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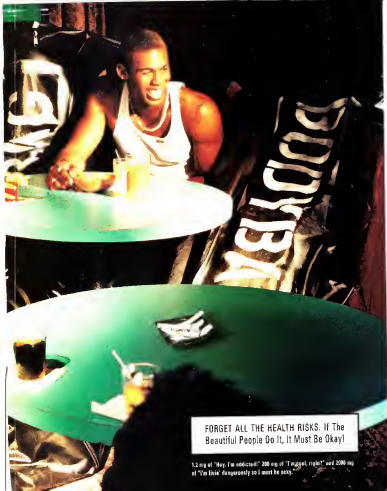
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# HEY YOU Pikachu!



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 sneak peek at Star Wars Episode I: Battle for Naboo. LucasArts' second N64 game inspired by The Phantom Menace puts Qui-Gon Jinn and Jar Jar Binks under the lens. Learn what you're up against with a sneak peek at the war in the stars.

pg. 30

## QUACK TO BASICS WITH DONALD



Disney Ducks been kidnapped, and the only way to get an wicked hint is on his Tiki-Got speaker! And don't miss the tricky collectables on the way with a feather-ruffling waddle through for Disney's Donald Duck, Goin' Quackers.

pg. 42

## INDIANA JONES' WHIP SMARTS



He saved the Last Ark, the Temple of Doom and the Last Crusade. It's time to next adventure, Indiana Jones cracks his whip on the N64. Keep up with the Jones as an archeological dig that delivers the dirt on the upcoming old thrasher, Indiana Jones and the Infernal Machine.

pg. 56

## HAVE A COW, MAN!



A new bushel of farming fun crops up in Harvest Moon 2: GBC. This month's farm-fresh take on the role-playing business savvy and creative cultivating that'll having you plowing through the role-playing game before the cows come home. Get a mooose and

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! Anyhwy, about the music thing!

Chrono Trigger's Schala's Theme, one word: The Best! (What... counts fingers... two words.) Heh, heh. And also the Lavos Core's theme. It rocks, too!!!

Pam Horton  
Garden Plain, KS  
First, you'll be happy to know that, per your sakifinal suggestion, we here at NP have started referring to ourselves as the K.R.E.W. Expect our new house techno album, with guest spinners DJ Crane, out later this year.

Trufy, Banjo-Kazooie has the best score. Although each level has its own distinct tune, every puzzle piece has its own instrumental selection, and the instruments play the same tune assigned to that level. May the game for an eternity—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 Shaskan  
Livonia, 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!

Supafairy  
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 Pileowings has the best musical score. One day I decided to pop it into any N64, and before I knew it I was humming along while aching in a hang glider. Who says power titles have to get all the glory?

Jerre Morgan  
Snellville, GA

Tom Hawke's *Pro Skater* has the best soundtrack ever! It's the perfect combination of heavy metal, punk and rock.

Tyler Evans  
Columbus, OH

Photo © Ken Hays, Nintendo



Don't ask 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 "Serious" level of *GoldenEye*? Spy music rocks!

Nathan Wilcox  
Sagestown, PA

Sometimes I feel like slipping into a polyester suit, putting on platform shoes and dancing to the great '70s tunes in *Vigilante 8*!

Eric Wilson  
Via the Internet

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

Anonymous  
Via the Internet  
Um... yeah. That's our favorite, too.

## Project Dolphin-Cube?

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

Anonymous  
Via the Internet



Photo © Nintendo, Nintendo, Photo ©



Photo © Nintendo, Nintendo



# power charts

With so many new games cropping up, 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! Joanne Dark has crept into the number two slot, nixing just an inch away from claiming number one—it's good to see older readers getting a chance to make their voices heard. But, as the continued success of Goldeneye and Ocarina shows, gamers don't need a lifetime rating to provide a great gaming experience.

2

## PERFECT DARK



3

## GOLDENYE 007



RANK	GAME	COMPANY	JAN. ADV.	2000
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	2	23
2	PERFECT DARK	RAVE	4	3
3	GOLDENYE 007	RAVE	3	47
4	POKEMON STADIUM	NINTENDO	1	6
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 CRYSTAL SHARDS	NINTENDO	9	2
9	WWE WRESTLEMANIA 2000	TNO	11	8
10	JET FORCE GOWIN	RAVE	14	11
11	HARVEST MOON 64	WATSUMI	15	8
12	BAJO-KAZDOKE	RAVE	12	27
13	MARIO PARTY 2	NINTENDO	13	4
14	SUPER MARIO 64	NINTENDO	15	49
15	POKEMON SNAP	NINTENDO	8	14
16	EXOTIC 64	NINTENDO	17	3
17	ARMY MEN: SARGE'S HEROES	JDO	—	10
18	MARIO KART 64	NINTENDO	18	45
19	STAR WARS: ROGUE SQUADRON	LUCASARTS	18	21
20	MARIO GOLF	NINTENDO	—	3

GAME BOY TOP 10

1

## POKEMON RED, BLUE, YELLOW



The Game Boy Power Chart's top three haven't changed in so long, we're considering laying off some NP staffers. Although, in an attempt to save their jobs, it seems that Wario is starting a small rebellion of his own. Can the green-skinned King of Fun make Pokémon comp? Vive Wario!

2

## THE LEGEND OF ZELDA: LINN'S AWAKENING BX



3

## POKEMON TRAINING CARD GAME



RANK	GAME	COMPANY	JAN. ADV.	2000
1	POKEMON (R, B, Y)	NINTENDO	1	24
2	THE LEGEND OF ZELDA: LINN'S AWAKENING BX	NINTENDO	2	40
3	POKEMON TRAINING CARD GAME	NINTENDO	3	5
4	POKEMON PINBALL	NINTENDO	4	10
5	SUPER MARIO BROS. DX	NINTENDO	6	10
6	JAMES BOND 007	NINTENDO	5	31
7	STAR WARS (R, B, Y) (BOX COLLECTOR EDITION)	NINTENDO	8	93
8	KIRBY'S DREAM LAND 2	NINTENDO	7	59
9	WARIO LAND 3	NINTENDO	—	1
10	DONKEY KONG LAND	NINTENDO	9	43

1. GAMEBOY
2. BANJO-TOOIE (N64)
3. ZELDA: THE FORCE OF WISDOM (GAME BOY)
4. GAME BOY ADVANCE
5. POLARIS: THE CROSSING (N64)
6. NEW YORK, NEW YORK (N64)
7. MEGA MAN 64 (N64)
8. ARMY MEN: SARGE'S HEROES 2 (N64)
9. SPIDER-MAN (N64)
10. ARMY MEN: THE FIRST BLOOD (N64)



# MOST WANTED

Heaven... refracting. We can only hope it doesn't have anything to do with the *School Kid*. It makes us wonder if *Juanes* knows how to play the Ocarina.

### A Moment of Silence, Please

I'll keep this letter as simple as possible in the hopes that it will be published. I waited for Earthbound 64 forever. In fact, the only reason I bought an N64 was for that game. Now I hear it's been cancelled! This is the biggest mistake in the history of Nintendo!

Do Koerber  
Albany, NY

So, your letter speaks to game players everywhere—including quite a few NP staff members. Earthbound is one of the finest games ever created, and we were as knee-deep as you to hear that Earthbound G is no longer scheduled for release. But fear not! A little bird tells us that Shigesato Ito, the creative genius behind the Earthbound series, will be developing titles for GAMECUBE. With his you know as soon as we have any details. In the meantime, don't start let



Journal of Management Education 33(1)

## SKB PNKS 4 EVR

Paul Hahnlewsky, our Player's Poll contest winner from April, was lucky enough to score a trip to beautiful Woodstock, Illinois. Not only did Paul take home a signed Winchouse skateboard, he had a chance to meet the bolder manner himself, Terry Hawk. Later, the two played a little Terry Hawk Pro Skater on the gay guy's own bus. Our sources claim that Terry is one of the nicest guys you'll ever meet, and that he also



Paul and Tony take a break from the show to give us a smile. Check out that groovy toust bar in the background!

## WINNERS!

your NG4 collect dust—check out *Harvest Moon G4* if you're looking for an offbeat RPG.

### Mom and Sarge Always Know Best

My mom is always asking me, "Do you know what to do when your clothes catch on fire?" So to get away from it all, I play Army Men. Sam's

Heroes. But I discovered that when someone blasts you with a flamethrower, you have to stop, drop and roll. It didn't get much of a break, did it?

*Anonymous  
Bedford Hills, NY*  
It's always nice to be able to apply  
video game knowledge to the real  
world. Check out the latest Write  
Away, Right Away cartoon below  
for more on this "harmless" issue.



Eric Sanyal + Land Rover New Zealand

**WRITE AWAY RIGHT AWAY!**

**WHY? AWAY FROM AWAY!** You may not have Moken quizzing you on fire safety, but we're certain that our readers have learned a clever trick or two from their gaming experiences—and we want to hear about them. Send us your craziest or most amazing story about how a video game helped you out in a real-life situation.

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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.**



With the new design, Nintendo.com will be easier to navigate and more visually appealing. The new site will feature a more streamlined layout and a more intuitive navigation system.

## nintendo.com

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 see them. The new site will have a more streamlined layout and a more intuitive navigation system. It'll be like a good spring cleaning, except it's autumn and we're not actually cleaning anything. The new site will feature a more streamlined layout and a more intuitive navigation system. It'll be like a good spring cleaning, except it's autumn and we're not actually cleaning anything.

We're also going to be adding a great new search engine, so you'll be able to find the games you need in a heartbeat. Our goodies to look forward to include improved audio and video files, info on an ever-expanding list of Nintendo games and, of course, brand-new codes and cheats. Nintendo Power subscribers should also be pleasantly surprised by a closer link to the magazine, as well as a subscriber-only, special! It'll be off to the end of No number, so stay tuned! You want to see a single byte.

## IT'S LINK-TASTIC!



No more hours of searching the web as you attempt to track down information on The Legend of Zelda. It's all at zelda.com, which means less time a loopy old wizard and his rock huffin

## zelda.com

In celebration of Nintendo's latest release, zelda.com is now all Major's Magic, all the time. You can check out the site for character descriptions, game strategy pages and loads of screen shots. You'll also find plenty of interactive features and guides, like a comprehensive fan-fair on the series 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—see if you have what it takes to make it into Zelda University. And, if you like most of us, you'll need a little help, we'll have complete walkthroughs for all six Zelda games, including the new one, *The Legend of Zelda: Twilight Princess*. Link's here to help you. It's the biggest thing to hit the web since the word of Zelda since the great moon!



## QUICK BYTES

### NEW SITES

Microsoft has a lot to offer, and it's all available in one place. The new Microsoft website is the place to go for all the latest news, software, and services. It's a one-stop shop for everything you need to know about Microsoft. The new website is a great place to go for all the latest news, software, and services. It's a one-stop shop for everything you need to know about Microsoft.

### CLASSIC SITES

The classic sites are the ones that have been around for a long time. They are the ones that have been around for a long time. They are the ones that have been around for a long time. They are the ones that have been around for a long time. They are the ones that have been around for a long time.



### GAME PREVIEWS

The game previews are the ones that are coming out soon. They are the ones that are coming out soon. They are the ones that are coming out soon. They are the ones that are coming out soon. They are the ones that are coming out soon.

### CODES

The codes are the ones that are used to unlock special features. They are the ones that are used to unlock special features. They are the ones that are used to unlock special features. They are the ones that are used to unlock special features. They are the ones that are used to unlock special features.

### GAME BOY

The Game Boy section is the one that is dedicated to the Game Boy. It is the one that is dedicated to the Game Boy. It is the one that is dedicated to the Game Boy. It is the one that is dedicated to the Game Boy. It is the one that is dedicated to the 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](http://pokemon.com). Expect the Hey Yoo, Pikachu! site to have pictures, strategies and helpful suggestions for what to tell Pikachu as you wander through its world.



## ARACHNO-MANIA

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



## NINTENDO WEBSITE LIST



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# HEY YOU, Pikachu!

TM

*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 Balbasaur'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.



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# 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 days together, noting and pointing. After you pass his test, he'll give you the PokéHelper device, which allows you to communicate with Pikachu.

## Getting Pikachu's Attention



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

## What Pikachu Understands



Pay close attention to the red 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 bubble an and on to Pikachu. Pay attention to what it does—say might get a clue from its actions. When it picks up an item and shows it to you, it's making 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 symbol means and then do what you think is best to help Pikachu out with whatever it wants.



When Pikachu has an idea, a lightbulb 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 question mark means that Pikachu is confused and didn't understand what you just said. If you're sure you still haven't attracted its attention, try again, remembering to push Z as you speak slowly and clearly.



The flower means that Pikachu doesn't like 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.



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



Sometimes, Pikachu will get frustrated or mad, and when it does, you will see a squiggly 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 Pokémon. 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 more 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 you'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 special tools from the field.

## A Pikachu Apology



Pikachu stole 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 keep 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 rules. You can't pick things up and hand them to Pikachu.

## A Field Trip: Part 1



The field isn't very big, but Pikachu still likes to run around and explore it. Pikachu loves the taste of Strawberries. Let it "Taste It" or "Eat It," to make Pikachu happy. Pikachu also likes to walk up to the Giddish and the weird redfish that put back the Giddish. When Pikachu manages to greet the Giddish before the Giddish walk away, something very special will happen.

## A Pokémon Picnic: Part 1



Butterfree's menu will change from day to day, and it's usually best to get the three ingredients on the list. Pikachu arrives up before you head out. If Pikachu shows you one of the correct ingredients, say "OK." It will call ingredients 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 help with the Caterpie in its care. It loves kids, so it expects to help. Pikachu doesn't have to do much besides feeding the Caterpie when they begin to change color and become up and down. Pikachu can get the rewards that Caterpie eat 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 when you help it catch a few Water-type Pokémon. Encourage it by saying "Pull," "Feed it," "Pull it," "Release it," and "Bring it." You can catch 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 place for you to spend all those Plus Points you've been earning with your other activities. You'll pick up a watering 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 in that area—oh, Pikachu loves it!

## A Pokémon Picnic: Part 2



It's much easier for you to help Pikachu with Bulbasaur's list. Pick up the items you know are in the list and hand them to Pikachu by moving it close to your new friend. Pikachu will take them into their lair to use for confirmation that it should eat Magnemite. Remember those extra ingredients, and try to explore a little if you have time after you've picked up all the ingredients.

## Little Lost Poliwhag: Part 1



Pikachu is on a mission to find the lost Poliwhag that are scattered around the nearby docks. Walk very carefully around the docks that often dead-end, and don't get too close to the little Water-type—send Pikachu after them, instead. Try saying "Poliwhag!" like the "poke" in poké rather than the "pol" in "Poliwhag." Either as many Poliwhags as you can, then find Squirtle.

## The Piñata Party



Pikachu and his Poliwhags are partying on the beach with a Polu 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," "Back up!" and "Stop." You can also try saying the names of the Pokémon that are in the direction you want Pikachu to move. Try to hit as many piñatas as possible—but don't forget 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 modes 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 wouldn't just teach you how modes without testing your ability to use them. He takes you to Pikachu's Playground, where you'll train with the View Mode. Oh now, you don't know that Pikachu can use its powers (Thunderbolt, 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 door? Just give right now something to do with it...



# 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 Play Days.

Play Days are a little bit more difficult. There are many new things to discover in Daring Days, which may lead you to uncover things you haven't found in the earlier areas.

## 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 familiar things in areas similar to the others you've visited.

# PIKA-CLUES, PIKA-NEWS NR

There is always something new in Hey You, Pikachu! Every area has many different activities, and some trails and items randomly 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've objects to or place them in your toolbox, they will appear in your bedroom and around your house. Some things will be on the backshelf, while others, like flowers, will show up in your garden. Call Pikachu to help you "find" or "clear" things to take the Pokémon upstairs that ask, "Which is the Pokémon?"

## 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've purchased a lure from Aaron, use it on your many field trips; you should be able to catch really, really, really big Pokémon. Who knew Staryu could grow so big? Pikachu is having catching big fish. It will be very happy if you manage to land the big one.

## New Parts of Play Days



If you do very well with the Pika Party, you might be allowed to stay overnight in the campground. The Haver from Oliver will wander over, but Pikachu has probably got some way of zoning it off. After you spend the night, you will take a light ride over to island for all exciting Treasure Hunt! Pikachu loves finding treasure. There are so many as many chests as you open.

## 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 LEGEND OF ZELDA®

## MAJORA'S MASK™



### THE GORON ADVENTURE

In two months The Legend of Zelda: Majora's Mask was released, you learned how to masquerade as a Deku Scrub to undo the evil that Majora had spread across the Southern Swamp. This month, you'll learn the secrets for conquering the epic

adventurer's second dungeon, Snowcapped Temple. Set in the mountains north of Clock Town, the land of the Gorons is made of a deepfrozen thicket of Majora. Warm things up for the mountain dwellers by learning how to use the Goron Mask to melt



#### HINTS FOR THE GULLS



When you first enter the Snowcapped Temple, you'll find a Goron mask in a cave. Use it to melt the ice and reach the Goron mask.



When you first enter the Snowcapped Temple, you'll find a Goron mask in a cave. Use it to melt the ice and reach the Goron mask.

## MOUNTAIN VILLAGE

## 1 TINGLE'S MAP



When you reach point 1 on the map below, set your sights downward to spot Tingle floating overhead. Shoot him down so you can purchase his map for the area.

## 2 GATEKEEPER



At point 2, is the gatekeeper, the Goron Shrine. On Day 1, a Goron gatekeeper will wait there to let you in. On Days 2 and 3, the gatekeeper will be on the move, rolling around Goron Village in a snowball.

## 3 CRYBABY GORON



From the snowball, a comically oversized baby Goron will emerge and roll around by the Goron Shrine. He's a cute little crybaby, but he's not a baby. The baby will tell you why he's crying.



## GHOST OF DARMANI

The great Goron hero, Darmani, tricked through the snow to Snowhead to find out the source of the cold winds that blow up with the mountain 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 act as your way.

## 4 AFTER THE OWL



When the owl flies to the Lens Park Shrine, its feathers will create a visible path. Hop to each feather to cross the invisible path and enter the cave.

## 5 LENS OF TRUTH



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

## 6 NIGHTSIGHTEN



From the Lens of Truth on the crescent shadow at point 4 is the ghost of Darmani. Talk to him, then follow the spirit across Maestra Village to the shrine by the smelter's chest.

## GORON GRAVEYARD

Darmani will fight up the cliffs of the village again. Stay close to his shadowy owl by stepping across the water in Delta form. On the opposite shore, use the Lens of Truth to spy the snow-covered crag of the cliffside. Hiding there, then enter the Goron Graveyard at 7 inside, play the Song of Healing, then push the gravestone.

## 7 CLIFF CLIMBING

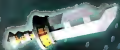


## 8 GO TO THE TOP



## 9 FIGHT THE OWL





## GORON MASK

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



Tap the B button three times in a row to attack. A one-two punch followed by a slam. Darman's invincible health isn't an issue in fights, but it works well against the rolling snow boulders.



Press and hold A to curl into a ball, then use the Control Stick to roll in the direction you'd like to go. At maximum speed, you'll drain magic power and spins will spread from your ball's 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 Giga pound to shake 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 lost Goron Elder will be near the owl statue across from the Mountain Smithy's chalice. Defrost 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 spoken Darman's ghost to win the hot springs, bottle some water, then quickly pour it onto the red, over-hots at point 8. Inside the grotto is another hot spring.

### 9 MELT ELDER



Bottle the hot spring water and attempt to melt the Goron Elder's snow boulder at point 9. Just melt gives you to let you know when you're close to the snow 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. His baby 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 create your way into Snowhead Temple. As Darman, roll up the steep grade to the left of the owl statue across from the Mountain Smithy's chalice. If you cruise over the 400 ft up at full speed, you'll be able to clear the gaps to reach point 10 on page 21.

### 10 GORON RIFLES



Use the Lutz of Truth to see the Snowhead Temple just outside the base of Snowhead Temple. Use Snowy breathing gear to clear the distance. Just you can see from reaching the temple.

### SLEEPING STORM



It's a good idea to sleep or play the Goron Lullaby. Since the sleeping has been asleep, the baby will sleep and you'll be able to talk to the temple warden at the moment.

### 11 GORON RIFLES



Take the upper path to Snowhead to the level of Snowhead Temple. Use the 20 and 24 shot all 24 hours. If you need to use the gun to see them, the gun will appear in a new way to see.





# SNOWHEAD TEMPLE

Inside the Green Dungeon, you'll find the Fire Arrow, a magic-using item that will charm your bow with hot properties. To reach the enchanted arrow, you'll have to make through a number of dangerous rooms. The first of them is home to White Boes. Slash them all, then exit to Deserted by pushing the block down the hall.



## DUNGEON MAP AND THE FIRST KEY



The final Boeche will show itself up if it gets close to you, but it won't be able to hit you if you're on top of the platform. From the safety of the raised area, dispatch the final Boeche with one of your arrows. Once the dust has settled, open the chest for the map.



Push the block to uncover a passage containing a key. Picked it, then push the block along the outside into the floor. When you push it to the point further from the entrance, a chest will appear. You won't be able to reach it yet, so leave it for later.



When you exit room 3, turn right and aim your bow at the torch by the red doorway across it. Shoot an arrow through the flames out into the ice, then enter the door you've just thawed out. On the other side, use your key to open the locked door.

## COLLECTING THE COMPASS



6. Watch a Boeche at the mouth of room 5. Bypass the snakes, then defeat the attacks with your sword and strike back right after it starts to yell. Once you've put the fire to sleep, jump the cracked wall to expose the stairs to room 6.

## FLOOR TWO TACTICS



Link needs a good deal of time to see the way out of the cave. Use the ice on the pillars, then the rest of the pillars are close, jump across them. On the bridge, throw the Fire Arrow to the Boeche to uncover a key.



When you go to the bridge, a yellow snake will appear. As Link, jump to the entrance and in the middle of the bridge, throw the Fire Arrow. Then, throw the Fire Arrow to the Boeche to uncover a key.



## BATTLING WIZROBE



Wizrobe wants the Fire Arrow if it, soach him by taking across the ramp as it. When you cross up to the doorway, turn right, roll over the rope back to the next stage, then race across.



Wizrobe will teleport from floor tile to floor tile. Hit him when he's vulnerable. After you get a few good whacks in, Wizrobe will teleport to the left and unleash his fiery ray of joy.



Wizrobe will project an illusion of himself onto each floor tile. If you don't hit the real Wizrobe, he'll freeze you. Once you've defeated, quickly move away since his icy pellets can refreeze you.



The real Wizrobe is the one who's not moving. Quickly move the rope to the spinning Wizrobe, then hit as many times as you can. If you station yourself in a corner, you'll have a pretty vague point.



## PLAYING WITH FIRE

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

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



The Fire Arrow uses precision magic, so aim carefully. Your targets are the three fire crystals and the ice bridge. If you melt these, you'll be able to melt a key in a treasure chest.



But room 9 through the Fire Arrow, then long a right roll up the stairs. Shoot the Fire Arrow at the frozen flower, then bounce into the ball on the Doki Scroll.



Launch out of the flower to fly to another flower. Use the Fire Arrow to melt the flower. Then melt the flower to melt the flower to melt the flower.



Remember the position to melt the flower. Use the Fire Arrow to melt the flower. Then melt the flower to melt the flower.



Use the Fire Arrow to melt the ice at 13, then melt the ice at the third floor. When you reach the key at the stairs, melt it. Roll across the staircase to melt it and use your key.



## THIRD AND FOURTH FLOORS



When the miniboss fight begins, dodge the boss's projectiles and retaliate with the Fire Arrow. A flower hit will melt the fiery lava into puddles.



Remember, the two Lizard Lords will try to attack you with their fiery breath. The quick way to kill the regular is by using the Fire Arrow to melt the ground as Dinosaur.



When you melt down 13, you'll be in the third floor. When you reach the key at the stairs, melt it. Roll across the staircase to melt it and use your key.

## WIZROBE'S RETURN



After a month, you'll return to the Fire Arrow room. Use the Fire Arrow to melt the ground as Dinosaur. The quick way to kill the regular is by using the Fire Arrow to melt the ground as Dinosaur.

## 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 13, you can no longer cross any of the lower floors' bridges. Your goal is to reach the map, and to do so, you must shorten the columns. Head to the lower floors and use the Boss Key and begin downsizing the pillar. Look for the half sections of the column, which you'll be able to remove Jenga-style.

### 10 BOSS KEY



Once you've defeated Wizzrobe, the key to the doorway in room 12 will unlock. Enter it to reach the treasure chest that contains the Boss Key.

### 11 SECOND FLOOR



Work your way down to room 10. Darmani can pack a punch that can shatter parts of the blue sections of pillars like Jenga. Use the two pieces as the second floor.

### 12 THIRD FLOOR



When you're finished shortening the pillar from the second floor, head up yourself to the second floor, then pack out the last pieces of pillar.

### 13 SNOWBALLING



By smashing every off two blue sections of the central column, you'll shorten the pillar, enabling you to walk to the snowball bridge. An Ocarina will shatter the snowballs.

### 14 ROLLIN' ON



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

## BATTLING GOHT

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

### TECHNIQUE 1



The safest way to fight Goht is to use the slowest way to attack the boss. If you're patient, attack on the enemy's back and use your arrows in Goht when the ball runs past your sight.



You'll be able to land more shots on Goht if you stand on one of the snowballs along the perimeter of the ball's circular path. With the camera clear, jump upon the block between you to reach your supply of arrows.



Goht will try to charge you, and its stamping will cause attacks to fall from its collar. Stay on your ground and keep in mind. You can shoot regular arrows faster than the magic fire arrow, so stick with your basic arsenal.

### TECHNIQUE 2



The quicker, more exciting way to defeat Goht is to chase after the ball as it bounces off Darmani's Roll after Goht is top speed, crawling into place to keep your magic power (pulling), then use the boss with your sword/body.



During the running of the ball, continue running Goht until it rotates to lay firing an energy beam at you. Swerve out of its way when you see it coming, or you'll be stopped in your tracks.



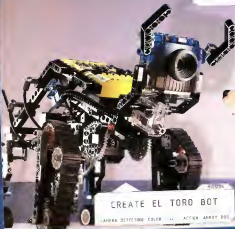
Maintain top speed so you're able to keep the spikes on your body rocking out. You can run Goht multiple times if you zigzag between the gaps when you make contact. With enough hits, you'll trip Goht enough to stop a fatal collision.





SITUATION

NAPOLEON NEEDS TO  
BE TAUGHT BRAVERY



CREATE EL TORO BOT

APRIL DETECTING COLOR || ACTION ARMED BBS

Thoughts and feelings

1

LEGO MINDSTORMS



2

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# STAR WARS

## 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 Kiel, reporting to you on behalf of our commander, Captain Panaka. Our allies at Lucasfilm Entertainment Company LLC, in cooperation with Naboo spin, have managed to secure a copy of the Trade Federation plans for the invasion of our home world—and the war 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

Qui-Gon Jinn and Obi-Wan Kenobi, and the entire planet is in chaos. Trade Federation forces are enslaving our people and looting our farms, smashing both the Gungans and Nubies alike. We of the Royal Security Forces are the only thing standing between freedom and total annihilation, so heed the plans well—many Nintendo Power 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's 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 rebel 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 blister 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 guerilla 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 trader villages as possible and bombing them into nothingness. By completely destroying a number of villages, we hope to act as 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.



# 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 former defending his family.

## The Smuggler Craft

There are reports that Boro 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 Hutts for generations. While it possesses limited defensive capabilities, the craft is covered with nearly impervious armor, and it will take a lucky shot or a well-placed mine to bring one down.

The Trade Federation feels that Boro 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 RSF pilots will be eyeing him if they manage to strike an alliance.

## Gunboats and Houseboats

Take a first look at our newest craft, designed specifically for the Naboo Invasion. The gunboat, located on the bottom right, is heavily armored and armed with both blasters and devastating Projectile 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 RSF 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 Houseboat.

The craft is slow, bulky and poorly armored. Locals use them to shuttle

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.



NEW MOUNT BLASTER  
ENLARGED WITH ARMOR



ARMOR BLASTER



**SYKES, THAT GUNBOAT WOULD BE A GREAT BOON TO OUR STRUGGLE! PANAKA MIGHT HAVE LOCATED THE HIDDEN BASE...**



TRADER FORTRESS  
BLASTER

ENLARGED WITH ARMOR  
ENLARGED WITH ARMOR

NEW SPEED  
NEW SPEED

## 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



**SYKES, WE WON'T BE  
 BEATEN BY SOME PROID!  
 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 STAPs, Flash Speeders 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

As the plans demonstrate, *Leadership* 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 its occupant, extranatural and our general. All we can do is fight with our own wits, our heads and our hearts. You, *Garryn Sykes*, will join *Captains Panaka and Keel* in leading the ragtag

RSP forces. You'll fly *Spyders*, *STAPs*, *Cruisers* and *Starfighters*—sometimes changing ships in the middle of a mission. You'll hug the ground at high speeds, cruise over dark waters at night, and dogfight five-on-one in the cold reaches of space. *Swarms* will come alive with frigs and insects, while a majestic soundtrack—based directly on John Williams' score—shakes your every move. The rendering engine of *Republic Squadron* has been rewritten from the ground up to provide you with crystal-clear views of terrain, backgrounds, ships and enemy blaster fire. Droid pilots are smarter than ever, and their new ships are more deadly than ever. We



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



Automatic Violence

Directed by: Todd Phillips

Cast: Mike Myers, Heather Graham, and their

ensemble cast. All other

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# COLD WAR



Available for Nintendo Game Boy Advance™ and Game Boy Advance SP™



**ARMY MEN**

**SARGE'S HEROES 2**

**REAL COMBAT. PLASTIC MEN.™**

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

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

Then wipe out fierce new enemies like Robo Spiders, Toy Scorpions and Wire Ticks. Join the battle with 17 unique missions in stunning new worlds. Fight across desk tops and beds, over pool tables and inside the fridge.

**3DO™**  
www.armymen.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 rotten 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 tune up its go-carts in a series of races across fruited plains, near purple mountains' majesty and through girly 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 setups.



**MICKEY**



**DAISY**



**GOOFY**



**PETE**



**MINNIE**



**DONALD**



WEIGHT  
HANDLING  
ACCELERATION  
TOP SPEED

## PUNISHING POWER-UPS

Professor Von Drake has a helpful item-filled barn full of specific boost items on the tracks. After you pick up a boost by driving through it, a few seconds will elapse before you'll be able to use the item inside it.



The Baseball Launcher fires a ball in front of you. Be careful—it can ricochet.



MagneFlys will track down opponents ahead of you then draw them in.



Your rivals will spin out and stop if they hit a splatter from your Paint Splatterer.



If you're lagging behind, the Shield will give you a boost in speed and invulnerability.



You'll boost down the track at high speed if you give your car a nip of the Spritzer.



The Taco Chaser launches a remote-control car to take out nearby racers.



Drum power-ups are the same as Donkey Kong's. The Shroom allows you to put a debilitating aim cloud over your opponents.



# TRAFFIC TROUBLES

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.

## INDIANAPOLIS



You don't need to go 500 miles on the famous track at Indy to win the first race in the Mickey's Speedway circuit. Easy come and so easy goes a straightaway marks the beginning course alerts. 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



Pelt out on the southwest's perched pavement then climb it your opponents in the high-winders. The twisty track rewards quick, tight sideways acceleration, but more sluggish racers can even the odds with strategically placed power-ups.



Paint Splatters are the most common—and useful—power-ups you find in New Mexico. You can lose the paint in front of your opponent or behind you. Try to launch paint on the far side of turns to surprise opponents.

## SAN FRANCISCO



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



Sharp curves often come at the bottom of big jumps, so be ready to turn when you come back down to earth. You'll fly farther 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 first 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 taking the track, but you should try to stay as close to the walls as possible. A power 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.

# MOTOR WAY MANIA

From the frontier freeways of Alaska to the busy docks of Philly, Motor Way Mania will keep you twitching with twists and turns.

## 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 reaching your car's maximum speed on L.A.'s figure-eight track. Watch out for Baseball Choppers if you're in the lead.



A quick start is critical to winning the short Los Angeles stage of the circuit. Wait until Heavy has up all three headlights before you hit the accelerator. If you don't act at the beginning, you may as well start over.

## LAS VEGAS



The bright-light city's gonna set your car on fire, or at least cause you to wreck, if you don't anticipate the many sharp turns on its race course. Until you've all deep two 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 drive past it, however, you'll ensure your defeat.

## ALASKA



The Land of the Midnight Sun would be a beautiful location for a race in July. Think about that fact while you get lost with snow and ice during your wintering race, the short, sloping coastline long of obstacles. Men the rounds of solid ice in the middle of the road.



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

## PHILADELPHIA



There's no earthly love on the docksides of course in Philadelphia, just plenty of moving cranes and other obstacles. Brave racers can cut the distance around the track by threading the needle between the dock edge and the tall cranes.



Power-ups aren't as plentiful on the course as they are elsewhere, so you may want to take advantage of a ramp before a warehouse entrance. The barriers there may give you the boost you need to win.

## FREEWAYPHOBIA

After a quick spin through the wide-open landscape of South Dakota, you'll face tough turns on the mean streets of three American cities.

### DAKOTA



The Dakota course is a short route through the native state's country side—a quick and dirty race before you race 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 overcompensate to avoid the muck. A jetting well prevents wide turns.



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

### NEW YORK



Navigating the mean streets of the NYC race course would give even the most experienced driver fits. High cars and right-angle turns may give you trouble staying sane, but it's the twisting lanes that require 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 than navigate the parkway and secure a sewer before you start the loop again. There are plenty of turbo pads to propel you forward, but too much speed can send you careening into walls.



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

### CHICAGO



The Windy City hasn't shorn of some then-reviled driving habits, but you won't have to worry about that until a sliding guard race course. Instead of fighting wind and sleet, you'll send up ramps and through narrow tunnels while avoiding pipes.



A very narrow ramp along a wall leads to an excellent shortcut through a narrow tunnel. Be prepared for a right-angle turn post 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 other cool prizes, such as a new cheat or an additional race.



Take first place on the first three Ametour circuits to unlock Dewey, a solid racer who favors a lightning-fast acceleration.



It's good to try out the courses of the amateur intermediates levels, and winning at the professional level will unlock the best game features.



Win gold trophies on the first three intermediate circuits to unlock Louie, whose car features exceptional handling.



Don't overlook 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 Nekkavastone course rises up to its name by providing much more than your daily allowance of mirrors on the track. Use turbo pads when ever you need them.



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



A hot 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.



Melvin has miles and miles of private and state property so to it throughout high speeds. Watch out for piles of sand on the road and a dangerous boardwalk near the finish line.





# AND NOW, THE GOOD PARTS...

Winning isn't everything in Mickey's Speedway USA. Forging 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 less-traveled parts of the course, so take a look around after you've won your trophies.



Fill in the silhouetted parts on Juvy's Vex Drive'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 protected perimeter to use them.



### ARENA

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



### DOCKYARD

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



### 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 serious ratchet fun.



## 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 pedaling the pedal to the metal.

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



Roar through the streets of Paris



Get choppy' with Chuckie Chan



WIN carnival game prizes



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**French small-fries.**



Explore EUREPTERLAND



Bump your beddies



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!"



© 2002 Ubi Soft Entertainment.  
© Disney



## 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 lives.

## Bridging the Gaps



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

## Tying with Enemies



Each of the levels has a locked stage that opens after you've collected two all of the floating bags (a fair one of Donald's neighbors). Each is a chase stage where you run toward the screen trying to outrun an enemy. You don't have to beat the stage to rescue Daisy.

## Gander's Garments



Once you've completed the chase stage on each of the levels, Gander will appear and challenge you to beat his rap score on the other four stages within the level. If you beat him twice, Gander will give you a new outfit to wear. If you fail, you'll have to restart from the last checkpoint, and that eats up precious time.

## Egg-ception



Donald has a big chicken to fry some of the reflector pieces for the level with place. The chicken will drop eggs that hatch out tiny but mean chicks. Punch the chicks with B and keep moving around the tree trunk so you're not a sitting duck. Avoid the big chicken when it decides to drop to the ground, or you'll be eaten, duck. When the chicken sits on the ground, jump on its head. Repeat the pattern twice more to defeat the fowl foe.

# Goodies

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

## Milkshakes

Run over every Milkshake you see—they heal Donald and provide a burst of speed plus a constant attack for a few seconds. Milkshakes are available in the chase stages, where every second counts.

## Extra Lives

Donald's 2-D stage grants you extra lives. While sometimes out in the open, they're usually hidden under a mossy rock or cardboard box in a ledge. The earlier levels have more extra lives than the later levels do.

## Stars

You'll also earn an extra life every time you collect 100 stars. Yellow Stars are worth one, Blue Stars are worth five, and Red Stars are worth 10. The 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 not spinning around with the brains, or Donald might take damage or get knocked down. You can jump on top of the trashcans or push 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 Stars and an extra life at stake, you might want to take the chance. You need to use a double jump to go the distance. If you'll take you a few tries to get the bang of the sideways jump to the balcony.

## Plank Ride



Donald's a little wacky on the slowly spinning planks, so he doesn't affect his ability 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.

## Truckie'

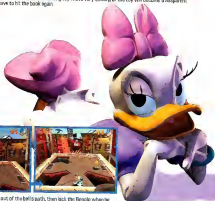


All of the chase stages are very long and very difficult. Try to follow the path of the stars as you run from the truck or whatever happens to be chasing you. They usually fall on the best path.

## Wrecker Run



The Beagle Boy tries to fluster Donald with a wrecker's ball. Run out of the ball's path, then kick the Beagle whenever emerges from the machine. Run over the green 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 Daisy, but he does. Magica decorates 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 spike balls, and if you're not careful they'll be the end of Gonzo. Jump over some of the spiked balls, and remember of this—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 hand. Watch the pattern of each hand so you aren't surprised mid-jump.

## De-coffee-ated



Timing is always important in platform games, especially this one, and the coffin lids are a perfect example. You have to wait when the spikes are still up so that you land when the coffin is open and the spikes are gone. Don't sit and 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 abyss accidentally when avoiding the floating spires. Jump sideways, toward the Blue Spire, and you should always be your guide to the correct path.

## Defeat DeSpell



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

## Goodies

There are a few other things to collect in *Gonzo's Quackery*, plus a system of lights that show where you've already accomplished.

### Nephew's Toys



The four open stages in each level contain four Donald's nephews: Huey, Dewey, Louie, and Louie. Collect all the toys in a level to open the levels above 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 boss stage.

### Lights



The teleporter tubes in Gyro's Lab and the teleporter cube in the main area have screens that light up when you've collected all the toys in the stage (Huey, Dewey, Louie, and Louie), or completed the stage (light bulb). Use the lights to keep track of your progress.



# Through Merlock's Temple

Merlock doesn't appreciate Daley'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 Dicks



Beware the spinning big duck guards! Unlike the other spinning guards that behave similarly, the spinning big duck guards have sharp spikes on their heads that will hurt Donald! He tries to jump on them. Punch the guards or just avoid them—and don't attack when they're spinning. It hurts!

## On a Roll



The statue is in your way as you get to 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+up+up] under) toward the path. It's pretty tough to accomplish.

## Save the Snack



Hit the back at the bottom of the wall, then jump down side to side on the disappearing platform to get to the top. Don't pick up the Milkshake right away. It wastes too much time. Jump over to the left to pick up the 100, then go back to the right and pick up the Milkshake.

## Magically Pernicious



Merlock transforms into a fire-breathing dragon. Run away from him while avoiding the different kinds of fire he shoots at you—and all that hot lava! Hit the switches as you pass them to trap Merlock in his electrical field as you can run to the gun in short distances away. Shoot the fireball's and the green gem, then start rotating again. Three times is still the charm.

## Quack Up



Disney's Donald Duck: Goon! Quack'n plays a lot like the Ubi Soft's Rayman games, and while the four worlds don't add up to a long quest, you still 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 Daisy—but it might impress her.



The Cotton Hills Megaplex  
has 32 employees,  
26 theatres,  
8 concession stands, and  
one unwelcome guest...

# PHANTOM OF THE MEGAPLEX

Premieres  
**Friday, November 10**  
7pm/6c

A Disney Channel Original Movie



MONSTERS?

Monster Rancher 2

Monster Rancher 2

Monster Rancher 2 is a sequel to the first game, which was a hit in Japan. It features a new monster, the "Giant", and a new story. The game is set in a world where monsters are being created by a scientist named Dr. Frank. The player's job is to protect the world from the monsters and to find out what Dr. Frank is up to.

Monster Rancher 2





**\*THE KEY TO SUCCESS  
CAN BE PUZZLING.\***

Set out on the adventure of a lifetime with your pet monster, Super-Creature, and his friends. With the help of the ultimate monster supply line, explore far reaches to unlock helpful monsters, cool weapons, and much more. Discover some serious fun as you encounter all your Monster Rancher favorites... and some new additions.



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NOV. NR.01

# SPIDER-MAN



## HELP, SPIDEY--THE CITY NEEDS YOU!

IT'S A WALL-CRAWLING, WEB-SLINGING, ROOFTOP-HOPPING SLUGFEST AS ACTIVISION'S AMAZING SPIDER-MAN GAME COMES FLYING ONTO YOUR N64. WATCH IN SLACK-JAWED AMAZEMENT AS YOU SLINK ACROSS WALLS AND CEILINGS. HOLD ONTO YOUR STOMACH AS YOU SAIL OVER URBAN CANYONS 50 STORIES HIGH. AND LISTEN IN WONDER TO A SCORE OF DIGITIZED VOICES, INCLUDING THE MASTER OF THE PEN, STAN LEE HIMSELF!



# classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

## TURK 3

### DISPEL THE SHADOWS



Tired of having big, ugly monsters chewing on your leg? Want to experience the unbridled joy of the Vampire Gun? The folks at Classified Info have dug up a slew of cheats for Turk 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. *Mouse:* 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

#### CODE

#### INVINCIBILITY

RAVEN, SALMON, EAGLE,  
BEAR, LIZARD, RABBIT

#### ALL WEAPONS

OWL, BEAR, OWL,  
INSECT, HAWK, OWL

#### UNLIMITED AMMO

SALMON, ELK, BULL,  
SNAKE, 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)

SNAKE, BULL, SNAKE,  
FROG, BEAR, ELK



#### PEN AND INK

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



#### GOURAUD

Does a pretty colors. To make the ugly creatures of Oblivion seemi springin fresh, input the code Cougar, 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. Punchin Horse, Eagle, Snake, Cougar, Insect, Salmon to see why you should always eat your vegetables.



#### BIG HEADS

My grandma! What a big head you have! Type in Cougar, Wolf, Snake, Rabbit, Lizard, Coyote to see a ragen that would make the big, bad wolf proud.



#### SHORTY

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



# NFL QB CLUB 2007

## OLD SCHOOL IS BACK IN SESSION

But, but...cheat! NFL Quarterback Club soon may be a head-splitting, chest-pounding gridiron experience, but it can be yards of fun thanks to many codes designers have placed in the game. Astute readers will note that most of the codes are from NFL Quarterback Club games of years past, and we're happy to report that they work equally well in the 2007 version. Cheats are entered in on the password screen, but be wary—you can have only one cheat active at a time. If you try to input two or more, you'll get the effect only of the last one you entered.

### RUGBY!

It's a game within a game. This code lets you experience what may be the most brutal and gladiatorial sport in the world. Input the letters RUGBY on the code screen for football Aussie style.



### LARGE FELLAS

We all know football players are big, but this is ridiculous! To season entire team of William Perry's, punch in the code MSHSL4 L4V. Even the lockers are rely-poly!



### HIT THE GYM

For the opposite effect of the air shimmer code, check out THHPCK. All your players, even the busily aftercare linemen, will resemble reduced castaways.



### AIR PUMP MADNESS

The refs went a little crazy when they inflated the ball before the big game, and you'll have to deal with it. Check out the code BOMBLL for a football the size of Texas.



### BIG MONEY

That can't be legal! To see a really, really big drive, try the code BSMNY. The program can't lose will turn into a humorous after.



### OUCH!

Anytime two 300-pound men run straight into each other, it won't be long before some pain involved. If a player and a player are your favorite part of the game, insert the code HSPITL to inflict injuries with greater frequency.



## MORE CODES

### BITTERS

### FLBBN

### HSNFR

### OBLOWNS

### STCKYBL

### SLPNSLD

## RESULT

### MORE FUMBLES

### BOUNCY FOOTBALL

### FOOTBALL LEAVES SMOKE TRAILS

### EIGHT DOWNS INSTEAD OF FOUR


### NO FUMBLES

### SLICK FIELD

# DRIVER

YOU ARE THE WHEELMAN

## CHEATS PLEASE, JEEVES

 You may not shunt the rich and famous around, but you'll be able to run their lanes without fear. 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, Down, Up, Up, Down then Down. You'll be able to unlock every city, become invincible or get the fun off your tail.


## DEMOLITION DERBY

Smash into cars and buildings with impunity using *Driver*'s special cheat menu. It's like driving back in the old days—you know, before stoplights, caps 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 secret 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 in 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 be 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 Sernier. 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 Full means, but we are sure that a Flak jacket won't be much help for this fellow.




Typed Designs' work long nights, but it looks like Vanya's gone to working nights only.

# TURK 3

WINDOW OF DISCOVERY

## HANDHELD HIJINKS

 Why let big brother have all the fun? We found lots of codes for the N64 version of *Turk 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 HJVHDCX, which gives you unlimited lives. It's very handy when tooting around in a tank.

## THE TERROR OF TURK

You'll have 99 arrows, and they'll never go away. Now that's living! Thanks to the clever reader who sent us those codes. We found them stuffed in our mailbox, neatly scrawled on the back of a large eagle feather.







# CODES APLNTY

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 pass? At least helmets will be cheap this year, thanks to the Headless Team Code.

Z	B	A	PAD	RESULT
5	1	4	★	INFINITE TURBO
0	3	2	★	FAST TURBO RUNNING
3	1	2	★	POWER-UP DEFENSE
4	2	1	★	POWER-UP DEFENSE
2	3	3	★	POWER-UP TEAMMATES
3	1	2	★	POWER-UP BLOCKERS
0	4	5	★	SUPER BLITZING
1	2	3	★	SUPER FIELD GOALS
3	4	4	★	NO INTERCEPTIONS
4	2	3	★	NO RANDOM FUMBLES
2	1	0	★	NO FIRST DOWNS
1	5	1	★	NO PUNTING
2	1	1	★	OUT-OF-BOUNDS ON
2	5	0	★	FAST PASSES
0	1	0	★	LATE HITS

Z	B	A	PAD	RESULT
0	0	1	★	SHOW FIELD GOAL %
1	0	2	★	HIDE RECEIVER NAME
4	3	3	★	INVISIBILITY
0	5	0	★	BIG FOOTBALL
2	0	0	★	BIG HEAD
0	4	0	★	HUGE HEAD
3	2	1	★	NO HEAD
1	2	3	★	HEADLESS TEAM
2	0	3	★	TEAM BIG HEADS
1	1	5	★	NO PLAY SELECTION
0	2	1	★	SHOW MORE FIELD
0	1	2	★	NO CPU ASSISTANCE
4	0	4	★	POWER-UP SPEED
5	5	5	★	HYPER BLITZ
3	1	4	★	SMART CPU OPPONENTS
2	1	2	★	WEATHER: CLEAR
5	2	5	★	WEATHER: SNOW

SEND CODES TO:

NINTENDO POWER  
CLASSIFIED INFORMATION  
P.O. BOX 97033  
REDMOND, WA  
98073-9733

# INDIANA JONES

and the  
**INFERNAL MACHINE**

THE CHARACTER WHO TURNED ARCHAEOLOGY INTO A CONTACT SPORT IS COMING TO THE NSM THIS FALL IN AN ADVENTURE THAT BRINGS AROUND THE GLOBE AND PUTS INDIANA JONES AGAINST THE MIGHT OF THE FORMER SOVIET UNION.

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



ESRB Rating: E  
All rights reserved under copyright law.

★ **ARCHAEOLOGY IS THE SEARCH FOR FACT, NOT TRUTH.**

EGYPT

# ★ THIS BELONGS IN A MUSEUM

ARMENIA AZERBAIJAN

Yerevan Baku



1914. The first time a person was seen in the room, it was a man in a white shirt and dark pants. He was standing in the room, looking at the large, dark, rectangular object in the foreground.



1914. The first time a person was seen in the room, it was a man in a white shirt and dark pants. He was standing in the room, looking at the large, dark, rectangular object in the foreground.



1914. The first time a person was seen in the room, it was a man in a white shirt and dark pants. He was standing in the room, looking at the large, dark, rectangular object in the foreground.

NAKHCHIVAN TURKMEN

There is a small, dark, rectangular object in the foreground. It is a small, dark, rectangular object in the foreground. It is a small, dark, rectangular object in the foreground.

## ★ SNAKES! WHY DID IT HAVE TO BE SNAKES?

1914. The first time a person was seen in the room, it was a man in a white shirt and dark pants. He was standing in the room, looking at the large, dark, rectangular object in the foreground.

1914. The first time a person was seen in the room, it was a man in a white shirt and dark pants. He was standing in the room, looking at the large, dark, rectangular object in the foreground.

Baghdad  
RAQ

ANCIENT CITY OF BABYLON



1914. The first time a person was seen in the room, it was a man in a white shirt and dark pants. He was standing in the room, looking at the large, dark, rectangular object in the foreground.



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1914. The first time a person was seen in the room, it was a man in a white shirt and dark pants. He was standing in the room, looking at the large, dark, rectangular object in the foreground.

BAHRAIN QATAR

# ★ X MARKS THE SPOT!

NP

KAZAKHISTAN



At 12,000 feet above sea level, the dark recesses of steep, rocky cliffs in a remote spot in the Altai mountains were once a hideout for a band of nomads. Now it's a game of hide-and-seek.



It's a game of hide-and-seek, but the stakes are high. The only way to win is to find the hidden treasure, a relic of a long-lost civilization.



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# AUSTIN POWERS

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



What's your Mike? Welcome to the Mega-Mess!  
Kick up heels & bring your dancing to the floor. It's hot!  
Beats your computer game & surpasses the latest film track.  
Features Mike's hilarious moments in his "Kiss Kiss, Bang Bang."  
Play Mike's moves, missions for 100% fun! [www.austinpowers.com](http://www.austinpowers.com)

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



GAME BOY  
COLOR



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# 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 & © 1991, 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 quarter of mazes. One to four players can enjoy the games, 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 onto the maze as you're playing. The first person to pick up 76 dots wins.

### Ghost Tag



Most players begin as ghosts, but one player does not. Catch the one Pac-person to become a Pac-person yourself, then collect dots. The first player to 99 wins.

### Da Bomb



Run around the maze with a ticking time bomb in your hands. Run up to and tag another Pac-person to pass the bomb on. Don't be caught holding the bomb 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 a level.

## Enemies



Avoid hitting the enemies—they'll subtract points from your headcount-counting timer, and you can't afford that. Some enemies do only five seconds of damage, while others attack for 10 or 20.

## Pellets



Get the power pellets to turn the enemies blue, then eat the enemies. You'll gain a few seconds for every enemy you cleanup. If you chop a blue nemigoda in the middle of its body, you'll get twice 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.

# Quest Mode

The Quest Mode is the central Maze Madness game. Ms. Pac-Man must eat dots, fruits and bad-dies 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.



## Cleopactra

The Egyptian-flavored level is your introduction into Ms. Pac-Man's newest adventure. Dr. Pac 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 strawberry.

## 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 Miss Mowdley. Beyond the boxes are power-ups, 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

Use just the blue spigons to hit! Ms. Pac-Man against the pillar. Quickly repeat the sequence while the pillar is rocking to Ms. Pac-Man leads as it so it rocks away to knock it down.



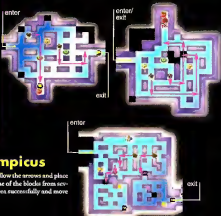
## Light Up

Step on the red light buttons in the order shown to move the door. Not all red lights have to be switched on in a particular order to open a door or gate, but these most commonly do.



## 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-pushing puzzles 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 Freezer Burn in a particular order, just like in Mummy Dearest. Burn more ice-

block-sliding puzzles away in Freezer Burn. Below are two of the trickiest. Follow the arrows as shown.



### Lightly

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



### Cool Down

The blocks in Freezer Burn are sometimes used to cool the level temporarily so that Mr. Pac-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 most fantastical creatures walking around the Year of the Pac. Watch yourself—you could get all fired up!



### Blow Up

Push the TNT box into the concrete box to release the dragon, then lure it near to the gunpowder to ignite the other box of TNT. 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 crossed in order, but all of them need to be crossed at the same time to open the door.



## Creature Feature

Another new item 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 adjacent rooms. Shoot 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.



## Goblin' *NP*

You need 42 stars to enter Gobblin'. Collecting that many stars may take a long time. The beginning of Gobblin' is unlike anything you've done in Maze Madness before. A large Pac-Manish 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.



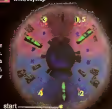
### Heartache

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 you 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 score more points if you eat them all, and they'll be out of your wig, too.

### Not Just One



Try to eat all the dots in as few arcs as possible. It's very hard to rush back to a single dot when four ghosts are closing at you from all directions — you won't make it.

### Lure Away



Sometimes you need to cruise past the ghosts to get them to follow you away 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 gamers who weren't even born when she made her debut alike should gobble up the dot-munching diva's latest. ♡

THE HOTTEST GAME IN FOOTBALL IS BACK.



It's **WFL 0012 2001**. Embodying all the fast and furious action 0012 fans have come to know and love, **Reck** comes. And, with titillating features like "Go For" mode, new mini games, in-depth customization options and an "In Fingers" Replay Mode, **WFL 0012 2001** lets you play with an intensity the pros can only dream about.

**WFL 0012 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.



**NO REFS. NO RULES. NO MERCY.**



Sega® Dreamcast

<sup>14</sup>Quinn's reference to "New Structuralism" involves

# Cruis'n EXOTICA

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Midway Nintendo  
Game Boy Advance



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 Cruis'n 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 busting, 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, Cruis'n USA was a part from the arcade and Cruis'n World added lots and new tracks. Exotica has even greater variety.

## Cruise'n Challenge

In the Cruise'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.

### 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 race, you'll go from point B to point C. The sections may be longer or shorter than another.

### Circuit Race



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

### 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 getting a different car from the ones you used in the previous rounds.



### Collecting Nitros

In a drag race, you must perform the trick shown on the screen and then win the race to earn a nitro boost. Each boost is good for one use only. You can repeat the drag to earn more boosts, and you can hold up to 25 boosts.

## Cruise'n Freestyle

The Cruise'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 stars or your pride. The mode can also help you train for the tougher races in the Cruise'n Challenge and Cruise'n Exotica Modes.



You can use Freestyle races to look for shortcuts on each of the tracks without worrying about your stars or speedrags. Let the other drivers go on—your job is to find the best way when you're by them in the other modes!

## Cruise'n Exotica

In the Cruise'n Challenge Mode, you can race any track at any time. In Cruise'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 Cruise'n Exotica Mode. If you're having trouble, just make the car or cars that usually come in first, and then pick that vehicle on your next run. 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 disoriented car careens through a "film negative" landscape. How do you unlock Exotic Mode? Concentrate on finishing the other modes and unlocking all the cars.

## Whacky



There are two settings in Exotic Mode. The Whacky setting creates a rainbow effect.

## Insane



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

## 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, trip the light fantastic 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 racing.



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.



## 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 more easily it will slip through the air, making for higher top speed.

## Unlocking New Cars



You start the game with 10 cars, and there are 50 more you can unlock. Remember that appearances are not necessarily a good indication of performance—if you don't believe us, just take the trouble out for a test drive.





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, raring flat-out and feeling invincible—and you can headlong into a station 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 rear back on your wheels and shoot forward at high speed. A wheelie isn't as powerful as a nitro boost, but you use it as often as you like.

## Bumper Cars



Bumpin' cars to send them sailing off the radar or covering into other cars. When bumping, it's best to be even with or a little ahead of your 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 crowded sections of the track. To execute one, press Left or Right just before you do a wheelie.

## Cutting Corners



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

## Using the Jumps



Besides being just plain fun, jumps can also give you a natural boost to soar ahead of the pack or out across a corner if you land. If you land in an opposing car, you may knock it backward or slow it down. Perform stunts 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 actions that are performed as you're jumping—two-wheel turns and regular wheelies don't count.

## Super Flip



Not regular wheelies don't count, but if you hit 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 supplementary to this, and this payoff is a super big.



## Mondo Roll



The Mondo Roll is the most difficult trick. If you press A and/or Right just as you're about to go off a ramp, your car will roll on its side 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 aren't subtracted from the next timer while you're driving. Instead, they're taken and subtracted from your final time at the end of a race. Seconds—and fractions of seconds—do count!

## Multiplayer

Up to four players can participate in all modes, 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.

## Cruise Along

There are more shells, spells and surprises waiting for you in *Cruisin' Exotic* 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 GREAT ocarina! It is worth it. I got it 8 days ago and can play lots of songs! I went to an art show and they had a ton of ocarinas. Yours is made better and the tone is better."

David DeFries

"Thank you so much for constructing such fine musical instruments! I am in love with mine! My mum 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 PINK



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

Justin Dineen

"My ocarina is awesome and wonderfully in tune. It sounds as if I am in the game! I am in love with mine already and I will be ordering from you again soon."

Heather

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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 chief 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 structures 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 quickly in the train's path anyway, try dropping them on tanks to conserve ammunition. They're more powerful than rockets.

### HOW DO I STOP THE ANTS FROM ATTACKING GREEN BASES?

Tan troops are the least of your worries in Mission 4. A shortsighted commander has established a base in a known picnic area, exposing Green soldiers to nature's deadliest ground troops: ants. The ants

legged attackers are drawn to the delicious spread of picnic treats, including doughnuts and tins of Ham-Like meat products. 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 and throw it to draw the ants away.



Turn an enemy into an ally by dropping food near Tan bases. The ants will swarm the bases in their quest for heavily sugared snacks.



Food can be destructive all by itself. Drop pop cans or other picnic items directly on to Tan structures to destroy 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. Danielle Fierwood will discover it—appropriately enough—on a rooftop in the Trench level. Whenever there is a glowing silver orb in the area, Danielle can target it with the grapple to propel herself to new locations. You'll first use the device to reach a moving scaffold on the side of the building, but your next move may be unclear. After cleaving 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 cleaved 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 new platform, 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 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 misstep will cost you dearly.



Wait for the train to pass then dash to the platform between the two sets of tracks. You'll be safe there until you're ready to navigate.



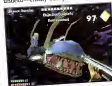
A pit under the tracks is another safe stay on your trip through the tunnel. Your next adventure will be in the train, instead of under it.

## 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

appendage of an octopuslike creature in the clouds. Dodge its blasts and tentacles while you fire your shotgun at the central tentacle supporting the craft. A bar at the top of the screen will indicate damage.



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



The Oblivion gunship's tentacles will periodically lash out at you during the battle. Try to keep your distance from them while you attack.



If you score enough hits on the arm suspending the gunship, you'll destroy the first mechanical boss 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 presidential level of Air Force One. It also carries spies.



The president is in an office at the top of the stairs in the back of the plane. Secret Service agents are always about at you, so don't waste too 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. Blondes near Trent.



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. Blondes 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

the Moon Pool lift to deploy it. The lift controls are in a large room with a cross-shaped gate 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. Reopen 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 on Special and Perfect Agents, you'll need to activate the MoonPool lift. The N-Bomb will get rid of guards near the switch.



The MoonPool will launch over the sea as they try to escape. It looks like an alien spaceship, but the screen displays certain text at a solid color.



Your third work will pay off at the end of the mission, when you arrive at 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 wheel-less 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 sound of golf. Grab the Red Key in Gears-hands then fall through the last hole on the right on the surface level. Go through the door then climb the vine 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 minecarts will be to the left. You can beat 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 subactive ladder on the Gears-hands.



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. Exit 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.



It leaps to the Silver and Red Keys require you to a land 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 treasure room near the Red Chest. To reach the Red Chest, climb three ladders to a platform then enter the first door on the left to find the treasure.

## Q&A FAST FACTS

Stuck? Pick up the phone and give our co-creators a call. Or write to: Co-creators' Corner, P.O. Box 97823, Redwood, WA 98073-9723

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

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In Canada Call:  
1-800-451-4400

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### Kirby 64: The Crystal Shards

Q: Why is there a Star Star when there should be a Crystal Shard?

A: If you've already found a Crystal Shard, a Star will replace it.

Q: How do I cross during a stage?

A: You can't. You must play through a stage in one sitting 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 save extra lives?

A: Find tokens that look like your character's head, or jump a broken level.

Q: What happens when I find all the tokens in a level?

A: Your health bar will be refilled.

### Metal Gear Solid (GBC)

Q: How can I avoid infrared beams?

A: You need to use them to avoid them, so use a Snake or Thermal Goggles to make the beams visible.

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.



## 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 Polichart, 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



Togetic



Umbreon



Kingdra



Bayleef



Furret



Ledian



Poliwhirl



Houndoom



Quilava



Grobat



Flaaffly



Forretress



Skiploom



Croconaw



Ariados





Pichu



Cleffa



Igglybuff

Some Pokémon new to Gold and Silver are newly discovered pre-evolutions of Pokémon that you already know. Pichu shares an evolutionary line with Pichu, Cleffa is a younger version of Clefairy, and Igglybuff has, well, igglybuff percentage. To get the shiny Pokémon, you have to have two Pokémon at the Daycare on Route 33—if you're lucky, you might get an egg! You have to carry Pokémon Eggs in your party until they hatch.



Many different Pokémon can produce the same Pokémon. The most obvious way to get a Pichu is to leave a male and a female Pichu at the Pokémon Daycare. But it isn't the only way to get Pichu.



Compared to Pokémon, you don't have to have the male Pokémon with the egg and the female Pokémon with the egg. It doesn't matter at all—especially since some Pokémon that are able to produce eggs have no gender.



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



Pichu  
Queen Handley  
Katy, TX



Scizor  
Solace  
Christopher Parent  
Enfield, CT



Wooper  
Sagea Shaf'uld  
Gaston, N.A.



Android Dreams...  
Up Kirby  
Larkin, OH

## Pokéchat

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:** No, but time passes as it does in real life—if you stop playing your Gold or Silver Pok 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 Lugia and Ho-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 game's clock.

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

**A:** No. If you bring two Pokémon of opposite genders and different species to the Daycare, the Pokémon that hatches will be the new species as the female Pokémon.

# 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 answer. 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 reason—it's weak against many of the Pokémon you'll encounter at first. Tonsile is somewhere 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.



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



Chikorita demands more presence and skill than Cyndaquil.

## 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 lot of a problem early on. If you have Chikorita, your Rival will use 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 starter has gained a few levels, you should win the battle with your Rival's Level-3 Pokémon.



Your opponent's Rival will take the Pokémon that is toughest for your starting Pokémon to beat. How does Pokémon what you caught?



Train your starting Pokémon by battling many wild Pokémon early in the game. It should level-up pretty quickly, giving you an edge.

## The Rules of Alpha 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 Alpha 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 Pokémon!

After you've caught these differently shaped Unown, put them in your party and show them to the researchers in the Alpha 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, many 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 researcher puzzles are even harder to figure out. Keep trying—they aren't that scary pieces!



Your Unown Dex is a handy addition to your already highly impressive, complete-it-helps-a-Pokémon-if-I-do-any-complex!

# 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 Bill's house a couple of times. For now, his Eevee-loaded team is pretty novel as is. It's a Gym Leader-type team, with a critical theme that does produce weaknesses.

## Jolteon

Isaac leads with the Electric-type Jolteon and probably Thunder Waves; most opponents immediately go to sleep as well as being paralyzed.



- ◆ Pin Missile
- ◆ Thunder Wave
- ◆ Thunderbolt
- ◆ Double Kick

Obviously, the last thing Isaac wants to see is a tough Ground-type when he's stuck with Jolteon, but his Jolteon has its trick. It might be good for the rather vulnerable Jolteon to use Reflect to fend off physical attacks for a while, or it could use the classic Double Team/Rage combo.

## Eevee

Little, unevolved Eevee needs a move like Double Team to keep somewhat safe from harm. Isaac might slowly poison an enemy while it mauls Eevee because of Double Team, and Venus can come in handy against a tough opponent with an attack like Recover.



- ◆ Toxic
- ◆ Double Team
- ◆ Mimic
- ◆ Body Slam

Body Slam seems a bit odd for a creature with such low attack power, but Isaac isn't teaming it on the way of powerful attacks, so it's not a bad choice.

## Flareon

Flareon is the Fire-type battle evolution, and Isaac has given his Flareon two Fire-type moves.



- ◆ Flamethrower
- ◆ Body Slam
- ◆ Fire Blast
- ◆ Double Team

than directly attack, which is probably one too many. There's no need to double up on attacks that are so similar. Double Team is an Eevee evolution favorite, as is Body Slam, and they get the job done. Flareon might do well with Reflect, especially since it doesn't have the greatest HP or Defense, but it does have Double Team.

## Sandslash

Sandslash is an extremely popular Ground-type with very good attack power that gets a little better when Swords Dance is used. Dig and Earthquake are both Ground-type attacks that are actually rather different but pretty powerful in their own ways.



- ◆ Dig
- ◆ Earthquake
- ◆ Swords Dance
- ◆ Rock Slide

Slide is good for dealing with "those pesky Flying-types," as Isaac puts it, and it's a powerful attack in its own right.

## Vaporeon

Vaporeon is the "thick-skinned" of the Eevee evolutions, and Surf and Blizzard are two powerful moves to add to the blue brewer's up with Acid Armor increases its Defense.



- ◆ Double-Edge
- ◆ Surf
- ◆ Acid Armor
- ◆ Blizzard

Does anyone see a pattern here? While Double-Edge isn't too big a hardship to a Pokémon with high HP, Vaporeon can learn the mysterious Ice and Mist, however, either of which would make a great addition to the Water-type.

## Hypno

Isaac's Hypno is the Psychic-type addition to his team, and he uses Reflect to shore up the Pokémon's pretty meagre defense so



- ◆ Reflect
- ◆ Psychic
- ◆ Hypnosis
- ◆ Dream Eater

to shore up the Pokémon's pretty meagre defense so rating. Hypnosis and Dream Eater are a nice touch punch that seem to be practically signature moves for the Pokémon with the pendulum, and the added bonus of Dream Eater's HP-stealing properties come in handy, too. Isaac's likely to lead with Hypnosis then follow with Reflect.



Isaac  
Jesse Arnold  
Gainesville, FL



Chlorine  
Estelita Schmidt  
Applington, NJ



Lugia  
Kevin Gerswald  
Police Springs, CO



Jolteon  
Stacey Brady  
Liberty, MO

Send questions, comments and art to:  
Nintendo Power  
P.O. Box 10162  
Redmond, WA 98073  
jok-up@nintendo.com  
VOLUME 130

# 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.sadacorey.com/pokemon/index.htm>.



### 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	Tsongas Arena
12/14-12/17	Worcester, NY	Centrum Center
12/27-12/31	Milwaukee, WI	US Cellular Arena

## Cruisin'

The Luga 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 lined with a cool entertainment center that includes a television set, speakers and an N64.

You might have caught a glimpse of this cool conception 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 this 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/](http://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, stand 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, cheep 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

2

3

In Perfect Dark for N64, how fast can you blast into the Central? Extrordinarily fast! Agreed? Actually without using Night Vision?

2  
TWISTED CHALLENGES

In Super Smash Bros., are you more 999% using just one weapon?

## Challenge Scoreboard

### THE LEGEND OF ZELDA: MAJORA OF TIME

Austin Schoppa, Liberty Hill, TX  
Dustin Schoppa, East Northport, NY  
Bryan Schoppa, Leachburg, PA  
Aaron Shofield, North Huntingdon, PA  
Erik Shofield, Isaacson, WA  
Hank Shofield, Morris, CA  
Eric Shofield, Northampton, MA  
James Shofield, Fort Wayne, IN  
Andrew Sams, Franklin, IN  
Steven So, Los Angeles, CA  
Stephen Sokolowski, Washington Valley, PA  
Erik Selzer, Heron, MI  
Steven Spencer, Rockville, MD  
Pete Stahl, Fayetteville, AR  
Joe Stabing, Moulton, MI  
Matthew Starr, Rye Park, NY  
James Stockley, Fairport, AZ  
Matt Swiney, Exeter, NH

### SUPER SMASH BROS.

Michael Lee, Glen Ellyn, IL  
Bryce Lavin, Port St. Louis, IL  
Matthew Ligier, Elbert, CO  
Bradley Linn, Huntington, IN  
Ryan Linn, Evansville, IN  
Michael Lofley, Edison, NJ  
Jared Lint, Abilene, TX  
Cory Lockwood, Arroyo, TX  
Michael Long, Gettysburg, NY  
Eric Lopez, Dallas, TX  
Thomas Lutz, Jamaica, NY  
Michael Lutz, Old Town, ME  
John Lynd, East Rutherford, NJ  
Peter Mac, Lakewood, CA  
Matthew Marshall, Syracuse, NY  
Matthew Mayson, Fargo, ND  
Andrew McChesney, Evans, MS  
Joshua McGarry, Raleigh, NC  
Matt McGibbon, Overland, CA

### STAR WARS: EPISODE I RACER

Calvin Higa, Seattle, WA 291,333  
Matt Fines, Ajax, ON 845,766  
Calvin Higa, Seattle, WA 433,634

### POKEMON PINBALL

Tom Bickel, Alden, NY 315,777,167,000  
POKEMON SNAP  
Tom Bickel, Alden, NY 4,268

## FIND THE HIDDEN POKÉMON NAMES

Hidden in the story are the names of 18 Pokémon. The example below, which contains the Pokémon names Elania 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?



# Try This!

### EXAMPLE:

Gina knew if she could seek answers, she'd get her. "Can I network to get answers?" she asked. (Elania) (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 tray 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 Lemon-Lime 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 to 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 felt 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 Pokémon in the Gold and Silver versions of the game. His new friend, Professor Elm, knows the names of the Pokémon, but do you? See if you can identify the mystery Pokémon featured in silhouette.



Photograph your submissions for any of this month's three Area Challenges, then send your responses or challenge ideas to: [Pokemon@wizards.com](mailto:Pokemon@wizards.com). Please include the following with us: back of your photo or a year e-mail name, Address, Membership number (if you have one), NE Vol number and Challenge number. The deadline for this month's challenge is December 16, 2000. If we use your suggestion or prize one of our top guidelines, you'll receive Power Stamps good toward membership in our Super Bonus Supplies Catalog for subscribers. Send us [www.pokemon.com](http://www.pokemon.com) for a complete list of guidelines.



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.

# 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 roar for a close finish, barbells bend with stunning 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 matching with events that rely on skill and agility as opposed to light speed.



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## Coaching

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

## 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



### No Rest for the Weary

You must train to build stamina and advance through qualifying rounds if you're grueling, especially since 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. Dip 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 five-second rest, but if you do it again, you'll be disqualified. If you don't have a false start yet, take a risk and try to anticipate the gun.

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.



#### Tap a Hurdle

The secret to hurdles is the timing. 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 hold the action button a single tap will do.

Jump Hurdles and Dip for the Finish Line

### Ghost Riders on the Track



Coaching Mode lets you rate great ghost athletes. Your prowess best showing will run, ride or swim? Help you as you practice, allowing you to judge your progress and see which sections of the event are giving you the most trouble.

Gyre Exercise	Used in Event
Air Interception	Skate Shooting
Branch Paces	Javelin, Sprint, Weight Lifting
Dips	Javelin, Hammer
Back Shoot	Skate Shooting
Height Depth Jump	High Jump
Hyrdle Hops	Hurdling, Triple Jump
Leg Paces	Hammer, Cycling
Light Wall	Hurdles, Swimming
Moderate Ball Toss	Swimming, Kayak
Pole Climb	High Jump, Diving
Power Up	Triple Jump, Kayak
Ragdoll Control	Skate Shooting
50-Laps	Hammer, Swim, Diving, Kayak
Shooting	Hurdles, Cycling
Squats	Weight Lifting
Standing Press	Javelin
Standing Balance	Javelin, Diving
Starting Period	Sprint, Cycling
Strength	Weight Lifting
Swimsuit	Javelin, Sprint, Triple/High Jump

#### Power Buttons



#### Action Buttons



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

## Skeet Shooting

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

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



Aim

### Aim High

The gun you use is unusually heavy and difficult to control. Pick a spot just above the true line and wait for the target to fly by. Your sight will flash when the shot is on position.

**A** Shoot



### Double Trouble

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

## 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



Swim

**A**

Turnle Reach

### The Perfect Swim

You must swim quickly if you want to win, but the pools long and your fingers can get tired. Pace yourself through out the race, then get a Final burst near the end.



### Turn, Turn, Turn

You'll need to time your turn well to get the maximum effect. You want to be one body length away from the far wall when you begin turning.

## Olympic Sprint Cycling

Unlike most timed 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	58.80sec
Invitation	56.90sec
Championship	54.40sec
Olympic Class	49.20sec



Pedal

**A**

Peel Out

### Peeling Out

Items of three ride on lap each. There are two sets of white stripes. The first set of stripes is the third-way mark, the second set is the lap end. Peel out once you touch the second set.



### Pace Yourself

Watch your energy meter closely. Keep it about half-filled until you reach the final 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.



Swing

**A**

Throw (hold and release)

### Spin Cycle

Once you can fast enough, and an arrow appears. Press and hold the action button when it points to the field, then release once you make a full circle. You can also spin by using the bar above, but it's iffy.



### Release Me

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



# 100 Meter Platform Diving

Grace, skill, and no mad button-pressing to be found. Diving is easily the best sport in the game, and a welcome release from the tired 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

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



## Javelin

Throw a javelin as easily for 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 chuck the javelin an absurd four meters if you want the record.



## Don't Stumble

Press the power button as fast as possible to build up speed. Once the engine light appears, your current speed is locked in, so you can stop running. Take four more steps before you're done, or you'll crash in the hole.



## Arm Trae

Like most events that require an 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 aiming.

## 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.



## Hop, Skip and Jump

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



Dive Configuration	Points
Armstand Forward Somersault, Straight	2.0
Armstand Reverse Tuck Somersault, Tuck	3.0
Armstand Back Inward Somersault, Pike	3.5
Armstand Back Double Somersault, Pike	3.0
Forward Dive, Half Twist, Straight	3.0
Reverse 2.5 Somersault, 1.5 Twist, Tucked	3.2
Forward 2.5 Somersault, 2 Twist, Tucked	3.1
Forward 2.5 Somersault, 2 Half, Pike	3.3
Inward Dive, Straight	1.7
Inward Flying 1.5 Somersault, Tucked	2.3
Inward Flying 1.5 Somersault, Pike	2.5
Inward 3.5 Somersault, Tucked	3.2
Reverse Dive, Straight	2.0
Norise, Flare, 1.5 Somersault, Tucked	2.2
Reverse 2.5 Somersault, Tucked	2.7
Reverse Somersault, Pike	2.8
Back Dive Straight	1.9
Back Flying 1.5 Somersault, Tucked	2.1
Back Double, Somersault, Straight	2.6
Back 3.5 Somersault, Tucked	3.3

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

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

Event	Qualify
Open Trials	13.52m
Invitation	14.03m
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 concert yourself over it. Nevertheless, it's a long-standing Olympic tradition, recreated here for your lasting enjoyment.

Event	Quality
Open Trials	1.65m
Invitation	1.70m
Championship	1.85m
Olympic Class	1.95m



Run



Jump (hold and release)



### All in the Timing

You'll need 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.

### Watch the Bar

Once you begin your leap, you'll want to take great care not to knock the bar off its posts. You can touch the bar without a penalty—you can even make it wobble and shake. But if it falls down, so do your hopes of stalling on the middle patch.

## 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



Power



Lift (hold)

### The Human Forklift

Press the power buttons to build up strength. Your power meter has two black lines on it. Press the action button once you hit the first, then hold up more power and repeat for the second.

## Kayak 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 are best to avoid. You're better off just paddling forward and backward.



### Bank and Fork

You have two strokes in your tightly banked—forward and back ward. Strongly enough, you got equal power with both, so there's no need to turn around.

Event	Quality
Open Trials	380sec
Invitation	360sec
Championship	350sec
Olympic Class	330sec



Left/Right



Forward



Backward



Dodge Gate Poles

### Bank and Dodge Gates

You can paddle straight through the green poles, but you must enter red gates from the other side. Don't miss or swim a gate, or you'll get a huge penalty.

## Multiplayer

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 mashing. 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



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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 THE MOVIE



## Euroreptarland

The Rugrats were hoping to enjoy their time at a Paris amusement park, but Reptosail has captured the princess and the furious tots 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 coconuts at targets or battle wooden zombies in Euroreptarland's Princess Theatre

### GOLF PARK

Prepare for nine of the wackiest holes of mini-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.

### GOOY GOOY WORLD

Green gobs 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 Reptarland. Notice the signs overhead directing you to

the Baseball Toss, Prize Center or Monocell. Maps of each area are also available throughout the park.

## TONS O' TICKETS

The main goal is to collect enough gold tickets to buy the Regular Hiccup, which controls Reptar and will allow you to save the princess. Red tickets are helpful for collecting puzzle pieces and prizes.



Red tickets are available nearly everywhere, floating 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 pockets 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

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



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.



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 in yourself and the edge. The pictures remain the same each time you play.

## BATTER UP! BASE

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 using the batter target, such as this splash, you'll need to anticipate where it's headed and throw the ball in front of it. Use a quarter back swing to recover to the target ball mound, use only one batter per target.

## I Spy a Rugrat

What are all those Rugrats up to in Eurocepterland? 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 Europortland, 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.



## 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 nimp, but not the bees, 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 wildly. You have unlimited cookies to toss.

## CHUCKIE CHAN

Chuckie Finster is having a wild dream, and it involves monsters 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 knocking down a wooden zombie, wait for it to get back on its feet before launching forward. The zombie is vulnerable after being hit.





# Reptar Island

Reptar Island may bring back fond childhood memories of bumper-car wars or ticket-winning Skee-Ball 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.



## BOWL-CANO

Follow the volcano signs to the enormous area that hosts the bowling game. It will take some time to find a pattern that works. Try moving three nudges to the left and throwing with full power.



## 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 puck and try to get a big lead. Then drop back and play defense. Silver balloons are worth points, so grab them when possible.



Be patient in the Bumper Cars game and don't bother collecting a ton of balloons. Wait until the lead has secondarily and run the player with the most points.



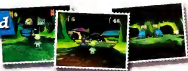
In Bumper Tag, strike up five packs and aim for a single. Once a nudge is hit, three times, the car will stop flashing and you'll get to knock on the others.

# Ooey Goey World

Mystical music and neon-green slime give Ooey Goey World an eerie feel. The games are fairly complex, so avoid the areas 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 earlier of the two games, the Ooey Collection will introduce you to the layover 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 wicket manipulation 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 cat and mouse on the first level must be the final two creatures you bump. Master so the higher level, 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. Return to the warehouse with the helmet and get ready for a battle in the streets of Para.

## 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.



Enter the warehouse and head to the right. Read the book on the wall before standing on the magical spot and cycling through your inventory. When you select the helmet, you'll be whisked into downtown 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 a lot quicker than you are. Immediately head to the right and hide behind the farthest building. Robosnail will follow you and get Reptar's back in the alley behind your fire and abuse towers. Before Robosnail can launch a heavy attack,

# Pick a Peck of Pickles

## A FRIENDLY CONTEST

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



In multiplayer 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 Ruggers say, "I want to stay in Europeutoland 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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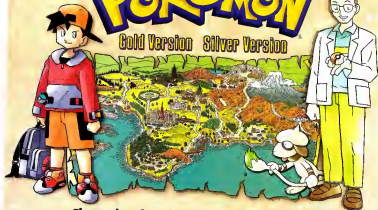
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# POKÉMON

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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## Gotcha Catch Some More

Last month, the Power Pokémon Gold and Silver tour finished exploring the Ruins of Alph, where the unusual Pokémon known as the Unown were discovered. This month's journey will take you to the mysterious Ilex Forest, a well full of sad Slowpokes and an underground mall where Pokémon hundos 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 Pokémon Radio. You might even meet some new Pokémon.





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

#### #173 MAROWEE TYPE: ELECTRIC

Marowee the electric shogun is found on Route 32. Don't be shocked—it is a synergy against Water-types.

LEVEL 15 #189 BLASTOISE ELECTRIC

LEVEL 30 #183 AMPHAROS ELECTRIC

Attacks: THUNDER BOLT, CUT, SWORDS, THUNDER PUNCH, THUNDER



#### #134 WOODPER TYPE: WATER/GRASS

Woodper's Water and Ground-type status evades it partially shockproof, but Grass-types will make hay.

LEVEL 20 #196 QUAGSIRE WATER/GRASS

Attacks: TAIL WHIP, SLASH, WATER GUN, SURF, MIST, MUD SLAP, MUD



#### #132 BAYLEEF TYPE: GRASS

Chlorophyll evolves into Bayleef in Land's Recolor and Solar Seed will keep it growing strong.

LEVEL 32 #154 MEGANUM GRASS

Attacks: BAZON LEAF, SWORDS, SWORDS, SWORDS, SOLAR BEAM



#### Need for Seed



The scenery along Route 32 is very green, and you'll earn a green thumb if you take the seed that is offered to you along the way. The Miracle Seed, what grows to a Pokémon 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 Pokémon on the bridge. The water-type Pokémon are being mad, but their savage strategies will dry up if you hit them with Grass-type or zap them with Electric-type attacks.



#### ROUTE 32

	WATER	GRASS	BEVER
#173 MAROWEE	MANY	MANY	MANY
#134 WOODPER	NONE	NONE	NONE
#132 BAYLEEF	NONE	NONE	NONE
#189 BLASTOISE	MANY	MANY	MANY
#183 AMPHAROS	MANY	MANY	MANY
#154 MEGANUM	NONE	NONE	NONE
#154 MEGANUM	NONE	NONE	NONE



Connecting Route 3a and Route 33 is Union Cave, a haunt of Pokémon Trainers who concentrate on Rock- and Ground-type Pokémon. You'll also find wild Zubat and other Pokémon lurking in the dim recesses of the cavern. Use Water- and Grass-type Pokémon to erode the opposition. When you have Surf and Strength, return to Union Cave and explore further. You'll find some interesting specimens underneath the ponds.

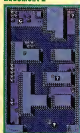
### First Floor



Basement 1-1



## Basement 2



## Return Later



With Surf and Strength you can visit new locations in Urban Cave. You'll find more of the mysterious panel puzzles that you found in the Ramp of Agh, and if you visit the lowest reach on Friday, you may find another surprise.

### Basement 1-2

**FIRST FLOOR**

#78 BAITATA	MANY	MANY	MANY	MANY	MANY	MANY
#82 SANDSHREW	MANY	MANY	MANY	FEW	FEW	FEW
#83 ZUNGT	MANY	MANY	MANY	MANY	MANY	MANY
#76 DEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#98 CRUX	FEW	FEW	FEW	FEW	FEW	FEW



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



## ROUTE 133

#10 BARTALA	MISS	MISS	MISS	MISS	MISS	MISS
#21 STEARIN	MISS	MISS	MISS	MISS	MISS	MISS
#23 EKANS	MISS	MISS	MISS	MISS	MISS	MISS
#11 ZIMAT	MISS	MISS	MISS	MISS	MISS	MISS
#13 HOSPP	MISS	MISS	MISS	MISS	MISS	MISS



### Postscript: Harry

TO  
AZALE  
TOWN

Phone Number

**8755 DUBLANA** Type: RBC

Quilns can turn through internet using Flame Harvester. Swift is another hot attack

LEVEL 36	FILE TYPE/LOCATION	FILE
ATTACHED	HMS	
SANITIZATION	CUT	
SWITCH	STORAGE	
FLAMETHROWER		







When you first arrive in Azalea Town, the place is abuzz with rumors of terrible things happening at 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.

#### What's Ahead



FROM ROUTE 33

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



#### Before Buggy

The Azalea Town Gym is off-limits until you defeat Team Rocket at the Slowpoke Well. A man will block the door until you end the cruelty in the well. When you enter, prepare to be bugged.

#### Kurt's House



Team Rocket blocks the entrance to the well when you first arrive. Go to Kurt's house, then return to the well and help Kurt with his goals.

#### Well-wishes



Go back to the Slowpoke Well and talk over for Kurt. The Team Rocket Grunts use Rotomax, Zubat, Gliscor and Koffing. A strong Ground-type such as Geodude is a good lead Pokémon.

#### Visit Kurt Again



After the Slowpoke Well is safe, Kurt will offer to make custom Poké Balls for you. Return with very odd types of Apicorns and give them to Kurt. He'll turn them into one of seven special types of Poké Balls.

#### Second Gym Leader, Buggy!



Buggy brings out Metapoli, Kakuna and Scyther. Use a Fire- or Flying-type Pokémon. If you win, you'll receive the Wave Badge, the ability to use Cut outside of battle, and TM 18, Fly Guy.

#### Your Rival



As you head toward the Forest after defeating Buggy and Ilex into your Rival. You should have no trouble if your Pokémon are over Level 15.



Team Rocket has been chopping off the tails of Slowpoke 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 Pokémon, stock up on Pansucberry or Ananize before venturing into the well.

#### Basement 1

Super Potion



#### Basement 2

TM 18, Fly Guy



#### 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 Potion and TM 18, Fly Guy.

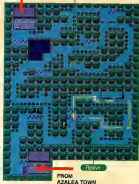
#### BASMENT 1

	Gold	Silver	Steel	Dark	Light
#1 TURF	MANY	MANY	MANY	MANY	MANY
#19 SLOWPOKE	MANY	MANY	MANY	MANY	MANY



TO  
ROUTE 34

TO GOLDROG CITY



FROM  
AZALEA TOWN

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

#### ILEX FOREST

	Many	Many	None	None	None	None
#10 CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11 METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#14 KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#15 VEEDRILE	FEW	NONE	FEW	MANY	MANY	NONE
#17 ZUBAT	FEW	FEW	MANY	FEW	FEW	MANY
#18 ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#19 PARAS	MANY	FEW	MANY	MANY	FEW	MANY

#### Lend a Hand



The Charcoal Maker's apprentice has lost the precious Periwinkle in the woods and can't catch it! Help you to hand the bird and return it to the apprentice. Once you succeed, you'll earn TM 81, Surf, and you'll be able to surf down forest.

#### Hand the Bird



The Periwinkle tries to flee the apprentice's grasp. The idea is to drive it to the apprentice, which will take pictures.



Plenty of Trainers stand ready to challenge you along Route 34, and lots of new Pokémon such as Alva and Dins are hiding in the grass. The Psychic-type Drzewie 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 Pokémon with the couple at the Daycare center, they'll raise your animals until you return. Be prepared to pay a hefty fee for their services. If you leave two Pokémon of different genders, you might return to the Daycare center to find an egg.

#### ROUTE 34

	Many	Many	Many	Many	Many	Many
#10 BASTOIA	MANY	MANY	MANY	MANY	MANY	MANY
#13 ALVA	MANY	MANY	MANY	MANY	MANY	MANY
#16 DRUWIE	MANY	MANY	MANY	MANY	MANY	MANY
#18 BUSTO	FEW	FEW	FEW	FEW	FEW	FEW

Phone Number

Phone Number

Phone Number

Use Surf to reach the clearing, then defeat the three trainers to win Surf Ball.



FROM  
ILEX FOREST



It seems that all roads lead to Goldenrod City. On your first visit, you'll find valuable items, such as the Bicycle and Squirtbottle, and meet interesting people, including a pair of Pokémon Trainers, Barb 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 Milank.



### Stop 'n' Shop



The huge department store in Goldenrod City holds almost everything a Pokémon Trainer could want. Each floor specializes in different types of items. On the second floor you can buy potions and Poké Balls while on the fifth floor you can buy Technical Machines.

### Bill's Number



Visit Bill's house and exchange phone numbers with Bill's old brother. Once Bill has your number, he will notify you when your Pokémon have to Evolve. You can call Bill and check on the Pokémon at any time.

### Speed Cycling



Get a faster bike from the The World is a Cycle! Parts & More Shop in Goldenrod City. The shop is tucked away in a town square between two locations.

### Instant Bike



Baggie! your bike so you can use it at any time with the power of the Select Button. Go to your pack, choose the Bicycle and push the A Button. Choose the Select option on the pop-up menu to register the bike.



### Tower of Power



The higher levels of the Radio Tower are closed at first, so you will have to return after winning seven Gym Badges. Meanwhile, you can check your Lucky Neighbor. The Radio card for the Poké Scan lets you listen to Pokémon radio shows.

### Radio Free Pokémon



After winning seven badges, return to the Radio Tower and challenge Radio Pock. You'll have to win two Ray Cans—one in the tower and one in the underground—before you'll be able to reach the radio man.



### 153 CROCONOW 100% WATER

At Level 38, Croconow evolves into Croconaw. Hydro Pump and Water Gun will make a splash in next battles.

LEVEL 38 #150 CROCONOW WATER

Attacks	HP%
HYDRO PUMP	OUT
WATER GUN	SWAP
WATER GUN	WATER GUN
WATER GUN	WATER GUN



## 5 Under Goldenrod City

Goldenrod City's Underground contains shops, Pokémon trainers and some other surprises. One shop is open only on Monday morning. Another is open on weekends. You'll find the Coin Case in the Underground, and you'll also find a wicked cool sucked away. Leave that for later.



The Bergen Shop is open on Monday morning only. You can pick up cheap items and sell them to other shops for a profit.

The barbers will give your Pokémon a trim. The haircut will make your Pokémon happier, but only one haircut trimmed each day.

Kreepers are creepy-creaky enemies, but they're better and your Pokémon won't like taking them.

### What's in a Name?



Although he's called the Name Rater, the man in Goldenrod City seems to think all names are pretty good. The real reason to visit the Name Rater 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. Once the engine starts up and running, 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 winnings to the back counter and purchase an Alibi, Sandstorm or Drift. You can also trade in some coins for TM 10, Blizzard, TM 25, Thunder and TM 30, Fire Blast.



The Gambling game has 24 cards face down on a table. You have to try to guess the next card that will be revealed. You can pick lines or individual lines, but the payoff 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 Normal, and they have a preference for Normal-type Pokémon. You might want to bring out a Fighting-type Pokémon such as Machop.

## Third Gym Leader, Whitney!



Whitney's Level-20 Miltank is one tough cow. Try to stop the Miltank from running away by using Whirlwind or Sleep. Whitney's Level-16 Gliscor is an easy mark for a Pokémon-type.

### Don't Forget



Remember to stop by the gift house after defeating Whitney. The Squirtle will help you solve the puzzle 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

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**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.**

## FARM LIVIN'

There is no dungeon diving in Harvest Moon 2, no hoards of slaying monsters to slay. In spite of that fact, HEMA 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 Pendemonia 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 orc and one of Harvest Moon's grumpy Holsteins in an arena together—well, let's just say our money would be on ol' 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.



## 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 a remodel.

### 2 COW BARN

The barn is fully equipped for up to four out-cow-ers. Cows tend fiddler for their towel and not mated.

### 3 PASTURES

Use the pastures to grow grass for owned fador and as places where your livestock can roam freely.

### 4 COOP

Up to four chickens can live in the two houses in comfort — you can't keep them cooped up all the time.

### 5 SHEEP SHED

The sheep shed don't "attem-ded equipment" on your farm. Talk to the carpenter about having one built.

### 6 HOTHOUSE

The hothouse is another addition the carpenter can build for you if you've saved up enough money and lumber.

### 7 FIELDS

Keep your cash-croppers in the barn for garden harvest. The right side of the fields perfect for grass.

### 8 FISH POND

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



### 1 MAYOR

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

### 2 SEEDS

Instead of just blooms, the so-called Flower Shop actually sells seeds for flowers, crops and herbs.

### 3 DOCTOR

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

### 4 LIBRARY

If you have a Game Boy Printer, go to the library to print "photos" of festivals and the fish you've caught.

### 5 CHURCH

The Church will be closed when you begin the game, but a new minister 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 this tool shop. Next to it is an inn to feed out about upping your tools.

### 8 RESTAURANT

This food is good, but the desserts are overpriced. Any food you buy is delivered to your home before noon.



## FRIENDS & NEIGHBORS

All work and no play is just a farmer's life. In town, they may stop by the farm with a gift, a request or even a mystery for you to solve.



## WHAZUP?

As the game goes on, the Flower Shop, Sundry's the pasture you'll see most of two. Don't just grab your petunia and go, be polite 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. Weeding is very tiring, so don't have more than eight patches of crops at any one time.



### CLEAR FIELDS

Use the hoe, the va and your bare hands to clear the land. Weeds always come back eventually.



### TILL THE SOIL

The ground won't accept seeds until you till it with the hoe. To return dirt to its natural state, drop a rock on it.



### PLANT SEEDS

Till the soil in a "C" pattern, leaving one square in the side of a 3x3 patch untouched. We'll needs in hand, press A to scatter them in a square around you.



### WATER DAILY

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

## THE RIGHT TOOLS

The villagers 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 farm.



### WATERING CAN

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



### GARDEN HOE

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



### SICKLE

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



### HAMMER

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

### SEED MONEY

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



## NO CIRCLES?

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

## 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 drizzles in spring. Turnips are a great starter crop, but asparagus yields a bigger profit.

### SUMMER



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

### FALL



One planting of pumpkins will produce all season long, but pears command much higher prices. Take your pick!

### WINTER



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

### SPRINKLER - YEAR 1



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

### SPRINK - YEAR 1



Don't have a cow unless you have a shovel for grooming it. It is an essential cloud.

### HORSE - YEAR 1



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

### SHAMPOO - YEAR 3



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

### SUPER HOE - YEAR 1



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

### MILKER - YEAR 2



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

### SADDLE - YEAR 1



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

### CLIPPERS - YEAR 3



You likely won't buy sheep land, but you'll need the clippers on the first year.

Crop	Cost
Turnips	\$120
Asparagus	\$350
Grass	\$900

Crop	Cost
Tomatoes	\$200
Melons	\$500
Grass	\$900

Crop	Cost
Peanuts	\$500
Yarns	\$180
Grass	\$900

Crop	Cost
Broccoli	\$500
Nuts	\$500
Grass	does not grow in winter



## 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.



Produce	Sell Value
Turkeys	\$380
Asparagus	\$640
Tomatoes	\$640
Melon	\$1,040
Cabbage	\$1,040
Broccoli	\$800
Peanuts	\$320
Yams	\$480
Milk	\$250
Cheese	\$300
Butter	\$300
Sheep Wool	\$250
Fish	\$300
Chicken Egg	\$50

## 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 piece 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 better and cheese bring in even more. The butter churn and cheese maker will become available later in the game.



## CHICKEN RUN

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



### GOOD BREEDING

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

## FISH TALES

Fishing is a very fun-and-arise 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 place fish in the pond rather than sell them, something interesting may happen after a time.

## WILD AND WOOLLY

Raising 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.



### NO CHEAP SHEEP

The special barn alone will set you back quite a bit, and you'll have to ask yourself whether you'll have the time to care for the sheep.



### SHEAR MADNESS

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

## 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 thumb 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—800 pieces of lumber and \$50,000 sheep coin!



### HOTHOUSE

Forcing grow lights and flowers in your hothouse makes sense. To succeed, you have enough lumber for the project, check the wastebag on the right side of your farm.



### LUMBERJACK

Trees are truly a renewable resource in the game. Follow the main menu path to find a stump to chop up for lumber. The stump regenerates 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 rain. If you become ill, your crops and livestock will suffer from neglect.



### HOT SPRINGS

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



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

As you become tired, you may pause more often during your work. Just look at the stress on your face! That can't be good!

Stress and overwork can lead to low energy overall and illness. You may find your will 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, buckaroo!



### EXTRA CASH

The mountain path is a good source of extra cash as well as lumber. It's a quick along the path for wild fruits and berries to sell. But there is the pit, 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	Hammock
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 12 seasons of hard work and devotion, the mayor will decide your farm's fate. If *harmony* 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: A GRAC could be your pick of the full game crop.



# Disney's Aladdin

Disney's Aladdin  
COMES TO  
GAME BOY COLOR



Aladdin slashes his way through the scimitar, leaps across rooftops, and dodges danger, leaving the streets of Agrabah in a state of utter chaos. Genie, the prince's loyal and savvy sidekick, joins the action, helping Aladdin on his flying carpet in a high-speed, fun-filled ride!



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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 rockets this month for a cosmic collection of movie-themed games. Backlist new attractions like *Little Nicky* and the Grinch share the marquee with dusty favorites like *Blade* and the Mummy, but the games themselves are all brand-spanking new. Grab some popcorn, sit back and enjoy our cosiest 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 an interstellar collision with the evil Emperor Zurg, and you'll have to bring a constellation of cosmic conflicts to justice along the way.



## Ready, Action!

As Star Commander'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 redeem yourself on another mission.



### Nebula's Mews

Commander Nebula will issue you orders at the start of each mission, bringing you up to light speed on the lightest 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.



### KR-Cise Caution

Lighty is a robot partner. KR has been blasted to bits by enemy lasers, and it's up to you to collect the scattered pieces on the different worlds you visit. Each part looks like a fully assembled KR.

## 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 Commander plays 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 weapons and transportation upgrades along the way at prices 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 corridors that sometimes narrow into simple mazes. You'll probably take some hits from the multitudes 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 at the end of the levels. Use weapons with colors that correspond to an enemy's damage bar.



### Ensnarled by Snakes

Watch out for debilitating space snakes during your sprint to the boss area. Your controls will be reversed if the snakes afflict them; solve to your head. The effect is temporary but exasperating.



### Rocket Man

You'll spend most of your mission on fire, but there will be many occasions when you'll need to make use of your rocket pack to hop over bodies of water or bypass platforms. Use the B button to blast off.



### Beam Ahead

Wing 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 Zurg

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 ammo before he'll give up.

# CHICKEN RUN™



## 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 containment pens.



### Free BFD

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 illuminate your tunnel entrance is controlled by a switch at the top of a pole. Use a box to reach it.



### Wrenching Experience

The grates on the ground are linked by air ducts that often allow you to move through otherwise inaccessible areas. You must use a wrench to open the grates, but once they're open, they stay open. Place chicken feed in front of the grate to make the hens exit the air ducts.



### Quiet Reflection

The eyeball security systems periodically scan their immediate area for signs of trouble. They'll send up the alarm if they see an unobstructed path. If you place mirrors in front of them, however, they'll be blissfully unaware of your activities.



### Card Acceptance

As you get closer to the port 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 skills yet, so there are times when you'll need to place springboards near obstacles to keep them moving to the exits. Set the desired direction arrow then place chicken feed in front of it to make the hens automatically jump.



## 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 thorny rhino. You'll need to fight your way past belligerent beasts to reach refreshment in Telegames' fast-paced platformer.



## THIRSTY WORK

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



### Jungle Jumping

The Jungle level reintroduces you to the basic skills you need to survive in the wild, such as spotting at 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 paths and among the bricks so you can jump to higher platforms.



### Cave Caution

Dark caves seem like good places to search for cool water, but you should also watch out for bubbling lava and biting bats. Use rare coins as mobile platforms to help you reach high ledges.



### Snow Surprise

The icy landscapes of the Snow level is no place for a rhino to charge. Slippery ice blocks and snow-covered platforms require great caution. Pounce about with jump to ensure your footing.

## NEW TOWN

After you've honed in on the 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 Scrapes

The City seems abundant except for the birds and other bad guys that attack you. Charge over platforms as you did in previous levels. Use the boat to get across the water.



### Castles in the Clouds

High from cloud to dislodge your perch of a waterfall in the sky. If you manage to soar to the limit, you'll see a tip to enter 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 antiques librarian, as she searches through the stacks for secrets 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 Librarian to open secret doors to different parts of the library. You may not always see what door the tablet opens.



### Here in the Dark

Scrumptious jumping will put you into position to grab a torch power up on platforms. 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 hee-ho-ho going on in Who-ville around Christmas. 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 dank cave 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 new collection game.



### Make 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 love in your heart.



### Happiness Heist

The bustling 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.





## NIGHT STALKING

Endowed with vampirelike 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 bloodsuckers in Activision's new browser based on the Wesley Snipes movie of the same name.



## 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 Scrapper

Put your teeth with some relatively weak enemies then go head to head with some of the toughest vampires who roam the night. Try to knock them down then keep them down with repeated attacks. They'll do the same to you.



### 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 attacks on either side of you.



### Attacks With Teeth

The ability to upgrade your weapons adds some RPG elements to the game. Give your weapons to get the upgrades when you complete the different levels.



## DEVILISH FUN

Little Nicky may be from H-E-double-tooth-picks, 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 the Sony's platformer based on the forthcoming feature film.



## FEEL THE BURN

After passing a series of tests in the Earth Simulator, 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 wander New York through a dimly-lit 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 stands to reason that you may need to avoid spurring subway trains. Crouch 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 get out the blaze and transport people and animals to safety. The game is sure to make a big splash with how-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 missions put you in the driver's seat of an earth mover as you try to carve off a wildfire. Dig an embankment trench to prevent the flames from spreading to the dense forest at the bottom of the screen.



### Splash Down

Playing as Axel the cheeper pilot, you'll need to escape a two-part mission showing blazing skyscrapers in the city. Drop water to put out a series of small fires so you can lift a victim up to safety on your rope ladder.



### Carver Adventures

You'll enter a bonus stage after you complete all the tasks on the operations map. Play a memory game to send treasure to the firefighting 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 evilultan snagged 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 recovering a shopkeeper's lunch to helping Pegasus fly.



### Magical Recovery

When you recover the lamp, the game owner will be freed from the grip of the evil Sultan master. Hospitalarians will give you hints to help you find the lost lamps.

# m&m's MINIS MADNESS



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NINTENDO 64

## 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 y-D movement, 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-munching 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 rarely work. Maze Madness does—without being gratuitously gaudy or turned into a completely different game. The multiplayer mode stumbles, but the adventure and original '80s modes are Pac perfection.

**SOUND:** The classic sounds of the arcade game mingle nicely with new sound effects and bouncy, retro music.

**COMMENTS:** *Diverse—The mechanics of the original are perfectly woven into a great y-D adventure.*



OVERALL  
**8.3**  
RATING

GRAPHICS  
**8.2**

PLAY CONTROL  
**7.5**

GAME DESIGN  
**8.5**

SAFETY  
**8.7**

SOUND  
**8.7**

- *Nintendo Magazine*
- 1 to 4 players simultaneously
- Controller and Flexible Pak compatible
- Adventure, Multiplayer and Classic Ms. Pac-Man Modes



**HOW IT RATES**  
If you're looking for a convoluted game that's appropriate for all ages, Ms. Pac-Man: Maze Madness is a rare bird. The ESRB has given Namco's arcade update an E rating.

OVERALL POWER  
**STAFF SCORES**

8.1 — Dave  
8.7 — Jason  
7.5 — Jennifer  
7.1 — Chris  
7.3 — JT





## Games are for kids. Battles are for warriors.

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

The adventure begins as you explore the land of Aelfgard, conquering monsters and collecting treasures as you try to defeat the evil Dracolord. Success, 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.



Everyone is  
able to play this game.



Everyone is  
able to play this game.



Everyone is  
able to play this game.



Everyone is  
able to play this game.



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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 webbed 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' says. 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 zany adventure is a pretty quick play. While every step of the way is entertaining, you 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 ducky.

### COMMENTS:

**Jennifer**—The five trials are tough, and the extra credits are cool. **Jill**—Claw. Donald's got some great expressions.

- Ubi Soft/505 N64box
- 1 player
- Expansive Pak enhancements
- Collectible outfits
- Time Trial Mode



**HOW IT TASTES** Donald Duck may have some other strong suit, but when the quacker takes it out on his enemies, it's obvious he's a canny, cut-throat character. The school-it-all-quack Disney fan that the ESRB deems appropriate for all.

OVERALL  
**7.7**  
RATING

GRAPHICS  
**8.0**

PLAY  
CONTROL  
**7.2**

GAME  
DESIGN  
**7.4**

SAFETY  
**7.8**

SOUND  
**7.8**

A SYSTEM'S  
POWER  
STAFF  
SCORES

7.1 — Joe

6.1 — Jack

7.2 — Chris

7.2 — Steve

6.4 — Dave

## MICKY'S SPEEDWAY USA

Who's the leader of the pack that's made for you and me?

**GRAPHICS:** Race's new go-kart racing game has a mixed 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 fun tracks are a jaunt through the White House and a multi-player battle on an ocean liner.

**PLAY CONTROL:** Those who burnt rubber with Mario Kart 64 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:** **Senja**—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.

- Rare/505 N64box
- 1 to 4 players simultaneously
- Expansive Pak compatible
- 16 tracks
- 4 multiplayer arenas



**HOW IT TASTES** Mickey Mouse would never enter anything objectionable. The racing mode's new game is fast-paced fun for the entire family, and its ESRB rating is proof of its all-ages appeal.

OVERALL  
**7.4**  
RATING

GRAPHICS  
**8.7**

PLAY  
CONTROL  
**8.2**

GAME  
DESIGN  
**8.3**

SAFETY  
**6.5**

SOUND  
**8.3**

NINTENDO  
POWER  
STAFF  
SCORES

8.1 — Andy

7.6 — Drew

7.5 — Dave

7.4 — Steve

6.5 — Chris

# THE FINAL ANSWER FOR FUN ON THE RUN

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## HEY YOU, PIKACHU!

Dr. Doolittle meets Professor Oak.

**GRAPHICS:** Hey You, *Pikachu!* looks much like *Pokemon Snap*. The big difference, though, is that *Pikachu* sports countless lifelike expressions. Its smiles, snarls and screams 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 potent with *Pikachu*.

**GAME DESIGN:** Not really a game, nor a

virtual pet (*Pikachu* is too spontaneous to be domesticated by your words and treatment), HYIP is a leisurely paced experience that includes laid-back activities like coaxing *Pikachu* into breaking a pillow and finding lost Pidgey.

**SATISFACTION:** Don't expect instant 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 neat to be played over and over to answer things, which might be a bit much for the intended young audience. Chris—Players will find this more of a fidget than a game.

OVERALL  
7.0  
RATING

GRAPHICS

7.0

PLAY

CONTROL

6.5

GAME

DESIGN

7.0

SAY

6.2

SOUND

7.5

SIMULATION

POWER

STAFF

SCORES

6.1 — Jennifer

7.2 — Jason

7.3 — Oliver

6.4 — Chris

6.9 — Drew

- Nintendo 64 MegaHit
- 1 player
- Playable Pak compatible
- Microphone and Voice Recognition Unit included



**HOW IT RATES**  
Anyone can befriend *Pikachu*. It's all about

friendship and communication, and the ESRB finds nothing objectionable about that. As a 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 bab after supper, *Rugrats in Paris* brings Nickelodeon's popular diapered heroes to life in vivid, dawning Parisian 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 infancy (including the new French babe, Kimi) are playable. Each handles easily and identically, 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 ruminative extravaganza set in Euro-repatriand, *RIP* is a delight with its many excellent midway diversions, like Skee-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 martial arts 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 babysitter for the young age group that the cartoon appeals to.

**SOUND:** Samples of the babies' malle-props 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

7.5

PLAY

CONTROL

5.0

GAME

DESIGN

6.5

SAY

6.5

SOUND

7.0

SIMULATION

POWER

STAFF

SCORES

7.1 — Jason

7.7 — Chris

7.2 — Soja

6.7 — Oliver

4.5 — JB

- TIO/120 MegaHit
- 1 to 4 players alternating
- Controller and flexible Pak compatible
- Over 12 varieties of minigame



**HOW IT RATES**  
*Rugrats in Paris: The Movie* is as innocent as

your car controls. Based on the ESRB's definition of the game bouncing killy for all ages. The game carries the kid-friendly rating of E.







# 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 Batsuits, wield cunning gadgets, and across 16 explosive levels to silence The Joker and his minions... forever.



## CRUIS'N EXOTICA

**Midway wheels out the ultimate road trip.**

**GRAPHICS:** After taking you across the USA and the world, the third *Cruis'n* racer gets exotic, setting its wheels down in cosmopolitan and fancy settings like Bangladesh, Atlanta, the Dino Trail and Mars. The graphics aren't as fancy as the locales, but they do a thing or two 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 trades, cars, drag racing and cross-country rallies, *Exotica* will make up plenty of mileage from arcade fans.

**SATISFACTION:** *Exotica* lacks the derring-do and stuntwork of Midway's superior speed demon, *Rush 2049*, 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 outspace, *Exotica's* kinetic tunes are for you. Heavy '80s guitar riffs and wails seem to permeate

every track.

**COMMENTS:** Chris—The graphics are better, but I'll stick with *Rush 2049* for my surreal racing kicks.



OVERALL  
RATING  
**6.7**

GRAPHICS  
**7.2**

PLAY  
CONTROL  
**7.2**

GAME  
DESIGN  
**6.5**

VALUE  
**6.3**

SOUND  
**6.7**

NINTENDO  
POWER  
STAFF  
SCORES

7.2 — Jason

7.2 — Seng

6.8 — Oliver

6.5 — Andy

6.3 — 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 perfunctory and offers little challenge.

**SATISFACTION:** *BW* is finally on sale after being a rental-only title since June, and unless you're a Transformers fan, you may want to stick with the rental route. The transforming and 3-D fighting and dodging add punch to the genre, but you never get the sense that you're in combat since you can't tell what's happening on screen or what's happening amidst the chase.

**SOUND:** The robots' roars inject much needed personality.

**COMMENTS:**

Jason—The action is confusing and clunky. Whatever the Transformers game is in disguise, it's not good.



OVERALL  
RATING  
**6.1**

GRAPHICS  
**6.4**

PLAY  
CONTROL  
**6.0**

GAME  
DESIGN  
**6.2**

VALUE  
**6.4**

SOUND  
**7.4**

NINTENDO  
POWER  
STAFF  
SCORES

7.3 — Scott

6.5 — Chris

6.0 — Dave

5.7 — Jason

5.0 — Andy



**HOW IT RATES**  
The ESRB seems that *Beast Wars* got some serious "animated violence," but keep in mind that all of the victims are robots. It's nothing to trip us; the machine couldn't die, so the ESRB has given the fighting game an E rating.



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# BATMAN BEYOND: RETURN OF THE JOKER

Ubi Soft puts the Dark Knight in a side-scrolling fight.

**GRAPHICS:** Coinciding with the release of the first *Batman Beyond* feature-length home video, *Return of the Joker* cruises with the same sleek, stylish comic book disc of the hit kids' WB cartoon.

**PLAY CONTROL:** Bruce Wayne's peering has a big bar load of weapons and moves to unleash on the Joker's cronies, and the game requires you to use every button on the Controller. Having to use the Control Pad, Stick and C Buttons during battle is hardly an ideal or refined setup.

**GAME DESIGN:** *Batman Beyond* is a ramble on the go, reminiscent of *Double Dragon* and other side-scrolling fastioff-

based games. Earning extra life suits outfitted with new weapons and powers lends variety to what's otherwise a repetitive grind.

**SATISFACTION:** *Batman Beyond* is a great bonus, but there isn't much of a game to back it up. *Return of the Joker* is worth a look-see for Batfans, but the punch-walk-and-repeat strategy isn'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's theme song underscoring 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.



- Ubi Soft/32 Megabits
- 1 player
- Rumble Pak compatible
- Multiple bat suits and weapons

OVERALL  
5.6  
RATING

GRAPHICS  
6.0

PLAY CONTROL  
5.0

GAME DESIGN  
5.0

SAT.  
6.0

SOUND  
6.2

WALLENZWEIL  
POWER  
STAFF  
SCORES

4.5 — Scott

4.3 — Chris

5.4 — Andy

3.1 — Jason

3.8 — Drew



# HARVEST MOON 2 GBC

The cows have come home again.

**GRAPHICS:** Natsume brings back its farming RPG hit in a GBC-compatible sequel that shines with sharp, pastoral settings and a bumper crop of cute, well-animated barnyard animals.

**PLAY CONTROL:** As in any RPG, being able to access your items easily in a plan, 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 shlock altogether. It was a fun aspect, but the sequel still manages to be a charming RPG with its focus on matters of the household. 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 HM2 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* boasts music that is appropriately rich and lush.

**COMMENTS:** Chris—It seems like it has at least as many features as the N64 game.

Andy—*Harvest Moon 2* has crisp graphics and colorful game play. Sonja—What happened to finding a wife?



- Natsume/16 Megabits
- 1 to 2 players alternately
- GB and GBC compatible
- Game Link compatible
- Option to trade items with other *Harvest Moon 2* and *Legend of the River King 2* Game Paks

OVERALL  
7.6  
RATING

GRAPHICS  
7.6

PLAY CONTROL  
6.5

GAME DESIGN  
8.0

SAT.  
8.0

SOUND  
7.4

WALLENZWEIL  
POWER  
STAFF  
SCORES

7.8 — Jason

7.7 — Andy

7.4 — Chris

7.4 — Oliver

7.5 — Sonja



**HOW IT RATES**  
Though *Harvest Moon 2* is about life on the farm, it never about "being the farm." It's a game about playing game to fill about peaceful life in the country and on honest day's work, and the ESRB finds it appropriate for everyone.



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**.....WHERE THE WORLD SHOPS FOR INTERACTIVE GAMES.....**

# ALSO PLAYING THIS MONTH

## THE GRINCH

- Nintendo Megabits
- 1 player
- GBC exclusive
- Parents



As the main man, Mr. Grinch, you must put the Grinch on Christmas by outwitting mischievous, cunning and evil-wiggling predators that block the holiday. It's a twist on Pac-Man, and if you're a fan, you'll love the Grinch's special, add-on of time restrictions and Whos where you must sneak up on to snatch their gifts.



**OVERALL  
6.7  
RATING**

GRAPHICS: 6.5  
PLAY CONTROL: 7.5  
GAME DESIGN: 6.5  
SVC: 6.5  
SOUND: 6.5

## FAIRY MAGIC GEM ADVENTURE

- Nintendo Megabits
- 1 player
- GBC exclusive
- T (teens)



Unleashing Bumble Bees in a fantasy-filled side-scrolling, Mitchell's magic gem is a magic carpet ride of a game. From a forest of action chivalry of fashions and dream houses. The journey consists of convincing with the nature and solving their problems in exploration or navigation, and the end result is a worthwhile adventure.



**OVERALL  
6.6  
RATING**

GRAPHICS: 6.5  
PLAY CONTROL: 6.5  
GAME DESIGN: 7.0  
SVC: 6.5  
SOUND: 6.5

## THE MUMMY

- Nintendo Megabits
- 1 player
- GBC exclusive
- Multiple playable characters



Kane's 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 and other myth-based, booby-trapped lairs in search of items that will unlock doors and unravel the local culture. The sound is excellent, while the adventure is basic.



**OVERALL  
6.5  
RATING**

GRAPHICS: 6.5  
PLAY CONTROL: 6.5  
GAME DESIGN: 6.5  
SVC: 6.5  
SOUND: 7.0

## DISCOVERY OF EAM DUNN

- Activision's Megabits
- 1 player
- GBC exclusive



Taking you to infinity and beyond, Activision's Buzz Lightyear of Star Command is a shoot 'em up about the intergalactic Toy Story star's parent of a hero and his partner for his spiffy space suit. Wags and howls and make the journey fun. At the same time, traveling is a task since you can shoot only so.



**OVERALL  
6.4  
RATING**

GRAPHICS: 6.5  
PLAY CONTROL: 6.5  
GAME DESIGN: 7.0  
SVC: 6.5  
SOUND: 6.5

## RHINO RUMBLE

- Nintendo Megabits
- 1 player
- GBC exclusive



A cheap platformer thing you know Jungle, Desert, City, Cave and other worlds, Rhino Rumble looks sharp and plays like a small-scale game. If you're happy and splitting rhino it has just one hit, you're out, making the arcade approach to hunting and collecting well-suited to those looking for a good test of dexterity.



**OVERALL  
6.0  
RATING**

GRAPHICS: 6.5  
PLAY CONTROL: 6.5  
GAME DESIGN: 6.5  
SVC: 6.5  
SOUND: 6.5

# BEHIND THE NUMBERS AND NAMES

## EVALUATIONS

ANDY:

CHRIS:

DAN:

DREW:

JASON:

JENNIFER:

JILL:

OLIVER:

SCOTT:

SONJA:

## RATINGS

Graphics: 6.5  
Play Control: 6.5  
Game Design: 6.5  
Satisfaction: 6.5  
Sound: 6.5

GRAPHICS

6.5

PLAY CONTROL

6.5

GAME DESIGN

6.5

SATISFACTION

6.5

SOUND

6.5

## AGE RATINGS

Parents are encouraged to learn more about each rating by visiting the ESRB website at [www.esrb.org](http://www.esrb.org). For more information on the ESRB rating system, visit [www.esrb.org](http://www.esrb.org).



Early Childhood



Teen (13+)



Adult (18+)



Everyone



Mature (17+)



Rating Pending





Mario cuts it in 2-D.

## THIS MONTH

### READY 2 RUMBLE BOXING ROUND 2



It's a game of hard knocks.

### HWY NO MURKY



THEY restore the ring.

### MAGI NATION



A new legend enters to DDC.

### SPICEWORLD 2000



Power goes beyond the headlines.

# 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 100mm(high) x 161mm(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 1cm optical 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 changes that comes in a small package.

Nintendo GAMECUBE may be the most powerful dedicated gaming console in the world, and yet it fits into a fun, compact package that's easily moved from place to place.



The 1cm optical disc media holds 1.5 gigabytes of game data. That's the equivalent of 800 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 joystick and two Left and Right Buttons.





# NEW MARIO GAME LOOKS GOOD ON PAPER

**M**ario 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. Pak Wanch reviewed an early game with roughly translated text. Former Nintendo Power

writer, Nate Rhindorf, 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 brute learn that such kidnapping tactics are futile?) Mario, of course, fumes 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 busing 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 feisty 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 rears. Orchestral passages are mixed with Monocue 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.



## Mamma Mia, I've lost a dimension!

# Pak Play

Hands-on previews of upcoming games.

## ARE YOU READY FOR ROUND 2?

**M**idway had a surprise hit last year with *Ready 2 Rumble Boxing Round 2*, and plans to take it to the next level this year with *Ready 2 Rumble Boxing Round 3*. 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, Bouncer Brown, Raging "Angel" Rivers, Jet "Iron" Chou, Lulu 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 *R2B3R3* later this month.



## NO MERCY FROM THQ

**F**rom 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 graphics,

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.



There are multiplayer options (where the game truly shines), single-player options and the Commissioner Mode, which is where you create custom superstars. 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, TRASH 'EM

**PAK**  
WATCH

**A**lso 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 Pokémon Blue and Red—there are slight variations between the Game Paks and players can trade characters between them. The similarities to Pokémon don't stop there.



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-



patching Company and sets out to make his fortune on Paromho 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 anemite. 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 Pokémon 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

**T**he 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's 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 Takashi Tezuka, who has been the driving force behind the game, to find out what it's all about.



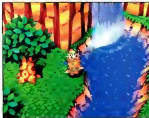
The game begins with a train ride from your home to the Animal Forest where you will live. When you arrive, you'll meet the mayor, be given a house to live in, and learn about basic services such as the



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 *Pokemon Gold* and *Silver* versions, but its calendar is one year in length rather than the single week of the *Pokemon* 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. Tezuka 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 concert 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 complement to Mario Tennis for the N64. The little 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 Hard, Clay, Grass and Carpet courts. The Japanese version had some fun extra features such as a Story Mode, Tour-



naments 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 parade 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 Solomon's Key) and Monster Tactics. It would be nice to see some of the RPGs such as Enix's Command Master, Pocket King from Namco and Hudson's Grandia make the journey, as well. Darkstella and Mega Man X are definitely coming. It's less likely



that you'll see Gonta's Adventure, however, although your 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 GB 2 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 Zana

Jet Ga

Billiard Club

Grand Casino

Puzzle Bobble Millennium

Hamster Tara 3

Packet King

Air Force Delta

Pap'n Music

GB Disney Tunes

Dance, Dance

Revelation GB2

Space Net

Command Master

Sala Man

Cax's Adventure Quest

Daikatana

Evangelian

Black Onyx

Mega Man X

Man Calle Knight

Grandia

Brave Saga

Gimick Land

Puzzle Dungeon

One Piece

Ganta's Adventure

Monster Tactics

# Pak Peek

What's breaking in the world of games.

## Midway's Arcade

Once you step into Midway's Greatest Arcade Hits Volume 3, you can leave your quarters and troubles behind you. Nostalgia freights will flip over the collection of early '80s arcade hits, Defender, Robotron, Rastber Tapper, Joust, Spy Hunter and



Stratier appear in all their emphatic 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 peino, 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 most 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

critters 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 lifted 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 sequel 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 sniffing around Nintendo of America a few years ago? It seems that the clever bandicoot was just looking for a new home.

## 3D0 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



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, yea, that's right, you can knock over the leaning tower.

## GBC Peeks

The Game Boy Color coffers at Pak Watch are full once more, so 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 was concerned with Dave Mirra Freestyle BMX from Acclaim, TJ Lavin's Ultimate BMX from THQ, and Activision's other offering, Matt Hoffman's BMX. Dragon Tales is NewKidCo's take 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 someone to read the





## Banjo-Toolie



The loathered and lumpy friends set it again next month as Banjo-Toolie glides into the pages of Nintendo Power. The loy bear and his beagull buddy start a long treacherous journey to Grunfido's new lair, and we've got the tips and tricks to get them there.

# BANJO-TOOLIE



© Nintendo. Banjo-Kazooie: Sega Saturn version © Electronic Arts.



## WWF/WCW Showdown



We're pitting two new wrestling games against each other in our bald-headed brawl. Will WWF Backstage Assault wipe the salt with WWF No Mercy, or will No Mercy show no mercy to its ringside in December to start out.

## Paper Mario



Be sure to check out Nintendo Power next 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!

## Donkey Kong Country



We're going ape this December as we cover the latest classic game to make the move to Game Boy Color—Donkey Kong Country!

1. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	21. The Sims (PC)	41. The Sims (PC)	61. The Sims (PC)
2. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	22. The Sims (PC)	42. The Sims (PC)	62. The Sims (PC)
3. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	23. The Sims (PC)	43. The Sims (PC)	63. The Sims (PC)
4. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	24. The Sims (PC)	44. The Sims (PC)	64. The Sims (PC)
5. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	25. The Sims (PC)	45. The Sims (PC)	65. The Sims (PC)
6. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	26. The Sims (PC)	46. The Sims (PC)	66. The Sims (PC)
7. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	27. The Sims (PC)	47. The Sims (PC)	67. The Sims (PC)
8. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	28. The Sims (PC)	48. The Sims (PC)	68. The Sims (PC)
9. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	29. The Sims (PC)	49. The Sims (PC)	69. The Sims (PC)
10. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	30. The Sims (PC)	50. The Sims (PC)	70. The Sims (PC)
11. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	31. The Sims (PC)	51. The Sims (PC)	71. The Sims (PC)
12. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	32. The Sims (PC)	52. The Sims (PC)	72. The Sims (PC)
13. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	33. The Sims (PC)	53. The Sims (PC)	73. The Sims (PC)
14. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	34. The Sims (PC)	54. The Sims (PC)	74. The Sims (PC)
15. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	35. The Sims (PC)	55. The Sims (PC)	75. The Sims (PC)
16. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	36. The Sims (PC)	56. The Sims (PC)	76. The Sims (PC)
17. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	37. The Sims (PC)	57. The Sims (PC)	77. The Sims (PC)
18. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	38. The Sims (PC)	58. The Sims (PC)	78. The Sims (PC)
19. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	39. The Sims (PC)	59. The Sims (PC)	79. The Sims (PC)
20. Banjo-Kazooie (Sega Saturn, Game Boy Advance)	40. The Sims (PC)	60. The Sims (PC)	80. The Sims (PC)
21. The Sims (PC)	61. The Sims (PC)	81. The Sims (PC)	82. The Sims (PC)
22. The Sims (PC)	62. The Sims (PC)	83. The Sims (PC)	84. The Sims (PC)
23. The Sims (PC)	63. The Sims (PC)	85. The Sims (PC)	86. The Sims (PC)
24. The Sims (PC)	64. The Sims (PC)	87. The Sims (PC)	88. The Sims (PC)
25. The Sims (PC)	65. The Sims (PC)	89. The Sims (PC)	90. The Sims (PC)
26. The Sims (PC)	66. The Sims (PC)	91. The Sims (PC)	92. The Sims (PC)
27. The Sims (PC)	67. The Sims (PC)	93. The Sims (PC)	94. The Sims (PC)
28. The Sims (PC)	68. The Sims (PC)	95. The Sims (PC)	96. The Sims (PC)
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30. The Sims (PC)	70. The Sims (PC)	99. The Sims (PC)	100. The Sims (PC)



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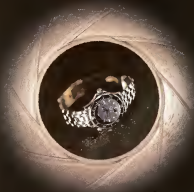
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