

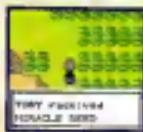
Chikorita evolves into Bayleef at Level 15. Bayleef and Solar Beams keep it growing strong.

LEVEL 22 #184 MEGANIUM GRASS

Attacks: BACON LEAF, SYNTHESIS, BODY SLAM, SOLAR BEAM



Need for Seed



The scenery along Route 32 is very green, and you'll earn a green shield if you take the seed that's offered to you along the way. The Miracle Seed, which grows in a Pokéball to hold, increases the power of a Pokémon's Grass-type attacks.

Fish Tales!



Stop by the Pokémon Center on Route 32 and talk to the old fisherman to get the Old Rod. Then go fishing for water-type Pokémons on the bridge. The water-type Pokémons are biting mad, but their sappy strategies will dry up if you hit them with Grass-type or zap them with Electric-type attacks.



ROUTE 32

	ROUTE	ROUTE	ROUTE
	1	2	3
#101 RATTATA	MANY	MANY	MANY
#23 EKANS	None	None	None
#41 ZUBAT	Few	Few	Few
#58 BELLSPROUT	MANY	MANY	MANY
#87 HOPPIP	MANY	MANY	MANY
#94 WOOPER	Few	Few	MANY

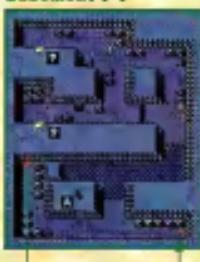
Union Cave

Connecting Route 32 and Route 33 is Union Cave, a haunt of Pokéman Trainers who concentrate on Rock- and Groud-type Pokémons. You'll also find wild Zubat and other Pokémons lurking in the dim recesses of the cavern. Use Water- and Grass-type Pokémons to erode the opposition. When you have Surf and Strength, return to Union Cave and explore further. You'll find some interesting specimens underwater in the ponds.

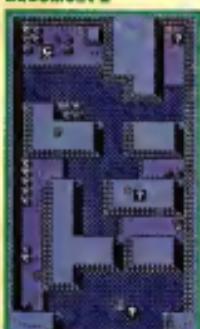
First Floor



Basement 1-1



Basement 2



Return Later



With Surf and Strength you can visit new locations in Union Cave. You'll find more of the mysterious puzzle puzzles that you found in the Ruins of Alph, and if you visit the lowest reaches on Frillish, you may find another surprise.

Basement 1-2



FIRST FLOOR

	ROUTE	FIELD	SEASIDE
#181 RATTATA	MANY	MANY	MANY
#182 SANDSHREW	MANY	MANY	MANY
#183 ZUBAT	MANY	MANY	MANY
#184 DEOXYS	MANY	MANY	MANY
#185 OINA	FEW	FEW	FEW

Route 33

The short route between Azalea Town and Union Cave is where you'll find Eliezer Anthony, a Trainer who will call often to tell you about unusual Pokémons if you give him your phone number. You'll find wild Rattata, Spearow, Ekans, Zubat and Hoppip hiding in the tall grass along the way.



ROUTE 33

	ROUTE	FIELD	SEASIDE
#181 RATTATA	MANY	MANY	MANY
#182 SPEAROW	MANY	MANY	MANY
#183 EKANS	NONE	NONE	MANY
#184 ZUBAT	FEW	FEW	MANY
#185 HOPPIP	MANY	MANY	MANY



FROM UNION CAVE



105 GULAWA TYPE FIRE

Gulawas can burn through enemies using Flame Thrower. Swift is another hot attack.

LEVEL 36 - FIRE TYPED - FIRE

Attacks	HMs
FLASH SCREEN	GYM
BLICK ATTACK	STRENGTH
SWIFT	
FLAMETHROWER	



Azalea Town

When you first arrive in Azalea Town, the place is abuzz with rumors of terrible things happening or the Slowpoke Well just east of town. In the battles to come, you'll make a friend in Kurt, and face the wrath of Team Rocket. Returning later to Azalea Town, you'll get special Poké Balls. As for the Gym, it's guaranteed to bug you.



Kurt's House



Team Rocket blocks the entrance to the well when you first arrive. So go to Kurt's house, then return to the well and help Kurt with the geeks.

Wellness



Go back to the Slowpoke Well and take over for Kurt. The Team Rocket Grunts use Rotom, Zubat, Dunsire and Rattata. A strong Ground-type such as Groudon is a good idea! Pokéballs!



After helping the Charcoal Maker's apprentice in Ilex Forest, return to the house and collect Charcoal, which powers up Bug-type attacks.

Visit Kurt Again



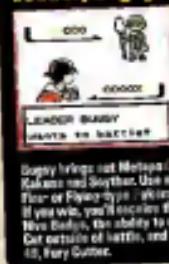
After the Slowpoke well area, Kurt will offer to make custom Poké Balls for you. Return with very old types of Pokéballs and give them to Kurt. He'll turn them into one of these special types of Poké Balls.

Before Bugsy



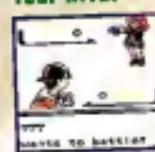
The Azalea Town Gym is off-limits until you defeat Team Rocket at the Slowpoke Well. A geek will block the door and you must the creature in the well. When you enter, prepare to be bugged!

Second Gym Leader, Bugsy!



Bugsy brings out Nidoran, Kakuna and Scyther. Use a pair of Flyer-type Pokéballs. If you win, you'll receive the Bug Badge, the ability to use Cut outside of battles, and TM 48, Fury Cutter.

Your Rival



As you head toward the Forest after defeating Bugsy, you'll run into your rival. You should have no trouble if your Pokémons are over Level 15.

Team Rocket has been chopping off the walls of the Slowpoke Well and selling them for profit. When you enter the well, you'll have to defeat all four of the Team Rocket grunts. Doing so will open up things in Azalea Town. Since you'll face many Poison-type Pokémons, stock up on Pancareberry or Ananidote before venturing into the well.



Basement 1



Basement 2



A



When You Return

After receiving Surf and Strength, return to the Slowpoke Well and explore further. You'll find items such as The King's Rock, Super Potions and TM 12, Pain Dance.

BASEMENT 1

ITEM	TYPE	LEVEL	ITEM	TYPE	LEVEL
FEEL UPSET	POISON	1	MANY, MANY, MANY	POISON	1
729 SLOWPOKE	POISON	1	MANY, MANY, MANY	POISON	1

Ilex Forest

The gloomy forest to the northwest of Azalea Town is home to many wild Polmon, but it isn't the home of the Charcoal Maker's apprentice who has wandered into the wood in search of the missing Farfetch'd. After helping the apprentice catch the feathered Pokémon, proceed through the larger inns of the wood, finding items and catching wild Bug- and Grass-type Pokémons, such as Caterpie and Oddish. There are plenty of Zubat flying about, as well.

TO
ROUTE 34

FROM
ROUTE 34



ILEX FOREST

ROAD

TRAIL

#	POKÉMON	MANY	MANY	MANY	None	None	None
#101	CATERPIE	MANY	MANY	MANY	None	None	None
#111	METAPOD	MANY	MANY	MANY	None	None	None
#124	KADABRA	MANY	MANY	MANY	MANY	MANY	MANY
#131	WEEZLE	FEW	FEW	FEW	MANY	MANY	MANY
#132	ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW
#133	DRIBBLE	None	None	None	MANY	MANY	MANY
#135	PARAS	MANY	FEW	MANY	MANY	FEW	MANY

Lend a Hand



1. Come on looking
for the items in the

The Charcoal Maker's apprentice has lost the precious Farfetch'd in the woods and can't catch it up to you to hand the bird back over to the apprentice. Once you succeed, you'll earn TM 10, Cut, and you'll be able to cut down trees.

Herd the Bird



2. Let's the bird into
the cage

The Farfetch'd tries to leave the opposite direction of your apprentice. The idea is to drive it to the apprentice, which will take patience.

ROUTE 34

Plenty of Trainers stand ready to challenge you along Route 34, and lots of new Pokémons such as Abra and Ditto are hiding in the grass. The Psychic-type Drowzee is an excellent addition to any Pokémon collection. The Daycare center is another important stop.

Have a Care



A Good Egg



If you leave your Pokémons with the couple at the Daycare Center, they'll mess your animals until you return. Be prepared to pay a hefty fee for their services. If you leave two Pokémons at different daycare centers, you might return to the Daycare center to find an egg.

ROUTE 34

ROAD

TRAIL

#	POKÉMON	MANY	MANY	MANY	None	None	None
#50	RAITATA	MANY	MANY	MANY	MANY	MANY	MANY
#53	ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#68	DRIBBLE	MANY	MANY	MANY	MANY	MANY	MANY
#70	ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW

Use Surf to reach the island, then defeat the three Trainers to win Surf Sand!



Goldendrod City



Stop 'n' Shop



The high-end department store in Goldendrod City holds almost everything a Pokémon Trainer could want. Each floor specializes in different types of items. On the second floor you can buy pokéballs and Poké Balls while on the ninth floor you can buy Technical Machines.

Bill's Number



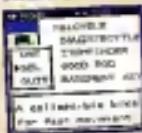
Visit Bill's house and exchange phone numbers with Bill and brother. Once Bill has your number, he will notify you when your Pokémon needs to be filled. You can call Bill and check on the status of any Pokémon.

Speed Cycling



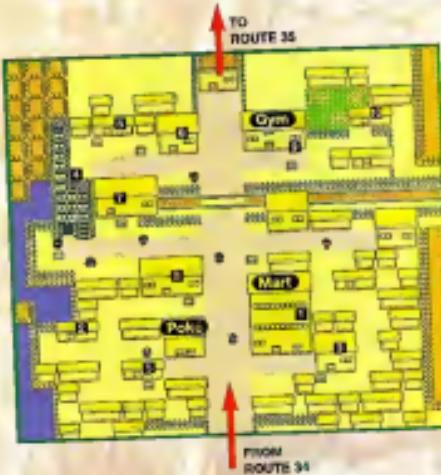
Get a newer bike from the Tri-World's Cyclo Parts Bike Shop in Goldendrod City. The bike is located every in the southeastern part of town. Once you have the bike, use it to zip between locations.

Instant Bike



Buy the bike so you can use it at any time with the push of the Select button. Go to your Jack, choose the Bicycle and push the A button. Choose the 3rd option on the pop-up menu to register the bike.

It seems that all roads lead to Goldendrod City. On your first visit, you'll find valuable items, such as the Bicycle and Squirtottle, and meet interesting people, including a pair of Pokémon bakers and Bill, who invented the Pokémon storage system. The metropolis holds many secrets, too, like the Underground. The biggest secret of all has to do with the Radio Tower and its missing director, but you won't be able to solve that riddle until later. Don't forget to get pumped for the big Gym battle with Whitney and her mighty Milksaak.



Tower of Power



The highest levels of the Radio Tower are closed at first, so you'll have to return later working your way up. Meanwhile, you can check your Lucky Number. The Radio Card for the Poke Gear lets you listen to Pokémon radio shows.

Radio Free Pokémon



After winning seven badges, return to the Radio Tower and challenge Team Rocket. You'll have to win two Key Cards—one in the Tower and one in the underground—before you'll be able to reach the mastermind.



153 CROCONAW TYPE: WATER

At Level 18, Totodile evolves into Croconaw. Hydro Pump and Bite will make a splash in most battles.

LEVEL: 18 EVOLVED FROM: WATER

ATTACKS	HORN
STATS	GROWL
MOVES	WATER
SKILLS	WATER
ITEMS	STRENGTH

5 Under Goldenrod City

Goldenrod City's Underground contains shops, Pokémon battles and some other surprises. One shop is open only on Monday morning. Another is open on weekends. You'll find the Gym Leader in the Underground, and you'll also find a locked door tucked away. Leave that for later.



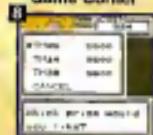
What's in a Name?

Although he's called the Name Racer, the man in Goldenrod City seems to think all names are greatly good. The real reason to visit the Name Racer is to change the nickname of a Pokémon.

Train Trouble

The train won't be along for quite some time, so don't worry about it until later. Drive the engine to the up-and-rushing, the train will take you to the region of Kanto where the first Pokémon adventure took place.

Game Corner



The Game Corner features two games of chance. You can take your savings to the bank counter and purchase an Alola, Sandshrew or Dratini. You can also trade in coins for TM14, Blizzard, TM25, Thunder and TM30, Fire Blast.

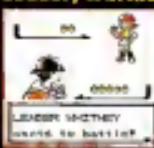


The Game Corner has 24 cards lined down on a table. You have to try to guess the correct card that will be revealed. You can pick times or multiple times, but the payout is less than if you choose a single card. So for the beginners and big payoffs.

At the Gym

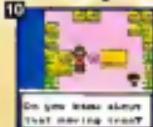
All of the Trainers in the Goldenrod City Gym are females, and they have a preference for Rock-type Pokémons. You might want to bring out a Fighting-type Pokémons such as Macho.

Third Gym Leader, Whitney!



Whitney's Level-20 Moltres is one tough bird. Try to stop the Rollin' Rock from crushing you by using Hypnosis or Ice. Whitney's Level-10 Gible is an easy mark for a Fighting-type.

Don't Forget



Remember to stop by the gift shop after defeating Whitney. The Squirtle will help you solve the riddle of the quivering tree.



Golden Opportunities

You're well on your way to becoming a great Pokémon Trainer, but the toughest battles are still ahead. You've already heard about the upcoming battle with Team Rocket over the Radio Station, and check just one of many training grounds where you'll have to show the world what it takes to be a Pokémon champion. Next month, Nintendo Power will continue with bug-catching contests and more.



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HARVEST MOON 2

GBC



NATSUME'S HARVEST MOON 2 FOR GAME BOY COLOR IS SPROUTING ON STORE SHELVES THIS FALL, AND WE'VE SCOURED THE LANDSCAPE FOR BUSHELS OF TIPS AND STRATEGIES.

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FARM LIVIN'

There is no dungeon diving in Harvest Moon 2, no hordes of slavering monsters to slay. In spite of that fact, HMa2 is a role-playing game of epic proportions, one in which your mind and (virtual) body will be tested to their utmost. As the heir to a small family farm, you have three years to turn your personal Ponderosa into a financial success. If you fail, your inheritance will be sold to make way for a theme park. What's so tough about growing turnips and milking cows? Listen, if you were to put a rampaging pig and one of Harvest Moon's grumpy Hobbits in an arena together—well, let's just say our money would be on Bessie!



MR. OR MS.?

When the game begins, you must choose to play as a male or a female character. Either way, your skills and abilities are the same, and the mayor will give you a chance to turn your farm around. Unlike in the original Harvest Moon, the central goal is not to get married, but you can make friends with the people in town.



1 MAYOR

The mayor will always greet you with words of encouragement. Try not to let him (and yourself) down.

2 SEEDS

Instead of cut flowers, the so-called Flower Shop actually sells seeds for flowers, crops and even fish.

3 DOCTOR

If you're feeling under the weather, see the doc. He may have you stay in the clinic overnight.

4 LIBRARY

If you have a Daring Boy Painter, go to the Library to print "photos" of festive foliage and the fish you've caught.

5 CHURCH

The Church will be closed when you begin the game, but a new pastor will arrive within the first season.

6 CARPENTER

If you ask the carpenter about building something, he'll come to your house later with an estimate.

7 TOOL SHOP

Most of your farm implements are made at the Tool Shop. Want to find out about using your tools?

8 RESTAURANT

The food is good, but the decor is less overcooked. Any food you buy is delivered to your home automatically.

RIGHT NEIGHBORLY

In fact, the townfolk will bend over backward to help you. While you'll spend most of your time down on the farm, you'll go into town regularly for food, tools, supplies and companionship. Visit the public square north of town (not shown) to meet people and read the bulletin board.

1 HOME

This is your home, sweet home. It's rather humble, but if you wish, talk to the carpenter about an immediate upgrade.

2 COW BARN

The barns fully equipped. For up to four cows, there's a cowshed ladder for them to climb in and out.

3 COOP

Up to four chickens can live in the hen house in corner — you can't keep them cooped up all the time.

4 HOTHOUSE

The hothouse is another addition from the carpenter you could ask for if you've saved up enough money with your

5 FIELDS

Keep your crops near the hill for greater harvest. The right side of the fields are perfect for grazing.

6 PASTURES

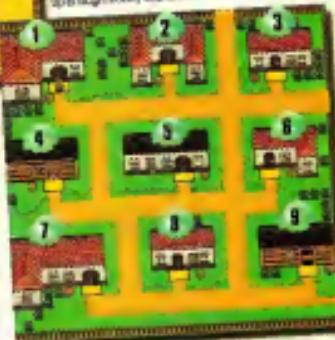
Use the pastures to grow grass for your horse and as places where your livestock can relax freely.

7 SHEEP SHED

The sheep should not "starve" during the winter. Talk to the carpenter about having one built.

8 FISH POND

There are 18 types of fish in the river. You can sell what you catch or eat it in the pond for free.



9 FISH POND

These are 18 types of fish in the river. You can sell what you catch or eat it in the pond for free.



FRIENDS & NEIGHBORS

All work and no play is just boring, so visit friends in town. In return, they may stop by the farm with a gift, a request, or even a mystery for you to solve.

1 LIVESTOCK

Besides raising livestock and fodder, the merchant will also buy minerals from you — at wholesale, of course.



WHAZZUP?

As the proprietor of the Flower Shop, Betty is the person you'll see most of the time. Just go to her and talk with her.

HOE DOWN

You'll spend the first few days clearing your fields and planting crops. Start in the main field below the house, which is close to a water source. Stagger your planting (say, two or three patches per day) so you don't have to harvest everything at once. Watering is very tiring, so don't have more than eight patches of crops at any one time.



CLEAR FIELDS

Use the hammer, the ax and your bare hands to clear the land. Weeds (shown) come back eventually.



TILL THE SOIL

The ground won't accept anything but till with the hoe. It turns each tilted square of land to its natural state, then a rock out.



PLANT SEEDS

Till the soil in an "L" pattern, leaving one square in the side of a 2x2 patch untouched. Weeds in hand, press A to water them in a square around you.



WATER DAILY

The "L" pattern allows you to water and harvest each square. If you fill one entire 3x3 grid, once the seeds sprout, you won't reach the center square.



THROUGH EVERY SEASON

Each year is broken down into four 30-day seasons. As the seasons shift, so will the pace of life. Different crops are available at different times of the year, and various new tools and items will become available in different seasons and years.

SPRING



Don't water if it drowns in spring. Turnips are a great starter crop, but peanuts yield a bigger profit.

SUMMER



Melons look like money-makers, but they take a long time to ripen. Stake with tomatoes for quicker profits.

FALL



One planting of peanuts will produce all season long, but year-end demand might price you out.

WINTER



Grass can't grow in winter, so be sure to stockpile a lot of fodder for your animals before the season change.

SPRINKLER - YEAR 1

If you use the sprinkler a lot, you'll have the agnirill late the first spring.

SUPER HOE - YEAR 1

Work the main field and pastures to earn the super hoelets in your first spring.

BRUSH - YEAR 1

Can't have a cow unless you have a brush for grooming it. It is an essential item!

MILKER - YEAR 2

Buy the milker in the second year, which is the earliest you'll have mature cows.

HORSE - YEAR 1

On the first day of fall, a friend will stop by and ask you to care for a horse.

SADDLE - YEAR 1

Buying the saddle and learning to ride may be a useful—and profitable—investment for you.

SHAMPOO - YEAR 3

Use the shampoo regularly on your sheep to keep their coats clean and fluffy soft.

CLIPPERS - YEAR 3

You likely won't buy sheep land, thus, you'll need the clippers just the third year.

Crop	Cost
Turnips	\$120
Melons	\$120
Aztec Beans	\$120
Grass	\$120

Crop	Cost
Tomatoes	\$200
Melons	\$200
Grass	\$200

Crop	Cost
Peanuts	\$200
Yams	\$180
Grass	\$120

Crop	Cost
Broccoli	\$500
Hops	\$500

Grass does not grow in winter.

THE RIGHT TOOLS

The villages will give you a few tools at the start. The more you use the basic tools, the faster the upgrades will become available.



AX

Chopping up stumps will give you the lumber you need to add on to your home.



WATERING CAN

You must fill the watering can in the evening. The sprinkler upgrade doesn't need filling.



GARDEN HOE

The normal hoe lets only one square at a time. The super hoe lets a long row.



SICKLE

Use the sickle to cut grass. It's put in the site automatically—you don't have to haul it.



HAMMER

Even with the hammer, breaking rocks is one of the most tiring tasks on the farm.



SEE MONEY

You start with \$500, your uncle will give you \$1,000 as an birthday gift and you'll find another \$1,000 on home.



NO CIRCLE?

This pattern is the most efficient for watering and harvesting. Keep a one-square border between the patches.

BUMPER CROPS



To sell crops, place them in the bin by five o'clock. You don't have to pick crops the day they ripen, but any delays will cut into future earnings. Remember that crops from one season will expire on the first day of the next season.

PROFITS

The chart shows how much the buyer will pay for your goods. Prices for crops are based on eight of each item.



ANIMAL ANTICS

Raising crops will seem like a cakewalk compared to raising livestock. Animals can be temperamental and prone to sickness. Unless it's raining or wintertime, put them outside to keep them happy, but bring them in at dusk.

A MOO-VING EXPERIENCE

Cows require huge initial investments of time and money, but once they mature and begin producing milk, the returns will be huge!



QUALITY CARE

As with all your livestock, you should give each cow one pat of fodder per day. You should also brush them daily, as it helps keep them healthy and content.

BOVINE BOUNTY

Milk brings in good money, and butter and cheese bring even more. The butter churn and cheese maker will become available later in the game.

WILD AND WOOLLY

Buying sheep isn't necessary to reach your goals, and they can be expensive. Besides the cost of buying and caring for them, you must also build a new barn especially for them.



SHEAR MADNESS

Use the clippers to shear your sheep. Wool brings in reasonably good profits, and sheep will grow several coats in one year.

Produce	Sell Value
Turnips	\$520
Asparagus	\$840
Tomatoes	\$640
Melon	\$1,040
Cabbage	\$1,040
Broccoli	\$900
Peanuts	\$320
Yams	\$480
Milk	\$250
Cheese	\$300
Butter	\$300
Sheep Wool	\$250
Fish	\$300
Chicken Egg	\$60

CHICKEN RUN

Unlike cows, chickens don't have "love meters," but they do have emotions and can become grumpy easily. Once again, let them roost during the day—weather and season permitting.



GOOD BREEDING

To keep start-up costs down, buy just one chicken and then incubate its eggs to hatch more chicks. It will take a few weeks for chicks to hatch and mature, but you'll save up to 3,000 smacks.

FISH TALES

Fishing is a very hit-and-miss activity, but if you have the time, it can provide some extra money between harvests. To sell fish, place them in the bin along with crops.



THE BIG ONES

You can fish anywhere along the river. If you catch a fish in the pond rather than out there, something interesting may happen after it.



THE BACK FORTY

To ensure your success, you may want to expand your holdings in your third year. If raising sheep isn't to your liking, you can give your green thumbs an even bigger workout than usual in a new hothouse.



ESTIMATE

Though not quite as expensive as a sheep barn, the hothouse will still cost you a pretty penny—\$60 pieces of lumber and \$50,000 altogether.



HOOTHOUSE

You can grow herbs and flowers year-round in this hothouse. To swell your herb-enough lumber for the project, check the woodpile on the right side of your farm.

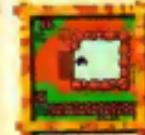


LUMBERJACK

These are truly renewable resources in the game. Follow the meandering path to find stumps to chop up for lumber. The spruce regenerate every day.

HEALTH & WEALTH

Ben Franklin was right about that "early to bed and early to rise" stuff. Don't stay up until midnight or work for long periods in the sun. If you become ill, your crops and livestock will suffer from neglect.



HOT SPRINGS

A quick dip in this hot spring at midday can help you recover from a strenuous morning and give you an energy boost for the afternoon.



Being tired and being overexerted are two different things. Even if you're hot, you'll pause occasionally to wipe your brow.

As you become tired, you may pass out often during your work. Just look at the strain on your head. That can't be good!

Stress and overwork can lead to low energy overall and illness. You may find yourself working harder but accomplishing less.

If you push yourself too hard, you may just collapse, unable to do the simplest task. You should turn in early, buckle up!



EXTRA CASH

The main farm path is a good source of extra cash as well as lumber. Walk along the path for wild fruits and berries to sell. Put them in the bin, just like crops.

HAPPY HOLIDAYS

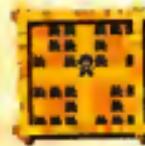
Besides using the hot springs to unwind, take advantage of the seasonal festivals and holiday celebrations in town. You can relax, have fun and solidify your friendships with your neighbors.

Spring	Summer
Cherry Cup Races	Hurricane
Flower Viewing	Star Festival
WINTER	FALL
Heavy Snow	Moon Viewing
Thanksgiving Festival	Harvest Festival



CHERRY CUP RACES

If you learn how to ride, you can saddle up and enter the local Cherry Cup horse race. Even if you don't compete, you should still attend the race.



STORM WARNINGS

Check your Schedule subsection for festival dates and weather warnings. You can't work on stormy days, and the extreme weather can damage your crops.

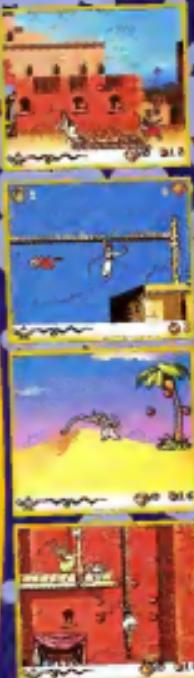
COUNTRY COMFORT

After you put in three seasons of hard work and devotion, the mayor will decide your farm's fate. If his opinion gives you a green-thumbs-up, you'll be allowed to continue past the three-year mark. While the game is not everyone's cup of tea, if you're ripe for a different kind of role-playing challenge, then Harvest Moon: GBC could be your pick of the fall game crop. ☺

Disney's Aladdin



Disney's Aladdin
Comes to
Game Boy® Color



Aladdin slashes his way through
sabotage, leaps across rooftops,
and challenges dangerous
champions of Agrabah. He's
on a mission to rescue
Princess Jasmine—and save
the city from the evil
Iago. He's also on a flying carpet
adventure, a castle, a fun-filled ride!



Entertainment
Software Rating Board

Game
of
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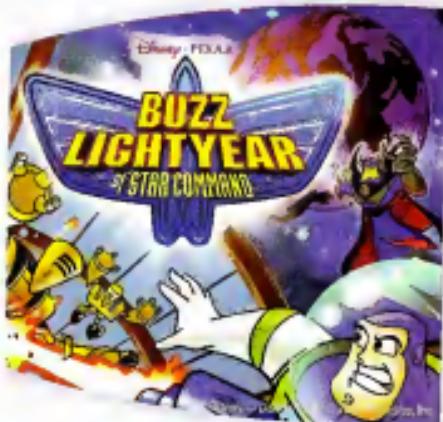


Game Boy a-Go-Go



FILMtastic FUN

Forget the cineplex—Hollywood's hottest creations are debuting this season on the little square screen of your Game Boy Color. Toy Story's Buzz Lightyear provides the first-stage booster rocket this month for a cosmic collection of movie-themed games. Exciting new attractions like Little Nelly and the Grinch share the marquee with duty favorites like Blade and the Mummy, but the games themselves are all brand-spanking new. Grab some popcorn, sit back and enjoy our coming attractions. Trash receptacles are located in the lobby.



Good Buzz

If you know Buzz Lightyear only as the plastic action figure from the *Toy Story* movies, then you should head to the Gamma Quadrant to start spacing out with *Star Command*. Activision has charted a course for galactic adventure that follows the path laid down by Disney and Pixar in *Buzz Lightyear of Star Command*. The top-down shooter will send you hurtling toward six interstellar collisions with the evil Emperor Zurg, and you'll have to bring a constellation of cosmic screeches to justice along the way.



Ready, Action!

As Star Command's top space warrior, you'll be required to round up the galaxy's most wanted criminals on a series of inhospitable planets. You may get a medal for each undesirable you collect, or at least a chance to redecorate yourself on another mission.



Nebula's News

Commander Nebula will issue you orders at the start of each mission, bringing you up to light speed on the latest criminal activity in the quadrant. He'll also provide you with images of the villains you're after, so you'll recognize them in the field.



XR-Cise Caution

Eight-year-old robot partner, XR, has been blessed to last by enemy lasers, and it's up to you to collect the scattered pieces on the off chance you'll use him. Each part looks like a fully assembled XR.

SHOOTING LOCATIONS

Each mission is a combination of a race and a shootout. You'll need to fight through waves of enemies quickly to reach the boss's small battlefield at the end of each level. Don't spend too much time fighting enemies along the way, or your time will run out before you reach the boss.



Brass in Space Pocket

Star Command pays you well, but you'll often find yourself in need of some pocket change for weapons and transportation upgrades. Defeated enemies are the best source of spare coins.



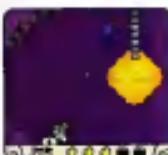
Pay as You Go

You'll find weapon and transportation upgrades along the way; coins that range from one to five coins. You can carry only up to five coins at a time, so spend your money wisely.



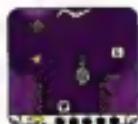
The Gauntlet

Most levels are long campaigns that sometimes narrow into simple mazes. You'll probably take some hits from the thermal attacks of enemy robots, so pick up hearts to restore health.



Make a Collar

The criminals you've been chasing won't just give up when you catch them! Use the end of the tools. Use weapons with colors that correspond to an enemy's damage bar.



Ensnared by Snakes

Watch out for debilitating space snakes that spin your spirit to the abyss and. Your controls will be reversed after the snakes affix themselves to your head. The effect is temporary, but embarrassing.



Rocket Man

You'll spend most of your missions on foot, but there will be many occasions when you'll need to make use of your rocket pack to hop over bodies of water or precarious platforms. Use the D-Button to turn it off.



Beam Ahead

Warp pads cost five coins to operate, but they're well worth it if you're running behind in your pursuit of a boss. They'll automatically propel you forward in the level.



Zap Burg

The biggest bad guy of them all is waiting for you at the end of the final level. Stock up on coins so you can use the weapons power-ups on the battlefield. You'll need to hit him with several types of arms before he'll give up.

CHICKEN RUN



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Free Bird

Each level in *Chicken Run* requires you to learn the correct sequence of actions needed to lead your sister hens to safety. Your mission will always involve bypassing the various security measures the Tweedys have installed at the farm, like dogs or searchlights. Once you've found, or created, a safe route to the exit, you can lead your fellow chickens there by creating a trail of chicken feed.



Freedom Trail

You're much brighter than the average chicken, so it's up to you to do the thinking for them. Lay down a path of chicken feed to lead them in the right direction. Don't spread out the feed too much, or they'll get lost.



Lights Out

Light is your enemy whenever you're trying to do something sneaky like breaking out of prison. The spotlights monitor your tunnel entrance so control a nearby switch at the top of a pole. Use a long-handled tool.



Wrenching Experience

The gates on the ground are linked by air vents that allow you to move through otherwise inaccessible areas. You must use a wrench to open the gates, but once they're open, they stay open. Place chicken feed in front of the gate to make the hen enter the air vents.



Quiet Reflection

The eyeball security systems periodically scan their immediate area for signs of trouble. They'll send up the alarm if they see movement, so cover it if you place hens in front of them, however, they'll blissfully unaware of your activities.



Card Acceptance

As you get closer to the exit of the Tweedy Farms facility, the security systems become more sophisticated. Pick up Key Cards on the ground then use them to turn off the laser beams that protect the exits.



Bouncing Step

The other hens don't have your vertical leaping abilities, so there are times when you'll need to place springboards near obstacles to help them move to the exits. Set the device's direction arrow then place chicken feed in front of it to make the hen automatically jump.

POULTRY PRISON

Oppressed poultry everywhere will have reason to crow with the release of *Chicken Run*, THQ's new adventure/puzzle game. As Ginger—the fearless, feathered leader from the fantastic film—you'll need to show your fowl friends the way to freedom from Mr. and Mrs. Tweedy's barbed-wire confinement pens.



Rhino Rumble



Roaming Rhino

Rhino Rumble puts you on the horns of a dilemma: You've just eaten a pile of spicy chili peppers, and you need to find some water to put out the fire in your mouth. The problem is, nobody wants to share scarce jungle resources with a thirsty rhino. You'll need to fight your way past belligerent bears to reach refreshment in Telengames' fast-paced platformer.

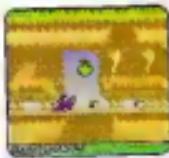


THIRSTY WORK

You'll find that the search for a simple drink of water can get very complicated for a rampaging rhinoceros. Starting in your natural jungle—or savanna, if you want to get saucy—habitat, you'll soon explore unfamiliar territory in search of waterfalls.

Jungle Jumping

The Jungle level will introduce you to the basic skills you need to survive in the wild, such as spotting of enemies. Finding water is your main goal, but you should also collect fruit when you find it.



Desert Dangers

The natural obstacles of the Jungle give way to man-made structures and tunnels in the Desert. Look for narrow perches among the blocks so you can jump to higher platforms.



Cave Caution

Dark caves seem like good places to search for cold water, but you should also watch out for falling lava and sliding bats. Use ramps to make platforms to help you reach high ledges.



Snow Surprise

The icy landscape of the Snow level is no place for a rhino to charge. Sloppy ice blocks and snow-covered ledges require great caution. Pass along with jump to ensure your floating

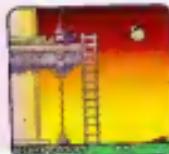


NEW TERRITORY

After you've hoisted on the water in the natural landscapes, you can make trips to the city and the clouds to slake your thirst. You can enter the City by completing all the stages of the four previous levels. To reach the Clouds, you must find all the fruit in the previous levels.

City Scraps

The City seems abandoned except for the birds and other bad guys that attack you. Charge over platforms as you did in previous levels then use the boomerang to get across the water.



Castles in the Clouds

Hop from cloud to cloud in your pursuit of a waterfall in the sky. If you manage to soar to the finish, you'll take a trip to outer space in the final level.





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TOMB TOUR

Here's a game for all you budding Egyptologists out there. Study the ancient past by meticulously uncovering mysterious artifacts. Sort of. Actually, you'll have to run from and fight the lethal supernatural forces you've unwittingly unleashed on the world in Konami's action-packed platform/adventure game.



Wrap It Up

You'll start the adventure as Evelyn, the antiquities librarian, as she searches through the stacks for stems and hidden portals. The library is a vertical maze of ladders, switches and holes.



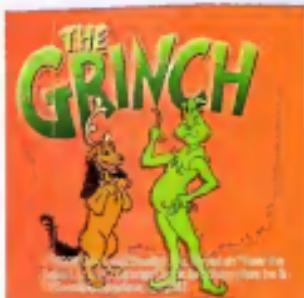
Open Door Policy

Pick up tablets then activate them with the tablet to open secret doors to all secret parts of the library. You may not always see what does the tablet open.



Here in the Dark

Somnambule jumping will put you into position to grab a torch power up on a platform. You can carry the torch down a dark hallway. Where you'll find Jonathan. He'll join your team.



WHO-VILLE HORROR

There's always a heistmaney going on in Who-ville around Christmas time. The air will be filled with joyful songs and triumphant festivities. It's a good time for all—all but the foul Grinch, who sits in his desk one with only his dog Max to keep him company. This year he's determined to ruin Christmas by stealing all the Whos' presents, and you can help him when you play Konami's item collection game.



MAX POWER

Each level offers a maze of varying complexity that you must negotiate to steal all the presents. Avoid the Whos, or they'll spoil your big rip-off by making you feel lousy in your heart.



Happiness Heist

The trusting Whos have left their presents sitting out in the open, so all you need to do is grab them without getting caught. If you are caught, you can usually get away if you keep running. The Whos will eventually run out of breath.



Canine Crime

After you clear five levels as the Grinch, Max takes over for a while. Like the Grinch, he can crawl, and he can also jump over obstacles when necessary.



Blood Brothers

Kick, punch and slash your way through the streets of New York City to uncover a vampire conspiracy. As you defeat enemies, you'll be allowed to progress in your adventure.



Supernatural Scraper

Put your teeth with some relatively weak enemies then go head to head with some of the toughest vampires who stalk the night. Try to knock them down then beat them down with repeated attacks. They'll do the same to you.



Night Stalking

Endowed with vampiric strength and powers, Blade can also walk around in sunlight without crumbling into a pile of dust. In other words, he's uniquely qualified to stamp out evil Blaedusters in Activision's new brawler based on the Wesely Snipes movie of the same name.



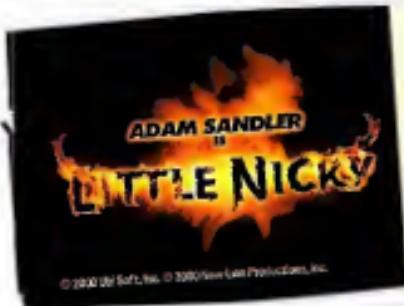
Vampire Sheet

A special stage at the beginning of the game provides a shooting challenge from a stationary position at the bottom of the screen. Use the A button to fire at distant vampires and the B button to stop them from either side of you.



Attack With Teeth

The ability to upgrade your weapons adds some RPG elements to the game play. You'll be able to get the upgrades when you complete the different levels.



Feel the Burn



Devilish Fun

Little Nicky may be from H-E-double-toothpicks, but he's not such a bad guy. He's on a mission to track down his two delinquent brothers on earth before his father, the devil, literally falls apart. Get fired up for fun in Ubi Soft's platformer based on the forthcoming feature film.



After passing a series of tests in the Earth Sizeraser, you'll head up to the Big Apple to track down your brothers. Remember to charge up your power by standing in fire.

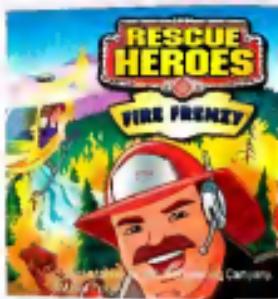
Rat Patrol

You'll enter New York through a glorified subway tunnel, so it won't seem like much of a change from your home. Jump frantically throughout the level to avoid rats and sparks from the subway tracks.



Track You Down

If you're running down a subway track, it's hard to reason that you may need to avoid speeding subway trains. Crash down in holes beside the tracks to let the trains roll over you.



Where's the Fire?

Mattel and Fisher-Price are going to put you in the middle of a natural disaster—a Fire Frenzy, no less. A wildfire is searing across the countryside, threatening forests and towns in its path. You'll need to take control of an elite rescue team as it rushes to put out the blaze and transport people and animals to safety. The game is sure to make a big splash with hose-happy youngsters.



Wet Work

After you choose your status level—you'll start as a Rookie—you'll take on one of several urgent tasks on the operations map. Pick out your gear then head to the front lines, where crackling flames and desperate victims await you.



Trench Warfare

The Fire Break mission puts you in the driver's seat of an earth mover as you try to stave off a wildfire. Dig an impenetrable commitment trench to prevent the flames from spreading to the dense forest at the bottom of the screen.



Splash Down

Playing as Axel the seaplane pilot, you'll need to airdrop a two-part mission: rescue bleeding oil workers in the city. Drop water to put out a series of small fires as you race off to a victim up to be fixed by your rope-actress.



Career Advancement

You'll enter a bonus stage if you complete the tasks on the operations map. Play it and you're going to send in an emergency to fire-fighting planes over the forest. You'll be promoted at the end of the stage.



Bottle Blonde

American girls' favorite doll takes to the skies on a magic carpet ride to help her fellow genies recover their magic powers. Mattel's high-flying Game Pak takes a different turn from previous Barbie adventures with its complicated mazes, item collection and problem-solving challenges. Barbie boosters' Arabian days and nights will soon be filled with magical wish fulfillment.



Rug Rides

An evil sultan snatched four magic lamps from Barbie's friends while they were busy frolicking in the forest. You'll need to track down the artifacts to help the grounded genies make more magic.



Genial Gestures

You'll meet a variety of people and creatures in need during your travels, and it's always worth the effort to help them. The tasks range from achieving a shopkeeper's lunch to helping Pegasus fly.



Magical Recovery

When you recover the lamp, its genie owner will be freed from the grip of the evil Sultan's master. Helpful citizens will give you hints to help you find the lost lamps.

m&m's® MINIS® MADNESS



Archivaria 1998 21(1)



Exercise Section



LOOK
FOR



Windows / Macintosh
CD-ROM



MS. PAC-MAN: MAZE MADNESS

Namco revamps an '80s great into something greater.

GRAPHICS: At first, the overhead camera angle and three-quarter perspective (think *Bomberman 64*) make things feel claustrophobic. After a few minutes, you'll get used to Ms. Pac-Man's 3-D atmosphere, which is brilliant in both color and design.

PLAY CONTROL: As long as you're adept at using the Control Pad, you'll find a way to gobble up a high score.

GAME DESIGN: Ms. Pac-Man is revered as one of the arcade greats, and Namco's update doesn't diminish her appeal. Building upon the dot-chomping scenario, *Maze Madness* requires you to coordinate levers, find keys and push blocks to reach

platforms and springboards that will take you to new legs of the labyrinth. By expanding the maze framework, Namco deftly retains the Pac-Man feel while breathing new life into the game, mixing puzzle solving with arcade cat-and-mousing.

SATISFACTION: Revamped classics need work. *Maze Madness* does—without being gaudily gussied-up or turned into a completely different game. The multiplayer mode stumbles, but the adventure and original '80s modes are the perfection.

_SOUND: The classic sounds of the arcade game mingle nicely with new sound effects and bouncy, retro music.

COMMENTS:

Drew—The mechanics of the original are perfectly woven into a great 3-D adventure.



OVERALL
8.3
RATING

GRAPHICS

8.2

PLAY

CONTROLS

7.5

GAME

DESIGN

8.5

SAY

8.7

ROUND

8.7



HOW IT RATES
If you're looking for a nostalgic game that's appropriate for all ages, Ms. Pac-Man: Maze Madness is it. The *POWER* staff gives it a solid 8.3.

1.0 → Driv.
0.9 → J. 90s
0.8 → J. 80s
0.7 → Old
0.6 → St.

NINTENDO POWER

STAFF SCORES

8.1 → Drew
8.1 → J. 90s
0.7 → J. 80s
0.6 → Old
0.6 → St.



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 II will thrust you into a world of thrilling action. And with two complete classic RPG games crammed into one Game Pak, it's the ultimate warrior epic.

The adventures begin as you explore the land of Aelgard, conquering monsters and collecting treasures as you try to defeat the evil Dracolund. Succeed, you will then gather the descendants of Lolo and face the wicked Hargon who awaits in Dragon Warrior II.

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

3-12 8+ E

Dragon Warrior II
Dragon Warrior I



Battle against over 100 types of monsters.

Explore the land of Aelgard.



Collect items and weapons in your quest.

Face the ultimate warrior epic.



ENIX

GAME BOY
Color

E
EVERYONE

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DISNEY'S DONALD DUCK: GOIN' QUACKERS

Ubi Soft ruffles some feathers and lays the quack down.

GRAPHICS: Teasing Goin' Quackers as Donald Duck's 3-D debut, Ubi Soft has done Disney justice. Donald, Daisy, Huey, Dewey, Louie and the other Duckburg characters appear as expressive and endearing as their 2-D pen and ink counterparts.

PLAY CONTROL: A 3-D platformer, Goin' Quackers is all about the double jump, and it's not always easy getting Donald Duck's waddled feet off the ground. It takes a while, but you'll eventually get the rhythm down.

GAME DESIGN: You must waddle to the warp pad at the end of every level while

whacking enemies and collecting your nephews' toys. While the game's object remains constant, the presentation varies. To keep things exciting, Ubi Soft has mixed side-scrolling levels with areas involving over-the-shoulder or toward-the-camera navigation.

SATISFACTION: Donald's many adventures is a pretty quick play. While every step of the way is entertaining, play might not get as much out of the game's mild difficulty level.

SOUND: Goin' Quackers is a top-notch production. Even its music is just duckly.

COMMENTS:

Jennifer—The river trials are tough, and the various outfits are cool. Jill—Cute. Donald's got some great expressions.



OVERALL
7.7
RATING

GRAPHICS
8.6

PLAY

CONTROL
7.2

GAME

DESIGN
7.4

SAT
7.5

OUND
7.8

Entertainment Power STAFF SCORES

9.1 — Jim
8.1 — Jason
7.2 — Chris
7.1 — Sophie
6.8 — Oliver

MICKEY'S SPEEDWAY USA

Who's the leader of the pack that's made for you and me?

GRAPHICS: Rare's new go-kart racing game has a grand pedigree—it's closer to Mario Kart 64 in game play, but closer to Diddy Kong Racing in graphics. Even better looking with its rich shading and textures, Mickey's Speedway USA also earns style points for its cool American settings. Among the five tracks are a jaunt through the White House and a multiplane battle on an ocean liner.

PLAY CONTROL: Those who burst rubber with MK64 and DKR will have no problem behind Mickey Mouse's wheel. Mickey's Speedway USA handles just as well as Mario and Diddy's games.

GAME DESIGN: Consider Mickey's game to be Mario Kart Jr. The Disney racer shares similar power-ups, while the difficulty is skewed for beginning racers (though things can get pretty hairy if you play on the hard difficulty level).

SATISFACTION: Beginners will dig its racing mode, while veterans will like the multiplayer battles.

SOUND: Aside from its Disney license, the game's standout feature is its chatter. Drivers taunt, heckle and specifically address one another in their ongoing banter.

COMMENTS: Sophie—It's really fun with good play control and great graphics. Andy—I was expecting more adventure elements, but the racing action is well done.



OVERALL
7.4
RATING

GRAPHICS
8.7

PLAY

CONTROL
8.2

GAME

DESIGN
8.3

SAT
8.5

OUND
8.3

Nintendo Power STAFF SCORES

7.1 — Andy
7.6 — Drew
7.5 — Oliver
7.4 — Sophie
7.5 — China

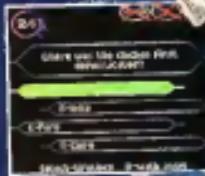
HOW IT RATES
E
Mickey Mouse never ever star in anything. He's not even a character. The racing mode is a fun game is fast-paced fun for the entire family and is definitely a proof of its 10+ age appeal.

THE FINAL ANSWER FOR FUN ON THE RUN

Now you can take all of the excitement of the top-rated TV game show, WHO WANTS TO BE A MILLIONAIRE, with you anywhere.

600 challenging questions

Play against your friends in a "Fisted Finger Contest"



Use all 3 lifelines—Ask the Audience, Phone a friend, or Skip



Become a virtual millionaire



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HEY YOU, PIKACHU!

Dr. Doolittle meets Professor Oak.

GRAPHICS: Hey You, Pikachu! looks much like in *Pokémon Snap*. The big difference, though, is that Pikachu sports countless lifelike expressions. Its smile, snarl, and sneer successfully convey that Pikachu is understanding your words.

PLAY CONTROL: Walking around and rifling through your toolbox is easy. The challenge in play control comes in knowing what to say, which isn't always obvious. The voice recognition system is pretty good at understanding different pitches and inflections, but you'll still have to be pretty patient with Pikachu.

GAME DESIGN: Not really a game, nor a

virtual pet (Pikachu is too spontaneous to be domesticated by your words and treatment), HYPI is a leisurely paced experience that includes laid-back activities like coaxed Pikachu into breaking a piano and finding lost Pokéballs.

SATISFACTION: Don't expect instant arcade gratification. If you're willing to invest the time, a sweet friendship will blossom. You'll even find yourself just talking to your TV, even when you're not prompted to.

_SOUND: The Poké noises add realism to Pikachu's emotions and your virtual world.

COMMENTS: Jennifer—It's meant to be

played over and over to remember things,

which might be a bit much for the intended young audience.

Chris—Players will find this more of a toy than a game.



OVERALL
7.0
RATING

GRAPHICS **7.4**

PLAY **CONTRO**

6.5

GAME **DESIGN**

7.0

SAT. **6.2**

ROUNDING **7.5**

NINTENDO **POWER**

STAFF **SCORES**

8.1 — Jennifer

7.3 — Jason

7.1 — Oliver

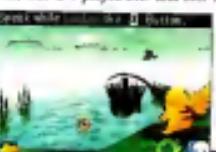
6.6 — Chris

6.0 — Drew

- Nintendo 64 Megadrive
- 1-4 player
- Handheld Pak compatible
- Microphone and Voice Recognition Unit included



HOW IT RATES
Arizona can't believe Pikachu is its about
friendship and
communication, and the
ESRB finds nothing
objectionable about that.
As it result, Hey You,
Pikachu! earns an all ages
rating of E.



RUGRATS IN PARIS: THE MOVIE

It's babies in France and plastic pants. Just say oui, oui.

GRAPHICS: More colorful than Tommy's bib after supper, *Rugrats* in Paris brings Nickelodeon's popular dispersed heroes to life in vivid, dazzling French amusement park settings that are as electric as the City of Lights itself. The graphics are worth going gaga over.

PLAY CONTROL: *RIP* is inspired by the cartoon kids' new movie, and all of the toddlers from the infantry (including the new French babe, Kimi) are playable. Each handles easily and identifiably, though the fixed camera that stays pointed at your baby's back can make backing out of corners (when walking or driving) awkward.

GAME DESIGN: A rambling extravaganza set in Euro-republican, RIP is a delight with its many excellent midway diversions, like Slice-ball and Whack-a-Ninja.

SATISFACTION: It's a shame that all four players have to take turns in multiplayer mode, especially since the bumper car games and Chuckie's manual arm fantasy sequence would be excellent for head-to-head competitions. But it's nothing to cry over, and the sheer fun and variety make *Rugrats* the perfect babytime for the young age group that the cartoon speaks to.

_SOUND: Samples of the babies' maleprops and one-liners spice up the game's giddy feel.

COMMENTS:

Oliver—It's like having your own Chuck E. Cheese's at home.



OVERALL
6.8
RATING

GRAPHICS **7.0**

PLAY **CONTRO**

6.0

GAME **DESIGN**

6.0

SAT. **5.5**

ROUNDING **7.0**

NINTENDO **POWER**

STAFF **SCORES**

1.8 — Jason

1.7 — Chris

1.2 — Scottie

6.7 — Oliver

4.5 — JE



HOW IT RATES
THQ's *Rugrats in Paris: The Movie* is an innocent as you can get. The ESRB has deemed the game bouncy, lighthearted, and safe for all ages. The game carries the kid-friendly rating of E.





BATMAN BEYOND

RETURN OF THE JOKER

**Beyond The Movie
Now A Video Game**

The sleeker, deadlier Joker has returned to terrorize Gotham City, and you must avenge the fallen Bruce Wayne. Don your supercharged Batsuit, wield cunning gadgets across 16 explosive levels to silence The Joker and his minions...forever.



Journal of Polymer



THE JOURNAL OF CLIMATE

CRUIS'N EXOTICA

Midway wheels out the ultimate road trip.

GRAPHICS: After taking you across the USA and the world, the third *Cruis'n* soon gets exotic, sending its wheels down in cosmopolitan and fantasy settings like Bangladesh, Aladdin, the Dino Trail and Miss. The graphics aren't as fancy as the locales, but they dress things up just enough.

PLAY CONTROL: *Exotica* is probably the most forgiving racer to hit the streets. The handling is decent, and collisions (encountering traffic is a fun and frequent obstacle) bounce and spin you without tripping up your momentum. The exaggerated physics are meant to keep you constantly moving, so you'll never crash to a screeching halt.



GAME DESIGN: With a bevy of tracks, cars, drag racing and cross-country rallies, *Exotica* will rack up plenty of mileage from arcade fans.

SATISFACTION: *Exotica* lacks the demands and structure of Midway's supreme speed demon, *Rush* and *g*, but it still delivers fast arcade action to the extreme. If you're looking for more speed and places to go (60 tracks!), *Exotica* is the road to cruise.

SOUND: For those who like cheese with their funk, techno and even calypso, *Exotica*'s kinetic tunes are for you. Heavy '80s guitar riffs and walls seem to permeate every track.

COMMENTS:
Chris—The graphics are lame, but I'll stick with *Rush* 2009 for my surreal racing kicks.



OVERALL
6.7
RATING

GRAPHICS
7.2

PLAY
CONTROL
7.2

GAME
DESIGN
6.3

SAT.
5.3

_SOUND
6.7

NINTENDO
POWER
STAFF
SCORES

7.2 → Jason

7.3 → Steve

6.8 → Oliver

6.5 → Andy

5.3 → Chris

TRANSFORMERS BEAST WARS: TRANSMETALS

Is it more than meets the eye?

GRAPHICS: Bay Area Multimedia's fighting game is based on the slick, computer-generated "Beast Wars" TV show, so the graphics have a lot to live up to. The developers have done a fair job, though you wouldn't notice anyway since the action is always shown via long-distance camera shots.

PLAY CONTROL: *BW* is a user-friendly fighter, so its controls are easy to master. And while the simplicity limits the number of moves, each shape-shifting Transformer is a beast, vehicle and robot in disguise, which in a sense triples the possibilities.

GAME DESIGN: The minigames, including

a quick-draw showdown and brief button-mashing race, are nice gestures, but their potential is squandered since the fighting action is pretty silly and offers little challenge.

SATISFACTION: *BW* is finally on sale after being a rental-only title since June, and unless you're a Transformer fan, you may want to stick with the rental route. The transforming and 3-D fighting and dodging add punch to the game, but you never get the sense that you're in combat since you can't tell who's connecting on screen or what's happening amidst the chaos.

SOUND: The robots' traits inject much-needed personality.

COMMENTS:
Jason—The action is confusing and chaotic. Whether this *Transformers* game is as decent, it's not good.



OVERALL
6.1
RATING

GRAPHICS
5.4

PLAY
CONTROL
6.0

GAME
DESIGN
5.2

SAT.
5.4

_SOUND
7.4

NINTENDO
POWER
STAFF
SCORES

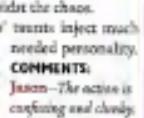
7.3 → Scott

6.5 → Chris

6.0 → Oliver

5.7 → Jason

5.8 → Andy



CARTOON
NETWORK

SCOOBY-DOO!

Classic Creep Capers



SCOOBY-DOO! Where are you?



A Tiki Scare!



Time to solve another mystery



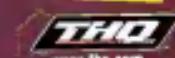
Zombed Another Knight



Exclusive
Shaggy & Daphne
downloadable
content on the new
Sony PlayStation



COMING SOON



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BATMAN BEYOND: RETURN OF THE JOKER

Ubisoft puts the Dark Knight in a side-scrolling fight.

GRAPHICS: Continuing with the release of the first Batman Beyond feature-length home video, Return of the Joker crusades with the same sleek, stylish cartoon book style of the hit kids' WB cartoon.

PLAY CONTROL: Bruce Wayne's protégé has a bigger load of weapons and moves to unleash on the Joker's cronies, and the game requires you to use every button on the Controller. Biting to use the Control Pad, Stick and C Buttons during battle is hardly an ideal or refined setup.

GAME DESIGN: Batman Beyond is a nambler on the go, reminiscent of Double Dragon and other side-scrolling fistfights.



based game. Earning extra bonuses outfitted with new weapons and powers lends variety to what's otherwise a repetitive grind.

SATISFACTION: Batman Beyond is a great heist, but there isn't much of a game to back it up. Return of the Joker is worth a look-for Batman fans, but the punch-walk-and-repeat strategy won't likely to keep many players coming back.

_SOUND: At least the game's presentation is strong. In addition to its look, its audio—which includes the TV show theme song underlining your adventure—is superb.

COMMENTS: **Scott**—They could have done so much more. This Batman is beyond help. **Jason**—Even Alfred could beat these thugs. **Drew**—The game can be beaten in less than an hour.



OVERALL RATING
5.6

- Ubisoft/32 Magna Pak
- 1 player
- RAMBLE Pak compatible
- Multiple bat suits and weapons

GRAPHICS **6.0**

PLAY CONTROL **5.0**

GAME DESIGN **5.0**

SAT. **5.0**

_SOUND **5.0**

UNIVERSAL POWER STAFF SCORES

4.7 → Scott

4.3 → Chris

3.9 → Andy

3.5 → Jason

3.5 → Drew



HOW IT RATES

Like the original *Teenage Mutant Ninja Turtles* game, *Batman Beyond* is a side-scrolling fighting game. The action is never graphic or gory, and it's similar to the fighting on the show's training. Though, it still upsets the air.

OVERALL RATING
7.6



Harvest Moon 2 GBC

HARVEST MOON 2 GBC

The cows have come home again.

GRAPHICS: Nintendom brings back its farming RPG hit in a GBC-compatible sequel that shines with sharp, pixelated settings and a bumper crop of cute, well-animated barnyard animals.

PLAY CONTROL: As in any RPG, being able to access your items easily is a plus, and *Harvest Moon 2*'s menus are manageable and straightforward. You can carry up to four tools at a time in the sequel, but positioning yourself in the right spot to use them doesn't always look or feel right.

GAME DESIGN: While the original HM dealt with cultivating crops as well as relationships, HM2 drops the courtship stick altogether. It was a fun aspect, but the sequel still manages to be a charming RPG with its focus on matters of the heartland. Adding to the game's substantial depth are its rewarding minigames and the

fish, plants and bugs that you can trade via Game Link with other HM2s and Legend of the River King 2 Game Paks.

SATISFACTION: Whether you're a country bumpkin or a city slicker, HM2 will prove to be a truly absorbing and immersive RPG.

_SOUND: Lovingly crafted on every front, *Harvest Moon 2* booms music that is appropriately rich and lush.

COMMENTS: **Chris**—It seems like it has at least as many features as the *NDS* game. **Andy**—*Harvest Moon 2* has crisp graphics and charming game play. **Scott**—What happened to finding a wife?



HOW IT RATES

Though *Harvest Moon 2* is set on the farm, it's never about "taming the farm." *Nintendom* finds playing games is all about peaceful times in the country and its honest day's work, and the ESRB finds it appropriate for everyone.

GRAPHICS **7.8**

PLAY CONTROL **7.0**

GAME DESIGN **8.0**

SAT. **8.0**

_SOUND **7.4**

UNIVERSAL POWER STAFF SCORES

7.8 → Jason

7.7 → Andy

7.6 → Chris

7.6 → Jason

7.5 → Scott



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***** WHERE THE WORLD SHOPS FOR INTERACTIVE GAMES *****

ALSO PLAYING THIS MONTH

THE BRUNCH

- Nintendo 64
- 1 player
- GBC exclusive
- Password



As the name says, Mr. Brunch, you must put the lobes on Cheshire by buying mobile surroundings and swapping parts so that each has its twist on Pac-Man, and if you're a fan, you'll love the Shrek spin-off, addition of new restaurants and what's left when you must break up to match their gifts.



OVERALL
6.7
RATING

GRAPHICS 8.0/10
PLAY CONTROL 8.0/10
GAME DESIGN 8.2/10
HAT 8.5/10
SECOND SKIN 8.0/10

SHRIMP MAGIC GENIE ADVENTURE

- Nintendo 64
- 1 player
- GBC exclusive
- 7 minigames



Unleashing Bubble Genie is a fantasy-filled side scrolling, Metroidvania game, a mega carpet ride of ear-cramming fun of action, clever use of bubble and dream bubbles. The journey consists of overcoming with characters and solving their problems in regular, but at regular times, mini-games, and the end result is a worthwhile adventure.



OVERALL
6.6
RATING

GRAPHICS 8.0/10
PLAY CONTROL 8.0/10
GAME DESIGN 7.4/10
HAT 8.0/10
SECOND SKIN 8.0/10

THE MUMMY

- Nintendo 64
- 1 player
- GBC exclusive
- 16 fully playable characters



Kanonen has adapted the 1999 hit movie for GBC in the form of a platformer. Playing as different characters from the film, you must explore pyramids, solve an embittered, booby-trapped tomb, search for items that will unlock doors and arm your 16-look collectibles. The sound is excellent, while the adventure is basic.



OVERALL
6.5
RATING

GRAPHICS 8.0/10
PLAY CONTROL 8.0/10
GAME DESIGN 8.0/10
HAT 8.0/10
SECOND SKIN 8.0/10

JOYSTICK OF STAR COMMAND

- Activision/64
- 1 player
- GBC exclusive



Taking you to infinity and beyond, Activision's Buzz Lightyear of Star Command is a labor of love about the intergalactic Toy Story star's pursuit of alien collect-and-parts for his spiffy space suit. Wings and hoverboards make the journey fun. At the same time, traveling is a task, since you can shoot anything.



OVERALL
6.4
RATING

GRAPHICS 8.0/10
PLAY CONTROL 8.0/10
GAME DESIGN 7.0/10
HAT 8.0/10
SECOND SKIN 8.0/10

RHINO RUMBLE

- Nintendo 64
- 1 player
- GBC exclusive



A chaotic platformer taking you across Jungle, Desert, City, Cave and other worlds, Rhino Rumble looks sharp and plays like an old-school game. If you're hopping and splitting rhino titans left and right, you're out, making the unique approach to hunting and collecting well-suited to those looking for a good test of reflexes.



OVERALL
6.0
RATING

GRAPHICS 8.0/10
PLAY CONTROL 8.0/10
GAME DESIGN 8.0/10
HAT 8.0/10
SECOND SKIN 8.0/10

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

ANDY:

CHRIS:

DAH:

GREG:

JASON:

JENNIFER:

JILL:

OLIVER:

SCOTT:

SOPHIA:

RATINGS

GRAPHICS
8.0/10

PLAY CONTROL
8.0/10

GAME DESIGN
8.0/10

SATISFACTION
8.0/10

PRICE
8.0/10

SOUND
8.0/10

AGE RATINGS

Early Childhood: 3 years and younger. Games designed for children under 3 years of age. Games are designed to be simple and easy to learn. Games are designed to be safe for children under 3 years of age.



All Ages

Teen (13+)

Adult (18+)

Rating Pending

McKesson

NICKTOONSTM

RACING



**Look
FOR**



Спиральне кільце учені називають *Necklace* (Чаркою).



Paper Mario



Mario cuts it in 2-D.

THIS MONTH

READY 2 RUMBLE BOXING ROUND 2



It's a game of hard knocks.

NO MERCY



The referee's the ring.

IMAGINATION



Archie legend comes to GBC.

SURF WORLD 2000



Power your beyond the breaking.

PAK WATCH

The inside source for all
Nintendo News.

PAK WATCH SIZES UP NINTENDO GAMECUBE

Ever since the announcement of Nintendo GAMECUBE in August, Pak Watch has been hearing from gamers who are confused about the size of the future console. This month, Pak Watch has the proof in pictures, showing that GAMECUBE is smaller than a breadbox and a lot more useful. The unit's dimensions are 150mm(wide) x 110mm(high) x 16mm(deep).

As you can see, it's small enough to fit almost anywhere. The GAMECUBE Controller is packed with features, and it's less bulky than the N64 Controller. As for the games, they'll be on proprietary semi-special discs manufactured by Matsushita. Not only do the discs hold 1.5 gigabytes of game data, they are designed to prevent software pirates from copying games illegally. Nintendo GAMECUBE is just one of those great things that comes in a small package.



The four optical disc media holds 1.5 gigabytes of game data. That's the equivalent of 160 Super Mario 64 games on one disc.



Compared to the N64 Controller, the Nintendo GAMECUBE Controller is smaller, but it has greater functionality with two analog Left and Right Buttons.



Nintendo GAMECUBE may be the most powerful dedicated gaming console in the world, and yet it's still a fun, compact package that's easily moved from place to place.

NEW MARIO GAME LOOKS GOOD ON PAPER

Mario will return to the genre of action/RPGs early next year when Paper Mario is released for the N64. An unusual style of character art marks the game as more than just a sequel to the popular Super Mario RPG for the Super NES. Although the worlds of Paper Mario exist in colorful 3-D, the characters inhabiting the worlds fill space in just two dimensions like paper cutout figures. They don't let their dimensionally challenged bodies stop them from having lots of adventures and fun, though, and there are even more action elements than in the previous game. *Pulse* reviewed an early game with enough translated text. *Former Nintendo Power*

writer, Nate Riedeloff, will write the final text—it's guaranteed to be a gem.

The Paper Chase

It seems that Bowser is behind another abduction of Princess Peach. (When will the big brat learn that such kidnapping tactics are futile?) Mario, of course, dashes and sets out to rescue Peach. Along the way, he meets dozens of characters and performs a wide range of heroic acts. He also performs more mundane tasks such as bashing brick blocks and pounding things with his hammer. You collect coins, hearts, keys and other items en route. The path itself begins in the Mushroom Kingdom and takes Mario through seven lands where he must help a wonderfully weird cast of characters before he can move on.

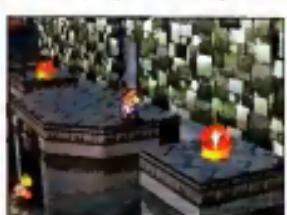
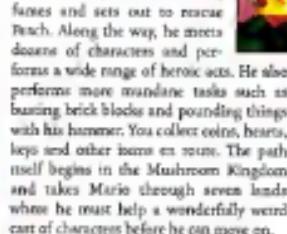
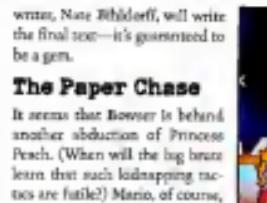
Paper Delivery

In the storybook adventure, Mario teams up with one companion instead of the three companions that kept him company in the Super NES game. When Mario and his friend are confronted with fiendish enemies, they turn to their fists and other attacks, some magical and some physical. There's more to the fighting than simply choosing an attack from a menu. If you push an action button at the right moment, your attack may be more effective than usual, causing greater damage to your opponent. Mario's companion gets into the act, as well, giving you a one-two punch. As

you win battles, you earn experience that helps raise Mario to new levels. As his level increases, Mario gains new attacks and becomes more powerful. Although it sounds like standard RPG stuff, the feeling when playing PM is much different. The action elements of Paper Mario should make the game more inviting to an audience beyond traditional RPG fans.

Sounds Like a Wrap

The development team must have decided that they could fill out the missing dimension with a fully rounded soundtrack. The instrumentation ranges from jazzy clarinet to traditional Mario whistles and raps. Orchestral passages are mixed with Mariosque themes. You hear bird song in the bushes and wolves in the haunted forest. The production values for graphics, game play and music are those that you'd expect from a Mario game, and that sounds pretty good to us. The difficult part will be waiting until February for the game to be released.



Manna Mia, I've lost a dimension!

Pak Play

Hands-on previews of upcoming games.

ARE YOU READY FOR ROUND 2?

Midway had a surprise hit last year with *Ready 2 Rumble Boxing* and plans to take it to the next level this year with *Ready 2 Rumble Boxing Round 2*. The original game featured Arcade and Championship Modes for one or two players. The second round includes Arcade, Championship, Tournament and Team Battle Modes. Four players can join in on the Tournament Mode, but only two players fight at a time. Many of the faces return from the first game, and you'll see some new faces, too. Afro Thunder, Silent Strike, Butcher Brown, Raging "Angel" Rivera, Jet "Iron" Chan, Luke Valentine, Johnny Blood and Rocket Sanchez make appearances. The likenesses of Michael Jackson and Shaq are in the new game, as well, along with an improved soundtrack and 3-D models. It's fun, it's accessible, and it's time to come out swinging. Look for *RRB2* later this month.



NO MERCY FROM THQ

From the boxing ring to the wrestling mat, *Pak Watch* covers the world of sport in November. THQ's *WWF No Mercy* is the latest incarnation of the excellent grappling wrestling engine that wowed the world when *WCW vs. NWO World Tour* was released in '97. The graph-

ics, sound and front-end animation have improved over the years, and THQ has moved from the WCW to the reigning WWF. So what did THQ do to top last year's game? The top wrestlers and venues are available, and everything from the graphics to the AI has been polished.



These are multiplayer options (where the game truly shines), single-player options and the Commissioner Mode, which is where you create custom rosters. The level of detail for creating wrestlers is insane. Besides appearance, you can choose your moves, allies, enemies, profile and more. But the wrestling is what it's really all about, and THQ still has the best moves in town.

BUILD 'EM, COLLECT 'EM, PAK WATCH

After recently picked up two Game Boy Color RPGs from Hudson Soft in Japan and plans to release them in North America by the end of the year, Robopon Sun and Robopon Star are like Pokémons Blue and Red: there are slight variations between the Game Paks and players can trade characters between them. The similarities to Pokémons don't stop there.

Sunny: LVL 5		Bunch
Type	ROBOT	
HP	40/40	
Attack	15/20	
Defense	15/20	
Speed	35	
EXP	125	
Next LVL	6	
HP	40/40	
EV	30/30	

Players build and train little robots called Robopon, then battle with them. Over 150 Robopon are in the game. Robopon can evolve. And when you defeat a Robopon, it doesn't die—it's scrapped. The hero of Robopon is Cody, a young man who inherits the Robopon Dis-

Sunny: LVL 5	Bunch: LVL 5
HP	40/40
EV	30/30

Sunny's FIREFESTS



patching Company and sets out to make his fortune on Poronome Island. Probably the coolest part of the game is that you get to customize your Robopon with more than 100 parts and upgrades. The most innovative part of the game is the GB Kiss—an infrared port in the Game Pak itself. You can use the signals of any IR device, like a TV remote control to open things up in the game. You don't even need to have a Game Boy Color.

IMAGINATION TURNS INTERACTIVE

A dark menace regains strength and seeks to bring chaos to the world. Standing in its way are three magi-wizards with the power to call creatures from the dream plane using rings made from a substance called amniute. So begins the story behind Magi Nation, a new trading card game that will appear as a Game Boy Color title in February. Magi Nation is the brainchild of Interactive Imagination—a company composed of gamers, some of them formerly from Nintendo and Square Soft. Interactive Imagination already has plans for two GBC titles and one Game Boy Advance game. Pak Watch received an early version of the GBC game, which featured impressive graphics, a great story and lots of humor. Unlike Pokémons TCG, Magi Nation for Game Boy Color has little to do with cards and much to do with magic and adventure.



Enter a new world of imagination.

Pak Trip

Game News from around the World.

SPACEWORLD 2000 REVISITED

The unveilings of Nintendo's new gaming consoles—the Nintendo GAMECUBE and Game Boy Advance—made a huge splash at Spaceworld 2000, but that was just the beginning. This month, Pak Watch focuses on the N64 and Game Boy Color offerings from the show.



Communicating with Animals

At E3 2000, Shigeru Miyamoto spoke to Nintendo Power about a new type of game that he and his colleagues were working on at Nintendo EAD development group. He called it a communication game, but he didn't go into detail about what it would be like. Spaceworld 2000 saw the unveiling of the new genre, which was represented by an N64 title called Animal Forest. Pak Watch sat down with Mr. Miyamoto and Isaoishi Tesska, who has been the driving force behind the game, to find out what it's all about.

The game begins with a train ride from your home to the Animal Forest where you will live. When you arrive, you'll meet the mayor, be given a house to live in, and learn about basic services such as the



postal service in town. You'll find that animals—animals that live very much like people—Inhabit the town. There are shops, farms, a mailman, a police station, a train station and much more. The game keeps time internally like Pokémons Gold and Silver versions, but its calendar is one year in length rather than the single week of the Pokémons games. Once you've settled in to your new home, you might want to look for a job to earn money to buy things for your house. You must also meet five animal friends. Up to four players can set up house individually in four different villages. In fact, no two Animal Forest villages will be identical. Players may visit the village of a friend by placing their character's data on a Controller Pak and taking it to the friend's house. If four players inhabit one Game Pak, they can send mail to each other using the local post office. They can visit each other's villages and even return to their own village carrying items that aren't available there. For instance, a particular fruit may be available in one village and not another. If you take the fruit to another village and plant it, a new type of tree will grow. We asked Mr. Tesska if there



were any goals in the game. He said that the goals would be small tasks that you could do on a daily basis, helping other characters and joining in during festivals. But the real point of the game is to lead a parallel life in the enchanting Animal Forest.



Serving up Fun

Mario Tennis GBC appeared on center court for the first time at Spaceworld 2000 and proved to be almost as big a draw as the Game Boy Advance titles across the hall. The development team at Camelot has created the perfect portable companion to Mario Tennis for the N64. The title brother version features Mario, Waluigi, Yoshi, Bowser, Wario, Peach and three non-Mario tennis players. All of the characters have great animations when they hit an ace or miss a return. Singles and Doubles matches take place on Hand, Clay, Grass and Carpet courts. The Japanese version had some fun extra features such as a Story Mode, Tour-



names and a Tennis Dictionary. Another cool feature involves the transfer of character data to the N64 game using the Transfer Pak. Mario Tennis will appear this fall in Japan, and it will likely debut in North America in early 2001.



Game Boy Color World 2000

More Game Boy Color titles were shown at Spaceworld 2000 than all the N64 and Game Boy Advance titles combined. Many of the GBC titles at Spaceworld were intended for the Japanese market, but you



can bet that some of the games will reach North America over the next year. So here's your first glimpse. Leading the pack was Mario Tennis, and it was joined by The Legend of Zelda: Mystical Seed of Wisdom, which is still a working title. Capcom is creating the Seed of Wisdom game along with one other Zelda title. A previously announced third Zelda title for GBC has been dropped. (Perhaps they're working on something more "advanced.") Other games that could show up on western shores include Wizardry, Puzzle Bobble Millennium, Solo Man (a new version of Solo Man's Key) and Monster Tactics. It would be nice to see some of the RPGs such as Enix's Command Master, Pocket King from Nusco and Hudson's Grands make the journey, as well. Darkkness and Mega Man X are definitely coming. It's less likely



that you'll see Gonta's Adventure, however, although our Pak Watch reporters believe that no Game Boy collection could truly be complete without an RPG featuring a dog as the hero. And although the dance-game craze is still huge in Japan, the appeal of Dance, Dance Revolution GBA and Beatmania GB 2 in North America would seem to be limited. Of course, we could be wrong.



SPACEWORLD GAME BOY COLOR

Legend of Zelda: Mystical Seed of Wisdom

Mario Tennis
Wizardry

Beatmania GB 2
Phantom Zone

Jet Ga
Billiard Club
Grand Casina
Puzzle Bobble Millennium
Hamster Tara 3
Packet King
Air Force Delta
Pap'n Music
GB Disney Tunes
Dance, Dance Revolution GB2

Space Net
Command Master
Solo Man
Cax's Adventure Quest
Daikatana
Evangelian
Black Onyx
Mega Man X
Man Calle Knight
Grandia
Brave Saga
Gimick Land
Puzzle Dungean
One Piece
Ganta's Adventure
Monster Tactics

Pak Peeks

What's breaking in the world of games.

Midway's Arcade

Once you step into Midway's Greatest Arcade Hits Volume 1, you can leave your quarters and troubles behind you. Nostalgia freaks will flip over the collection of early '80s arcade hits, Defend'em, Robotron, Rooker, Tapper, Joust, Spy Hunter and



Midway's Greatest Arcade Hits Volume 1

Sinclair appear in all their simplistic glory. Pretty pictures and rich sounds aren't what Greatest Arcade Hits is about. What you'll find in the collection are distinctly twitch-driven gaming experiences. There was a reason that the games in Greatest Arcade Hits were hits. They were simple and fun in their prime, and they still are today.

A New Challenge

Pokémon Puzzle Challenge for Game Boy Color has been bumped up and now will be released the first week of December. The GBC version includes more of the options



of the N64 except you won't find a 3-D puzzle mode. The Tetris Attack incarnation looks bright and provides the sort of mind challenge that most people associate with theoretical physics. The Pokémon connection is a bit tenuous since you can't catch 'em all. But the presence of the cute

creatures makes the game more appealing than the older, drier Tetris Attack. Puzzle lovers shouldn't even try to resist the lure of this challenge.

Cube Watch

Over the next year, Pak Watch will bring you all the latest on projects for Nintendo GAMECUBE as the news becomes available. Things will start to heat up around E3, but even now some third-party projects are being talked about. Capcom has fired the lid on its new plans for Resident Evil Zero after announcing that the title wouldn't appear on the N64. The reason for the cancellation is that Capcom decided to make the prequel to Resident Evil for Nintendo GAMECUBE instead. As far as we know, the story remains the same, but the graphics should be incredible—probably enough to frighten a real zombie. The second piece of breaking news concerns Universal and Konami. Both companies have stated that Konami will create a Crash Bandicoot game for Nintendo GAMECUBE and Game Boy Advance. Remember those ads of Crash smiling around Nintendo of America a few years ago? It seems that the clever bandicoot was just looking for a new home.

3DO Fights On

Two new GBC titles from 3DO prove that you can have a fun combat game on the small screen. Army Men Air Combat is the best Army Men game yet for Game Boy Color. Missions are presented much like the missions in Army Men: Air Combat for the N64. An overhead view on GBC replaces the 3-D perspective of the N64 game, but the feeling of immersive action



World Destruction League: Thunder Tanks

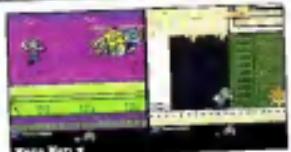
is just as strong. The GBC game even manages to retain the sense of humor of the N64 title. World Destruction League: Thunder Tanks is a spin-off of the Battle Tank series. Major cities of the world have become the arenas for the most destructive combat sport of all—Thunder Tanks. The fearless tank commanders are thrown into arenas with limited ammo and repair kits. The goal is to blow away the competition. Everything is fair game—cars, buildings and, if you're playing in the Italian city of Pisa, ya, that's right, you can knock over the leaning tower.

GBC Peeks

The Game Boy Color coffers at Pak Watch will fill once more, as here's the latest on the biggest video game phenomenon on the planet. Road Champs BKS Street Biking is a surprise from Activision in the growing category of BMX stunt racing. With its super graphics and emphasis on stunts, Road Champs could be on the right track, but it must contend with Dave Mirra Freestyle BMX from Activision, TJ Lavin's Ultimate BMX from THQ and Activision's other offering, Motocross Madness. Dragon Tales = New kid on the block on the popular Sesame Street characters. The game is gentle and has plenty of help, but the preschool players who will enjoy the game may need sessions to read the



COMING SOON



on-screen instructions for them.

Mega Man fans will have lots to get excited about when *Mega Man Extreme* is released next month. Capcom has created a worthy new adventure for the Blue Bomber featuring all the fast-paced action elements that made *Mega Man* one of the biggest hits on the N64 and Super N64. Cannon Fodder from Codemasters is an unusual mix of strategy and action with the weight coming down solidly on the action side. Military music, incredibly realistic voice samples and lots of shooting may



push the game over the top with the ESRB rating and land a Teen rating for the game. Although CF looks something like Command and Conquer, it plays more like a 3-D shooter. THQ's MTV Sports Pure Ride, a snowboarding game for GBC, should be out in time for winter thrills. Races combine slalom with stunt jumps. The graphics are some of the finest available for that type of game. Other recent games to mention include Marvin Strikes Back from Infogrames, *Salvina the Animated Series* Zapped! from Havas, Grand Theft Auto 2 from Take Two, Hoyle Card Games from Sierra, The Hiltstones Burgerline in Bedrock from Classified Interactive, Woody Woodpecker Racing from Konami, Yogi Bear Great Balloon Blast from Bay Area Multimedia, Metal Walker and Dragon's Lair from Capcom, NBA Jam 2001 from Acclaim, NBA Hoops from Midway, Toy Story Racers from Activision and Playmobile Laura from Ubi Soft. You can breathe now.

Benjo-Tools



Tom & Jerry



Scooby-Doo



THQ

WCW Backstage Assault



EA Games



Activision

Donkey Kong Country



Nintendo

PAK
WATCH

RELEASE FORECAST

FALL 1998

- ADVENT CHANNEL'S
THE FIRST MAZE
- AMIGO DOOM
- ANARCHY
- ARIA: MAM 64
- MONKEY'S GREATEST
ADVENTURES VOLUME 1
- PAPER MARIO
- POWER RANGERS
LUMINITY RANGER
- SHAZZIE 2: HUMA RISING
- SPIDER-GIRL
- SEA-GOD HYDROBOSS
- SPIDER-MAN
- WCW BACKSTAGE ASSAULT
- THE WORLD IS NOT ENOUGH
- ALIENS
- ALIEN IN THE BARR
- ZOMBIE EATING
- HENRY HOGG: AIR ATTACK
- NATIONAL DEATH CHASE
- DAVID THE VAMPIRE SLAYER
- CARRION FIGHTER
- CATZILLA II
- AMERICAN ADVENTURE
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- SWOOSIE: THE LAST

NINTENDO 64
GAME BOY COLOR

Banjo-Tees



The bear and his furry friends are at it again next month as *Bonito* glides into the pages of *Nintendo Power*. The big bear and his seagull buddy take a long meandering journey to Granville, where along the way, they've got the tips and tricks to get them through.

WWF/WCW Showdown



We're giving two new wrestling shows against each other in my double-barred brawl. Will it be a backstage assault wipe the floor with WWF: No Mercy, or another Mercy show...no more glitz, no glamour in December 10, 1991.

Paper Mario



Be sure to check out Nintendo Power this month as we take our first look at the long-awaited, highly anticipated Paper Mario. The lead character is paper-thin, but the game certainly isn't!

BANJO- TOOIE



Nintendo 64: The Legend of Zelda: Ocarina of Time



Donkey Kong Country



We're going up this December to cover the latest classic game to make the move to Game Boy Color—*Donkey Kong Country*.

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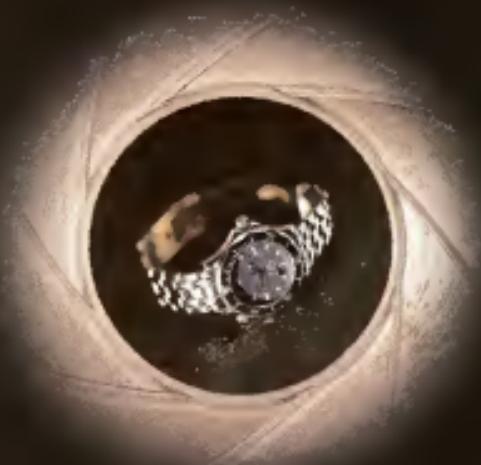
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Volcanic City (Stage 1a); Pokémon, David B. Silver (GII), Gridiron Games series; Pokémon Trading League, Tom Frumkin (Grid 1a/b); Pokéon-BeakCraze, Oregon Warden II & III (GII); Pokéon-Dark (GII), The World Is Not Enough; Previous Army Show, Super Heroes 2 Previous, The Super Show; The Legend of Zelda, Majoron's Mask (GII).

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Williams and Other odds, *Castlevania* 4, *Studio Dark* Multiplayer
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Volume 100 (Age) with Top Hawks Pre-Knows, Perfect Dark, Birthstone: Ring of the Black Dogs, BCW Standard Evolution, All Star Baseball ages, Business: International Trick & Profit, Top Gun: Hyper-Kite Rainbow Series (GM), Pokemon Trading Card Game (H2), Starwars 1-5, Previous: Army Men Air Combat Troopers, Kirby, 80's Disney Classics Classics

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