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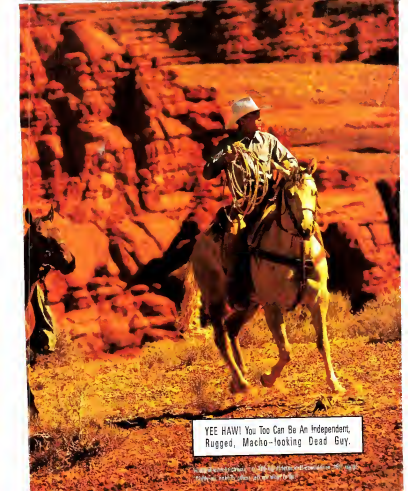
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What if cigarette ads
told the **Truth?**



A full-page photograph of a man in a cowboy hat riding a white horse through a desert canyon. The scene is bathed in warm, golden light, suggesting sunset or sunrise. The man is holding a lasso. The canyon walls are rugged and layered, with shadows and highlights that emphasize their texture. The ground is dry and dusty.

YEE HAW! You Too Can Be An Independent,
Rugged, Macho-looking Dead Guy.

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BANJO-TOOIE™



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MORE TRANSFORMATIONS! MORE MUMBO JUMBO!
MORE JIMJAMS! AFTER A TWO-YEAR HIBERNATION, BANJO AND KAZOOIE RETURN IN THE SWEET MONEY POT OF A SEQUEL. SAVE THE BEAR FROM A GRISLY FATE BY FIGHTING BEAR AND CLAW WITH THIS MONTH'S BACKPACK FULL OF STRATEGIES FOR THE FIRST FOUR WORLDS.

FOLLOWING THE PAPER TRAIL



Mario appears as a flat 2-D cutout, but his latest adventure is hardly paper thin. Formerly known as Super Mario RPG 2, Paper Mario puts role-playing mechanics, turn-based combat and humorous action on the same page. Leaf through a first look at the flat-out fun.

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WWF OR WCW?



Rock or Hunk? Stone Cold or Goldberg? Wrestling fans have double the trouble to grapple with when THQ releases WWF No Mercy and EA unleashes WCW Backstage Assault. Pin down the game that's best for you in a side-by-side comparison. "Guts, we say so."

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SERVICE WITH A SMILE



Wrestling games aren't the only things that are "hot" this month. In a GBC grand slam, Mario and every other Nintendo Kingdom answer to tennis as serving up craziness on the courts. This month's preview reveals what the racket is all about.

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50

PUZZLE-TYPE POKÉMON



This must be how they play Tetris Attack in Japan. Pokémon Puzzle Challenge for GBC uses new Pokémon from Gold and Silver in a brainbending jigsaw of block-busting and rearranging. Find out how everything falls into place and how to stack 'em all with the latest Pokémon game on the block.

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player's pulse

We asked for your opinions on Nintendo GameCube and Game Boy Advance—a.k.a. AGB—and boy, did we ever get a response. Our e-mail servers crashed, Mailroom workers quit. The U.S. Post Office wants to give us our very own zip code. Keep 'em coming, readers!

New Systems, Baby!

I think that the AGB and Nintendo GameCube are huge steps in gaming history! I mean, they are the newest graphics I've ever seen!

Alex Kruegel
Fairfax, VA

If all of the screen shots for Nintendo GameCube are

cinematic scenes, they leave me screaming. If not, then I'm screaming! It's my opinion that Nintendo GameCube needs RPGs, and lots of them. And don't even, ever publish a game with the Olsen twins in it again!

Mikrosamooq
Via the Internet

I was at nintendo.com, when I noticed a model of the AGB. I saw what the cartridges are going to look like, and I wondered if there is going to be an adapter so you can use it with old Game Boy games. Kind of like the Super Game Boy for SuperNES, or maybe a Transfer Pak.

David Green
Covington, KY

It's your lucky day! AGB will be fully compatible with older Game Boy games—no adapter required. And just to cut this question off at the pass, no, you won't be able to play N64 games on the Nintendo GameCube.

I've got to say, I was so overwhelmed with excitement when I saw the pictures of

Nintendo GameCube and AGB that I was practically gasping for air! It's unbelievable! And being able to use AGB as a second Controller is an awesome idea. I hope Nintendo uses the new technology to its advantage and starts making games with custom features that allow gamers to put their own face and voice into their games.

Jason Wilson
Hesperia, CA

Nintendo GameCube? Four words: Just-in-the-box. AGB? Now that's a great piece of hardware.

MLFWin 35
Via the Internet

The only problem I see with Nintendo GameCube is the Controller. The N64 Controller proved that analog pads don't have a use anymore. The analog stick looks way too far away, and I don't know about the button positions.

James Leedy
Via the Internet

James, let us put your fears to rest. N64 offers some of the gamers lucky enough to have tried the Controller—and sure, it's different—but the pad is actually quite comfortable and the buttons are easy to reach. You'll wonder how you ever lived without it.

As Nintendo GameCube goes, I think the screen shots



Happy Spender • Ohio, California

are great because they look so cool. But the idea of CDs frightens me. Games on CD are always getting stuck in the middle because of scratches. Is Nintendo going to do something about their CDs so this doesn't happen?

Ryan Schoon
Brookhaven, PA

Not easy. Nintendo GameCube discs will be as durable as possible. There are still a few things you can do to take care of the equipment—keep discs in their cases at all times and never leave the cover of any console open any longer than necessary.

I just read over Otisob's Nintendo GameCube article and it rocks the badmouther's house! I've never seen better graphics! Map reader to Nintendo.

Sam Krinsinger
Via the Internet
Badmouther? Hope that's not a Crenley Kang reference, or he'll have to teach that Krinsinger whippersnapper a lesson.

Conspiracy Theories

There have been a lot of comments about Koopa kids dis-



Cassidy Rangeland • Local Direct, Virginia



Joan Bontecchia • Miami, Pennsylvania

power charts

We've heard the old saying that too

much of a good thing is wonderful, but this Pokémon craze is just out of control. A bitter Joanna Dark was even heard muttering threats to a startled Pikachu in the employee cafeteria. Somebody, stop the insanity!

NINTENDO 64 TOP 20

1

POKÉMON STADIUM



Mind Dark takes a wicked tumble this month, as her quest for number one is undone by some old favorites. We'd also like to bid a warm and fuzzy welcome to the up-and-coming Pokémon Puzzle League, which will probably be hanging around for a long time to come.

2

THE LEGEND OF ZELDA: OCARINA OF TIME



3

GOLDENYE 007



RANK	TITLE	COMPANY	LAST WEEK	WEEKS ON CHART
1	POKÉMON STADIUM	NINTENDO	4	7
2	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	26
3	GOLDENYE 007	RAE	3	68
4	SUPER SHASHA BROS.	NINTENDO	5	26
5	PERFECT DARK	RAE	2	4
6	JOHN NINJA'S PRO SKATER	ACTIVISION	6	6
7	DONKEY KONG 64	NINTENDO	7	9
8	POKÉMON SNAP	NINTENDO	15	15
9	KIRBY 64: THE CRYSTAL SHARDS	NINTENDO	8	3
10	HARVEST MOON 64	NATSUME	10	9
11	MARIO PARTY 2	NINTENDO	13	5
12	KARIO-KAZOON	RAE	12	28
13	JET FORCE GEMINI	RAE	10	12
14	WTF WRESTLEMANIA 2000	TNO	9	9
15	POKÉMON PUZZLE LEAGUE	NINTENDO	—	1
16	SUPER MARIO 64	NINTENDO	14	50
17	MARIO KART 64	NINTENDO	18	46
18	MARIO GOLF	NINTENDO	20	4
19	STAR WARS: ROGUE SQUADRON	LUKASARTS	19	22
20	STARCRRAFT 64	NINTENDO	—	—

GAME BOY TOP 10

1

POKÉMON UNO. EASY YELLOW



Scandal and treachery! After a long and unexciting reign in the top three, The Legend of Zelda: Link's Awakening has dropped to number four. And take a look at Dragon Warrior Monsters, great choosing at number seven. We bet the recently released Dragon Warrior I and II Pak will be close behind.

2

POKÉMON TRAINING CARD GAME



3

POKÉMON PINBALL



RANK	TITLE	COMPANY	LAST WEEK	WEEKS ON CHART
1	POKÉMON (R, E, Y)	NINTENDO	1	25
2	POKÉMON TRAINING CARD GAME	NINTENDO	3	6
3	POKÉMON PINBALL	NINTENDO	4	15
4	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	2	92
5	SUPER MARIO BROS. 64	NINTENDO	5	17
6	KIRBY'S OCEAN LAND 2	NINTENDO	8	60
7	DRAGON WARRIOR MONSTERS	TECMO	—	—
8	SUPER MARIO LAND 2: SIX GOLDEN COINS	NINTENDO	7	94
9	MARIO LAND 3	NINTENDO	9	2
10	JAMES BOND 007	NINTENDO	6	32

1. NINTENDO GAMECUBE
2. ZELDA: TRIPOD SERIES (GAME BOT)
3. GAME BOY ADVANCE
4. POKÉMON PUZZLE CHALLENGE (GAME BOT)
5. MEGA MAN 64 (N64)
6. SPYDER-MAN (N64)
7. ANIM CHRONICLE (THE FIRST MADE (N64)
8. SCOOTY-ODD! (N64)
9. COUNTRY'S RAG FOR DAY (N64)
10. DINOISAR PLANET (N64)



MOST WANTED



CRITICS AGREE—NINTENDO.COM IS THE “FEEL-GOOD WEBSITE OF THE YEAR!”

With Old Man Winter fast approaching, you can bet there will be an epidemic of cabin fever in the coming weeks. Fight those winter blahs with a daily dose of nintendo.com—it's good for what ails you!



mickeyspeedwayusa.com



We tried to come up with an even larger URL, but mickeyspeedwayusa.com will have to do. Be sure to bookmark the site, because trying that name in our and our sister went out the ol' keyboard.

Cart racing fans the world over have been on pins and needles for months in anticipation of Rare's newly released creation, Mickey's Speedway USA. And since the fellows in our online department can't seem to just sit down, they decided to devote a massive new site to the racing phenomenon. Once you head over to mickeyspeedwayusa.com, you'll be able to engage in a variety of cool interactive activities. Nothing brings a feeling of pride like something you've made yourself, so we're giving you the option to design custom Mickey's Speed-

way USA stationery and bookmarks. All you have to do is print out the stylish paper for a personalized, original design. Write a thank-you note to Grandma for giving you the great game, record your best racing times or just fold some airplanes. When you're finished, take a breather at Mickey's Driving School, where you'll learn essential game strategies plus tips and tricks for individual tracks. And be sure to click on Mickey's Pit Stop to wheel out screen savers and wallpapers. You'll never want to leave, unless it's to play more Speedway USA.

JUST TOOIE IT



Banjo was super helpful with the new site, but Kazooie was a different story. We finally broke her with ten pounds of birdseed and a promise to let her perch the online editor's head whenever she feels the urge.

banjo-tooie.com

It's rare when one publisher gets so much web space, but Rare's excellent winter releases leave us with little choice—not that we're complaining. The newest addition, Banjo-Tooie, is a wacky adventure and a winner on all counts. To complement your gaming experience, be sure to visit banjo-tooie.com.



We've designed the number one source for everyone's favorite bear and bird and even convinced them to help out. That's right, you'll be able to choose either Banjo or Kazooie to be your personal guide through the site. They'll show you all the goods, including our inspired challenges, and might even lend a hand—be a paw or wing, as the case may be. And if it's info you need, search no farther. We'll have the skinny on all the essentials, including Humba Wumba transformations, Humba Humba's magical mayhem special moves, items and abilities. Don't miss out—Granville knows where you live!

QUICK BYTES

UPDATES

Last month we spilled the beans about the nintendo.com website upgrade—with new chats, improved bulletin boards, a search engine and lots of other goodies. In our never-ending quest to make it the best site on the web, we've also pushed the launch date back. Look for the new nintendo.com around the first of the year.

REVIEWS

EA took the world by surprise when it suddenly released *The World Is Not Enough* for the N64 a month ahead of schedule. But the shock has worn off, and agents everywhere are struggling with forces of evil—so keep your eyes on nintendo.com for reviews, tips and in-depth strategies.



NEW STUFF

New this month to our online home is a special section on family-friendly games. We'll be talking about a number of Paks that are appropriate for players of all ages—how they earned their ratings, what the game is about and, of course, how to get the most enjoyment out of it.

YAK YAK YAK

Why wait for the website upgrade to let your voice be heard? You can come to nintendo.com from 4:00 p.m. to 7:00 p.m. Monday through Friday and dive into our already spiffy chat room. Exchange information, critiques, barbs and strategies with gamers from around the world. Just don't try to sell us any get-rich-quick schemes.

PIKA?

We told you about the Hey You, Pikachu! website last month but didn't have a URL at the time. Well, worry no more. You can now make heyyoupikachu.com your website for all things cute and fuzzy. We've even added a couple of new surprises, so if you've been there already, be sure to check back.

DKC FOR GBC

Yet another Rare game gets some online love in December. It's *Donkey Kong Country for Game Boy Color*, and we've got the good word. Not only is there a fun *Shockwave* game, but we've got the entire strategy guide in PDF format—everything from the first jump to the final boss battle. So don't miss out! Make like a barrel and roll to gameboy.com for the link.



PUZZLE PROMOS

Pokémon Puzzle League for the N64 has quickly become a gamer's favorite, and we're sure that its little brother, *Pokémon Puzzle Challenge* for GBC, will follow suit. If your interest has been piqued, surf your way over to pokemonpuzzleleague.com and look for the Toki Challenge link. There you'll discover expanded coverage of the pocket-sized puzzler, including in-depth strategies, colorful screen shots and everything else an aspiring Trainer might need to know.



NINTENDO WEBSITE LIST

banjo-kazooie.com
banjo-tooth.com
bea.com/mario.com
carringtoninstitute.com
nintendo.com/n64/ccsite (Comment & Complaint)
doleadyme.com
dkr.com (Donkey Kong Country)
donkeykong64.com
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rogue.nintendo.com (Star Wars: Rogue Squadron)
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smashbox.com
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Copper's Mask
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Mario's Super Duper Umba
\$59.96



Pokemon Emerald League
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Expansion Pak
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ESRB Rating System
Entertainment Software Ratings System

Early Childhood	Everyone
Teens	Mature
Adults Only	Rating Pending



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BANJO-TOOIE™

The breegull and the bear are back in Banjo-Tooie, a Rare sequel that retains all the fun and adventure of Banjo-Kazooie while adding in many more moves, tons of transformations, extra eggs, bigger bosses and multiple minigames.



A HARD ACT TOOIE FOLLOW

After a memorable opening sequence that features Grunfeld's shocking entrance and Barden's sudden exit, you'll find yourself on Spiral Mountain. If you need to learn the dark original set of moves, walk up to the molehills and press B. If not, enter the Digger Tunnel.

The Moronic Minion



It doesn't matter if Klump appears into several Klungos, turns invisible or grows impressively large—you just need to hit him or roll into him three times to defeat him.

The Mediocre Monarch



The King is concerned about the missing Jiggys only because they have a jackball tournament to play He Tigue you your first Jiggy as incentive to round up the Jiggies. But this' son will give you the Amaze-o-face glasses.

MAP KEY

- Clock Page
- Empty Haregambels
- Glowies
- Warrior Wombs
- Jiggies
- Jiggy
- Jiggy
- Mummie Jumbo
- Nobis x5
- Treble Gief x20
- Warp Pad

GETTING JIGGY

Follow the path King Jiggling shows you to reach Jiggwiggy's Temple. Collect the golden Jiggies and bring them to the temple, where you will solve puzzles to open the fantastic worlds that Banjo and Kazooie need to visit.

Jiggwiggy's Challenge



You need one Jiggy to enter Jiggwiggy's Temple for the first time. Inside, solve a Jiggy puzzle to open the way to Maryskin Temple. Other areas are opened in the same way, but the Jiggy puzzles are harder for each level!

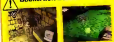
The Isle o' Hags



The Isle o' Hags is the overworld that connects all of the other areas. Step on the metal slabs to open shortcuts between the different parts of the overworld, and enter every building you come to.



Backtrack Boxes



Boxes found in the world can't be accomplished the first time you visit the area. You'll have to go back to the area to get them.

A LITTLE HELP FROM YOUR FRIENDS

You have two magical allies to aid you on your quest—if you can find the Glowbas to power the magic. Mumbo Jumbo returns from Banjo-Kazooie as a playable character, and Banjo and Kazooie's transformations are handled by Humba Wumba.

Mumbo Jumbo



Mumbo leaves his skull to perform magic tricks while standing on the Mumbo Pad. He entered several levels and the overworld.

Humba Wumba



Humba's magic transforms Banjo and Kazooie into many interesting characters, including a Squirrel, a Lion and a Witch.

MOVING ON

Banjo and Kazooie start the game with all their original moves and quickly learn many more from Banjo's cousin, Drill Sergeant Jambars. After the pair split up, each learns a few individual moves.



Jambars requires a set number of notes before he'll teach you each move. If you pick up all the notes in place right, you shouldn't have to worry about it.

JINJO RESCUE

King Jiggling's subjects are sometimes slinking out in the open waiting for you, to pick them up, while others are very well hidden. The Jinjos also have deppelganons called Marjos who will attack you when you come near.



Walk over to the Jinjos to pick them up. They will return to their houses. When all members of a family are rescued, you will receive a Jiggy.

MORE, MORE, MORE

You'll have to pick up more than Jiggies and Jinjos on your quest to defeat Grunilda. Most items add to your abilities or help you in some way, like the various kinds of eggs that Jambars teaches you to use.



Many items, including magical Glowbas, Chirps Pops, Extra Banjo-Kazooie and all sorts of others, will help you collect the Jiggies you need to succeed.

MAYAHEM TEMPLE

A verdant, somewhat ruinous area, Mayahem Temple is dotted with several ancient-looking stone structures guarded by fierce cat-warriors called Mogges. The level is rather small, but its somewhat circular shape and many stone steps make it seem large and intimidating. You'll learn three new moves in Mayahem.



Mayahem Temple is conveniently located right next to Jigglywigg's Temple. Follow the path the Crystal Jiggly sets out if you must, but there's really no way to miss it.



Golden Power

Statuesque



Give Marowak the Gladius located inside his skull to play as the character. Stand on the Marowak to raise and control the Golden Gladius. You can't control it for long.



Use the gold statue to lock the lockbox covering the Flying Pad and the locked stone doors. Beyond the doors that open completely, walk through the rock as the statue is ready your first Jiggly.

Shoo(k) flies



Go over the rope bridge to Bayou and see the Egg Arm to shoot the flies out of the air. She'll reward you with your second Jiggly for your hard work.

Just Kickin' It



Transform into a Stony at Marowak's, then walk up to the small pyramid guarded by the large cat. It will let you in the Mayan Kickball Coliseum where you will play Stony Kickball.



The three levels have slightly different elements, but if you can get lots of gold balls in your goal while keeping your opponents from doing the same, you'll win a Jiggly.

Turn to Stony



Give Marowak the Gladius you find behind her wall. She will reward you with a Stony that can play Kickball and understand a few stunts' words.

Disturb Saslumber



Saslumber, the ancient Jade Snake Grave, wakes up if you loudly approach the Jiggly by its side. Tip-toeing moving the Control Stick very slightly is saving the Jiggly soundlessly.

Top of the World



Don't rush to enter Targem's Temple at the top of the hill. Keep climbing the structure, using the lantern to ascend the steep ramp, until you reach the Jiggly at the top.



Not-So-Easy Targets



Winter around the labyrinthine temple, picking up statues as you go. You can stop and enter the Rightly Sacred Chamber after you collect two statues.



You need 20 statues to enter the Rightly Sacred Chamber, where you'll fight Targem's. Shoot the Targem while avoiding the fire, then take out the eggs. Repeat to defeat Targem.

The Priceless Right



Shoot eggplants the gargoyles' mouths to open the door to the Precious Chamber. Take-Tot, Grip-Grab, Shock-Jump, Gnar-Belly, then climb to get into the tunnel. Targem just the blossom to pick up the Priceless Right. Targem's Return to Chief Blossom for a Jiggly.

Wading to Exhale



Jump in the water then climb up the rocks to reach the top of the prison Grip-Grab to the cliff on the left, then drop to the Wading Bears. Wade through the swamp to reach a Jiggly.



Descend the water, after you've learned the fall drill, to a hidden area where you can find the rock covering a hole in the ground.

Inside the hole, you'll see the first pillar to the right of the entrance. Continue jumping into the pillars to get the Jiggly low enough to grab.

SERGEANT JAMJARS



EGG MAN



GRIP GRAB



PRECIOUS BLASTER

The Egg Man allows you to shoot eggs from a first-person perspective. You can't walk around when using the Egg Man, but it's a useful price to pay for accuracy.

Pesty ladders, ropes and other obstacles are part of a puzzle in Jamjars' temple. You can use the Grip-Grab. Deep and deep to ladders and walk across them with the skill.

The art of bird handling is called the Precious Blaster. With it, Jamjars can shoot eggs from Kerosene much like a normal bird would shoot water out of a squirt gun.

MAYHEM TEMPLE JINJOS



The first Jinjo is enjoying a dip in the water to the right of the entrance to the level. Just draw in the water and swim by the Jinjo to rescue it.



You'll find a Jinjo standing in the middle of the rope bridge that also leads to the temple. Walk on the bridge to reach the Jinjo to rescue it.



Across from the entrance to the Jinjo Temple is a Jinjo. Use a bridge Grip-Grab up to the ledge, then climb up to save the stranded Jinjo.



Behind one of the many sliding stone doors in the temple's temple, you'll find a secret passage that leads directly to another Jinjo.



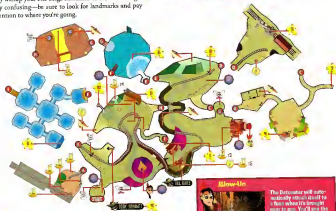
On top of the Mayhem Coliseum, you'll find the last Jinjo. Use the Jiggly Pad and the Jinjo's entrance to fly up to the top of the coliseum.

GLITTER GULCH MINE

The dusty mining community of Glitter Gulch Mine is packed with enemies that will shout "Hoeddy" before they wallop you. The beige sameness of the level can get very confusing—be sure to look for landmarks and pay attention to where you're going.



Walk to the ledge to the right of Maystom's tunnel with the red and blue Grab access it to the door that takes you to the Plateau—and the southern entrance of Glitter Gulch Mine.



1 Prison Break



As a Starry, learn the non-lawyer to the prison from a circus animal it to open the door. As Rango and Karpoo, Bill Drill the rock to release the rodent. Go through the hole to accept a Jiggly reward.

2 Completely Crushed



After the boulder is ready the shed, run along the conveyor belt to the far wall, then push the button. Run back outside and head all three Jiggly rewards.

3 In Training



Inside the rightmost train, make an Old King. Duff for a Jiggly and the right to ride the train. 3 find on high ground and send a ton of 4 Jiggly Coal's way to defeat him.

Blow-Up



The Detonator will automatically attach itself to a train when it's brought near to one. You'll see the Detonator to open the Security Gate and the Wrecked Car.

Raising Well



Master's Maple will push the boulder and place it in the Graveling Shed. Master's Maple will use the same spell in the train station to get Chuffy back on track.

Chuffy Express



Open Train Stations in each level so Chuffy can walk them. Call Chuffy at the Train sign, or jump in Chuffy's Coal then stop on the train and push to take a ride.

Big Bang



In the Ordinance Storage area, use the Beak Jiggy to snap the expert spikes of dynamite within a very short amount of time to earn a Jiggy Lock around every corner for the explosives.

Gate Run



Step on the Gate Switch not far from Wendy's Warehouse and watch the pattern shows to the gate. Use the Turbo Tower's near the entrance to speed through the gate to collect the Jiggy.

Swimmingly



Rise the door to the Flooded Cave to point 1 on the map on page 20 with the Detonator, then follow the map to swim to the darkened room to pick up a Jiggy.

Dark Walk



Shoot the generator with a Fire Egg to shed some light on the platform to the Jiggy. If they shut down fairly quickly, so keep moving.

For the Bird



Blast Canary Mary's cage with a Grenade Egg. Then meet her near the Train Station to receive for a Jiggy. If you can't tip it fast enough, you'll win.

Power Play



After Bongo and Kamek are able to Split Up, go back to the Power Hut and place Bongo on the switch. Send Kamek after the Jiggy solo.

Jump Up



Listen to the Springy Star Shores in Terpedactyl's land, then return to use the shoes in the crate to jump up to the Jiggy waiting in the recessed cave under the small water fall.

SERGEANT JAMJARS



Climb up the rocks above from the Prospector's Hut to lower the Ball Drill, which uses Kamek's unbreakable beak to break even the biggest blockers.



You'll find the Beak Jiggy just outside the very place you'll now have to use it. Again, it's Kamek's unstoppable beak that powers the swordlike attack.

GLITTER GULCH MINE JINJOS



You'll pass the Jingo in the mine's tracks when you're mining Canary Mary on the main mine. Walk back to the spot to pick up the Jingo.



Use the Ball Drill on the boulder in the 30th Ave. Cave to free the Jingo imprisoned beneath it. Move quickly, or water and mud—the gas could prove fatal.



Another Jingo lies trapped under a boulder, this time at the top of a hill near the Train Station. Use the Ball Drill on the offloading boulder to free the Jingo.



At the Detonator, blast through the door of the cell next to the cell the last Jingo is locked in. Enter the opened door, swim through to the other room, then pick up the Jingo.



Swim through the Water Supply Power Jolly Rogers Lagoon to drop down to the top of the mine in Glitter Gulch Mine's Water Storage area, where the last Jingo is located.



WITCHY WORLD

The brave and skilled will find Witchyworld quite amusing, even if the attractions in Witchyworld are rather repulsive. The theme of the park seems to be "danger," so be very careful as you try your luck at the games of skill and chance.



Use the Fine Eggs on the Fine Egg Switch on the far left of the Platform to open the way to the Gross and Witchyworld. Take eight apples to Jiggymy to open the door.



Make the Big Top



After you've learned Airborne Egg Farming and blasted all the slot-machine exposures to pick up the tickets, you can enter the Big Top to fight Mr. Patch. Shoot out all the patches to win a Jiggy.

Test Your Strength



You have to hit the pad three different ways to ring the bell. Use Wilek Basher, a Bill Drill and a Grossie Egg. You have a limited amount of time, so it's best to work quickly.

Win Go



The Win Go is a slot game to play for the Grossies. Once you've won the tickets, it can also keep its time to enter the Win Go doors and turn about Witchyworld.

Power Up



Moonie's spell gives power to the Grossies. Once you've won the tickets, it can also keep its time to enter the Win Go doors and turn about Witchyworld.

The Tower in Inferno



Spirit Bango and Kacore. Leave Bango on the Shock Jump Pad Switch, then send Kacore up the spinning metal tower to the Shock Jump Pad, which leads to the Jiggy at the very top.

The Twinklies Defense



After depositing a can in the box, you can play three games with Jiggymy cans. Just run over all every twinklies as possible to earn a Jiggy.

High Diving



Climb the ladder to the top of the Dive of Death, then carefully walk to the end of the thin plank to reach the Jigg. You can also nudge Bumpa down to Gimp-Gimp across the plank.

Spin Cycle



Jump onto the first slot and move to the middle. When you see the next slot appearing in front of you, jump over it. At the end, jump high to reach the Jigg. Be careful!

Bursting with Excitement



Split the heroes to have them stand on either side of the Pump Monster 2 to inflate the Crazy Castle. Instead, shoot a bunch of balloons to enter a Jigg.

Plenty of Hoopla



Split Banjo and Kazooie and enter the Crazy Castle without Kazooie. Use the Turbo Bombs to speed through the hoops. If you earn plenty of points, you'll earn a Jigg.

Flying Saucery



Take the Sky Ride over to the Saucer of Park, where the box you freed from Gitter Gulch has agreed to reveal a Flying Saucer. When you rack up enough points, you'll win a Jigg.

Family Way



Get the small boy to send his brother to Mama and give the girl a ride to convince her to return. After you've learned the Top Pack in Jerrydactyl land, you can pick up the third, overgrown child of Mrs. Doggie to earn a Jigg.



SERGEANT JANJORS



ANNOYING EGG RIDDING

Near the Dodgem Dome, Janjors will teach you how to aim eggs while flying in the air. It's not very different from aiming eggs anywhere else.



SPLIT-UP

Behind the Big Top Tent, Banjo and Kazooie finally learn how to part company. When the tent looms, they'll report to two hypnotized character again.



POOR WORK

Banjo escapes the Pack Whistle when Kazooie's set inside his backpack. Split the pair and take only Banjo to Janjors to learn the move.

WITCHY WORLD JINJOS



To reach the Jinjo that's stranded on the Big Top, simply walk or take a hot air balloon that hold up the tent. Take a hot air balloon to the steep side of the tent to view the Jinjo.



Flip-flop your way to the top of the open door outside of Crazy Castle. Then use the Grip Grabs to move along the ledge to the Jinjo near Crazy Castle.



At the Win, drive over to Area 51, then leap your hero in front of the Van Door. The door will open to reveal a Jinjo that you can give a ride home.



Click up the pole in the center of the Dodgem Dome, then take a hot air balloon to reach the Jinjo.



Inside the Coor of Horrors, use Grandma Eggs to blast the cages that confine the poor, hapless creatures, including the last Jinjo you'll need to rescue.

JOLLY ROGER'S LAGOON

Water, waste, everywhere—you've got to stop to think. You'll never hold your breath that long, so make Mumbo's Skull an early stop in Jolly Roger's Lagoon. Stop by the Inn to meet the area's namesake—he's not as jolly anymore.



Split Daisy and Koopas on the Platform, then have them stand on the pads in front of the ladder, which opens to reveal the Cliff Top area.



Suppress a Pawn



Collect 20 Doubloons from the ground and water, then take them to Pawns' Emporium to pick up your first Jiggy.

Breathe Easy



Mumbo's only spell in Jolly Roger's Lagoon sends a shock of light into the water, revealing it with clarity of breathtaking vision for Daisy and Koopas.

Ice Try



Use the Tilted Torpedo to open the Kuzale door on the UFO Street. Four Ice Eggs reach the generator within 25 seconds to make the UFO well fly away, and reveal a Jiggy.

Saving Bacon



Shoot the stations on the sail floor following the order of the Greek letters on the building inside the island, shoot the fish that try to attack the pig to earn a Jiggy.

Dental Barn



Shoot out the teeth of the Big Fish in the small cavern, enter its mouth, then hang onto its inside when it moves. Jolly's partner Rickan to Jolly's to pick up a Jiggy.

Clearly Fishy



Look for the clear fish in the places indicated on the map. The random fish will hold a Jiggy that can be taken to the Jiggy store to get a good thing inside, too.



Gully maintenance



The Submarine is the only thing that can withstand the divide the frog hole in the Lockers Cavern. It moves quickly and always topless, too.

Mine your Manners



Enter the deep tunnel in the Lockers Cavern with the Submarine to play Grumpy's mine game. As well as the shooting games, cooperate on Gnomes and Blues to score high and win the Jigg.

Woo Fak Fak Attack



To earn a Jigg while you're in the Lockers Cavern with the Sub, blow open Gummy Jams' locker to find the Woo Fak Fak. Blast its glowing bolts with torpedoes, then attack its eyes once they're open.

Hatch Job



Return to the Lagoon after you've learned Hatch n' Fry yesterday. Hatch the egg, then smack the baby turtle to right it. You'll earn a Jigg.

On a Pedestal



Learn Slide n' Roll in Peeks, blast the gumborder hog in Jolly Roger's back room to open the entrance to the Grauglers' Cavern, then slide down the stairs and over to the Jigg on the porch.

Pool Party



Clear the water by Shoo-Jumping up to Jolly's Roof. Grip Gumbo over to the pipe, smashing through the pipe cover, and pushing the button in the Waste Disposal Port.

Push George the Cube from his perch in Cloud's doghouse to the not vector in Hurling Peeks, then Shoo-Pick to the temperature control switch to warm the water.

SERGEANT JAMJAPS



SUB AQUA SWIM



WING WACK



TALON TORPEDO



JOLLY ROGER'S LAGOON JINJOS

Rest the room in Jolly's Inn. Jamjaps is inside, waiting to teach you Sub-Aqua Aiming, which makes it possible for you to shoot straight underwater.

Like Kazuo to Jamjaps' office Turtle View Case, where she'll learn to evade the bad guys with her wings. She'll be far less vulnerable.

Enter the Electric Gals' Lot to learn the Take Torpedo, which allows Kazuo to open the underwater doors housing her pictures.

Go behind the counter in Blah's Winery here to use the Shoon Jump Pool concealed there. Walk along the rafters to pick up the Jigg.

If you give Blah a Downfall, he will give you his last possession—a pair of Joke Tinklers that will allow you to walk across the water to the stranded Jigg.

Inside the random chip you'll see a treasure chest with a picture of a Jigg on its side. Blow it up, then swim over to the found Jigg.

Inside the Sealed Seclusion, a Jigg awaits on a ledge. Steak the seaweed monsters when they attack, then surface climbing to the Jigg.

Inside the Big Fish, take a right turn at the left that leads to Merry Maggie. You'll come across one of your Jigg charts.

MINI GAINS

Benjo-Toole has plenty of extras that make it a much bigger package than its predecessor. *Replays* give you the option to take a "do over" with the bosses, minigames and cinema scenes you've already experienced. *Multiplayer* lets you share the joy of the wacky minigames with up to three of your best buds.

Replay Mode



Once you've played a minigame, defeated a boss or watched a cinema, you can see it a gain by selecting the yellow circle on the game load screen then selecting the event you want to replay. Four cinema scenes, 12 bosses and 23 minigames can be available for replay.



Multiplayer Mode



Hand over to the N64 console as the game loads so you can begin playing multiplayer games with your friends. There are 14 games to choose from. You can set up a tournament that features a handful of the games or all 14 in a row.

BEWITCHED

There are four more large worlds to explore for yourself in *Benji the Elephant*, including the barely organized grime of *Geany Industries* and the dinosaur-drenched drama of *Terrylsland*. Finally, you'll enter *Cauldron Keep*, Grunty and company's inner sanctum, where you'll come face to face with the evil witch herself—and a quiet *Steady up*, or you might fail. 



BATTERIES NOT NECESSARY. THUMBS ARE.



Silver Disc



Talking



Cover Story



Cover Action



Mini Pokémon



Nintendo Action



Game Boy

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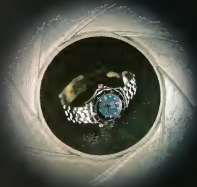


POKÉMON

Nintendo



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GRAPPLING HOOK



NUCLEAR



DETONATOR



MISSILE LAUNCHER

INDIANA JONES

and the
INFERNAL MACHINE™

As a new chapter of history begins, Indiana Jones must keep the Cold War from heating up in *Indiana Jones and the Infernal Machine* from LucasArts. Discover the secrets of Indy's most ambitious adventure for the N64!

He has unearthed the Ark of the Covenant and defused the atom bomb at the "Mole City" and Atomic Bomb Plant. Now, *Indiana Jones and the Infernal Machine* carries the action back to the Power of the Past in an ancient, hidden world that holds the key to a powerful, unknown. Indy steps in to, er, eh, rescue an 18 million year gap with his famous bull-whip through more than 16 levels of 3-D exploration. Each level has much to discover, including valuable treasures that can be exchanged for helpful items. Indy's adventure begins in the American Southwest and moves to Babylon, the Tianshan Mountains in Kazakhstan, King Solomon's Mines and all corners of the earth. The game will be available for rental exclusively at Blockbuster Video and for sale online in mid-December. Log on to company.mer.lucasarts.com or go to blockbuster.com for more information.



NP-HOW IT RATES

Indy fights adversaries with a variety of weapons, including several different firearms. The game is rated "Teen" by the ESRB for realistic simulated violence.

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CANYON



The Canyon level in *The Machine* serves as an introduction to game play basics. There, you will learn to navigate the game world and perform all of the tasks that you must eventually master to make your way to the Infernal Machine. As Indy looks over the edge of the canyon he says, "Time to go to work," and the adventure begins.

1



Your first major obstacle is a rock slab that blocks a passage. Push it, then climb it to reach the first treasure. When you descend through the passages, crawl, jump and climb with the Delidrop to reach a new path.

2



Before dropping down to explore the pit, switch to the Revolver and pick off the snakes on the ground from above. Once you've had a look around, climb back up to that first ledge, jump over to the ledge on the right and use the Delidrop to reach the top of the building. You'll land hard, but then roll through the rest.

3



After Indy locates the fact that there are no important discoveries to be found in the canyon level, you will be able to find a few treasures in the area. Pick them up, then climb up to top of the narrow rock block that looks over the area with the tree. From there, grab the ledge to the right and move along that ledge to a place where you can climb up. After a few more easy jumps, you'll make your way to the end of the level.



Indy's Trading Post

After every level, you can cash in your treasures for items that will help you recover from damage. You'll find that the items are much more valuable to you than the diamonds, kobs and trinkets that you've been collecting.

4

Sophia Delivers a Message

An old friend, Sophia Hapgood, is waiting for Indy at his camp. She tells him about a Russian effort to find powerful artifacts as the site of the legendary Tower of Babel. The newly formed CIA wants Indy to investigate.



BABYLON



Indy's next stop is the ancient land of Babylon. There, he will find a Russian camp where scientist Grigori Vladimirov leads the effort to uncover the pieces of the Infernal Machine. Indy must find the pieces fast. If they fall into the wrong hands, the results could be devastating.

1



As you begin, climb to the top of the free-standing pillar in the middle of the first area. Then jump to a narrow ledge and make your way to the top of the building that houses the radio antenna.

2

A Revealing Conversation

In the radio building, Vladimirov tells one of his comrades about his search for the Room of the Tablets. That, according to the scientist, is the key to their next discovery.



3



From the roof, jump to the top of the stone arch. Grab the ledge to the left and move to the right while hanging from the ledge. When you drop down to the next arch, avoid the guards and enter the cave quickly.

5



A massive guard blocks the entrance to the cave. Shoot the explosion barrel to take him out. When two more guards approach from the left, turn quickly and fire. After you're done with the first three guards, take down your third attack the last two guards from above. Once you've eliminated all the guards, you can search the cave for first aid and a self-repair kit.

7



The entrance to the mine cavern is blocked by a gate. Diesel trucks drive past the gate at regular intervals. When you jump onto a passing truck, it will duck automatically and hit the rear of the truck as it carries the car forward. Once you're in, eliminate the guards in the area as quickly as possible, being sure to aim at explosion barrels when guards are within damage range.

9



The entrance to the generator room is to the left, near a desk and other equipment. By activating the generator, you will open the gate and inadvertently alert a pair of guards. Exit the room with your gun drawn, then eliminate the guards quickly.

10



There is a large crate behind the open gate. Move the crate to reveal a low clearance passage. Run or crawl through the passage to a flooded tunnel. While swimming, turn right, then left, then down to enter the next area.

12



Grab the guard's rifle, then walk down the stairs to the locked door. Use the dynamite key to open the door, then back up and fire at the TNT in the room from a safe distance. The explosion will open a hole in the floor. Drop through the hole into a pool. Climb out of the pool, then follow the passage to a dead end. By pulling out the heavy crate, you'll create a platform to drop, taking you down with it.

4



When you emerge from the cave, hang from the ledge to the left and slide over to the gap between pillars. From there, jump to the ledge on the other side of the room to collect a treasure. Hang from that ledge, then drop down to the next level, jump across the room again and move on.

6



After you climb the ladder to the next section of cave, eliminate the guard that stands the best for them. Pull the switch to open the gate, enter the passage, then push the crate in the passage to start the platformer. After you're in the hole, climb up, then enter the hole.

8



When you reach the room with the crate, defeat the last guard then climb the crate and jump up to the balcony from there. Turn left, run down the stairs and swing over the long gap with your Selfhelp. Climb down the ladder, then climb over the ledge to the left.

11 Timely Assistance

Just when it looks like a Russian guard has truly entered, CIA operative Simon Turner will appear on the scene and take out the guard from behind. Turner wants Indy to find and retrieve the Morduk brief.



13



When you reach the room with the red wall, you'll find a collection of gears that operates the elevator to the left. Use the gears that you found in the last level to complete the mechanism. That will raise the elevator. If you move up, giving you access to a large room. Drop down to this floor and quickly observe the floor plan. Once this is done, you'll be able to hold onto your weapon for a while.

15



With the lid in hand, climb up to the second floor of the main room then push the large block out onto the ledge. Use the bridge from the block for access to the third floor. Collect the first piece of the lid at this top across the bridge to collect the second piece. As you leave the main room, turn left then jump down to the next ledge while climbing the wall to slow your fall.

17



Be sure to be close with the large circular map and place the table in the wall to the right. Dr. Jones will read the inscription to gain insight on the whereabouts of the pieces of the machine. From there, move the block on the platform out of the way then push a switch to raise the platform.

14



Search the area for treasures, then climb the ladder to the top. From there, drop down to a narrow ledge, then run and drop to the top of the pillar in the center of the room. Indy's weight on the pillar will trigger the opening of a passage on the floor. Crawl through the passage to find the Maelk blot.

16



By taking over pieces of the colored bridge and ledge, you can reach the room that holds the first tablet piece from the first.

18

Passage to Kazakhstan

Simon Turner waits outside with his eyes on the lid. After a short discussion, Indy takes Turner's jeep to begin his search for pieces of the Infernal Machine. The quest continues in the Tian Shan Mountains of Kazakhstan.



The mystic mountains of the Tian Shan range are home to one piece of the Infernal Machine. Indy studies the mountains then parachutes down to a location that should be close. The adventure continues.

1



Take the treasure and herb from the cave near the start point, then follow the web downward. After you find some treasure, you'll reach a bridge. Walk across the bridge then climb up to a ladder. From the ladder, jump up onto the bridge then follow the path to the left. Take the first left off the path and make your way to a tower. Pick off the guards in the area then jump across to the tower. A ladder at the top of the tower leads to the building below.

2



Climb down to the lowest level of the building, eliminate the guard, then open the door to the next room. Take out another guard, climb onto the first box to the right that is not on a stack, then jump up and climb into the air vent.

3



When you reach the locker room, grab the rifle and other items in the lockers. Next, advance to the water and use the rifle while close to the dock. Indy will jump in and start paddling.



While jostling downstream, try to avoid sharp rocks. If your raft is punctured on the rocks, you can use a nearby raft to switch it. After you finish, search for a treasure below the ancient large rock that you see. Then cross the bridge and turn left where the path splits. This way, you will find a robe that has places for four candles. Finally, there is a candle in your next quest.



When the river splits, guide the raft to the left. Turn left again at the next split. You'll soon reach a stream where you can pick up the first candle. Walk on the river and follow the flow to the right. You'll see a tunnel. Before you reach the tunnel, turn to the right and go under the bridge. Climb out of the raft, collect the nearby items, then cross the bridge to the old mill.



Follow the river to the bottom of the elevator shaft, where all of the river's branches eventually lead. Pull the handle that lifts the elevator to the top. If you need raft repair kits, take them from the guard shack. Next, follow the river to the left, then to the right. You'll find a cave in a stream to the left. Break the window with your fist, then jump through the window and pull the switch. That will grant access to a candle in the next tower. The last candle is down the river, in an old camp.



Return to the path and follow it down to a guard shack where you will find a robe, two guards, then roll their lockers for raft repair kits and a first aid kit. Continue down the path to the structure at the top of the elevator shaft. Put the raft back into the river nearby.



Your goal is to reach the candle on the second floor. Jump from the platform on the right to a platform on the second floor. Work your way along the wall to the other side of the lower floor, jump to the left piece, then the middle piece, then the second floor again.

9 Candles of the Four Winds

Return to the temple with all four candles. Place them in their holders, then light them. You will trigger a mechanism that opens access to a bridge. The bridge will take you to a mountain sanctuary and one step closer to a piece of the machine.



8 SANCTUARY

Sanctuary is home to Uro's place of the Infernal Machine. To uncover the place, you must demonstrate good climbing and jumping ability, strong puzzle-solving skills and dominance over a giant monster. Dr. Jones always reminds his students that archaeology requires many hours of study and patience, but he doesn't tend to get his share of excitement, too.



When you enter the building, climb ladders up to the second floor then push a button on the wall to drop a ladder. Climb the ladder to the courtyard then cross to the left side of the courtyard and climb up to an exposed brick wall. Scale the wall, run to the other side of a building at the top, then drop into a hole.



The lower floors feature several doors and switches. When you enter the tower, note the switches will be operational. Ignite them and work your way down to the base of the tower, then climb down a ladder.



You'll encounter a small fire creature in the tower basement. Follow it through a room full of gears, then continue to the bottom of a deep shaft. You'll remove the oil by jumping off the ledge to the right and sliding down the slope.



You'll find a large gear on top of a block in the clockworks. Move the block toward the center of the room so that the gear connects to the rest of the machine. That will put the machine into operation. Next, make your way to the top of the tower and hit the switch.



By pulling a lever at the base of the tower, you will cause all of our ladders to rise to the top, including a ladder at the top that gives you access to the mechanism that will raise the tower bell. After that is done, return to the clock tower and find a lever that is one level above the clock. Then pull it to wind up the tower bell ring. Return to the bell tower and pull the lever that is at the same level as the bell to bring the bell right across the bridge.

8 The Bell Keeper Appears

When the tower bell ring crosses the bridge and swings its hammer, the massive bell will rise to the rafters, revealing an old woman. The woman tells Indy about magic and spells and asks him for a treasure that will give her the strength to help him on his quest. She gives Indy a key to send him on his way.



At the base of the clock tower, you'll find a place to use the bell keeper's key. When the key rises, enter the room and turn immediately to the right. You'll find a new room that is populated with small ice creatures. Clear them away.



Climb the ladder in the room with two beds, then hit the switch to gain access to a treasure. Return to the lower floor and enter the room with a single bed. Climb onto the bed, jump up and pull yourself up to the rafters. There, you'll find a small herb and a light passage to the next room. Go out through the passage that dips. After you collect the Moonstone Shard, the game will be over in three.



In the room with the water and the statue, you can open the main gate for a short period to run on the guards in the area. Next, climb up to the stairs and return to the clockwork tower. That will give you access to a room high in the shaft. When you grab the treasure in that room, a vampire will fly. Carefully climb down the hole, and watch for spiders as you go.



In the next passage, the colorful floor puzzle will be a trigger for traps. Crawl over those pieces to avoid the crushing pistons that drop down from above. In the next room, fight off the ice creatures from a distance then climb the ladder while ignoring the switch.

13



Like the elevator, then use the Monitor Switch to enter a new room. Hang off the ledge and slide to the left. Drop to a platform on the right side of the room. Then hang from platform to platform, avoiding the fireballs that fly there. You'll reach a room on the other side.

15



Fall down to the platform in the corner of the room. At the bottom, use your Bulldozer to swing to the other side of the room, then follow the platform. Near the top, you'll pull out a hook that you can climb to gain access to the highest point.

17



There is a flower pot in a locked room. You can enter the room by swinging through the window frame on the guard outside, then hang out safe to the window on the right. Place the bulb into the flowerpot. The entire assembly will fall into the waterfalls, and the plant will begin to grow.

19



Slide down to an area with four candles. Avoid the giant ice creature nearby and move on to the room that has the large blue crystal. Once there, climb up the short wall and pull a lever a block from the wall. Next, turn around, run to the room with the red symbol and climb up the hill.

14



If you fall, you'll probably land in water. Climb out of the water, push a switch to make the elevator go down, then use the elevator to return. After you deal with a flying platform and find the key, watch for and eliminate the spider in the area. Next, jump back to the middle platform and move along to the wall, near the waterfalls to the room. Jump, hang onto the narrow ledge then slide to the right and fall to a platform in the corner.

16



As you approach the prize—a rare pearl, bulb—a cage will fall to cover it. Use the key to open the cage, then retrieve the bulb. Jump into the water from there to return to the room with the statue. Near the edge of the waterfall, pull yourself up to the girder, then jump to the right to land on a platform. Once there, push the last one to make a ladder one up. Then climb the ladder to the next room.

18

The Magic of the Flower Revealed

When you climb to the girder at the top of the waterfalls and use your Bulldozer to swing to the chambers between the platforms, you will be able to retrieve the precious flower. Take the flower to the keeper of the bell. The single of the flower will transform her into a young woman. That will give her the power to open the door to a new passage. You're getting close.



20



Some of the stones in the path will break, many will fall as you step on them. Keep moving. Use the Bulldozer to climb up to the top of the room, then jump over to the door and enter the next room. There, you will find a piece of the Internal Machine.



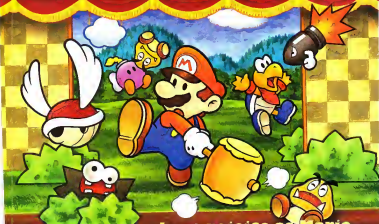
THE ICE MONSTER AND BEYOND

Urgon's Part provides a power door will help you defeat the giant ice creature. Use the piece of the machine when the monster approaches, then avoid the monster as the apparatus recharges. Three hits will do in the beast. When the creature is gone, use Urgon's Part once more to shatter the door. On the other side of the door, you will meet the bell keeper for advice on where to go next for more pieces of the gasoline and more gripping adventures. The bulk of your journey still lies ahead.





PAPER MARIO™



Gamers everywhere rejoice as Mario—the most popular character in video game history—returns in Paper Mario, a brand-new adventure for your N64. Read on for exclusive information, screen shots and more!

© 1999 Nintendo. Game by Intelligent Systems.

Super Mario 64 was the breakthrough launch title for the Nintendo 64, and its continued popularity years later attests to both a superior game design and Nintendo's impressive staying power. Paper Mario expands upon that history by wrapping familiar characters and places into a whimsical world of truly amazing beauty. Perhaps the most surprising aspect of Paper Mario is this:

It's a role-playing game—but one unlike any other ever encountered. In true RPG fashion, Mario will gain experience points, advance in levels, talk to hundreds of characters and accomplish feats and make his way across vast, dramatic landscapes—yet by hitting bricks with his head, jumping on enemies and leaping into large green pipes, the game actually goes to the next screen.

Who's Who

Triper Mars is filled to the brim with familiar faces, portrayed from a new perspective in a fresh new light. As you go through the pages, you will encounter each black

The Worlds

Each of the 10 worlds is a unique environment, from the snowy wastelands of Shiver Snowfield to the fiery volcanic eruptions of Lavalava Island.



Dry Dry Desert

Deserted as the world may seem, it's not all dead. In fact, it's a hotbed of life. Mario will find a variety of creatures, from the tiny, round, desert-dwelling, and flying, and the tiny, round, desert-dwelling, and flying, and the tiny, round, desert-dwelling, and flying.

When Mario is in the Dry Dry Desert, he will find a variety of creatures. They will be tiny, round, desert-dwelling, and flying.



Forever Forest

Forever Forest is a lush, green world with a variety of trees and plants. Mario will find a variety of creatures, from the tiny, round, desert-dwelling, and flying, and the tiny, round, desert-dwelling, and flying.

Shy Guy's Toy Box

Shy Guy's Toy Box is a colorful, playful world with a variety of toys and games. Mario will find a variety of creatures, from the tiny, round, desert-dwelling, and flying, and the tiny, round, desert-dwelling, and flying.



Lavalava Island

Lavalava Island is a volcanic world with a variety of lava flows and eruptions. Mario will find a variety of creatures, from the tiny, round, desert-dwelling, and flying, and the tiny, round, desert-dwelling, and flying.

Shiver Snowfield

Shiver Snowfield is a snowy world with a variety of ice and snow. Mario will find a variety of creatures, from the tiny, round, desert-dwelling, and flying, and the tiny, round, desert-dwelling, and flying.



Game Play

Paper Mario plays like a traditional Super Mario Bros. game, but with a twist: the ability to use special powers to defeat enemies. Many skills are unlocked but can be used in a variety of ways, making the game more and more challenging as you progress.

The game is a 2D platformer, but the battle system is a 3D turn-based strategy game.

Badges



Badges are the key to unlocking the game's secrets. They are found in various locations and can be used to unlock new abilities, such as the ability to use the Hammer.



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Combat **NP**



As Mario moves through the Kingdom, he'll encounter a wide variety of enemies. While some are easy to defeat, others are more challenging. The game often uses a quick-time event system to make battles more dynamic.



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Getting Around



As Mario moves through the Kingdom, he'll encounter a wide variety of enemies. While some are easy to defeat, others are more challenging. The game often uses a quick-time event system to make battles more dynamic.



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Items and Experience



Star Points are a new type of currency in Paper Mario. They are earned by completing various tasks, such as defeating enemies, finding hidden items, and completing mini-games. Star Points can be used to purchase new items and abilities for Mario.



One of Mario's new abilities in Paper Mario is the ability to use his Super Hammer. This allows him to break through walls and floors, revealing hidden items and enemies. The Super Hammer is a powerful tool that can be used in many different ways.



The Grand Party is a special event that takes place at the end of the game. It is a celebration of Mario's victory over Bowser. During the party, Mario can talk to all of the characters in the game and receive their congratulations. The party is a fun and festive way to end the game.

See the Sights

all rendered in brilliant colors and in three dimensions. The game also produces some very funny moments—such as Mario slowly drifting like a falling leaf before he gets stuck in a wall. And if a map and game will be familiar instantly as Mario fans the world over.

Paper Mario is a gorgeous addition to the Mario franchise. While the characters take on the form of simple 2-D polygons, the backgrounds, buildings and items are all rendered in brilliant colors and in three dimensions. The game also produces some very funny moments—such as Mario slowly drifting like a falling leaf before he gets stuck in a wall. And if a map and game will be familiar instantly as Mario fans the world over.



It Begins...

Paper Mario is a game that has something for everyone. It's simple to learn and fun for younger gamers, yet complex enough to keep even the most experienced gamers entertained. The game is a perfect blend of simplicity and complexity, and it's a great way to spend some time with your family or friends.

Paper Mario is a game that has something for everyone. It's simple to learn and fun for younger gamers, yet complex enough to keep even the most experienced gamers entertained. The game is a perfect blend of simplicity and complexity, and it's a great way to spend some time with your family or friends.



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

- IGN64



Ogre Battle 64

Person of Lordly Caliber



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



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The Big Takedown

WWF & WCW

This season, a WWF and a WCW game are smacking down onto the squared circle. Find out if one of the wrestling games should be swept under the mat in a blow-by-blow grudge match.



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With superstars like The Rock, Triple H, Chyna, Mankind, and Stone Cold Steve Austin, the World Wrestling Federation has become the most popular wrestling powerhouse around. THQ's four-player WWF No Mercy spins into the wrestling game arena, boasting the same vicious action and antics that made the WWF a success. In the other corner, WCW Backstage Assault takes the action to new arenas. Will the WWF still dominate?



NP: HOW IT RATES

Perhaps not as shamelessly brutal as WCW Backstage Assault, WWF No Mercy is appropriate for Teen players and older because of its animated violence and optional bloodshed.



Despite flexing big muscle with brawlers like Goldberg, Sting and Hulk Hogan, World Championship Wrestling has often been overshadowed by the WWF. At first, N64 WCW games proved their gaming might by being big on fun thanks to the excellent fighting engine developed by AUL. Now that THQ is creating the WWF's games using that fun favorite engine, EA's WCW Backstage Assault must set itself apart some other way. EA's solution is pure hardcore.



NP: HOW IT RATES

Recommended for Teen players and older, WCW Backstage Assault features animated blood optional and violence and a pyrotechnic match requiring you to set your rival aflame.

What's New

In the big ringside-by-ringside comparison, the games' standout features are marked with an X. Since *Backstage Assault* relies entirely on out-of-the-ring weapon-based matches instead of all aspects of wrestling, it sports considerably fewer modes of play.



Exhibition



Exhibition Mode is the standard one-match game. You can set up the match to be a Single, Tag, Triple Threat, Handicap, or Cage Match.

Pay-Per-View



To personalize a match or make an anniversary one, use PPV Mode to name an event, then assign it a date, venue and number of your choosing.

Guest Referee



As the ref, you'll guide each match. The fighters will try not to hit you, so you'll be free to declare rope breaks and call the game and non-performance.

Ironman Match



In the timed Ironman Match, you must try to score as many pins, KO's, submission and other qualifications against your opponent as possible.

Royal Rumble



Four wrestlers compete in the ring at once. When someone is knocked out of the ring, a new fighter will enter. Up to 16 wrestlers can wait in the wings.

King of the Ring



King of the Ring is the WWE's standard round-robin match that drops you into a bracket tournament of 3 to 15 competitors.

X Ladder Match



One of the WWE's coolest stunts, the Ladder Match requires you to set up a ladder and climb to the dangling belt before your foe knocks you over.

Championship



In the open-ended, year story and series of fights will unfold depending on whom you beat. Reviewers (backstage interviews) will appear between matches.

Survival



In the grueling Survival Mode, you'll fight 100 other superstars. You'll win money in your fight, which you can spend in the Smackdown Mall.

Smackdown Mall



The trashy yongocket in Championship and Survival Modes is good for buying movies, outfits, props and characters for the Create-a-Wrestler Mode.



Exhibition



To both it up in a single match, choose Exhibition. Unlike four-player No Mercy, all of Backstage Assault's modes are for one to two players only.

X Hardcore Gauntlet



In the WCW's Hardcore Gauntlet, you compete for the title by battling from arena to arena against seven hardcore brawlers.

Hall of Champions



Hardcore Challenge



In Hardcore Challenge, you must battle your way through all of the backstage arenas. Along the way, you'll unlock characters and moves.

Create-a-Superstar



You can create your fighter's looks and wardrobe, and assign abilities and moves in the Create-a-Superstar Mode.

Unlike most wrestling games, *Backstage Assault* awards points based on your offensive style and variety of moves. You're not just trying to win a belt—you're trying to amaze your peers. The Hall of Champions ranks the finishers by high score.

The Look

Big-time wrestling has always been flashy and showy, so graphics play a beefy part in wrestling games. Know its role in WWP No Mercy and WCW Backstage Assault.



Graphics



WWF No Mercy does its best to recreate its big production TV counterpart. Backstage interviews, color-coded timeline videos and slick graphics make for a glossy wrestling experience.

Camera Angles



No Mercy gives you the option of viewing the action through a fixed camera angle. You also have the luxury of exploring the action only to cease in on the brawling, giving you a 360-degree view of the brutality.



Graphics



Not even as smooth looking as Jimmy Hart's Backstage Assault, its animation comes off as choppy and seems to be missing a few frames. On the plus side, these things are fun and wash in a riot of color.

Camera Angles



Backstage Assault never takes place in rings. The barbershops and other locales are fairly large, so the camera occasionally switches to an awkward bird's-eye view when the fighters are far apart.

Ringside

Wrestling is about fighting, and it's also about presentation. To keep the big production a spectacle that you'd want to keep watching, both games focus on options and glitz galore.



Wrestler Intros



The WWF's wrestlers know how to make an entrance, and No Mercy includes all of their theme music, posturing and Titantron videos. WWF fans will find the theatrics they're looking for, including Taz Cost and Ric Flair's victory dance.

Game Options



If you pause the game, you can tweak fight time, like cameras and the Attitude Meter, which will allow you to pull off a special move when the gauge tops out. Before a non-title match, you can set the stakes of winning and noble bloodshed.



Wrestler Intros



Since most of the game takes place in the ring, Backstage Assault doesn't include the showy intros. What it does have for punts that No Mercy doesn't offer is a seamless running commentary that's sport-on and hilarious.

Game Options



Though the action takes place backstage, some rules still apply, and you can modify them. Backstage Assault's Options menu allows you to set time limits and outside judges with RAs, suburban sons and "Fist Blood."

Create A Star

No Mercy boasts more looks and outfits for your personalized wrestler, but both games give you the freedom you need to engineer the perfect fighting machine.



Buy and Build



No Mercy's Edit Character Mode lets you put down the ring name. Now your character looks, acts, fights, sounds, disposes, enters the scene and reacts to blood are just some of the many micro-management aspects.

Make Your Own



Backstage Assault's Create-a-Superstar Mode is based on a point system. Moves and abilities have point values, and you must have enough points to acquire the attributes.



Hardcore

Wrestling with weapons is the basis of EA's Backstage Assault. In THQ's No Mercy, the Hardcore Match is just one mode among many hand-to-hand modes of combat.



To the Core



In Hardcore Mode, weapons like Ali Shavaz's head, the Dudley Boyz' barbed wire belt or at your disposal. Even other modes you can find a weapon in the audience.



Basin of the Titans



Backstage Assault being on your side in the Hardcore Basin, you'll unlock new arenas, like the media room and locker room, stocked with outrageous makeshift weapons.

Anything's a Weapon



Though you can change any attribute in No Mercy and enter a Hardcore bout, Backstage Assault has more weapons. If it isn't nailed down, you can pick it up and wield it.

Unlocked

The spoils of war come in the form of special moves and characters that you must earn.



Bonus Brawlers



As you win matches, you can unlock hidden heroes like Andre the Giant. For other characters like Shawn Michaels, Ken Shamrock and Earl Hebner, you must win enough throughly winning this wrestling.



Style Points



Backstage Assault has a set name of character's and moves. Every little thing you do in a little can open them. A high score, which is based on the variety of moves and moves you do, opens them.



Play To Win

The bells and whistles are just icing. It's the fighting that makes the game, and both slamfests feature signature moves and easy-to-use controls.

Full of Attitude



In *No Mercy*, the pedigreed Attitude Meow fills up when the crowd is on your side. By earning a can of your Attitude Meter. When it's raised out, grapple your foe then move the Control Stick to unleash your wrestler's devastating Attitude move.

OK to KO



WCW encourages a weapon use, including a scenario in which you get your opponents on fire by clicking them with a two-by-four you win! The game still conveys wrestling's swiftness, since double in corners double as turnbuckles and boundaries like stocks of steel are also boundary lines in the ring. You can pin your foe, too, but only by a weapon and more points.

The Champion

If you're still having trouble grappling with this season's two wrestling games, maybe NP's resident wrestling game fans can help you pin down a pick.

Andy Hartence

I give EA credit for trying something new, but *Backstage Assault* just can't compete with *No Mercy*. The WCW game is fun for a while, but it doesn't last long for the shock value to fade. *No Mercy* outclasses *Backstage Assault* in every category.



Brian Jones

No contest—WWF's superior graphics and variety beat WCW. Although WCW's hardcore action is shocking and gives you the cool ability to light your opponent on fire, it's no match for WWF's *No Mercy*. And that's the bottom line, 'cause Stone Cold said so!



Jason Leung

WCW *Backstage Assault*'s gimmicky is over-the-top, but as The Rock says, "It doesn't matter!" WWF's *No Mercy* is simply more fun, varied and refined. It's about time a Ladder Match was added to a wrestling game, and THQ rose to the occasion with it on TV.



Know Your Role

At NP, WWF's *No Mercy* is the People's Champ. WCW's *Backstage Assault* may look like a one-night, go-pound wedding by comparison, but its shock value shock is at least worth a look. Hands down, *No Mercy* handles better and offers more ways to play and have fun, but *Backstage Assault* might still please WCW fans with its smothering take on the sport.

Mess with the best
GO DOWN
like the rest.



*THREE CONTROLLABLE CHARACTERS
*WITH THREE ABILITIES AND WEAPONS

■ INNOVATIVE COMBAT SYSTEM

★ FAVORITE CHARACTERS FROM THE SHOW

• FIGHT AGAINST MYTHICAL TERRIFYING MONSTERS
• 12 FULLY 3D WORLDS TO EXPLORE IN ANCIENT GREECE



MARIO TENNIS

©1998 Nintendo/Camelot

TM



Fresh from his smashing tennis success on the N64, Mario is taking his racket on the road for Mario Tennis on Game Boy Color. Published by Nintendo and developed by Camelot, the creators of Mario Golf and Mario Tennis for the N64, the new portable sports Pak has all the makings of a major hit!

Tennis Fun for Everyone!



Whether you want to challenge a pal to a friendly Game Link match or you're ready to embark on a grand-slam tennis career, Mario Tennis invites you to serve, volley and smash through a full-fledged tennis experience. Exhibition matches allow you to plug in and play with customized characters and Nintendo stars

while Mario Tour Mode gives you the chance to build your skills from the ground up and rise to the ranks of the tennis elite. Both modes feature singles and doubles action.



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- FLIGHT SADDLE

KOOL STOP



classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

ARMY MEN SARGE'S HEROES 2

AT EASE, SOLDIER!

 Ten hat, juhkeed! If you want to be in Sarge's platoon, then you'll have to be the best of the best. The members of the plastic army are not without pity, however. If you're having trouble taking out those terrible Tass, enjoy a bit of spare time with our massive list of level passwords. Oh, and while you're at it, check out the cheat codes we intercepted. All codes are entered in at the code screen—easily accessible from the main menu.

MANY MINIS

We know Army Men are supposed to be small, but this is ridiculous! If a two-outfit gun is still too much to handle, punch in the code DRVLVSNM to see the world from an ay's perspective.



PLAY WITH PLASTRO

The tin menace of General Plastro has led wars to all that's good and pure in life. Of course, he's not bad, he's just miscalc that way. Input PLSTRVSG to take up arms as the portly protagonist.



VICKI'S VICTORY

Vicki Gimmix is already a playable character in some areas, but why not upgrade when you can? Try the code GPNVRLRX to control Miss Gimmix any level you choose.



I'M SO SHINY!

Using the code TMMB will leave your soldier with a sparkling silver sheen. Though the result looks like the body armor found in the game, you won't receive any extra protection.



LEVEL

PASSWORD

LEVEL 2—BRIDGE

FLNGDOWN

LEVEL 3—FRIDGE

GTMLK

LEVEL 4—FREEZER

CHLLBB

LEVEL 5—INSIDE WALL

CLSNWN

LEVEL 6—GRAVYFARD

DGTHS

LEVEL 7—CASTLE

RNKNSTN

LEVEL 8—TAN BASE

BDBZ

LEVEL 9—REVENGE

LBBCK

LEVEL 10—DESK

DSKJB

LEVEL 11—BED

QTSLP

LEVEL 12—BLUE TOWN

SMLLVLL

LEVEL 13—CASHIER

CHRST

LEVEL 14—TRAIN

NTBRT

LEVEL 15—ROCKETS

RDGLR

LEVEL 16—POOL TABLE

FSTNLS

LEVEL 17—PINBALL

WHSWZRD



A LEAGUE OF THEIR OWN

 Pokémon Puzzle League is taking the gaming world by storm, and now you can be the first on your block to cheat it and beat it. The codes below will open up hidden Trainers, allow you to modify certain settings, and open up difficulty modes so tough they made Ash break down and weep like a baby. A big thank-you to the clever reader who sent the codes our way.



 Go to the first game setting screen, then hold the Z button and tap L, A, and then B to unlock the Very Hard Mode.



 If you're feeling peckish, head for the game setting screen, hold the Z button and press L, A and then B to unlock Super Hard Mode.

FAST AS YOU CAN

For most of us, the 50 setting in the Speed Marathon section of Pokémon Puzzle League is more than enough. However, you're one of those folks who like a challenge, go to the title screen, hold the Z button and press L, A, L and then L. You'll be able to set speeds as high as 99.



TRAINER TIME

 This two-player League fan has never quite seemed complete. Maybe it's because of those four hawk-shaped shadows with huge question marks above their heads. Grab a buddy and simultaneously hold L+R on both Controllers. You'll gain access to the four hidden Trainers.



FEEL THE RUSH

 It turns out the cheats in Rush 2049 are so secret, there's a code just to open the menu. Once you've unlocked the cheat menu you'll see a whole range of auto options. Our crack code team has gone without



sleep for weeks to find these few nuggets, but we know there are more—so if you track any down, send 'em our way! Note: The code to open the menu is entered while highlighting "Options" at the main menu, the others by highlighting that option in the cheat menu and inputting the code.

CHEAT

CODR

OPEN THE CHEAT MENU

HOLD **L** + **R** + **A** + **B**, THEN TAP **Z**

INVINCIBILITY

PRESS **↓**, **←**, **→**, **↑**, **←**, **→**, THEN HOLD **↓** + **Z**

BRANKS

PRESS **↓**, **↓**, **←**, **←**, **→**, **→**, THEN HOLD **←** + **R** + **↓**

ALL PARTS

HOLD **L** + **R** AND TAP **Z**. RELEASE, THEN PRESS **↓**, **↑**, **←**, **→**. FINALLY, HOLD **←** + **R** AND TAP **Z**.

INVISIBLE CAR

PRESS **↑**, **↓**, **←**, **→**, **←**, **→**, THEN **Z**

SURVIVE IT ON GAME BOY COLOR

SIX PLAYABLE CHARACTERS

PLAY AS BLU, BILLY, AND FLY,
DINO, ARLO, AND STEVE, OR AS
DR. WILSON, THE PALEONTOLOGIST



THREE-LEVEL ACTION

JOIN SWIM, RUN, CLIMB,
UNRAVEL PUZZLES - AND BATTLE
SPINNING ATTACK TRAPS BUT
TRY TO WIN THE WILDERNESS



27 UNTIMED LEVELS

EXPLORE THE LAND OF THE
DINOSAURS, THE BIGGEST ADVENTURE
CLIMAX, AND THE BIGGEST
INTENSE BATTLE AGAINST
DINOSAUR CREATIONS



Disney's DINOSAUR



Ubisoft



GO FOR THE GOLD ON GAME BOY COLOR.



THE ROAD TO EL DORADO™



Run, jump, use a sword, climb, bow — even ride. Along the Road.



Fight Spanish soldiers, Native warriors, giant partners, wild towns. And, resist the deadly Circle of Fate.



2 Playable Characters: A Wayak, Taki or Miguel is your quest for the gold.

Go on, the gold is 20 huge levels — escape from Spanish soldiers, explore swamps & rainforests, speed through mine shafts, and defeat deadly Native traps. Mary will travel the Road to El Dorado, but few will reach the legendary lost city of gold.

WORLD-LEADER



GAME BOY COLOR



THE WORLD IS NOT ENOUGH

EA's newest N64 adventure has 14 levels of spy-filled mayhem, and you can crack the code with the help of our exclusive walk-through, straight from Q Branch to you.

007
The World Is Not Enough



SECRET AGENT MAN

Each level has a number of objectives you must complete, and new ones will sometimes be added as you progress. The objectives will also differ based on which difficulty setting you choose. Agent level objectives are shown in white type, while Super Agent and 007 level missions show up in green. Note that Super Agent and 007 levels have the same objectives, but 007 has no auto-aim.

Combat Tactics



Don't run straight down a hallway. Flag the wall and turn to a 45-degree angle so you can spot a possible ambush.



Guards will often wait on both sides of a hallway. Hug the wall and check around one corner, then twist to check and report.



Kicking open a door is a sure way to receive a nasty surprise. Open doors from the safe to avoid a terrorist's U-gauge welcome.



MP: HOW IT RATED
Rated R by the ESRB for heavy gunplay and realistic-yet bloodless—violence. The World Is Not Enough has been deemed inappropriate for anyone under 13.

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KING'S RANSOM

LEVEL 2

Since we showed Level 1 in volume 136, it's been jumping right into Level 2. There are a number of objectives, and while

you can complete them in any order you choose, we're showing the order we've found to be the most effective.

OBJECTIVES

 • **Attack** • **007**

- **Protect all primary MI-6 personnel** • **Secure codes and necessary equipment** • **Activate Third Floor Lockdown** • **Secure M-6 from the terrorists and escort her to the MI-6 Security Center** • **Manually activate sprinklers in lobby** • **Activate Second Floor Lockdown** • **Escort Dr. Watson back to report people** • **Find Sir Robert King** • **Go to Q Division**



Ten agents have entered MI-6, and they're finally clearing in through the windows. When the attack begins, highlight it to the Security Center and use the red computer screen to drop automatic window shades.



Once the floor is secure, eliminate stray enemies then return to M-6 and escort her to the Security Center. Run around and take out any additional terrorists if you stay too close to M-6, she'll be in the line of fire.



Head downstairs and locate the primary system control. You'll find it by taking the first possible right, another right, then left. It will flash turning green, allowing James access to the entire floor.


MI-6 GROUND FLOOR


Lock down the second floor to keep the terrorists out in the old. Keep away from computers and info centers—they explode when hit, which can be useful as long as you're not standing too close.



When you first enter the vault, you'll find injured guards. Go back to the Medical Center and find Dr. Watson back, then he'll let you to the vault. Be aware, however, that the good doc moves really slowly.



At the far end of the vault you'll find Robert King. He's been actually wounded, but he manages to give you a parting piece of advice. Listen to his words, then make for Q Division and the end of the level.

THAMES CHASE

LEVEL 3

Run through the narrow alleys of London as you pursue a female assassin. You're under a strict time limit, so you'll

need to move quickly. Be sure to rescue any hostages you encounter and keep an eye out for rooftop snipers.

OBJECTIVES

- **Protect her** • **Don't kill the assassin** • **Rescue the hostages** • **Enter the Downing Street**



The terrorist in Level 3 is well armed, and it takes a lot of shots to bring them down. As you make your way through the narrow alleys, look for bombs that explode with only a couple of well-placed shots.



The Sniper Rifle is a great weapon, but it can be slow and clunky to aim. Save it for rooftop snipers or marauding footpads. Hostage situations are the only occasions that call for you to move slowly.



Once you reach the first window, take out the guard then peek around the house. You'll see a door on the second level. Terranets are about to come bursting through, so run their dry with some well-placed gunfire.



As you make your way through the level, you'll enter a second window. Look on the ceiling for a yellow-and-black striped beam. Your Grappling Hook can attach to it, so use it to continue the pursuit.



Time runs short near the end of the level. Don't worry about eliminating every guard you encounter—just keep running and shooting until you see the subway entrance. Once you're back inside, the level is complete.

UNDERGROUND UPRISING

LEVEL 4

Watch out, James, there's a **lead mine** in the loo! Make your way through the subway, rescue all the hostages and

diffuse the bathroom bomb, or some unsuspecting commuter will be in for a nasty surprise.

OBJECTIVES

- Find all hidden **lead** in the subway.
- Use the **lead** to **diffuse** the **bomb** in the **loos**.
- **Rescue** the **hostages**.
- **Defuse** the **bomb** in the **loos**.
- **Make** your way to the **exit**.



Time may not be on your side, but **Stu** **Gonzalez** and **Use** the **lead** to **diffuse** the **bomb** in the **loos**. Aim to the side if there are **hostages** nearby—**direct** hit is **bad** news for **both** your **lead** and **lead**.



You'll find the **bomb** in a **stall** in the **men's** **bathroom**. Use **R's** **offering** **device** on it, but be **careful**. You must **activate** the **Device** **in** **the** **stall**, or your **heavy** **hand** of **tampering** will **cause** the **bomb** to **explode**.



Once the **bomb** is **diffused**, head for the **subway** **exit**. Watch for **hostages** as you **make** your way up and **keep** **eyes** open for the **yellow** and **black** **goggles** **back** **at** **the** **gates**—they'll **spook** up your **journey** **considerably**.

COLD RECEPTION

LEVEL 5

Fights on snow are a staple of Bond films, so use your **snow** **mobility** to **outwit** the **enemies**. You'll need to **slow**

down around the **fuel** **dumps**, but otherwise **maintain** a **high** **rate** of **speed** or you'll be **lost**.

OBJECTIVES

- **Find** the **code** to **open** the **door**.
- **Destroy** the **fuel** **dumps**.
- **Destroy** the **fuel** **dumps**.
- **Get** to the **exit** of the **gates**.



You'll have to **take** **every** **corner**, so **just** **go** **through** the **level** and **shoot** **what** you **can**. You will **encounter** **hostages** on your **journey**. **Be** **careful** to the **left** **host** **times** to **discover** a **much** **newer** **type** of **host**.



Find the **two** **fuel** **dumps**—they're **the** **code** to **open** the **door**. **Use** **R's** **offering** **device** on the **code** to **open** the **door**—then **slow** **down** and **shoot** the **bomb**. **Always** **keep** your **weapon** **ready**, or you **might** **shoot** **it** **instead**.

NIGHT WATCH

LEVEL 6

Caution and **watch** **your** **watchwords** as you **make** your way across the **darkened** **grounds** of a **high** **security**

area. You'll need to **tap** **phones**, **photograph** **evidence** and **break** **into** a **car**—all **without** **harming** a **single** **guard**.

OBJECTIVES

- **Find** the **code** to **open** the **door**.
- **Find** the **code** to **open** the **door**.
- **Find** the **code** to **open** the **door**.
- **Find** the **code** to **open** the **door**.



Most of the **plans** you're **required** to **tap** are **found** **nearby** **buildings**. But if you're **playing** on **Secret** **Agent** **level** or **above**, be **sure** to **tap** the **phone** in your **bedroom** at the **start** of the **level**. It will **save** you **hours** of **frustrated** **hair** **pulling**.



It **doesn't** **take** **long** to **shoot** a **pair** of **groovy** **glasses** for **Bond**'s **awakening** **enjoyment**. The **X-ray** **special** **allows** you to **see** **through** **doors**, **down** and **even** **walls**. **Since** you **must** **not** **kill** **guards** to **proceed**, the **goggles** are **particularly** **useful**.



Here's a **trick** **that** **will** **make** **Level** **6** **much** **easier**. **When** **Bond** **gets** **to** **the** **Secret** **Agent** **level**, he **also** **punches** **some** **time** **away**. If you **stun** a **guard** **while** **close** **enough** to **catch** **him**, he **will** **go** **down** **after** **three** **or** **four** **hits**—and it **doesn't** **count** **against** **the** **objective**.



The **final** **evidence** is in **Durand's** **office**. The **wall** **around** **the** **phone** is **the** **code** to **open** the **door**. **Use** **R's** **offering** **device** on the **code** to **open** the **door**—then **slow** **down** and **shoot** the **bomb**. **Always** **keep** your **weapon** **ready**, or you **might** **shoot** **it** **instead**.

MIDNIGHT DEPARTURE

LEVEL 7

Hitching a ride in a hatchback isn't quite Bond's style, but it will do in a pinch. You'll find lots of weapons with cops

lying around the Russian Airfield, so move slowly and check for enemies around every corner.

OBJECTIVES

- Avoid civilian casualties • Get the Arkov's ID Badge • Find the plane to bribe pilot
- Destroy the hijacked jet's tail rotor • Get the explosives to blow the plane



If a Night Vision Goggles are a lifesaver, as they allow you to see through the murky and pick out distant enemies. When you can then head with a super rifle. Be sure to shoot all the radios, or guards will sound the alarm.



You'll find Arkov's badge inside a small wooden shack. The badge is on a table next to a radio. Shoot the radio before grabbing the badge, because a guard could shoot it while you're standing next to it.



You'll need to secure a gun bag full of stylish weapons to bribe the transport plane's pilot. The bag can be found either in the back of a jeep in the motor pool or inside the nearby airplane hanger.

NOVIET AIRFIELD



If Devilov eludes you, you can track him down inside the control tower. Blamov's car, take his cell phone, then instruct the power traffic controller to land the plane. Getting Mr. Bond, no need to harm civilians.

MASQUERADE

LEVEL 8

One, you've scored your disguise, infiltrate the missile site and find out what the terrorists are up to. Keep your gun holstered—you'll want to play the passive scientist as long as possible.

OBJECTIVES

- Avoid innocent casualties • Destroy the missile • Get the Locust Card • Escape from the facility
- Rescue from the Blast Pit • Pick up the Locust Card • Escape from the facility



Once your cover is blown, you'll find yourself inside a deep blast pit. Help out the enemy guards around the rim of the pit, then use the all-purpose Grappling Watch to haul yourself to freedom.



There's a Locust Card you'll need to grab down one of the hallway's. Once you've got it, head out the back, run back down the hallway and jump onto the yellow-and-black bar to be carried to freedom.

CITY OF WALKWAYS I

LEVEL 9

Center city, be the food of the rich and famous, but it provides lousy cover in a firefight. Mr. Bond is hopelessly outgunned in Level 9—your only hope is to run and gun your way through.

OBJECTIVES

- Locate Zubov's • Keep Chetov's Arms alive • Get out without your allies
- Use the Power Medicines the computer



First, things first—break into Zubov's lab and secure him to aid you. Once you've secured the assistance, be sure not to shoot the bodyguards, who are dressed in pretty suits.



Once again, Chetov comes through in a pinch. Fog gives you a vision of many distant enemies, so use the Night Vision Goggles and head carefully. A good strategy is to find a hiding spot and survey the area from there.



If you try to snipe guards beating on each other, you'll never make it. Once you see a heavily armed guard, just run straight for him with your gun blazing. It's messy, but you don't have any long-range weapons to even the odds.



The computer is located on the top floor of a house. Be cautious there—friendly guards abound, and if you hit one, you'll have to start all over. Once you find the computer, attach the modem and download the data.



CITY OF WALKWAYS II

LEVEL 10

Howard is so upset that, on keep foiling his plans, he's called in huggers with large blunt claws to turn you into toothpicks.

The bladed beards are easily avoided, but a final ankle heli-captor will need to be dealt with, Bond-style.

RELATIVE



Ammaia plentiful (p.106)
10, so don't be afraid to
blast away. Just be sure to
aim for the dockwork area
in T-shirts and stocking
caps. If an armed man is
wearing a suit, he's a
friendly neighborhood



Once again, using Night Vision Goggles is the only way to go. Cowardly terrorists will stand atop buildings and launch grenade rounds at you, so lay their plans at times with a couple of well-placed K&A-57 shots.



A buzz saw helicopter will cut off the sidewall of your starting place, and there's another one waiting just behind the drawbridge. When you encounter saw armed choppers, run back inside until they fly off.



Choppers have sliced the bridge into pieces. It's possible to jump from section to section, but you can just bypass the whole mess and run along the tracks underneath. Watch for sniper fire from above.



Grab the AT-420 from the back of the car, then wait under the dock until you see an attack chopper overhead. Use Tracking Missiles and keep your weapon pointed at the Huey. You can return to the truck for more ammo as often as you like.

TURNCOAT

Fair warning, super spike Level 1 is really, really tough. Not only do you have to keep buildings, fight armies of well-armed men and rescue hostages, you have an insanely short time limit. If you're not a pro, don't get frustrated. Learn why the terrorists like to hide and keep trying.

LEVEL 11

OBJECTIVES



You begin the level unarmed, but there's a hidden locked step the ladder just around the first corner. It will cost precious seconds to retrieve it, but you'll find that it's well worth the sacrifice.



You can use a sniper rifle to pick off high target guards, but it's slow. Be aware that hostages aren't very bright and tend to run right into your line of fire. Also, hostages can be shot even after you've freed them, which is disturbing.



Once you reach the rooftops, you'll have to keep from bending to building, and that's tough when you can't see your feet. If you fall, you can climb up and try again, but you're better off just starting the level over.



Once you're done looting buildings, you'll find yourself in a crowded market. Try to pick off the guards as fast as possible and watch out for innocent hostages. If it tells you to hurry up, you're almost out of time.



The level's exit map is a set of stairs flush with the same wall you used to enter the last room. It can be easy to miss, especially when you're stuck and, uh, spinning. And run like mad.

FALLEN ANGEL

LEVEL 12

Once you've made it through the maddening coarseness that is Level 11, Level 12 seems like a stroll in the park. No time limits, no crazy jumping, just a good old-fashioned shootout. Now that's the Bond we know and love.

OBJECTIVES

- Go out without your alias
- Open the security door with the scanned fingerprints from Fallon
- Go on M. It. all right? • Stop Elektra from joining Bond



Once you get your hands on a rifle with a scope, use it to peek out behind from the front deck of the villa. Don't forget to look for enemies on the two boats in a small lake. They can be easy to miss.



Bullseye, the traitorous chauffeur, can be found at the far end of the dock by the boats. Once you get his fingerprints, a team of terrorists will rush you from behind. Make sure you're ready to engage in some serious gunplay.



A small hallway points behind the security door. Look up to see two security cameras. Shoot them both and continue on, otherwise you'll be trapped in a room with person gas. If that happens, escape with the Dropping Witch.



A SINKING FEELING

LEVEL 13

You're almost to the end of the line, but you still must sneak aboard a massive submarine unnoticed. Once

inside, you'll need to locate Miss Jones and scuttle the sub. Just an average day in the life of Britain's greatest spy.

OBJECTIVES

- Board the submarine • Locate and rescue Christopher Walken • Place Walken in the front Miss Room
- Submarine in the control room • Turn on Oxygen • Avoid cruise missiles



You can spend a lot of time and effort taking out the guards on the submarine deck, or you can just run to the end of the sub, climb the water, then crawl over the sub's tail and board for the conning tower. The choice is yours.



Once you make it inside the submarine, you'll be forced to climb down a tight, claustrophobic tunnel. Be sure to blast the guard directly under with you. A silenced pistol is the best tool for that job.



Make your way from the back of the sub to the front, keeping an eye out for extrasensory. There are a few novel effects still on board, so be sure not to shoot the blue-clad sea dogs. They're just caught in the crossfire.



When you find Dr. Jones, don't get too close to her. If you get close, she'll follow you around, which means she's likely to get shot. Clear the sub first, then come back for her.



Once Dr. Jones is safely stranded in the sub's mine rooms, return to the control room and sabotage the controls by opening fire on everything in sight. You'll scuttle the sub and set up a final confrontation between Bond and Herard.

VICTOR-3 CLASS SUBMARINE



MELTDOWN

LEVEL 14

Sinking the sub was a great plan, except that Bond and Christmas are trapped inside with a madman. You'll need to swim to the reactor core, swap Bond and escape with Dr. Jones. The

map below is a 2-D representation of a 3-D environment—since the sub is actually on its side—so it might take you a trip or two through it before you get the nod.

SUBMARINE



OBJECTIVES

- Enter the reactor chamber
- Obtain the Reactor
- Escape the Submarine



Keep an eye out for pockets of air as you swim, because you'll need to surface to replenish oxygen. The air pockets are marked on the map, and in the game they glimmer with a silver light. Remember the time limit, and don't dawdle.



Use the Grappling Hook to enter the reactor, then take out the guards and look for a red button on the wall. Pressing it will eliminate Bond, but it will also cause the sub to flood. Use your hook again to grapple your way to the next section.

MULTIPLAYER

The multiplayer mode in *The World Is Not Enough* is as deep and varied as you could want. With six different scenarios and 14 unique levels—including a battle on a dry-dock yard a Turkish city with high-rise sniper positions—you'll be competing against friends for a long time to come. You begin with the ability to play as characters like Bond and Moonpenny, but you can also unlock classic movie villains like Jaws and Oddjob.



It's single-player fun in a multiplayer world. You can customize stats to your liking, including boosting health meters and toggling the radar on and off. Watch for slower AI; you'll take you out with a single head shot.



While single-player is fun, you'll need to round up buddies before multiplayer really shines. EA was thoughtful enough to include options to split the screen both vertically and horizontally.



The four-player mode is surprisingly smooth and easy to set, even when you're fighting in close quarters. Fans of long-range warfare will be especially happy, as sniper locks are custom-made for sniper rifle mayhem.

The End of the World

The World Is Not Enough has tight game play, full voice-overs, a compelling storyline and nearly flawless graphics. In addition, the ooy level will prove to be a challenge even for seasoned gamers—a triumph in itself. So hurry up, Mr. Bond, you've got a world to save!



CARTOON
NETWORK

SCOOBY-DOO!

Classic Creep Capers



SCOOBY-DOO! Where are you?



A Tail Scare!



Zombies! Another Knight



Exclusive
Make & Buy order
booklet as this set was
designed for you!

Time to solve another mystery

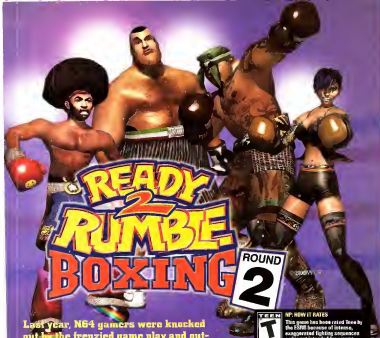


coming soon



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Last year, N64 gamers were knocked out by the frenzied game play and outlandish cast of characters in *Ready 2 Rumble*. This year, Midway hopes to deliver another knockout with the release of a sequel that features more action, more boxers and a few hilarious, unexpected cameos.

A SMASHING SUCCESS

After a few releases of playing *Ready 2 Rumble*, you'll know why it became such an immediate winner. The colorful characters are reminiscent of the '80s classic *Punch-Out!!*, and the tricky combo moves rival those of the best fighting games. Now EA's sequel takes boxing to another wild level.



MP: HOW IT RATES

This game has been rated **Teen** by the ESRB because of intense, exaggerated fighting sequences and is not intended for anyone younger than 13.



PACKING A FEW PUNCHES

Expanding one of the wildest, most popular boxing games ever made for a home entertainment system seems like an impossible task. But *Raid Raging Round 2* manages to bring more intensity and features that improve the game's replay

value. Innovative multiplayer modes and Rumble Fiercica are just some of the upgrades. And there are new bruises to take down for the first time. To define the moonmen, you'll need to know as much about them as possible.

JOHNNY "BAD" BLOOD

Following in his brother's footsteps, Johnny has decided to drop his life as a sleepwalker and step into the ring. His muscular build makes him an instant force, and his insatiable voluptuous game has the biggest reach in the game. Don't be surprised if you get exhausted from what seems like a safe distance when facing Johnny. His speed and strength make him a tough competitor.

HEIGHT: 6' 2"
REACH: 87"
SPECIAL: Back, Back, Forward + C
COMB: Over-Forward + A, C

MAMA TUA

Knocking down Mama Tua is about as easy as bagging a wild elephant with your bare hands. At an monstrous 400 pounds, she was withdrawn a flurry of punches without looking as much. But remember, the bigger they are, the harder they fall. Mama is slow, and a couple of effective combos could send her tumbling to the mat. Once she's down, it's a wonder how she'll get back up.

HEIGHT: 6' 8"
REACH: 77"
SPECIAL: Forward, Forward + A
COMB: C, A

JOEY T.

A former Misses from Italy, Joey T. needs no last name. He's well known for his bad temper. He's fast and strong and does so personal his opponents. Exploit his big belly by landing several punches to the head, then use for the gut. His reaction time is slow, so be sure to hit quickly. When controlling him, try pressing back, left C and top C to deliver a devastating blow.

HEIGHT: 6' 6"
REACH: 77"
SPECIAL: Back, Back, Forward + V
COMB: Up, Down + B, V, A, A, A



UNLOCKING THE NEW FACES

As is typically the case, you'll have to earn the right to play as one of the new boxers in *Raid Raging Round 2*. You must climb the ranks and become a champion if you want to unlock a new character.



The road to ultimate glory in fighting and in the belt, but once you learn your skills and become a title winner, you'll be rewarded with a new unlocked boxer.



Once you've earned the new character, the real fun begins. Take the champion into the ring and learn to take on every opponent who dares to challenge you.

RETURNING TO THE RING

The unusual boxers from *NK* have returned, complete with style and attitude. Owners of the first game will recognize the

unique faces and outrageous outfits displayed below. To prepare for your next bouts, read up on your opponents.

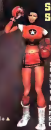
AFRO THUNDER



He's a loose, mean fighting machine who takes a brief moment to pause and enjoy his victory in the ring. But Afro Thunder is back where he belongs—in the ring. His loud music and quick feet make him a tough competitor, but he lacks size and strength. To control a quick series of thrust or punches, tap left C twice or back, back, tap C.

HEIGHT: 5' 7"
REACH: 73"
SPECIAL: Back, Back, Forward + A
COMBO: A, A, A, A

SELENE STRIKE



The tall, husky lady has a much meaner gape than her male and slightly heavier-looking brother. She makes her an excellent long-range fighter. With enough strength training, Selene could become the top force in the boxing world. She suffered a setback when warned by Mike Tyson, but she is more determined than ever to return. For a thump job, press forward, forward, tap C.

HEIGHT: 6' 3"
REACH: 87"
SPECIAL: Back, Forward + B
COMBO: A, B, B

BORIS "THE BEAR" KNOKIMOV



A walking billboard, Boris Knokimov seems more interested in posing for his personal people than winning in the ring. But don't mistake his relaxed energy for a lack of talent. He's tall and strong and very difficult to knock down. He's won a lot of a show off, but he's a real spunk in his arsenal. For a powerful punch, tap back, back, tap C.

HEIGHT: 6' 2"
REACH: 73"
SPECIAL: Forward, Back + A, B
COMBO: B, A, B

BUTCHER BROWN



His infamous punch known as "The Devastator" got him banned from the ring a few years ago, and once again reinstated, he hasn't toned down a bit. Butcher is short and stocky, but he can knock you down with one body blow. When fighting against him, try to stay away from his crushing swings. To head butt, press forward, back, forward, left C.

HEIGHT: 5' 6"
REACH: 62"
SPECIAL: Back, Forward + A
COMBO: Down Forward + A, A, A

ANGEL "RAGING" RIVERA



The man with the loudest shouts also has the loudest words. Angel attacks your boots in an attack of the ring, treating his opponents with flapping ears. But he has what it takes to go along with his style. He's one of the swiftest fighters around, and he has a dramatic and powerful right-hand attack. Still, Angel lacks size and strength and often gets stomped.

HEIGHT: 5' 5"
REACH: 71"
SPECIAL: Back, Forward + A
COMBO: Forward + A, A, B

JET "IRON" CHIN



Jet is a fly weight with a surprisingly long wingspan, and he shouldn't be taken lightly. He's agile and can land several punches quickly. He's also the most of the other fighters after opening his own boxing school in China. His high-flying acrobatic maneuvers can take down any opponent big or small. For a cheap ring, press back, left C, left C.

HEIGHT: 5' 8"
REACH: 78"
SPECIAL: Forward, Back + A
COMBO: Forward + A, A, A

LULU VALENTINE



Don't let the name fool you, this little knockout can throw punches with the full force. Her fiery, revealing sportswear serves as a welcome distraction to most of her opponents. Lulu is seriously lacking in size and strength, but she's quick and has effective combos. She can move with the best. For a powerful uppercut, press forward, left C, up C.

HEIGHT: 5' 2"
REACH: 64"
SPECIAL: Back, Back, Forward + A
COMBO: A, A, B, B

J.R. FLURRY



If you're lacking for a boxer who doesn't excel in any one area but is solid in all aspects of the trade, J.R. is your man. He's quick, strong, average in size, and fearless. As a matter of fact, he's downright arrogant, which is exactly what every coach loves to see in a student. When moving away from an opponent, he'll ensure back, back, left C.

HEIGHT: 5' 11"
REACH: 75"
SPECIAL: Back, Forward + A
COMBO: Forward + A, B, B, B

"BIG" WILLY JOHNSON



Maybe Willy was considered "big" because he's the first starting fighter decades ago, but at 171 years old, he's becoming frail. He's nobody else can convince the old-school star to keep up the five-fights-a-year style in professional, and he's getting a good deal of match. Quick fighters should dance away from his combat. Don't miss on his face, or you'll be sorry.

HEIGHT: 5' 9"
REACH: 71"
SPECIAL: Forward, Forward + A
COMBO: A, A, A, A

NOWHERE TO GO BUT UP

Whether you're in Tournament, Team Battle or Championship Mode, you'll need to prove yourself in the ring and work your

way up the ranks if you want to win titles and unlock characters. New features help to improve Ra-Ra's replay value.

ARCADE MODE



An usual, Arcade Mode is where to learn the controls of the game without the pressure of a winning bid match. Battle the CPU on a friend.

TOURNAMENT



Among the few complexities, a host of 25 teams is representative, and lack of mid-player modes. Thankfully, Tournament Play was added.



Up to eight players can enter the tournament and select one of the available characters. After each match, the loser is eliminated.



If there is an odd number of human players, the CPU will be added to the mix. The tournament continues until a show piece is crowned.

TEAM BATTLE MODE



In another attempt to create a party game within R2R, the Team Battle Mode was conceived. One or two players select a squad of four to eight fighters. Only two fighters battle in the ring at a time, with the Winner eliminating and the loser exiting. The first player to wipe out every member of the opposing team wins the contest. It's a perfect game for a large group.



CHAMPIONSHIP

Once you've gotten your character, you can make the big decision to start your own gym. One by one, unwanted fighters will turn

to you for help. Not only must you train them well, but you also need to make enough money to stay in business.

UNDERDOGS



Each time you select a fighter, he or she will be recruited. Slowly but surely, your project will win enough to get some recognition.

ONE STEP AT A TIME



Every four weeks, your boxer will get a chance to enter your gym look good. Between fights, you'll help your building stay up-to-date.

EYE OF THE TIGER?



Don't think that the game is all about romping in the ring. Each boxer in your gym must stick to a heavy, balanced workout routine. Use the chart below to determine which exercises will help you build your stats in the five different skill areas. If you save enough money, you can also take advantage of expensive dietary programs.

SHOW ME THE MONEY



Like any business, your venture will need some cash flow to survive. When a enough of your fighters is earning money for your new gym.

THE THRILL OF VICTORY



Ranking in the ring is a precious step toward the ultimate goal of being the top contender and becoming the world's best.

STRENGTH: Punching Power - Speed Bag, Heavy Bag, Weightlifting
STAMINA: The Recovery Speed - Heavy Bag, Jump Bag, Heavy Bag
ENDURANCE: Endurance Level - Jump Bag, Speed Bag, Aerobic, Push
SKILL: Skill - Speed, Agility - Jump Bag, Speed Bag, Aerobic, Push
EXPERIENCE: Increases with Number of Fights and Endurance

STING LIKE A BEE

The hours spent in the gym, the pages of scouting reports and the fastidiously tailored wardrobe all mean nothing if you can't execute fundamentals in the heat of the battle. Winning in *Rakka* requires knowledge of each boxer's special skills and unique flaws.

FIGHTING STYLES AS VARIED AS THEIR FASHION SENSE



When using a strong, tall boxer with a long reach, don't let your opponent get too close. Try to inflict damage from a distance.



Some fighters can perform special moves faster than others. The more combos you land, the faster you'll knock out your opponent.



Boxers with quick hands and both can draw most from the crowd will approach swiftly with a fast flurry of jabs and special combos.

BONUS POINTS FOR SHOWBOATING

Sportsmanship? When has that ever applied in the world of boxing? As a matter of fact, taunting is downright encouraged in *Rakka*. Most taunts will earn you one or two letters. But trash talking will also leave you vulnerable to an attack.



ACTIVATING RUMBLE MODE

Once you've landed enough clean punches or inflicted enough damage to spell the word **RUMBLE**, you can activate Rumble Mode by pressing A and B. Your blows will become faster and stronger.



After a profitable race, your gloves will begin to glow and your opponent will start shivering in his or her shorts.



Quickly attack your opponent by pressing left, C and B to perform a Rumble Flurry, which increases the speed of your power punches.



By working until you've earned **RUMBLE** time to taunt, before entering Rumble Mode. The more progress you have in a win position your Rumble Flurry will be. They can even wear your enemy flying out of the ring!

GUEST STARS

Among the players you can unlock in Arcade Mode are two familiar faces. Shaquille O'Neal can rely on his past fighting experience in games like *Shaq-Fu*, but Michael Jackson has his work cut out for him.



RUMBLE ON

Rakka: Bowling Round successfully brings back the winning aspects of the original while adding new characters and features that increase the game's value. And if you're delighted by the appearance of Shaq and MJ, you'll be overwhelmed by the other hidden celebrities. Don't wear out your chamber!

Disney's *Aladdin*

Disney's ALADDIN
COMING TO
GAMEBOY COLOR



Aladdin slashes his scimitar, leaps across rooftops, and dodges danger through the streets of Agrabah to free the Sultan's daughter, slay the evil Jafar, and save Princess Jasmine from the evil fate of living on a flying carpet for ever in a magical, fun-filled ride.



Background:

GAMEBOY
Color



Ubi Sott

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Relive the early 1980s without the stupid haircut. Midway's new collection of classic quarter eaters warps all the bleeping action of the old arcade into your N64.

MIDWAY'S GREATEST ARCADE HITS Volume 1

Prehistoric Pixels

Midway and Digital Eclipse have journeyed back to the Reagan era to reproduce six favorites from the floor of the arcade. Enjoy the relics of a simpler time, when polygons were found in geometry class and 2-D was a character on the Facts of Life. The N64 Controller may not feel like the arcade joysticks, but it's probably less sticky.

Root Beer
TAPPER

DEFENDER

SINISTER

JOUST

ROBOTRON:
204

SPY HUNTER

Joist



Spy Hunter



Robotron



Defender



Root Beer Tapper



Sinistar



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DEFENDER

Most of the sounds in Defender can be reproduced with a garbage can lid and a spoon, but the granddaddy of all side-scrolling shooters still packs a wallop.



Hostage Situation

Defender is so named because you must protect hostages (humans) from alien kidnappers. The little people get out dirty scenarios as they're pulled to the top of the screen, where the aliens absorb them and mutate. Shoot the aliens before they mutate, then catch the humans as they fall.



Bomb Smart

The Smart Bombs are the most powerful weapon in your arsenal, but you'll get only a few of them. They destroy all the enemies on the screen at the time you activate them.

Arcade Trivia

When Defender was introduced, it wasn't very popular because it had too many buttons.

Defender and its Pac-Man share the title of highest grossing video game.

Hours before the trade show debut of Defender, the game had everything except the actual ROM chip that contained the game.

ROBOTRON: 2049

Go back to the year 2049, when a lone warrior fought through wave after wave of deadly robots. You'll go berserk over Robotron's fast-switch action.

Hot to the Touch



Stationary Electrodes come in different shapes and sizes, and they are equally deadly if you touch them. Shoot them to make them disappear, or simply avoid them.



Grunt Robotrons

Instead of using weapons or armor, Grunts try to beat you with overwhelming numbers. Blast your way through the crowd.



Hulk Robotrons

Newly armored Hulk Robotrons will slowly hurt any hapless humans on screen. Shoot them to slow them down.



Spheroids and Quarks

Shoot the Spheroids as soon as you can, because eventually they appear fast-moving, fast-shooting Quarks.



Brain Robotrons

Their huge noggin aren't just for show—Brain Robotrons are smart enough to fire back. Avoid their shrewlike of doom.



Robot Riot

Energy blasts were controlled with a joystick in the arcade version of the game, which allowed you to fire several directions in quick succession. The C Buttons use a more sensibly control scheme, but the strategy remains the same: Clear a path through the hordes of robots so you can rescue humans.

Arcade Trivia

In an early version of Robotron, Quarks were referred to as Cubeoids.

Eugene Jarvis and Larry DeMar were the leaders of Midway, the independent team that developed Robotron.

Jarvis had a broken hand at the time of the game's creation, prompting him to use a two-joystick control scheme.

Root Beer TAPPER

Customers are lining up to enjoy the frothy mug flavor of your delicious root beer, but the soft labor market has forced you to man the counter alone. Start Tapping.



In Your Face, Root Beer Boy

The object of Root Beer Tapper is to satisfy your customers by sliding them beers at various venues without breaking any mugs. You'll be treated to a bonus stage after you successfully serve all 50 customers in a bar. Each time you reach the stage, a vicious creep shakes up several cases of root beer before the cans are scrambled on the counter. Pick the non-explosive can of the bunch if you want to rack up bonus points and avoid a root beer facial.



Mind the Mugs

After they take their first, customers will send their empty mugs back to you. The mugs move slowly toward your end of the bar, so you'll have time to slide other customers beer before you need to pick up the empties. Try to catch the mugs at the rear end of the bar, but don't catch it so close that they fall off the bar and your turn ends.



On the Far Bar

You might assume the short bar at the top of the screen is really the same length as the rest of the bars. Don't be fooled—mugs take less time to travel down the "subterranean" bar than they do on the bars at the bottom of the screen.



Tips Appreciated

Customers occasionally throw down some change to reward your hard work—usually at the far end of the bar. Your work flow will slow down if you grab the money, so it's worth your while to abandon your tapping station for a few seconds. Act quickly, however, or the money will wash from the bar before you reach it.



Short Changed

There's a trapdoor to the top bar's slanted perspective. The "far" bar is far shorter than the other bars, which means you see grab tips with greater speed. If you have the choice of two tips, always go to the shorter bar to save time.



Backsliding

Most of the customers you come across are clamoring for root beer, but a few of them are just loitering at the bar. You can spot the loafers by their hand backs. If you serve them root beer, the mug will slide past them and alert for ending your turn.



Make Them Wait

When you reach the more advanced levels of the game, your success will depend on how you rig late. The time of root beer if you serve customers too quickly, they'll send an unmanageable number of empty mugs back to you. Try to serve just two mugs per row before moving on, then return to help other customers when you pick up the empties.

Arcade Trivia

Root Beer Tapper was originally known as just Tapper. It was an officially licensed product of Budweiser.

The Tapper prototype was tested in a bar called The Snuggery on Chicago's Rush Street.

Game designer Scott Morrison listened to Bevo, the Talking Heads and the Ramones. The music inspired him to create the third bar in the game.

The Tapper arcade game included a cup holder and a brass rail footrest to attract an audience of beverage drinkers.

The game's programmers recorded their beeps on a digital sound chip, but the sounds weren't used in the final version of the game.

Joust

In retrospect, it seems like an obvious idea—put knights on flying ostriches, then have them fight on platforms above a pool of lava—but somebody had to think of it first.

WIRENET'S GREATEST ARCHIVE EVER VOLUME 1



Egg Man

It's all well and good to knock enemy knights off their flying ostriches, but they'll just hop back on if you don't finish the job. The knights inexplicably transform into eggs for a few seconds after you defeat them. Collect these eggs to get rid of them for good.



Running Jump

You can slowly adjust your altitude by flapping your ostrich wings with the A button, but high-speed ascents require forward momentum. Get moving! Start on a platform, then flip a bit to reach the top of the screen.



Bird-Dogging

Don't wish for enemies to come to you? You'll have an advantage in a fight if you stay behind the bad guys while you pursue them.



Take a Dive

Piercing and downing the best techniques for unsuicidal enemies. Try to stay above your foes, then drop down on them at the last minute to defeat them. Head-on collisions are risky, because you may be below an enemy upon impact. The higher, the better, always.



Survivor Spoils

Any round of Joust you can walk away from is a good round of Joust. The game will give you Survivor Points just for saving your own skin.



Hot Wings

Exercise caution once the platform above the arena gives way. The molten muck will melt your mount into ostrich soup if you fly too close to it. Keep to the higher platforms when you can, but try not to let eggs hit into the lava.



Phlyng Pterror

The pherodactyl is reportedly reversible, but it takes time. In William's test—or mouth, as the case may be. He the beast, head on in the mouth to accelerate its decline. Fear bravely with a few own you too points or quickly end your pain.

Barcode Trivia

Joust designer John Newcomer started his career down the throat of a rubber chicken before submitting it to Williams Electronics.

Newcomer worked as a toy designer before working for Williams Electronics.

After the first Joust machines were shipped, a three-point bag, which allowed players to defeat the "invertebrate" pherodactyl, was found.

The tabletop version of Joust was unique in that it was the first two-player, same-side tabletop arcade game.

Joust takes up only 96K of memory.

SPY HUNTER

As every CIA agent knows, fast driving is the key to catching spies—fast driving...and hood-mounted machine guns.



Eating up Asphalt

Spy Hunter gives you points just for driving. The faster you drive, the more points you'll accumulate. In other words, it pays to kick the car into high gear as quickly as possible.

Arcade Trivia

The name of the car, the G-4135, came from designer George Gomez's birthdate.

The James Bond theme was programmed into Spy Hunter until developers determined that licensing costs would be too expensive.

A planned helicopter chase was excluded from the game because the developers ran out of time and memory.



Machine Guns

You can destroy vehicles in front of you with your machine guns, but remember that a hail of bullets is no substitute for careful driving. Bullet-riddled cars become dusty obstacles when they come to a deadstop in the middle of the road.



Smoke Screen

Disappear into a cloud of smoke by hitting the left D-Button. The smoke screen hides the progress of enemy cars behind you. The weapon is added to your arsenal after you upgrade in the back of the Weapons Van.



Oil Slick

You can't count on your enemies to crash on their own, so give them a little help with this oil slick. Squish the slippery substance out of the back of your car to make drivers behind you lose control.



Missiles

When you have trouble expressing yourself with bullets alone, send a missile with missiles to punish enemies. The real-life weapons cause extensive damage when you fire them at cars in front of you.



It's not enough for the Sinistar simply to eat your spaceship. It has to track-talk you while it pursues you through the tumbling planetoids.



Crystal Shards

You'll have a few moments of relative peace before the killer space critter's floating face comes looking for you. Use the quest crew to throw crystals from the planetoids with your adroit laser cannon. Each crystal you pick up will transform into a powerful bomb to use against Sinistar. You'll need plenty of bombs to make it to the next level.



Combat for Cowards

If you've been diligent in your crystal mining, you should have plenty of invincible bombs by the time Sinistar starts looking for a midnight snack. You can't outrun the monster, so it's best you sit, rely on your bombs to slow down while you try to flee. Bad hit chips away a piece of its face until it's destroyed.

Arcade Trivia

Before the production of Sinistar, the game was changed to make it more difficult. Arcade operators complained that players lasted too long on one quarter.

Developers considered naming the game Juggernaut or Dark Star.

No Quarter Shall Be Offered

The Game Pak also includes a video game trivia challenge, but don't get too nostalgic for the old days. Midway gives you everything worth remembering about the arcade. No creepy attendants to make change. No impatient teenagers stacking quarters on the game cabinet. Just the games. ☺

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



Get in on the Gold Rush!

Our latest roundup of English Pokémon names features 23 more creatures, some of which you've probably encountered on your own Gold or Silver journey by now. Look closely at the Pokémon below. Some are related to other Pokémon we've

revealed in earlier Gold and Silver coverage, and one is related to a Pokémon from the original games. Three of the Pokémon are the final evolutions of Gold and Silver's three starting Pokémon. Can you find them all?





Swinub



Remoraid



Natu



Teddiursa

Pokéchat



There's plenty of Pokémon stuff to talk about now that Gold and Silver and Pokémon Puzzle League are here. If you have a question, just send it in. Every Pokémon question is a good question.

Q: When are you able to use the Time Capsule in Gold and Silver?

Follow you around in Gold and Silver?

A: You can use the Time Capsule the day after you meet Bill in Fortree City. You run into him as he's fixing the Time Capsule in Saffron's Pokémon Center.

Q: I know what Fly and Surf do outside of battle, but what does Dig do?

A: Dig works in any place the Escape Rope works. If you get lost inside Union Cave or any other underground area, or if you want to leave an area like the Lightcave or the Forest quickly, you can use Dig for a fast exit.

Q: Will I get to compete in the Omega Islands in Gold and Silver?

A: No, you won't. That's one of the differences between the TV show and the games.

Q: I forgot to meet with Friends of Friday on Friday! Do I really have to wait a whole week to meet her?

A: Yes. Some events, like meeting the Day Siblings around Johto, happen on one day of the week only. Other events, like the Bug Catching Contest in the National Park, happen on more than one day—in this case, Tuesdays, Thursdays and Saturdays. Friends will appear on Route 32 every Friday, but you'll never find her there on any other day.

Q: Will a Pikachu transferred from Yellow

A: No. You can trade the Pikachu that you start Yellow with to Gold and Silver and place it in your party, but it won't follow you around.

Q: What does Mist do?

A: It protects your Pokémon from attacks that would otherwise lower its abilities, like Kinship, which lowers accuracy, or Scorch, which lowers defense.

Q: How can I tell if my Pokémon likes me?

A: Good question. Many Pokémon won't evolve if they don't like you or don't feel attached to you. To check out your friendship with your lead Pokémon, head over to the house to the right of the Department Store in Goldenrod City. The woman inside will tell you exactly how the first Pokémon in your party feels about you.

Q: What times are morning, day and night in Gold and Silver? I gotta catch 'em all, even if it means I can't sleep!

A: Any time after 6 p.m. and before 4 a.m. is considered to be night in Gold and Silver. Morning is from 4 a.m. to 10 a.m., and day is from 10 a.m. to 6 p.m. If you're looking for a particular Pokémon that comes out only in the morning, like Ledyba, you'll have plenty of time to catch it after breakfast. Don't go sleeping up until 4 a.m.—you can catch it at 6 a.m. instead.



Ghostly
Dusk and Dawn
Croakings, DC



Electrifying
Grouse Whirly
Pinecroft Valley, AZ



Hypnotic
Boris Blarney
Meridianville, CA



Ashley
Megan Miller
Champion, MN

Ask the Professor



How's your Pokémon Gold or Silver playing going? Have you made it very far in Pokémon Puzzle League? All of the newest Pokémon games are challenging and fun, and most of the questions this month come from one of them. I'm here to answer your questions if you run into anything tough in any Pokémon game.

How do I create large combos?

You have to learn to recognize a potentially large combo quickly in the jumble of multicolored blocks, which definitely takes practice. All of the puzzles in Pokémon Puzzle League are set up to be solvable. If you can see the pattern in the blocks, you can cash in on all the big combos and chains built into the blocks. Playing Puzzle Unleashed, which isolates a small group of potential combos and chains, will help you improve your ability to recognize the patterns.

Look for blocks of the same color in adjacent lines and rows, then group them to form blocks. Check out the puzzle below. The player on the left noticed that the red and blue blocks were almost lined up into a large block, so the player moved several of the blocks around to set up a large eight-block combo.



Thedigger starts building the combo by moving the blue block left.



After the top blue block moves right, flip the red and blue ones.

Where do I get the special Poké Balls?

After you help Kurt with the Slowpoke in Azalea Town, return to his house, stopping to pick an Apricorn from the one behind it. Kurt can use differently colored Apricorns to make several kinds of Poké Balls. Blue Apricorns become Lure Balls to use while fishing. Green make Friend Balls, which make Pokémon very attached to you. Yellow become Moon Balls, which help you capture creatures that evolve with Moon Stones. Black turn into Heavy Balls to capture big Pokémon. Red Apricorns become Level Balls, which can capture Pokémon at a lower level than your Pokémon.



While Apricorns make Fast Balls, Kurt can use them to capture Pokémon that run away quickly and are difficult to catch.



Give a Pink Apricorn to Kurt to create a LoveBall, which captures Pokémon that are the opposite gender of your battling Pokémon.

Why aren't my Pokémon producing an Egg? How do I hatch the Egg when I get one?

After you drop a Pokémon off at the Daycare on Route 33, walk outside and press A while near the Pokémon to check on its friendship with the other Pokémon. If you get the message "It's brimming with energy!" or "It has no interest in the other Pokémon," you won't get a Pokémon Egg. Any other message means you will get an Egg—you just need to be patient. To hatch your Eggs, place them in your traveling party and walk around a lot. In time, after you've gone pretty far, your Egg will hatch and you'll have a new Pokémon to care for and raise. You can store Eggs in boxes if you need to make room in your party.



These two Pokémon will produce an Egg if great time.



Place an unhatched Egg in your party, then start moving!

What's a good rental team to use to battle the Elite Four in Round One of Pokémon Stadium?

There are many rental teams that would work well, but one we like has Rhyhorn, Gengar, Lapras, Machop, Dragonair, and Starmie. The team is diverse and tough and more than a match for the Elite Four and rival, since you have to battle them with the same team. Try using Starmie, Gengar and Machop against Lorelei's Gengar, Lapras and Starmie against Bruno's Gengar, Rhyhorn and Dragonair against Agatha's Starmie, Lapras and Machop against Lance, and Dragonair, Rhyhorn and Machop against rival. Study each Pokémon's move set before you play, and think about both Pokémon type and attack type when you're battling. You should come out of the match a winner!



A diverse team is crucial in the battle against the Elite Four.



The Electric-type attacks the Pokémon as well as very important.

Colosseum

Is there anything you'd like to see in Colosseum? An all-Dark-type team? An unjustly overlooked Pokémon team? Well, then—wend it in! The world is waiting!

What sort of team did the U.S. Pokémon Champion, Ian Garvey, use when he battled it out at the first-ever Pokémon World Championships in Australia? We wanted to know, too, so we asked him to share his team with Nintendo Power readers. Ian used some very powerful, popular, practiced Pokémon in his battles, which must have been very exciting to watch. Check out his team to see what you think.

Alakazam



This Alakazam has a classic move set that won't surprise experienced players much—but it's a classic because it works well. Trainers the world over prize Alakazam for its high Special rating, which makes its Psychic attack a thing of beauty. High Special means it's also protected from Special attacks—in Red, Blue, Yellow and Pokémon Stadium, that is. Ian used his Alakazam in every battle he fought.

- Psychic
- Reflect
- Thunder Wave
- Recover

Snorlax



In these several moves for his Snorlax that use relatively common—with the high-level Trainers, including Anemoe, Ice Beam and Rest, and who could blame him? Rest such natural fit for the sleepy Snorlax, and it works well with the grassy-type HP Thick-stained coloration have the time to use Anemoe to raise their Special as attacks like Ice Beam freeze out the competition, he didn't use Snorlax at the championship.

- Ice Beam
- Anemoe
- Body Slam
- Rest

Exeggutor



In most, likely used Sun Spore to slow down the competition for his rocky Grass-and-Psychic type. The extremely unlikely Exeggutor can use Explosion to take for pushing many Pokémon's hopes of winning a battle—but it has to be used wisely, since it also knocks out Exeggutor. Ian used his Exeggutor in only two battles during the competition. Perhaps he feared a lot of Ice- or Fire-type Pokémon.

- Psychic
- Mega Drain
- Explosion
- Sun Spore

Starmie



Starmie is a super star Pokémon because of its speed, its useful Water-and-Electric-type and its high Special rating. As you can see from the Sun Spore Waves and the Sun Spore on his team, Ian believed that paralyzing your opponents is a good thing, and we'd like to agree—although the analogy seems to work better outside of Pokémon Stadium. Ian used Starmie just once in his many battles.

- Surf
- Thunderbolt
- Thunder Wave
- Recover

Rhydon



It depends on his Rhydon and its Alakazam, using them both in every single battle. That's good because they have some great moves. It's almost too good, because a tough Water-type and a hard-hitting Pokémon with high Special rating—or even a stinked-out Slowbro or Starmie—could take down his two most dependable Pokémon. That's probably why they both have HP-recovering moves.

- Earthquake
- Rock Slide
- Substitute
- Rest

Zapdos



Zapdos also made Ian's tournament of the time. Its very effective move set includes a Light Screen for out-battle from Special Attacks, Drill Peck for its great accuracy. Thunderbolt because it's powerful in the hands of an Electric-type and more accurate than Thunder, and Thunder Wave for its paralyzing inducing properties. Like most of Ian's team, its only weakness is its popularity.

- Thunderbolt
- Drill Peck
- Thunder Wave
- Light Screen



Shades of Grey

Shades of Grey
Sandy, 1999
Nintendo, FL



STARMIE BRIGHT

Starmie Bright
Mika Gumbel
John, FL, OH



Fake Wood

Fake Wood
Eric, 1999
Palm, MD



Mini-Thru

Mini-Thru
Ryan K. Gibb
Pompano, FL, GA

Send questions, comments and letters to:
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Hot off the Press



We've got plenty of Pokémon news this month, with two sizzling new products we know you've been waiting for! They're both related to Pokémon Gold and Silver, which makes them pretty precious, too.

Pokémon Stadium 2

Set to hit stores on March 26, 2000, the tentatively titled *Pokémon Stadium 2* will give eager Pokémon Gold and Silver Trainers the chance to see all of their Pokémon in glorious, animated 3-D! Gold and Silver players should be thrilled to learn that they'll be able to see all the cool stuff in their rosters in 3-D, too.

We're getting tons of mail from Pokéfans who want to play Gold and Silver on their TVs in addition to Red, Blue and Yellow, and that's just what you can do with *Pokémon Stadium 2*! What more will the exciting Game Pak hold? Keep reading in the upcoming months to find out.



The screen shots you see are from the Japanese version of *Pokémon Stadium 2*. Some things may be changed for the U.S. version of the game. Check the Pokécenter every month for details!

Pokémon NEO Genesis Trading Card Game

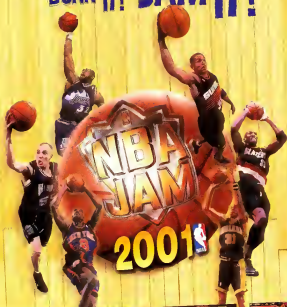
An all-new edition of the Pokémon Trading Card Game from Wizards of the Coast is on its way in early 2000. Most of the details, including the final release dates, are shrouded in secrecy, but we can tell you that the Pokémon NEO Genesis Trading Card game has lots of new stuff, including two new types of Pokémon and Energy Cards, Darkness and Metal, and new Trainer Cards, too!

As you've probably guessed, NEO Genesis features Pokémon from the already phenomenally popular Pokémon Gold and Silver. The new creatures will be introduced in several different NEO Genesis sets beginning early next year and ending later in the year. We'll be sure to give you more NEO Genesis information as it becomes available.

neo
genesis™

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

STUFF IT! SLAM IT!
DUNK IT! JAM IT!



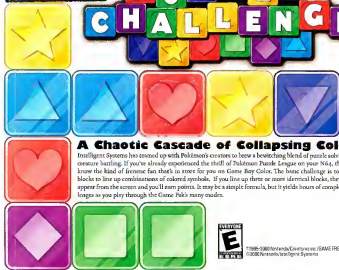
GAME BOY
COLOR



AKIam
SPORTS
akiamsports.com

You can always count on your Pokémon when the walls start tumbling down. They'll be by your side for all the feverish fun in Nintendo's block-busting puzzle challenge for Game Boy Color.

POKÉMON PUZZLE CHALLENGE



A Chaotic Cascade of Collapsing Colors

Intelligent Systems has teamed up with Pokémon's creators to brew a bewitching blend of puzzle solving and creature battling. If you've already experienced the thrill of Pokémon Puzzle League on your N64, then you know the kind of frenetic fun that's in store for you on Game Boy Color. The basic challenge is to switch blocks to line up combinations of colored symbols. If you line up three or more identical blocks, they'll disappear from the screen and you'll earn points. It may be a simple formula, but it yields hours of complex challenges as you play through the Game Pak's many modes.



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Mixing and Matching

Pokémon Puzzle Challenge offers a multitude of modes to tax your mind. You can start with Training Mode, move through focused challenges such as Time Zone or Garbage!, then use your well-honed skills against another Pokémon fan in Two-Player Mode.

TRAINING

Renowned Pokémon expert Professor Oak knows that the best way to learn a skill is through instruction and practice in a controlled setting. The game has modes that show you how to perform moves, and provides a slow-motion practice mode to try out what you've learned.



After careful study of the various combos and chains, you can work your way through a game in slow motion. The complex sequences will eventually become second nature to you as you play at faster speeds.

Block Party of One

Even if your puzzle-playing friends have deserted you, you can still have a blast playing against the computer in One-Player Mode. Open up new Pokémon in Challenge Mode or try out more specialized challenges. The open-ended nature of the game ensures it will never get boring.



Two-Player Mode works much like the one-player Challenge Mode, except that you face a real player instead of a CPU-controlled Dyno Liver. If you pull off big combos, you'll be able to bury the other player under Garbage blocks.



PUZZLE

Unlike the more action-oriented modes, the Puzzle challenge offers a stationary combination of blocks that you must clear from the screen in a set number of moves. It sounds easy, but many of the puzzles are deceptively difficult. In the later rounds, you'll need to think many moves ahead to achieve multiple chain reactions of falling blocks.



Professor Oak has created a progressively difficult sequence of level borders for you to solve. You must complete eight of the ten puzzles before you advance on to the next round.

MARATHON

Marathon Mode lets you set the speed and difficulty level of the basic game, then throws blocks at you for as long as you can clear the screen. See how long you can play, or try to rack up the highest score possible.



Marathon Mode can provide beginners with easy practice time or give skilled players a grueling workout—depending on how high the speed and difficulty levels are set.

TIME ZONE

Time Zone is the flip side of Marathon Mode. In each game, you'll get a limited amount of time to score as many points as possible.



You won't want to play conservatively in Time Zone Mode. Push upstrokes of blocks with swift bottom-to-top opportunities for scoring. If you play well, you'll be able to enter your name next to your point total on the Best Scores list.

GARBAGE!

Garbage! Mode is very similar to Marathon Mode but has one crucial difference: You must clear piles of Garbage Blocks as they fall on your stack. Garbage is cleared when you create a combo next to it.



Pick the Pokémon you want to dump Garbage on you, then set the difficulty level. Instead of adjusting the speed of the block movement from the bottom of the screen, you adjust the speed and amount of Garbage that falls from the top of the screen.

CHALLENGE

Once you've developed your block-busting abilities, take your skills on the road in Challenge Mode. You'll walk from town to

town in search of local Gym Leaders. Use combos and chains to make their Pokémon faint, then move on to the next challenge.



Every town you visit has a Trainer looking for a fight. After exchanging a few terse words, you'll go right into a battle. Choose a Pokémon to represent yours; the match then tries to score hits against your rival's Pokémon by creating combos of four or more blocks.



You'll face a string of progressively Gym Leaders when you attempt Challenge Mode on the easy or hosty level. More difficult opponents are waiting on the normal and hard levels. Your quest will end if all three of your Pokémon are defeated.

CRUSHING MOVES

The tough Pokémon you find on the normal and hard difficulty levels demand aggressive strategies. Four-Block combos cause damage, but you should also look for big combinations to finish off opponents before they bury you under Garbage.



Use 8-BLOCKS on attack against your opponent's weak line you put together a combo of four or more blocks. Each attack chips away at the rival Pokémon's hit points.



The bigger the combo or chain, the more damage you'll inflict on the other Trainer's Pokémon. A big combo, like the six-Block one shown above, will crush opponents.

Switch-Hitting

In Challenge Mode, you should look for big combinations and chains, even when there are plenty of three-Block combos available. Show some patience and set up your moves carefully. A little bit of planning can mean the difference between victory and defeat.



BLOCK COMBOS

While your natural inclination may be to clear lines from the screen as fast as you can, you should fight the urge. More blocks on the screen mean greater opportunities for big combos. Concentrate on building large combinations, but don't ignore the rest of the pile while you do so. If you focus too hard on building a specific combo, you may waste time when easier combinations abound.

3 BLOCKS



The bread-and-butter move in the game is useful for converting Garbage to usable blocks.

4 BLOCKS



Four-block combos are usually set up by vertically connecting two blocks to one block in a column.



If you create your four-block combo next to a Garbage block, you'll break the solid block into usable pieces.

5 BLOCKS



To achieve our first five-block combos, move two two-block sets of the same type into the same column, separated by a block of a different type. Slide the last block of the same type into place between the two sets.



Five-block combos are also possible by creating "11" or "1" configurations. For both types, you'll need to slide the central, connecting block into place last to form a combo.

6 BLOCKS



Six-block combinations are possible when you have two potential seven-block combos—one horizontal, one vertical—adjacent to each other. Switch the blocks at the corner of the two sets to create the combo.

7 BLOCKS



A column of four blocks and a column of three blocks can be used for a seven-block combo. Position the two columns next to each other so that one block in the three-block set and the second block from the bottom in the four-block set can be flipped to complete the both-combos situation.

8 BLOCKS



An eight-block combo can be constructed much the same way as a seven-block combo. All you need to do is flip the central block in a seven-block combo with a block in a three-block combo. You can also use two four-block combos.

CHAIN COMBOS

Creating block combos isn't the only way to score points and defeat opponents. Chains are created when the disappearing blocks from one combo cause another combo. Chains are often lucky accidents, but you can make them happen on purpose if you look closely for them.

X2 CHAINS



Potential two-combo chains are relatively easy to spot, while you're in the middle of a limited switch. Adjust blocks that are suspended by blocks that you're about to make into a combo. As shown above, you can disrupt a combo and open a slot for the suspended block in a move.

X4 CHAINS



Chains of four or more combos are extremely rare and almost always accidental. If you see a combo falling into place, however, you can make the most of it by moving other pieces around while the chain is still in play. When the play area was nearly empty in the first panel shown above, it helped turn a three-combo chain into a four-combo chain.

COLOSSAL COMBOS



It's possible to create a colossal one, one scenario blocks, but the two-combo is likely one event in the fast-paced Pokémon battles. When you can pull them off, the results are spectacular.



X3 CHAINS



It's rare when chains happen automatically, but many times you'll need to help them along while they're in progress. The vertical combo in the middle of the three-combo chain above was accomplished by quickly moving a block into place.



Garbage in, Garbage Out

Garbage blocks can pressure you and your pals, or create new scoring opportunities, depending on how you react to them. Create combos adjacent to Garbage blocks to turn them into usable blocks. The blocks will fall into place in gaps below and sometimes even create chain combinations. In Two-Player Mode, you'll drop Garbage on your opponent by building combos and chains.



Garbage isn't necessarily bad, but it can be deadly if you let it get too close to the top of the screen. Keep your pile low when the trash starts tumbling down.



Lots of Garbage can mean lots of blocks if you create an opportune combo next to the offending material. Use the new building supplies to put together bigger combos that would have been possible by your normal play. As an added bonus, chain reactions often occur when the Garbage breaks apart.

Pick up Pokémon Passengers

You'll start the game with three Pokémon and quickly add to your menagerie by defeating specific Gym Leaders after accomplishing specific combos or chains. After a Gym Leader gives you a Pokémon, you'll be able to choose the new character on the Stage Select screen.



PIKACHU



This most famous Pokémon of all is perhaps the easiest to acquire in *Pokémon Puzzle League*. Playing somewhat level or higher, you'll need to maintain a combo that reaches more than six blocks before you reach Clair. When you do beat Clairman, he'll hand over his Pikachu.

TOGEPI



Poke (as well) have egg on its face after you do level 100, but you'll be the one walking away with Togepi if certain conditions are met before you reach him. You must create a combo of more than ten blocks before you complete against Clair on normal or hard.

MARILL



As his name suggests, Swimmer does train Water-type Pokémon in his aquatic lair. He'll graciously give you his Marill if you reach him, but first you'll need to create a chain of more than five combos before you battle Clair on the normal or hard level.

SEMPREY



Probably will reappear but Semprey if you beat her on normal or hard. How do you succeed for such a simple behavior? Maybe she's interested by the shade of more than seven combos you'll achieve before beating Clair.



Be a Blockhead

The infectious action of *Pokémon Puzzle League* is sure to have you flipping blocks for hours, and the game's many features will give you extra incentive to accumulate combos. Fill up the Gallery with images from your assorted victories, or start to fill in the many mysterious question marks on the Stage Select screen. You gotta win 'em all! 🐾

Disney's
THE EMPEROR'S
NEW GROOVE

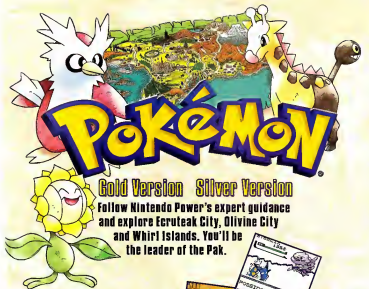
It's All About Me!

Think you've got enough games to be ME? Then step on up, it's your turn to be the llama. BOO--YA! Spit for distance, leap gaping chasms, even tangle with blood-hungry jaguars. Look at you and your bad self. Hey, now it's all about you!



Ubi Soft





Gold Version Silver Version

Follow Nintendo Power's expert guidance and explore Ecruteak City, Olivine City and Whirl Islands. You'll be the leader of the Pak.

A Jaunt in Johto

This month's Trainer tour includes a Bug-Catching Contest in the National Park north of Goldenrod City, a daring encounter with the treacherous Sudowoodo, a battle royal with the Kinsno Girls of Ecruteak City and a marathon swim around Whirl Islands. If that's not enough to whet your Pokémon appetite, you'll learn about two new evolutionary forms of Eevee and the third evolutionary forms of Cyndaquil, Totodile and Chikorita. It's enough to make a Pokémon master drool in anticipation, but close your copy of Power if you do because you won't want to ruin the treasure of information waiting for you in the following pages.



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Route 35 connects Goldenrod City to the National Park. You'll battle several Trainers and collect TM 64, Rollout, which builds slowly to a powerful attack. Look for valuable wild Pokémon, too, such as Allos, Dewgong, Nidoking, and Nidoqueen! If you're lucky, you may even catch a Ditto.

ROUTE 35

	Level	Type	Level	Type	Level	Type
#16 PORYG	FEW	FEW	NONE	FEW	FEW	NONE
#17 NIDORAN ♀	MANY	MANY	MANY	MANY	MANY	MANY
#18 NIDORAN ♂	MANY	MANY	MANY	MANY	MANY	MANY
#19 ALLOS	MANY	MANY	MANY	MANY	MANY	MANY
#20 DROWZEE	MANY	MANY	MANY	MANY	MANY	MANY
#21 DITTO	FEW	FEW	FEW	FEW	FEW	FEW
#22 NIDOROO	NONE	NONE	FEW	NONE	NONE	FEW

#57 TYPHLOSION TYPE: FIC

Typhlosion is the final evolutionary form of Charizard! The powerful Fire-type Pokémon will search Grass, Flying, and Bug-type Pokémon with FlameBreath.

Attacks:
 FLAMETHROWER
 FIRE BLAST
 FLAME WHIRL
 FIRE PUNCH
 FIRE RING

100%
 CUT
 STRAIN



National Park

The National Park is bursting with Bug- and Grass-type Pokémon. You'll also find some secrets, such as the gap in the fence that opens the way to TM 28, Dig. The biggest event in the Bug-Catching Contest.

Phone Number

Gotta Catch Them Bugs

#	NAME	LEVEL	Type
#1	CACTOPUS	LEVEL 7	PS
#2	CACTOPUS	LEVEL 8	PS
#3	WATERBUG	LEVEL 9-10	PS
#4	WATERBUG	LEVEL 11	PS
#5	KARUNA	LEVEL 12-13	PS
#6	BEETLE	LEVEL 14-15	PS
#7	PARAS	LEVEL 16-17	PS
#8	WATERBUG	LEVEL 18-19	PS
#9	SCYTHR	LEVEL 20	PS
#10	PSYCH	LEVEL 21	PS

PRIZES

First	SUN STONE
Second	FLARESTONE
Third	GOLD BRILL
Consolation	DEMY

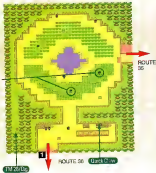
The Bug-Catching Contest is held on Tuesday, Thursday and Saturday. You'll have 30 minutes and 28 Park Balls to catch the strange Bug-type Pokémon, but you'll have just one Pokémon with you and you won't get to take any more. The Pokémon you choose should be able to defeat a level-10 foe with ease.

Night Watch



Your POKEMON look pretty tough.

The guard at the entrance to the National Park is pleasant enough in the daytime, but he'll challenge you to a 10-minute battle if you come for him at night. He won't arrest you, but he will slow you down.



National Park

	Level	Type	Level	Type	Level	Type
#1 CACTOPUS	MANY	MANY	NONE	NONE	NONE	NONE
#2 CACTOPUS	MANY	MANY	NONE	NONE	NONE	NONE
#3 WATERBUG	NONE	NONE	NONE	NONE	NONE	NONE
#4 KARUNA	NONE	NONE	NONE	NONE	NONE	NONE
#5 PORYG	NONE	NONE	MANY	NONE	NONE	NONE
#6 NIDOROO	NONE	MANY	NONE	NONE	NONE	NONE



Routes 36 and 37 link four important areas of Johto: Violet City, the Ruins of Alph, the National Park, and Ecruteak City. The grassy fields contain a wide assortment of interesting Pokémon, such as Scastler, Ledyba, and Growlithe. The Apricorn orchard supplies the raw materials for Heavy, Light, and Level Balls. There may not be many Trainers, but there's plenty of action.

Smashing Rock



After lighting Sudowoodo, lead to the east toward Violet City. You'll find a man who gives you TM 04, Rock Smash. Rock Smash performs as a rock throw, sometimes revealing a Pokémon hiding underneath.

Catch 'Em Wild



The tall grass along Routes 36 and 37 conceals a wealth of useful Pokémon. Spend some time fishing them out, including them in your party. Being plenty of Poké Balls and Great Balls with you to catch them all.

Free the Tree



The tree that blocks the path from the National Park to Violet City is actually a Pokémon called Sudowoodo. Use the Spirit Shards to get it fighting wild. You'll have only one chance to catch it.



ROUTE 36	WILD	SWAY
Mon.	Mon.	Mon.
Tue.	Tue.	Tue.
Wed.	Wed.	Wed.
Thu.	Thu.	Thu.
Fri.	Fri.	Fri.
Sat.	Sat.	Sat.
Sun.	Sun.	Sun.
101 PIGEY	MANY MANY NONE	MANY MANY NONE
102 NOODMAN	MANY MANY MANY	MANY MANY MANY
103 NOODMAN	MANY MANY MANY	MANY MANY MANY
104 VULPIX	NONE NONE NONE	MANY MANY MANY
105 CROWLITE	MANY MANY MANY	NONE NONE NONE
106 HEADHUT	NONE NONE MANY	NONE NONE MANY
107 STANTLER	FEW FEW FEW	FEW FEW FEW

101 SUDOWOODO TYPE: ROCK

Rock types such as Sudowoodo are vulnerable to Water- and Grass-type opponents. You should try to catch this fellow first for your collection. Its Bullet Attack is surprisingly powerful.

Attacks	101 SUDOWOODO
101 SUDOWOODO	
102 NOODMAN	
103 NOODMAN	
104 VULPIX	
105 CROWLITE	
106 HEADHUT	
107 STANTLER	



107 STANTLER TYPE: NORMAL

Stantler's attack is its only weapon. Using Hypnosis or Confuse Ray, the dangerous deer the Pokémon can bring a powerful enemy to its knees. Approach with caution and carry Awakening.

Attacks	107 STANTLER
107 STANTLER	
108 VULPIX	
109 CROWLITE	
110 HEADHUT	
111 STANTLER	



ROUTE 37	WILD	SWAY
Mon.	Mon.	Mon.
Tue.	Tue.	Tue.
Wed.	Wed.	Wed.
Thu.	Thu.	Thu.
Fri.	Fri.	Fri.
Sat.	Sat.	Sat.
Sun.	Sun.	Sun.
101 PIGEY	MANY MANY NONE	MANY MANY NONE
102 NOODMAN	NONE FEW NONE	NONE FEW NONE
103 VULPIX	NONE NONE NONE	MANY MANY MANY
104 CROWLITE	MANY MANY MANY	NONE NONE NONE
105 NOODMAN	NONE NONE MANY	NONE NONE MANY
106 LUDYBA	FEW FEW NONE	MANY MANY NONE
107 SPINNAK	NONE NONE MANY	NONE NONE NONE
108 STANTLER	MANY MANY MANY	MANY MANY MANY

Eccleisea City

The town of Eccleisea City holds several mysteries and dangers. You'll meet Bill, your rival and the famous Kinsara Girls. You'll step into the Burned Tower and learn the legend of the Tin Tower. The Gym has its own surprise in addition to Morty and his Trainers.



Kinsara Girls



The two Kinsara Girls may seem cute, but they'll stop you with their two evolved forms of Eevee. To win HM 03, Surf, from the girls, you should take it one step at a time and beat your Pokémon between bouts.



Burned Tower



When you head to the Burned Tower, expect to meet your rival, not to mention three mysterious Pokémon. Prepare to meet wild Koffing, Hattar and Zubat, too. Use Rock Smash to reach blocked areas of the building.

ROUTE 37

Rare Species

When you go down the middle section of the floor of the Burned Tower, you'll encounter three Pokémon that immediately run away. The three are Rhydon, Eevee and Sarcus. The three Pokémon will appear randomly in the wild. Be prepared to chase after them for a long time.

ROUTE 42



A Rival

Your rival has a stronger team this time. In addition to one of the Pokémon you don't choose at Professor Elm's lab, he'll have a Level 16 Magikarp, a Zubat and a Houndoom. If you have strong Ground- and Fire-types, you should be fine.



VIGO PERRALICAN TYPE: GROUND

The final dragon. To make evolve, turn it into a Peralican. Surf is a valuable move, as it is a powerful Water-type attack and helps you cross lakes and seas, as well.

Attack: 110
Def: 90
Sp. Atk: 100
Sp. Def: 100
Speed: 100

HP: 100
Def: 90
Sp. Atk: 100
Sp. Def: 100
Speed: 100



Fourth Gym Leader, Morty



It isn't easy reaching the Gym Leader in Eccleisea City. There is an invisible floor you must follow. The clue, "Move across the river," is a hint telling you to walk toward the "River" Sea. Use Psychic and Ground-type to battle the Ghost-type Pokémon you encounter in the Gym.





Routes 38 and 39 connect Ecrutek City with Olivine City. As you pass through the area, you'll find Trainers who are spotting for a fight and a farmer with a sick Milbank. Don't let that spoil your day. The two routes are famous for being the home to some wonderful Pokémon, such as the magnificent Tauros, the shocking Magnemite and Meowth.



BERRY BERRY

The sick Milbank at Magnesia Farm isn't giving a milk, and the only medicine will take is a Berry from a fruit tree. Give the Milbank lots of Berries. When it's well again, you'll receive TM 32, Snore.

#193 ESPEON TYPE PSYCHIC

You fight Espeon from 5:00 to Goldenrod City. Espeon can evolve into a Psychic-type, which also best without attack such as Psychic.

Attacks: SAND-ATTACK, PSYCHIC, MIRROR SLASH



#193 HOOTHOOT TYPE NORMAL (FIGHT)

Look for Hoothoot in the Eglar. The Green Eglar Hoothoot will make it a valuable member of your team.

LEVEL 33 #194 NOCTOWL TYPE NORMAL (FIGHT)

Attacks: BACKLASH, RHYTHM, TACK DOWN, BREAK EARTH



#191 SENTRET TYPE NORMAL

The Normal-type Sentret can use two HMs. When it evolves to Furret, it can use HM 04, Strength, as well as some powerful Normal-type attack.

LEVEL 19 #192 FURRET TYPE NORMAL
Attacks: QUICK ATTACK, SLAM, REST, AMNESIA



#197 UMBREON TYPE DARK

The Dark-type evolution of Espeon takes place only at night. Espeon evolves only in the day time or morning. Push the B Button to trigger an unevolved evolution.

Attacks: FROST, QUICK ATTACK, HURRY ATTACK, DARK LIGHT





Olivine City is the Johto port closest to foreign lands, but you won't be able to take the S.S. Aqua to reach Kanto until you defeat the Elite Four later in the game. On your first trip to Olivine, you'll want to collect HM on, Strength, and the Good Rod. You'll also have to help Jasmine, the local Gym Leader, heal a sick Pokémon in the Lighthouse.



Good Fishing

If you want to catch stronger Water-type Pokémon, you'll need a better rod. The man in the hut is willing to part with the Good Rod. He's had 30 years of good luck with it.



The man at the inn will give you HM04, Strength. Assign Strength to one of your Pokémon before heading to Route 42. You'll need to push stones when you reach Clearwater City.



First Floor



Second Floor



Phone Number

Third Floor



Fourth Floor



Heal the Pokémon

Before you can challenge Jasmine in the Gym, you must go to Clearwater City and get the Secret Potion from the pharmacy. Take the medicine to the top of the Lighthouse when you return.

Fifth Floor



Rare Candy

TM34 Swagger

Great Ball

Sixth Floor



Secret Potion

Fifth Gym Leader, Jasmine



Once you've helped her heal the sick Pokémon in the Lighthouse, Jasmine will see you in the Olivine City Gym. Her favorite Steel-type Pokémon are weak against Fire, Water, and Electric types. If you win, you'll earn the Mineral Badge and TM 23, Iron Tail.



The watery route to Cianwood City in the southwestern corner of Johto is filled with Tentacool and Tentacool. Swimming Trainers are everywhere, and mysterious whirlpools protect Whirl Islands. Once you have HM 06, Whirlpool, you'll be able to reach the island and try to uncover its secrets.

PSY4 MEGANUM FLYING DRAGON

The final evolutionary form of Colosso is the powerful Meganium. Solar Beam is its awesome attack against Water-, Ground- and Rock-types.

Attacks:
RAZOR LEAF
SOLAR BEAM
ROCK SLAM
SOLAR BEAM

HM:
04
FLY
STRENGTH



SWIM MEET

The sea between Olivine City and Cianwood City is a great place to earn money. Bring an Electric-type Pokémon with you to fight the Water types you'll meet, and use the Amulet Coin to double your earnings.



Cianwood City looks like a safe haven after the long swim through Route 40, but it's not all fun and games in the sunny south. One of the best Hidden Machines in the game is available in Cianwood City—HM 04, Fly—and you must defeat Chuck to get it. With Fly, you'll be able to travel as the crow flies.



Sixth Gym Leader, Chuck



Chuck and the other Trainers in the Cianwood City Gym are a mix of Pokémon including Ninetales and Houndoom, Machop and Machop, Mankey, Poliwag and Poliwag. Use a Pokémon at Level 30 or higher with Water-, Grass- and Psychic-type attacks. You'll win TM 66, Dynamic Punch.



Whirl Islands



After defeating the Gyn Leader in Mahogany Town to earn the Glacier Badge, you'll have the ability to use Whirlpool outside of a battle. You'll be able to reach Whirl Islands, where it is rumored that Lugia dwells.



Pharmacy

The Pharmacy has one main purpose—it's where you get the Secret Potion to take to the sick Pokémon in Olivine City. The other medicines in the shop include useful items such as Revive and Full Heal.



Potion	350
Super Potion	700
Hyper Potion	1,200
Full Heal	600
Revive	1,500

Catch It All

Whether you're playing the Gold or Silver version, much more lies ahead. After defeating the eight Gyn Leaders in Johto, you'll have to reach Kanto and take on the Elite Four of the Pokémon League. Look for continuing coverage of Pokémon Gold and Silver strategies in upcoming Pokécenter columns. And if you want the complete walk-through, check out the Pokémon Gold and Silver Official Nintendo Player's Guide.™

Disney's
DONALD DUCK

"Goin' Quackers" *!



Donald is Goin' Quackers!

Donald runs amok, goes berserk, and gets hyper across 56 levels in a cartoonish world in this hilarious quest to rescue Daisy. Defeat the evil magicians, Merlock, then collect all the pieces of the Gyro Gearloose's teleporter to send Merlock to a new dimension!



Available November 2000



player's poll contest

CATCH SOME AIR!



**BIG MOUNTAIN
WHITEFISH**

Ski & Summer Resort • Montana

Est. 1947

**Win a ski or snowboard adventure for you and a friend,
but don't forget your mittens!**



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COUNSELORS' CORNER

Your Questions—Our Experts!



The Legend of Zelda: Majora's Mask

WHERE IS THE STRAY FAIRY IN CLOCK TOWN?

The Great Fairy isn't looking like herself when you first enter the Fairy Fountain in Clock Town—the Skull Kid has turned the magical creature into a swirling mass of small fairies. The Great Fairy will reassemble herself only when all her component parts are back in the fountain. You'll need to capture one stray flier in Clock Town to set things right. Its location is dependent on the time of day. You'll find the stray in the Laundry Pool during the day. Hop across the water to reach it. The Stray Fairy can be more difficult to catch at night. Use the Deku Flower in East Clock Town to catch the

creature while in flight. If you return to the fountain after you've snagged your quarry, the complete Fairy will reward

your efforts by granting you a magical attack that lets you fire damaging bubbles at distant targets.



The Stray Fairy in South Clock Town's Laundry Pool is easy to reach, but be careful as you hop across the water. Deku Scrubs don't swim.



The Great Fairy is far more than the sum of her parts. The reborn creature will give you the ability to fire magic bubbles.

HOW DO I GET INTO THE BOMBERS' HIDEOUT?

The Bombers Secret Society of Justice is an exclusive club that wouldn't normally accept a Deku Scrub as a member. Break the gang's species barrier by proving yourself in a game of hardcore hide and seek.

Get their leader's attention in North Clock Town by popping a balloon with a bubble blast. He'll be so impressed that he'll let you attempt the gang's initiation test. You'll need to find and catch all five

Bombers by dawn of the next day to get a secret code to enter the Bombers' hideout. Two Bombers are in North Clock Town, two are in East Clock Town and one is in West Clock Town.



You'll find Jim, the leader of the Bombers, attempting to shoot down a balloon in North Clock Town. Pop it to earn his respect.



You'll need to take flight to catch a Bomber on the roof in East Clock Town. Another Bomber will try to avoid you using clockwork power.



After you've found the whole gang, the Bombers will give you the secret code to enter their hideout, which leads to the Astral Observatory.

HOW DO I USE THE DEKU FLOWER NEAR THE CLOCK ?



It's not in a Deku's nature to share, so it shouldn't surprise you that the scrub in South Clock Town is protective of his flower. He's a tough nut to crack, but he has a soft spot: his wife. If you can find the perfect gift for her, he'll gladly hand over his property. A Moon's Tear will say he cares enough to wait for a crystal shard to fall to earth—only she won't know you did the waiting for him. Look at the moon through the telescope in the Astral Observatory to witness the cosmic crying. You'll find the tear outside the building.



The Deku Flower near the clock tower will help you reach the building's entrance at a critical juncture, but its owner won't vacate it.



The moon must be blue, because you'll see it crying as you peer through the telescope at the Astral Observatory. Pick up the tear outside.



WHY CAN'T I SAVE THE GAME?

The game will automatically save up to the point when you first enter Clock Town as a Deku Scrub, but then you'll have to relive the same 72 hours in town until you win back your ocarina from the Skull Kid. Once you have your ocarina, return to the Happy Mask salesman inside the clock tower. He'll remove your Deku Mask, which will let you play as Link. You'll still have to relive the same 72 hours, but you'll be able to leave town, obtain some items and save the game using owl statues.



You must battle the Skull Kid after midnight on the final day to win back your ocarina. Once you have it, it will stay in your inventory.



Once you return to your Link form, you'll be able to converse owl statues with your sword to warp around and save your progress in the game.

HOW DO I MANIPULATE TIME?

There are three ways to manipulate the flow of time in the game, and all of them involve playing runes on your ocarina. They don't call it the Ocarina of Time for nothing. You may already know the Song of Time from the last *Zelda* game, but you'll be treated to a flashback sequence

in case you forgot. The Song of Time resets the clock to morning of the first day. The Scarecrow will teach you the Song of Double Time and the Inverted Song of Time when you first show it your ocarina. The Song of Double Time warps time forward to 6 a.m. or 6 p.m.—

whichever is closest to the time you play the song. The Inverted Song of Time slows down time so that the days last twice as long. You'll find the extra time invaluable when you need to perform a complex series of tasks before the moon crashes down on you.



When you get back your ocarina from the Skull Kid, a flashback sequence will remind you of the Song of Time. Play it to reset the clock.



The Scarecrow knows a couple of good riffs that will help you pass the time or slow it down. The Song of Double Time warps you forward in time.



It's probably a good idea to play the Song of Inverted Time each time you reset the clock to the first day; it gives you twice as much time to play.

HOW DO I GET MY STUFF BACK FROM THE TAKKURI BUZZARD?

If you spend much time wandering around Termina Field, you'll probably run into the chattering Takkuri buzzard. The bird isn't dangerous, but it is exasperating. It will swoop down, steal valuables from you, then soar back into the sky. If the buzzard takes an irreplaceable item—such as your sword—you can either restart the three-day cycle or recover your goods on the black market. Head for the Curiosity Shop if you don't want to go back to the first day. The owner has some familiar items for sale.



The Takkuri buzzard of Ter appears near the entrance to Milk Road in Termina Field. It will rip you off if you aren't careful.



It's possible to argue with the shady owner of the Curiosity Shop. All you can do is buy back your property and learn from the experience.

Donkey Kong 64

WHERE IS THE SECOND BANANA FAIRY IN FRANTIC FACTORY?

The first Banana Fairy in Frantic Factory—the one in the passage to the nutmeg game—is easy to find, but the second will remain hidden until Tiny performs a critical task. Shrink the wee Kong so she can enter a tunnel in the Testing area that leads to a target game. You'll need to use your Feather Bow to shoot objects on a spinning dart board to win a Golden Banana. The dashboard next to the dart board will show you which targets to shoot. If you win the game, a Banana Fairy will appear near Funky's Score.



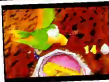
The dartboard game in Testing challenges you to hit targets on a spinning dart board. It spins faster each time you hit the correct target.



A Banana Fairy will appear near Funky's Score after you complete the dartboard game. Use the coin slot to capture it.

HOW DO I REACH THE MAGIC BEAN?

A Magic Bean you'll need to plant in the Fungi Forest is hidden in a tree stump near the halfway tree. It's up to Tiny to reach the hole on top of the stump, a task that will require some help from her feathered friend, Squawk. Use the Tiny Barrel to shrink down to portable size, then play your saxophone on the Magic Pad to call Squawk for a ride. The parrot will carry you up the knothole so you can enter the stump. When you're done Orange-bombing the Klumpco for a Golden Banana, pick up the nearby Magic Bean.



Squawk will fly you up to the top of the tree stump, but only if you become a Mini-Monkey before you play the saxophone.



Plant the Magic Bean you just made the stump to create a giant beanstalk elsewhere in the Fungi Forest.

HOW DO I DEFEAT DOGADON THE SECOND TIME AROUND?

The giant dragonfly that harassed Diddy on the Angry Aztec level will return to torment Chunky in the Fungi Forest. Use the TNT Barrels to blast the boss when he lands, then dodge his fireball attacks

while he's in the air. After Dogadon's second taste of TNT, a Chunky Barrel will appear and the platform you stand on will begin to disappear into the surrounding lava. You must Primate-Punch Dogadon

three times after you turn into Hunky Chunky, hit him with the TNT barrel then Primate-Punch him three more times. If you mess with either the punches or the barrel, you'll burn up in the lava.



Dogadon is a major threat while he's in the air. Dodge his fireball attacks if you want to preserve your nation.



When the Chunky Barrel appears, quickly turn into Hunky Chunky. The transformation will allow you to use Primate Punches.



You'll need to connect with six Primate Punches—three per Hunky Chunky transformation—or you'll be consumed by lava.

Crystalis

WHERE DO I FIND THE FOG LAMP?

The Fog Lamp is hidden in a cave northeast of Porton, the seaside town where you'll need to use the item to borrow a boat. Starting in Porton, move up and to the right until you find river rapids to the right of a poisonous bog. Using your recently acquired Ball of Water, power up your Sword of Water to create a bridge, then keep moving right to find the cave. Once you're inside the cave, you'll need to travel through a network of passages and stairs—breaking walls with your Sword of Wind when necessary—before you'll reach a bridge. Go left under the bridge then up the path to find a treasure chest containing the Fog Lamp.



Use the Sword of Water to create a bridge near a poisonous bog outside Porton, then cross the shallowers.



Sword of Wind breaks walls and lets you and the Fog Lamp. The Sword of Wind will help you smash your way through them.

HOW DO I GET TO SPIRIT ISLAND?

You must have the Necklace of Fate to enter the spooky environs of Spirit Island. Once you've picked up the Love Pendant in a small cave near the Beach Hut, you'll want to complete your jewelry collection in the Town of Joel. The only way to reach Joel is by dolphin, so steer the aquatic mammal north, or up, from the Beach Hut where you first made its acquaintance. Steer slightly left to find a cave in the water. When you enter the cave you'll be in the town of Joel. Go inside the house above the inn to speak with the Elder. She'll hand over the Necklace of Fate. Hop on the dolphin again, then go left from Joel to find a gated cave. Equip the necklace to open the gate then enter Spirit Island, home to the forbidding Town of Spirits.



Now find a dolphin and Elder in the immortal house above the inn in the Town of Joel. After a short conversation, she'll give you the Necklace of Fate. The jewelry opens the gate to Spirit Island.



Make a dolphin voyage to the left of the Town of Joel and you reach a cave entrance blocked by a gate. Equip the necklace in front of the gate to enter Spirit Island.

Q&A FAST FACTS

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ARMY MEN: SARGE'S HEROES 2

Q: How do I climb enemy giant towers?

A: You can climb the towers.

Q: How do I drive vehicles in the game?

A: You can operate vehicles—unless you're playing Army Men: Air Combat.

Q: Is the stack what I do in the game?

A: If you get stuck, you can always hit the Start button to pause the game. The pause button lets you skip ahead.

X-MEN: MUTANT ACADEMY

Q: Can Mystique change shape?

A: No. She doesn't have that power in the game.

Q: Why does the screen turn red when I fight Cyclops?

A: The screen turns red because he keeps hitting you.

Q: How do I use the Rage attack?

A: Simultaneously press the A and B buttons.

EARNAGEON 64

Q: How do I earn more money?

A: You must complete all of the races to earn extra money.

Q: My car is upside down. What can I do?

A: Press the L button for the Racetrack function. It will flip your car over then let it back on the track.

DRAGON'S LAIR



DIRK THE DARING IS BACK!

Control the fate of Dirk the Daring in the long-awaited return of *Dragon's Lair*, now for Game Boy™ Color. The fair princess, Daphne, has been seized by the evil dragon, Singe, and only Dirk the Daring can rescue her from his clutches. On your quest, you must fight your way through the castle of the dark wizard who has enchanted it with treacherous monsters, traps and other obstacles. Lead on, brave adventurer!

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The most groundbreaking, chest-pounding, barrel-busting Super NES adventure ever has gone portable. Donkey Kong Country powers its way to Game Boy Color.



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DONKEY KONG COUNTRY

It's All There!

From the Kongo Jungle to the Gangplank Galleon, the complete Donkey Kong Country adventure is included in this faithful GBC adaptation by the developers of Rapt. While it may not have the same graphics (like the Super NES game), all of the game's gameplay is here. Join Donkey Kong, Diddy Kong, and the rest of the Kong clan as they take on King K. Rool's Krewlings in an effort to reclaim their watered banana vineyards. Sprint, jump, swing, swim, and roll through more than 30 levels of action. Two bonus games, and a barrel full of power options, add to the fun.

Kong World

Bromberg
Isolation Inc.

Berlin
Glacier

Blue Valley

Chimp
Caveau

Gangplank
Galleon

Monkey
Mines

Kongo Jungle



Barrels & Bonuses

Dixie and Diddy find barrels that allow them to bowl over Krewlings, call each other for help, mark mid-level milestones and fly over gaps. Earned, Golden Letters and balloons grant the apes extra lives. Golden Tokens open up bonus areas for more extra life opportunities. Prestable stickers are hidden near green bananas.



Kongo Jungle

The trails, tunnels and waterways of the Kongo Jungle offer a challenging introduction to the fast-paced action of Donkey Kong Country. You'll learn all of the basics in a hurry there—collect bananas and other bonus items, toss barrels and confront Krendlings. You can dispatch some Krendlings easily with a B-Button barrel roll or a jumping attack. Others require more careful tactics or should be avoided all together.

Jungle Hijinx



Search for Balloons

You can roll a H ledge that keeps long distances in order. Use the technique from the air to jump over the tree traps and collect a total of three balloons.



Balloon Bonus

When you find Krandal, you can always shoot and into the first wall. The largest will give a passageway to a bonus area that includes barrels of bananas and a 1-Up balloon.

Bonus Areas:	2
No. of Balloons:	5
Hidden Items:	2

Ropey Rampage



Buried Treasure

Not long after you collect the Golden Letter, you'll find a hidden treasure. Roll the barrel and use it to stamp into the next platform. A Winky Island will surface.



Banana Bonus

After you collect the Golden Letter, drop into the next area to find a bonus. You'll launch into a rope with banana leaves that allows easy access to the Letter M.

Bonus Areas:	2
No. of Balloons:	1
Hidden Items:	2

Barrel Cannon Canyon



Jump Out

You can roll over a good section of the level by climbing up the hill left of the start point and leaping over the fire from a Barrel Cannon.



Hidden Letter

By climbing into the first ascending barrel after the start point, you can go up, over and down to find the Golden Letter N.



Big Banana Bonus

Not far from the Customized Barrel, you'll find a TNT barrel. Double back one barrel and throw the TNT barrel against the right wall to open a bonus area.

Bonus Areas:	2
No. of Balloons:	2
Hidden Items:	2

Reptile Rumble



Tire Tumble

Hop onto the tires that are in the dead-end ground to reach high places and cross long gaps. Timing is crucial on your hops.



1-Up Bonus

Throw a barrel against the right wall where you find the Golden Letter K. You'll blast open the entrance to a cave that holds a bonus and a red 1-Up balloon.

Bonus Areas:	3
No. of Balloons:	1
Hidden Items:	0

Coral Capers



Engarde Inno

The first water level in your introduction to the fast fish. Engarde (fish) has his power to water through the water with speed and slower nearby sea life.

Balloon Capture

By swimming all the way to the right then moving up, you can find a H-Up Balloon. If you have Engarde, you can catch it easily before it floats away.

Gnawty's Lair



The two-headed beast who protects the last banana barrel will attack with increasing frequency to keep you from claiming his collection. The only way to knock Gnawty out is to land on his head five times.

Monkey Mines

The Monkey Mines offer new challenges for adventurous spies. They include a wild ride on a runaway mine cart, a lesson in the bouncing and a big finish in a temple's ruins. As you advance through each level, try to remember attack purposes so that every new attempt will have you flying past old challenges and on to new ones.

Winky's Walkway



Jump Start

By understanding the power of Winky, the frog, you can jump higher and farther, allowing you to collect more bananas than you could reach if you were flying solo.

Bananas-Aplenty



Shortly after you pass the Continuum Portal, you'll reach a narrow line of bananas. Use Winky to jump straight up to a banana-filled bonus area.

Bonus Area:	1
No. of bananas:	6
Hidden Items:	0

Bouncy Bonanza



Bahber Roll

After the Golden D, you'll find a line that you can roll. Jump onto it for high-flying access to the Continuum Portal and other tasty goals.



Bonus Bananas

If you bounce off one of the bananas near the Golden Letter K, you can land hard under the letter and uncover a buried bunch of bananas.

Three-Barrel Bonus



When you reach the place with the pair of Zingos, roll three up and down, drop down with a barrel and throw it at the right wall for open up a bonus area.

Bonus Area:	3
No. of bananas:	1
Hidden Items:	2

Stop and Go Station



On Switch

By hitting the "Go" Bahber in your path, you can switch them to "Stop" and freeze the atrewey RockKrocs in their tracks for a few moments.



Skip Rocks

Not long after the third OK Barrel, you'll encounter three RockKrocs on floating rocks. Switch the nearby "Go" Barrel to shut down the Krocs, then start jumping.

Barrel Bonus



After the Continuum Portal, grab a barrel and climb down until you hit a wall. Throw the barrel against that wall to open up the entrance to a bonus area.

Bonus Area:	2
No. of bananas:	0
Hidden Items:	0

Mine Cart Carnage



Give Me a "B"

The last Golden Letter in the area is at the edge of a short gap. Before you venture out, you must jump at the last moment to collect the prize.



Low-Flying Balloon

On the second jump after you collect the Golden Letter K, aim for the shadow of two tracks. You'll be able to collect a High Balloon for an extra life.

Millstone Mayhem



Bonus Area



After you collect the Golden Letter D, grab a TNT barrel and throw it to the wall with a millstone. Throw the barrel against the right wall and catch a bonus area.

Bonus Area:	3
No. of bananas:	1
Hidden Items:	2

Millstone Makeover

Millstones float and roll throughout the area. Avoid them at all costs by either running under them or jumping over them.

Necky's Nuts



Necky, the nut-spitting banana, sticks his neck out from either side of the room. Go to the far side when Necky appears, then jump over the rolling nut that Necky spits, bounce off the vine and land on Necky's head.

Vine Valley

Beginning with a chaos reaction ride from one Barrel Cannon to another, Vine Valley features a collection of dangerous challenges in the air on the ground and in the water. To survive, you will need quick reflexes, perfect timing and spots on jumping. There are many extra lives in the areas, so you'll have plenty of chances to make it through the land alive.

Vulture Culture



Bird Boss

By leeching from the Barrel Cannons at the right time, you can hit the backs of the vultures and bounce over wide gaps to safe ground.

Bonus K-O-N-G



Call this first fire to a stop! Just one of these bonuses, then bounce up and off the fire. You'll end up in a bonus area where you can start a new collection of Golden Letters.

Bonus Area:	3
No. of Barrels:	3
Hidden Items:	3

Tree Top Town



Barrel Blast

Several successors of Barrel Cannons span the gaps of Tree Top Town. When you jump into a barrel, watch your target and wait for the right moment to launch.

1-Up Bonus



There is a Barrel Cannon to the left of the start point. Bounce off a Nucky to hit the barrel and let it take you to a bonus area. You'll earn a chance to win a 1-Up.

Bonus Area:	2
No. of Barrels:	0
Hidden Items:	0

Temple Tempest



Underground "M"

Not long after you cross the long gap with three vertebrae, you'll find a place where you can find a bird and uncover the Golden Letter M.

Bonus Area



Shortly after you hit the Cannon Tower, you'll find a bonus area in an arrow shape over a gap. Drop down to follow the arrow and you enter a bonus area.

Bonus Area:	3
No. of Barrels:	1
Hidden Items:	1

Forest Frenzy



Rope Ride

The level is packed with hanging ropes that slide to the left and right. Jump onto the ropes in the right way, then make your jump and a move!

Going Bananas



Drive a barrel to the exit sign for the level. Then double back and move the barrel to the first rock that you see. You'll find a bonus filled with bananas.

Bonus Area:	2
No. of Barrels:	1
Hidden Items:	2

Clam City



Popping Pearls

Clams launch pearls in two directions. Approach them with caution and get ready to be evasive when they release their shots.

Orang-Utan Gang



Take to the Trees

You'll find Lyrissa on the bluff left of the Garghale Barrel. Use the cannon to fly up to the trees.

Bonus Area



A bonus area is hidden near the level's exit. When you reach the exit, climb over the wall to the left, then blast through the wall to the right.

Bonus Area:	3
No. of Barrels:	2
Hidden Items:	2

Bumble B Rumble



Queen B circles her nest until you manage to hit her with a barrel. Then, she'll fly in a zigzag way, as angry as a hornet. Wait for the rage to subside, then hit her with another barrel.

Gorilla Glacier

The slippery slopes of Gorilla Glacier are host to three snowbound levels, a new swimming challenge, a tear through a dark, subterranean cave and a high-flying happer in the trees. The key to success in the snow is to watch your feet and make sure that you don't slide over the edge. Extra lives are a little more scarce here than in other areas. Be careful and collect as many bananas as you can find.

Snow Barrel Blast



Slip Surface

If you stop while climbing up a snow-covered slope, you'll begin to slide downhill. Watch your feet and make sure that you don't go over an edge or slide into the path of a Kreepling.



Barrels and Bananas
 Bonus Area: 3
 No. of Bananas: 2
 Hidden Items: 8

Croctopus Chase



False Wall

After you goop through the second set of Barrel Cansons, you can find a place in the wall that you can swim through to collect items on the other side.

Torchlight Trouble



1-Up Bonus

After you hit the Croctopus Barrel, look a barrel at the wall to the right of the main 1-Up barrel. You'll open a passage to another 1-Up barrel.

Bonus Area: 2
No. of Bananas: 1
Hidden Items: 8

Avoid the Oil

Flaming barrels of oil are bad news. Some flames flicker. Others burn constantly. Stay clear of the fire by hopping over the barrels when you are close enough.

Slipslide Ride



One-Way Rope

The Slipslide Ride features hanging ropes that will save you sliding up and down automatically. Take them for a ride and jump off if you're headed for trouble.



Bonus Area

After you find the Golden Letter D, you'll cross a wire gap with five vertical ropes. Climb to the top of the fourth rope to find a Barrel Cansons ride to a bonus area.

Bonus Area: 3
No. of Bananas: 1
Hidden Items: 1

Ice Age Alley



Left, Then Right

A small section of the level is to the left of the start point. Go there to find bananas, the Golden Letter K, and Expressions warts. You can use the ice slide to reach new heights and collect all of the bananas in the level.

Swing King

There is a collection of ropes that swing at a steady rate. Wait for them to come around to you, then hop on and take them for a ride.

Blas Off Bonus



From the Swing King after the Croctopus barrel, use Expressions to fly up and to the right. You'll reach a ledge with a Barrel Cansons and a passage to a bonus area.

Bonus Area: 1
No. of Bananas: 1
Hidden Items: 0

Rope Bridge Rumble



Go for the O

The Golden Letter O is between two platforms at perfect height. You can collect it with a Doby Kong cartwheel and roller jump.

Gnawty's Rampage



When you stomp on the bouncing beaver, he will jump higher and faster. Try to stay in the center of the room and out of his path. When he is low to the ground, seize the chance to stomp him again.

Kremkroc Industries Inc.

Oil Drum Alley



Bounce over flames

One section of the level features a pair of flaming oil drums on top of platforms. Use them to bounce over the flames and avoid the flames.

Double-Barreled Bonus



bonus items	3
no. of balloons	2
hidden items	7

Keep climbing after you collect the K. When you discover a hidden TNT barrel, throw it against the left wall. Then go for the single banana in this bonus area for another bonus.

Swimmers Beware



Semimurky Waters

The unilateral waters of Poison Pond are teeming with hazards, including several angry traps. Time to swim, then swim when the waters are clear.

Mine Cart Madness



Banana Bonus

After you collect the Letter K, the track will fly. Jump at the top of the loop to reach a sign. Then move up to a higher track and a big chance for more bananas.

bonus items	3
no. of balloons	1
hidden items	8

Trick Track Trek



Platform Path

The only way to navigate the balls of the Trick Track Trek is to ride a platform over the wall. When you jump, be sure to land back onto the platform.

Bonus Balloons



bonus items	3
no. of balloons	1
hidden items	6

So fly free off with Monkey Kong near the level exit. After the confrontation, fly off the ledge to launch to a bonus area and a chance to earn balloons.

Jump the Rails

There are a number of wide gaps in the Mine Cart Madness track. Much of the time, you will have to hit the A Button and take a leap of faith when you reach a gap.

Blackout Basement



Banana Bonus

Near the end of the level, you'll encounter a series of four platforms. Take the last platform as it helps to reach a big bonus area.

bonus items	2
no. of balloons	2

Bird Battle

The factory is full of Noplys. They fly low, right over the platforms. You can stomp them or try to duck under them if you don't want to lose your footing.



Elevator Antics



Zinger Swarm

Zingers are out in force. The best way to deal with them is to watch them move and get out of their way.

Bonus Area



bonus items	3
no. of balloons	2
hidden items	2

After you go down a calliope, look at these right squares. You'll reach a wide gap with three cups and three Zingers. Jump right of the last cup to enter a bonus area.

Find a Vowel

If you've come to the Carousal Barrel, you've gone past the Golden Letter "T." Backtrack and look hard on the platform to the left of the barrel to get the letter.

Boss Dumb Drum



The rock container slams down to the ground with increasing frequency, then releases Krawlings by the pair. Avoid the drums and stomp the Krawlings. You'll win after five stumps.

Chimp Caverns

The final collection of areas cranks up the level of difficulty with even more moving platforms, wider gaps and trickier enemy encounters. The areas include four mining levels and two natural caverns, including the all-new Necky Numbere level that you will discover on your way to another battle with the big bad. Survival through all of the areas requires nearly perfect timing and very accurate jumping skills.

Manic Miners



Rambi Reel

While not even the thick-skinned Rambi is impervious to the crushing Miners, the rhino will give you one extra layer of protection.

Croc-Stamp Bonus



Bonus Area: 3
No. of Bubbles: 2
Hidden Items: 0

After you hit the Croc-Stamp and win two sets of rotating Miners, drop into the pit and boss a barrel at the right wall to spawn a bonus area.

Loopy Lights



Synchronized Kneelings

The Klap-Klaps in the light-on-lights off level jump when you jump. Be cautious and try to deal with them while the lights are on.

Platform Perils



Bonus Area



Bonus Area: 2
No. of Bubbles: 0
Hidden Items: 0

Jump to the left of the first platform from the left and another platform from the right. Platforms under the ceiling, then hop into a bonus area.

Tanked Up Trouble



No Gas, No Go

The moving platform in this level is gas-powered. To keep it moving, you must collect the Fuel Bombs. If you don't, you'll go down with the platform.

Four-Barrel Bonus



Bonus Area: 3
No. of Bubbles: 1
Hidden Items: 0

Right before the platform takes its first barrel, drop off the platform to the right. You'll fall into an opportunity to earn a 4-Up.

Crush the Krushes

You'll want to clear away the Krushes at the platform before you jump the gaps. Take Bombs over the gaps to knock the creatures from their perches.

Necky's Revenge



The new Necky spits out more nuts every time you stomp him. He'll spit two nuts. Stomp him twice—he'll spit you with three nuts. Jump over the nut barrage and keep stomping!

Misty Mine



Beat the Drums

The enemy-spitting drums are noisy. You can clear them away by hitting them with explosive TNT barrels. They will not yet a Rambi Taken.

Gangplank Galleon



Once you've collected the missing bananas, you'll face off with King K. Roal for the whole bunch. He has three different attack crowns: throw, jump, attack and falling cannonballs. Avoid his attacks and stomp him when he is not wearing his crown.



Keys to Survival

So far, the levels of Donkey Kong Country are a little tricky and a little more difficult than the first. Remember to use all of the life-saving tools: the Golden Eggs and balloons that you can find, and seek out every bonus area. By building up plenty of extra lives, you'll have a better chance to go into the big rounds of this adventure. The Gangplank G.



THE
INVASION HAS BEGUN!
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Libi Soft

2016年10月17日

ARENA are you game?

THE CHALLENGES



Mickey's Speedway USA Speediness in Seattle

Just a couple of states away from Disneyland is Seattle, and that's where you'll need to meet up with Mickey and the gang for December's challenge. Tear up the streets of the Emerald City, then send in a photo of your record time. Visit Arena online to see the reader scoreboard.



Tom and Jerry: Fists of Furry Look What the Cat Dragged In

Tom and Jerry's rumble is tougher than you'd think. If you don't believe it, try unlocking all of the characters by playing through One-Player Mode with every character. To prove you've got pairs of power, photograph the Vs. Mode screen so it shows that all fighters are accessible.



The Flintstones: BurgerTime in Bedrock Yaaba-Dabba Delicious

In the Flintstones version of the arcade classic, BurgerTime, you'll assemble bronzo burgers through the courtesy of Fred's two feet. Scroll across the ingredients to slap together some modern-atrocious meals and a dino-sized score.



Challenge Scoreboard

THE LEGEND OF ZELDA: Ocarina of Time

Daniel Schiffr, N.Y. via Pennt, PD
Ben Dapin, Portland, ME
Michael Timoney, Grants Valley, CA
James Park, Fort Worth, TX
Ross Barker, Franklin, MA
Jettie Wolf, Basking Springs, NJ
Anthony Vargas, New York, NY
Chris Veris, Woodbridge, IL
Matt Flanagan, Florida Veda Beach, FL
Michael Wolf, Pittsburgh, PA
Joe Warner, New Port Richey, FL
John Walker, Bensenville, IL
Christopher Woodard, Kansas City, MO
Brandon Worthington, Aurora, CO
Bobby Zwickler, St. Charles, IL
David Zwickler, Oak Creek, WI

SUPER SMASH BROS.

Brian McInnes, Newfies, NJ
Patrick Molan, Largo, FL
Alex Neesham, Menards, TX
Doug Miller, Wyandotte, MI
Chris Rogovin, Yorkland, PA
Ian Marshburn, San Leandro, CA
Matt Marston, West Palm Beach, FL
Jeffrey Meibach, Wilmington, DE
Mel Mason, Santa Barbara, CA
Steve Murphy, Colton, IL
Wesley Nix, Palo Alto, CA
Benjamin Norris, Marana, IL
Mike Norrell, Appleton, WI
Nobby Novakowski, Northville, MI
Josh O'Leary, Parkersburg, WV
Kyle Park, Ansonia, CA
Sam Parrish, Davenport, TX
Matthew Potts, Fort Atkinson, WI
Kristen Pridemore, Aurora Hills, CA

Shawn Povich, Portland/Vancouver, OR
Paul Pochan, Wichita, KS
Samuel Porey, Garland, TX
Stephen Porey, Duluth, GA
Shawn Plonstein, Lockport, LA
Nathan Plonstein, Lockport, LA
Gory Plonstein, Empressville, OH
Matthew Porey, Tucson, AZ
Tony Rolfe, Chicago, IL
Brian Roach, Wilmington, DE
Denny Ford, Wilmington, IL
Michael Ratty, Ipswich, NJ
Randy Rasmussen, Lancaster, CA
Joe Rolfe, Iowa, CA
Patrick Rolfe, Appleton, WI
Scott Rolfe, Marlow, FL
Kyle Rolfe, St. Paul, MN
Ryan Rolfe, Oklahoma City, OK
Joey Rolfe, Lyndhurst, OH
Brian Rolfe, Mount Creek, NC

POKÉMON LINEUP

It's one thing to catch 'em all, and it's another thing to be able to tell 'em all apart. Each list of clues accurately describes one of the Pokémon in the corresponding lineup. Use the process of elimination to identify the mystery Pokémon that fits the bill.

TRY THIS!



1. Is male, has a mouth, doesn't have a nose, a tail or gloves



2. Is a Rock-type, not a Grass-type, not a Bug-type, not a Ground-type, not a Water-type

ALSO KNOWN AS

The following clues are literal ways of rephrasing the names of well-known Nintendo games. For example, "A male deer's blunder" is just a fancy, roundabout way of saying "Buck Bumble." (Get it? A buck is a male deer, and blunder is another way of saying bumble.) The new names are sort of like crossword puzzle clues. See if you can catch their meaning to identify the game name in disguise.

1. Obliterating hot 64
2. Dr. Jones's speed contest 2K
3. This year's basketball fruit spread
4. The clue-leaving dog's siblings 2K
5. That Romano dude
6. The zodiac sign for Anakin's pod racing mejo
7. Virtual striped cat
8. Loud noise from the Hoover Dam
9. Green robber
10. Nonporous equipment of hard rockers
11. Act created by celebrities 64
12. Teenage rodents in the City of Lights

Where Am I?

The Legend of Zelda Majora's Mask is filled with secret places and riddles. To find them, you have to be in the right place at the right time. Can you tell where the mystery screen shot was taken? See if you can figure out how to get there yourself. You can't just enter at anytime of day...



ANSWERS TO VOLUME 129

Hidden Pokémon Names
 Lapis: "The Blue Giant Visions."
 Pexidan: "Anchorage 1 museum."
 Dido: "I did it, too!"
 Mew: "Just like real Mewtwo."
 Slurp: "No Green—It red."
 Groundix: "Aspiring to grow! It here."
 Kurling: "Jack all de birds."
 Shrope: "Ask how Shrope."
 Slom: "In light, Mayle is."
 Isacort: "City over on a little."
 Aloo: "Gila had to give Parity."
 Dabish: "Ask a bit, I think."
 Coloss: "Last got Lancer"
 Kalladine: "The tale last, 'It is everything."
 Tawelad: "Justy paint. A cool feeling."
 Taperit: "The artist bag against."
 Pexes: "My Pokémon type: As they."
 Sordet: "Been around risked too."

Movie Line 2
 Mystery Training Center's
 10. Display in Paris

11. Display in Paris
 12. Display in Paris
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 50. Display in Paris

Photograph your submissions by any of the members from Anime Challenge, then mail your completed challenge ideas to: Power Players Anime, P.O. Box 50711, Redwood, WA 98051-0711. E-mail digital photos and challenge ideas to: animechallenge@comcast.com. Please include the following info on the back of your photos or in your e-mail: Name, Address, Membership number (if you have one), HP no., member and Challenge number. The deadline for this month's challenge is January 10, 2005. If we see your top photos or prove one of our top problems, you'll receive Power Players gear (newer merchandise in our Super Power Players Catalog for subscribers). Surf to www.anime.com to see a complete list of questions.

Take a return trip to the desert with everyone's favorite street rat in Disney's *Aladdin*, a classic Game Boy platformer enhanced for Game Boy Color.

Disney's Aladdin

©1993 Disney



Arabian Heights

The latest version of Disney's *Aladdin*, while optimized for the Game Boy Color, bears a striking resemblance to the earlier 16-bit Game Boy game by the same name. The game is definitely more colorful and detailed than the black and white original, and the game play remains as beautiful and fun filled as the movie that inspired it.

Just Deserts

Many useful items are spread around Aladdin's world. Grab them when you can—much of the game is about outsmarting.



Hearts

Heart icons are worth points for your baby's health meter.



Gems

Colored Gems are hidden throughout the Palace's labyrinth.



Extra Lives

If you're stuck, try hitting an Extra Life in your chase.



Agrabah Market Level 1

The market is a busy place to shop—you have to avoid falling pots, hot coals, aggressive soldiers and rogue jugglers to make it

through safely. Be careful as you reach the higher elevations. You can fall all the way back to the ground if you don't watch yourself.



1 Camels

Jump on the camel's back to send a dagger the projectile at the tricky soldier to the right.



2 Flagpoles

Climb on the flagpoles to reach the higher platforms. They'll get you a safe climb to the end of the level on the right.

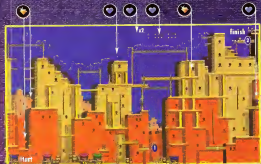


3 Disarm

Use your sword or spikes on the items that drop randomly as you don't have to time your move exact subseconds there.

Agrabah Rooftops Level 5

Your journey around the rooftops depends mainly on riding the magically floating ropes that you activate by finding the grapple flutes. As with the market, your final goal is to make it to the exit at the top right corner of the level. Falling is still a danger, but the ropes help.



Flutes



Find a flute in the level, then find the rope you're activated and ride it. You might need to drop down to find the next rope.

Guard



The big guard won't back down, and he'll do not be safe as you Disney Movie style while he's out. Now again at all him while jumping the hurdle to defeat him.

The Sultan's Dungeon Level 4

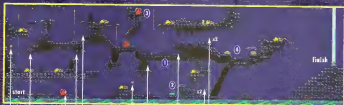
The dungeon is rather large, and the bats that populate it will drain your health if you allow them to. Be sure to pick up the nice cache of gems just below the level's exit.



The Cave of Wonders Level 5

Wonderful as it may be, the Cave of Wonders is also a very dark, dangerous area filled with bats, sharp stalagmites and

strange women throwing apples. You will want to pick up the magic lamp at the end of the level.



Bat Slash

Stay when you see the bats' eyes gathering ahead of you and slash with your sword to destroy them. But don't use your sword as you walk back your head.



Water Ride

Stand on one of the four stone platforms and ride them up to the higher areas. If the stone goes in water, swim together, jump up and land on the other stone.



Smashing

Search all three out of vision to open the gate to the right of the Cave of Wonders. You have to smash them all with your sword. You can't go back.



Apparition

Run back to the point between the yellow walls. Slashing to reveal the sword and the apparition and the floating apparition. Slash it with your sword to defeat it.



Rug Ride Level 7

Take a magic carpet ride with the helping hand of your genie pal. The rug ride starts off at a manageable speed but soon speeds onto a reflex-testing pace. The ensuing wave of lava on your trail adds a little extra pressure to your task.



A Few Pointers

The genie points you to safety and good pickups by pointing either up or down—but sometimes safety and pick-ups are in different directions. React quickly when the hand points in a direction. When the hand points both up and down, choose down every time.



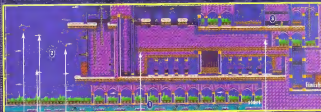
Throw Rug

Stay in the center of the screen while avoiding the pointy directions. You can easily go either up or down from the middle. Don't get too distracted by the pickups either way.

The Sultan's Palace Level 8

From trip through the palace is quick and rather painless, and most of the hard work is accomplished by the flying carpet.

your ride. You don't even have to aim for most of the really good items—you'll simply float by them automatically on the carpet.



Spitting Fish

By holding your power on the fish's side, it attacks itself. You control the fish with your sword or the apple, but sending away wastes your sword.

Free Ride

When you have enough power, you can purchase extra lives and other cool stuff from the various robot perfomers that appear in nearly every level. With over a billion shop will certainly appear out of nowhere. Stick to buying what you need.

Shop Before You Drop



When you have enough power, you can purchase extra lives and other cool stuff from the various robot performers that appear in nearly every level. With over a billion shop will certainly appear out of nowhere. Stick to buying what you need.

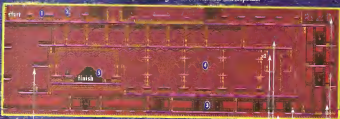


Jafar's Palace

Level 9

The palace of your nemesis, Jafar, is well-guarded, booby-trapped and very large. Often, you'll have more than one problem at the same time—a veil of fire and a sword-wielding

gargoyle, for example. Go slowly, don't run ahead blindly, and prepare to repeat the level often until you remember where certain enemies and traps are.



1 Hide Out

One-way up the wide pillars of the start of the level to avoid the veil of fire. Jump from pillar to pillar where you can. When you have to cross alone, use your power so you don't get hurt.



2 Sour Apples

When approaching the apple, throw a magic missile. A fire on top of the pillars, near to the edge, can help an apple to take them up. They won't attack you before this time, which will give you a chance to destroy them.



3 Ball and Chain

If you lose all of the magical ball and chain destruction, approaching you'll be able to run directly through all of them without. Don't stop moving, which can be tricky.



4 Feather Duster

While you're on the carpet, you may run into traps. Avoid them with the sword-wielding gargoyle. If you can, you can take advantage of the job, and you don't want him flying around you.

Jafar Out



Jafar's battle starts with his battle. You can't see his staff, so he's a sword. Try to avoid direct contact while getting a sword and hit it with your sword. Jafar is no warrior. He's a little bit of a trick.

Make a Wish

Bright colors and beautiful details make Disney's Aladdin a more vibrant of an older Game Boy game. If you're born wishing for a colorful, cartoonish children going for Game Boy Color, your wish has been granted. *



FORCE 21



**AMAZE YOUR FRIENDS WITH
WAR STORIES FROM WWII**



Mild Animated Violence



They'll be so impressed...

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Since sending Bugs Bunny on a wild adventure in *Looney Tunes Collector: Alert!*, Infogrames has created another vivid, exciting Game Boy Color escapade starring all your favorite Warner Bros. characters.

MARVIN STRIKES BACK!



Time for Revenge

Marvin, the Martian isn't very happy with the way things worked out in the last Game Boy adventure. Daffy Duck instantly became a big Hollywood star, landing the lead role in a show titled, "How I Saved the World." To add insult to injury, Porky Pig was cast as Marvin. In the sequel, you will control Marvin on his quest for revenge. As in the last version, you will also play the roles of many other characters as you advance through the game. Other similar features include Game Link support between Game Boys for trading player cards, competing in multiplayer contests and wagering characters.



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Get Hooked

With the combination of a compelling adventure game and addictive two-player contests, Marvin Strikes Back will keep you and your friends occupied for weeks.



Adventure

The Adventure Mode has plenty of bells and whistles. You'll need to track down helpful items, collect valuable information from friendly and unfriendly critters, solve complex puzzles and use the varying skills of your available characters. Nintendo Power is here to help you through the first several levels.



Two-Player

With a Game Link Cable or infrared connection, you can battle a friend in several multi-player games. Test your luck in a version of Simon Says, Musical Chairs or Rock, Paper, Scissors. There are also two-player contests that you can access when the adventure game. Most importantly, you can trade and swap characters to earn special secrets.



Hypnotizing the Earthlings

Marvin doesn't think much of the inhabitants of earth, but he's smart enough to know that some earthlings have unique skills that can help him through his journey. Marvin will hypnotize each character he defies to access a variety of talents. A total of 34 characters are playable.



Photo Gallery



All defeated characters are placed in the gallery, which can be accessed by pressing Start and Select at the same time. You can then trade or gamble with any of the photos you've collected. Obtaining characters will unlock more secrets in the game.

Please Prepare for Takeoff

With his blood boiling, Marvin can think of nothing but flying to earth and vaporizing Duffy Duck. But before Marvin can truly begin his adventure, he must find his trusty companion, K-p, gather a few necessary items and ready his spacecraft for launch.



"Here, Doggy, Doggy!"

The first order of business is locating K-p, because he has the ability to help access the suspended platform. To find your four-legged friend, follow the orange path in clockwise direction. Once you discover K-p, you can control him by accessing your roster of characters with the Select Button.



Map, Radar, Batteries

Use K-p to bounce around and find the flying saucer. Once inside, head to the upper right to collect the map. Then take K-p back outside and let him search the area for the lost batteries. Finally, Marvin must use his gun to open a door. Shoot the four-pane green door to uncover the radar.



A Crash Landing

Before liftoff, you must place all four batteries in the engine room. Press the Start Button to access your inventory and the B Button to use an item. Marvin and K-p will blast off, but unforeseen technical difficulties will send them spiraling helplessly through space, resulting in a crash landing on each.



The Mission: Roast a Duck

The map below gives you a clear picture of the landscape you'll be exploring. The numbers indicate the order in which you'll arrive at each location. Not only are you hoping to find Duffy, but you must collect a transponder to help you return home!



1 Catching up with Speedy

Marvin is off to search for Duffy Duck while his Mortua stays at the crash site to work on the ship. The area is filled with gold and ammunition. In addition, Marvin will have to defeat Speedy Gonzales and Jose Crew.



Mousetrap

Speedy will use his quickness to run circles around you. Stay in one place and fire at him as he approaches. You need to land only three shots to take him out. Speedy will travel through a wall periodically, but you'll need R4 to go underground.



2 Lights, Camera, Action!

After exiting the crash site, Marvin finds himself in a barren town, inhabited only by members of Duffy's film crew and a few skulls. Surprisingly, there are buildings scattered around the wasteland, including a well-stocked store and a hotel where Marvin can get some rest.



Hotel Vocaney

Marvin needs to take a break, so head west and enter the hotel. While conversing with some of the guests, you'll discover that Duffy's crew is filming the crash site for their new movie. But the hotel owner is a collector of antique boats.

More Than a Store

As you'd expect, you can purchase a variety of items at the store, including supplies and a lot more. But there's more to explore, such as an arcade machine and the Cyber Games Booth, where you can link up with a friend and compete in two-player games. While playing the cyber games, you can wager characters and inventory items. But keep in mind, all bets are final!



3 The First Encounter with Daffy Duck

After learning of Duffy's location, Marvin is eager to track him down. Travel north through the desert mountains and west into the marsh. Speedy can move through the swampy area better than Marvin, and he can squeeze through the tiny paths that lead to the net.



Dueling with the Duck

Duffy is happily basking and has now started to appear. The water condenses Marvin, so be sure not to fall into one of the pools. Remain in one place and keep firing while studying Duffy's pattern of movement. Even after you defeat Duffy, he will escape.



Look for a Leprechaun

Marvin has lost the time to be distraught over losing Duffy. Back at the source, Marvin has detected a space of the topography in the countryside to the north. Unfortunately, Marvin has no idea how to get there. Make your way to the top of the desert island surrounded watch for the swirling appearance of a leprechaun. If you find over ten gold pieces, the leprechaun will reveal a shortcut to the countryside. It's well worth the money!



4 Genie in a Bottle

The countryside is filled with hunters who are eager to take a shot at any non-human creature, so make sure Marvin has plenty of ammo. Travel up and around until you reach a hole in the southwest corner. Then traverse the underground and approach the golden genie's bottle.



Granting Genie's Three Wishes

In an odd twist, the genie will ask you to begin his three wishes. First, return to the store and beat the game's record in the arcade game. To finish the puzzle in the allotted time, study the picture and fully reconstruct the design from the bottom up. Once you win the game, the storekeeper will give you a bottle.



5 Road to the Roadrunner

Take the boat in a bottle that the genie gave you and head it to the hotel owner. In return, he will give you a ticket. Explore the area east of the desert town, which was previously blocked. You'll need to travel underground to cover it.

Scoot! Scoot! Grab that Bird!

After surfacing from the hole, you'll battle Manuel Crow. Use your rifle to defeat the tree that you set upon the crow will land on. It's a guessing game, so be sure to have lots of TNT on hand. Once defeated, Manuel will give you a code that will let the Roadrunner.



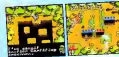
6 The Three Bears' Fun Fair

Only one wish remains unfulfilled. To obtain the lamp, you must find the Three Bears' Fun Fair. First, return to the countryside by equipping the leprechaun. Then head north until you spot a new rainbow, which will lead to the fair.



Let the Games Begin

Once you arrive, Marvin the Bear will be waiting to take your back. You must win all three contests to receive the lamp for the game. The first game is easy. Stand to the far right and shoot the ball into the hole within the yellow zone.



Defeating Papa Bear

The second game is the more difficult. Stay in the corner area and keep jumping to avoid the flying candy. Try not to fall off the edge. When you reach the final contest, use Speedy to avoid Papa Bear and reach the lamp.



Collect Some Sand

By pressing and releasing the A button, the Roadrunner can dig across large pits. Travel north until you come across a large pile of sand. You'll be able to gather sand with the bottle you won at the store, fulfilling the game's second wish.

Return to the Genie

Once you've granted all three wishes, return to the genie to receive a piece of the transportation. Marvin will give you a magic flying saucer that runs on sulfur but cannot travel across water. He'll also report that Duffy is located on Mystery Island.



7 From Sand to Snow: Welcome to Blue City

You'll be instructed to head left as you come out of the burrow. Notice that the cop is no longer obstructing the path out of the country. Follow the open road to Blue City, where small pets happily greet guests and every day looks like Christmas.



Stock up at the Store

If you're low on ammunition, be sure to visit the store, because your next few adventures will require lots of firepower. Also purchase some oil to fuel your new three flying saucers. Then take a break at the hotel—you deserve a rest!

8 Delivering Yosemite Sam's Package

To reach Duffy on Mystery Island, you need to sail across water. Yosemite Sam is generous enough to lend his boat, but he'll do it only if you deliver a package to his friend Nativita east of the countryside to reach Egbert's farm.



Battle Elmer Fudd

Play the top-down again and follow the rainbow toward Elmer. Confront him with a 9 and try to pump on his head three times. Elmer will run off and return for a second battle. He's an easy opponent.



9 A Hostile Takeover

Yosemite Sam may have been nice enough to offer his ship, but Marvin has no intention of reciprocating the generosity. He plans on becoming the immediate captain of the vessel. But first, he must round up the sheep.



Ready, Set, Draw!

Yosemite has a quick finger, and his bullets have plenty of velocity. Fire a shot between the crates and then move away as fast as possible. Land three shots to defeat him and take control of the boat.



Setting Sail

The ocean is vast, and there's a lot of territory to cover. Your boat can really cruise, but you should watch out for sharks and obstacles. Head southeast to reach Duffy on Mystery Island.



That's Not All, Folks!

Marvin is so close, he can almost taste roasted duck. But once arriving on Mystery Island, he will learn that his adventure is far from over. He must win a crab-catching contest, conquer a gruesome gorilla and defeat the mermaid Tex. On top of all that, he still must repair his flying saucer! ☹



POKÉMON

Gotta catch 'em all!





**CATCH 'EM
ALL AT**





Boy

a-Go-Go

More, More, More

Let it snow! Let it snow! Let it snow! It seems someone let it snow down Game Boy Color Paks galore, and it's snowballed into the biggest Game Boy a-Go-Go yet. 'Tis the season to be jolly if you're a Game Boy fan, because December's edition of GB a-Go-Go has more pages and portable Pak profiles than ever before. The year-end blowout runs the gamut of gaming to include characters from comics, TV, soap, arcade yesteryear and the candy aisle of your supermarket. One of the games even deals with World War III. So much for peace on earth this season.



Up the Walls

Peter Parker's Spider Sense must be tingling like crazy. Playing as *The Daily Bugle* shuttlerbug's arachnid alter ego, Spider-Man, you'll be crawling up the walls to dodge the thugs and supervillains who have infested the city. Activision has taken the Marvel Comics superhero and incorporated all of his wall-crawling and web-slinging moves in an action platformer overrun by Venom and other baddies. And like a comic book, the adventure is unpredictable—levels contain branching paths that can spring new levels and battles on Spidey every step of the way.



Web Master

During your adventure, you can build off Webhead's attack and defense ratings to make him even more of a super superhero. Your ratings won't mean anything, though, if you don't know how to use Spidey's moves.



Caught in the Web

To attack villains without retaliation, snags them up in your web. By pressing A and B simultaneously, you'll sling out your web. If it hits an enemy, it will temporarily immobilize them.



Sling and Swing

The quickest way to get around is by using your web. If you tap A twice, you'll sling your web into the sky and swing like a ferociously swinging lariat.

AMAZING ACTION

When J. Jonah Jameson hears there's trouble in the city, he sends Peter Parker out to photograph the chaos. As Spider-Man, Peter will be able to sling and swing his way where no other reporter would be able to score the scoop.



Spidey Hearts

Throughout the game, there are hearts that are vital to your health. You can only find hearts by dodging enemies. Large hearts are the most potent of heal in power-ups, since they'll refill your health meter to the top.



Checkpoint Spidey

It's not easy getting things right the first time around. If you end up completing your health meter, you'll reset the level at the last checkpoint you swung through. Those checkpoints appear throughout the levels and serve as road-level starting points.



Venom

If you exit the first level via the rooftops, you'll stumble upon Venom. Defeat him by tying him up with your web and attacking. Swing out of reach when he lunges, then repeat the process.



Escape Routes

Spider-Man's level contains landing routes that enable you to visit many levels. New levels are a big help in the ground—can capture, and your adventure mode can vary depending on where you decide to swing.



Hidden Passageways

A tricky plot former, Spider-Man is filled with hidden passages and secret areas. Many contain special items, like 1-ups. If you see a Spider-Man head, grab it to earn another life.



Golden Spiders

Golden Spiders will grant you temporary invincibility. The same weakness often lurks behind-to-reach places, so you can't explore an hour by swinging across them with your spiderweb.



The Lizard

Lizard isn't as big as you'd expect. As much as you'd expect a Lizard such as the Lizard will have a major drawback: It can't connect with you if you constantly stay on the move.



Biff, Bam, Pow!

He may be Spider-Man, but he doesn't have night legs. Two powerful fists to help him to do his job. Rapidly hit it to launch your feet, and jump or swing to dodge their attacks.



To the Rescue

Raziel's Ogd is producing evil orbs, and only LEGO Alpha Team can stop him. And they're going to have to do it piece by piece. By placing Direction Changer Tiles, stairs, trampolines and other LEGO pieces in the path of Dash, you can guide the Alpha Team leader to other team members and equipment. With LEGO blocks and puzzle solving as its foundation, LEGO Alpha Team constructs a clever adventure thick true to the you-build-it world of LEGO brand toys.



Command Performance

Once you send them on their way, the Alpha Team members in your command will walk in a straight path until they reach a Direction Changer Tile. As their navigator, you must use the limited stepping-stones available in the area to direct your team members to their destinations. And be quick about it, too, or you'll fail your mission.



Having a Blast



Dynamite placed by a henchman can blast away the wall, but your team member must first walk over a detonator. And bundles of explosives require a separate detonator.



Opening Doors

If a team member walks into a plunger, a locked door will open. Plot the most efficient path to a plunger and make sure that your person approaches the plunger head on.



Bending Beams

You can activate a plunger if you zap it with a laser that's aimed directly at it. If you can't reach a laser that's placed in front of a plunger, move the laser with the working distance and redirect the beam with mirrors.



Gravity of the Situation

If characters don't float, mess with gravity to reach higher ground. Place the generator at least one four-by-four square away from the disc unit. Highlight the space between them and hit A to power the units. Once a person touches the generator, another member will be able to float off the disc.



Turbo Tubes

The chutes marked with green arrows are Turbo Tubes that can launch people across gaps when they board their Place Direction Changer Tiles in the team members' trajectory to prevent them from overshooting their landing.



Seesaw Springing

As long as you have two team members to work with, you'll be able to use one spring to reach ledges. While one team member sits on the trister spring, guide another person to the unoccupied end of the seesaw. That person will then act as a counterweight, catapulting the seated team member.



Generator Gap

Generators also supply power to the green laser units. Generator-driven laser units work like energy flywheels, so you must connect them before a team member will be able to fire a laser. Once you've hooked up the two parts, you can use mirrors to deflect the beam into your target.



Big Beasts

In a world rocked by highwars and mutated beasts, the only hope you've got is to call in Godzilla. Crane Entertainment's second game based on the animated show *Godzilla: The Series*, unleashes the oversized lizard on a cross-country rampage filled with more fire-breathing, helicopter-swooping, tank-busting terror than before.



Stomping Grounds

With the exception of some minor improvements and new levels, *Monster Wars* is more of the same stomp-and-destroy action introduced in Crane's previous GBC monster mash, *Godzilla: The Series*. The most monster-sized of the changes is the welcome addition of a nagging sight for Godzilla's benefit.



Shoot Items

When you destroy certain targets, a power-up will appear. If you can shoot it before it disappears, you can strengthen your special abilities like the Close Switch, Tail Whip and Fast Stomp.



Guard and Fire



Your powers to guard and fire rapidly are limited. Press Left to guard and hit Select to fire quickly. Shoot enemies to refill your Fire Meter and it earns to refill your Guard.



City Nuisance

Ground and air forces will try to stop Godzilla. Ground forces always appear in the lower-right corner of the screen, while air rods position from all angles. Though you can Fast Stomp ground threats, you must use your breath to stomp air rods.



Under the Sea

The Fast Stomp won't be useful underwater since the camera wheel shows the seafloor. Submarines and mechs aside will line projectiles at you, so follow up your attacks by guarding if you can't shoot down their missiles.



Tail Whip



If an enemy is hovering around the middle of the screen, you can whack it with your tail. Hit it to perform the Tail Whip, which you can upgrade by finding power-ups.

Big Trouble

Godzilla isn't the only giant monster around. At the end of every world that Godzilla stomps through is an equally large boss beast. Fire away relentlessly to show them who's king of the monsters.



Sky Scraper

The skyscrapers in the city are your target. Use your rapid-fire breath and plug away with regular shots.



Sea Monster

Off the New Jersey shore is a deep-sea creature. Shoot fire at it and protect yourself from its attacks.



Prehysteria

The pterodactyl is small, but it can unleash some big hurt. Aim high and blow up its hot air balloons of fire to make it retreat.



ROAD RUNNING

It's hard to be wavy, wavy quiet when you're driving a turbo-powered, Acme-outfitted corset. Infogrames takes the wackily web-bit and a host of other Looney Tunes stars and rolls them out in a go-kart racing game. Beware of falling anvils and other gag wham-bams, and don't take a wrong turn at Albuquerque.



HighWay High Jinks

Boiling over eight courses, including Porky's Farm, Porky X and Gossamer's Castle, Looney Tunes Racing runs you through a stringer of roadways flooded with water, instant Martians and Acme power-ups. At first, you can undertake the looney lanes using one of four playable drivers. Four more will be available if you manage to rack up enough first-place finishes.



Pick Your Driver

Looney Tunes Racing features eight drivers, but only Bugs Bunny, Lola Bunny, Daffy Duck and Wile E. Coyote are available at the get-go.



Paved with Coins

At the finish line awaits a cash prize. You can also score dough on the go by driving over the coins dotting the streets. You can spend the cash you pocket at Sylvester's shop.



Flying Leaps

It doesn't answer how the chicken crossed the road, but it's a ramp that'll help the rabbit cross the streams that flood the roadways. Ramps are strategically placed at riverbanks. Use them to keep racing.



Zap-o-matic

You can hold up to two power-ups at a time. When you're driving, hit Select to switch power-ups and B to use one. You have to run most power-ups, but the shocking Zap-o-matic will also drive anyone who's in range.



Gremlin Trouble



Sylvester sells power-ups, and you can also find them in the bushes on the road. You may even find the Gremlin power-up, which tangles up your opponent in a whirlwind.

In the Garage

Looney Tunes Racing sports three racing circuits—the Fun Cup, Super Cup and Extreme Cup. By winning money in the cup races, you can take in enough cash for a shopping spree at Sylvester's shop and garage.



New Drivers



Foghorn Leghorn, Yosemite Sam, Marvin the Martian and Lu are available as drivers, but they don't come for free. You have to hire each of them, and Lu is the most expensive, costing in with a \$20 coin price tag.



Power-Ups

Sylvester also sells power-ups. Any leftover power-ups you have from your previous race will carry over into this race, so you won't be able to buy new ones if you already have two wham-bams on hand.

Sabrina

The Animated Series

Tapped!



CHARMED Life

It's a game that's based on a cartoon series that's based on a sitcom that's based on a comic book. And that's the least bewildering aspect of Sabrina's bewitching and crafty charmer from Hama Interactive. After bungling a spell, the teenage witch must zap things back to normal, and it's your job—as Sabrina and her cat, Salem—to do the trick.



Game Boy

a Go Go

Bewitched

When her school variety show proves to be a flop with the student body, Sabrina casts a spell on her audience to make the students go wild for her. Backfiring as usual, Sabrina's spell turns the kids into wild animals, so the teenage witch must use a 16-level supernatural safari to reverse its effects.



Toil and Trouble

You must zap every animal back into a student. Before you can work your magic on the savage beasts, you must catch out the critters by jumping on their heads.



Presents

Zap the gift boxes in the level to reveal health-replenishing hearts, your cat or power-ups. The Spring Shoe is the final power-up you'll find. When you've slipped it on, you can hit A while in mid-air to jump even higher.



Seeing Stars

Presents also conceal stars. If you find the five that are hidden in the level, War magic power will be changed to the fullest. With more than 100,000, you can zap an animal back into a student without having to look at its noggin first.



Here, Kitty-kitty...



Only Salem can enter these special areas and passageways barricaded with kitty blocks. Hit Select to play as Sabrina's cat. Once you've acquired the present that contains him, then hit B to tail-whip the kitty blocks.



Ground Thumping

Every stage introduces a new power-up. In Level 2-1, you'll find the thumping power-up wrapped up in a present. The new ability will allow you to break through a stone block. Press Down while in mid-air to thump them away.



No Broom Required

In Stage 3, Sabrina acquires the mail. Since her jumping ability isn't quite as high as in the first level, she'll need to use the mail. Press Up while in mid-air to float and hit Down to burst the bubble.



Witchy Warping

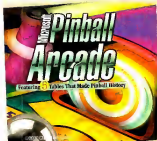
Sabrina won't be able to walk to all of the level's areas, so she'll need the warp power-up to get around. Once the warp spell can be in your magic spell display, you'll be able to teleport through blocks stacked with arrows.



Beastie Bosses



At the end of every stage's fourth level is a showdown with a beastie boss. Each beastie will try to grab you, or hit you with magic. After it attacks, hop it on the head. When it's dead, zap it.



FULL-TILT FUN

If you want to bounce through over 50 years of pinball history, you can flip through the historic tables of Microsoft Pinball Arcade from Classified Games. Doing us best to duplicate the sizzling madness of five revered tables (dating as far back as 1931), Pinball Arcade is a virtual gallery of time-tested bumper setups, drop targets and pure pinball wizardry.

A Miss game to the common ancestor of both pinball and a table?
 Bumper setups were used as a table about the last of the 19th century. Bumper setups were used to keep the ball from getting stuck in the back of the machine. Bumper setups were used to keep the ball from getting stuck in the back of the machine. Bumper setups were used to keep the ball from getting stuck in the back of the machine.



Pick a Year

Unless you're in a pinball collector's game room, Pinball Arcade is your only chance of playing some of pinball history's most influential boneds. All five of the tables are based on real-world pinball machines, and each of the pioneering setups has earned a spot in gaming history.



1931: Baffle Ball



The first widely played pinball machine was the Baffle Ball. Instead, you must simply shoot the ball and repeat within a high-value pocket.



1950: Knock Out



By 1950, the tilt mechanism was available, and the pinball-themed Knock Out table for fun. It's a Select to give the table a single.



1963: Stick Chick



Named after a duck, the Stick Chick features a wide gap between its flippers. Keep the ball in play by perfecting your angle technique.



1976: Spirit of '76



By the '70s, people were in the spirit of playing multi-player pinball, and the Spirit of '76 is the first of the 250 games four player tables.



1982: Haunted House



Haunted House was the first three-level pinball table. To give you a ghost of a chance, the machine for turns eight flippers.

History

1933 Tooty (Duffy)
 The first pinball machine was the Tooty. Though popular, it was not a success. It was a failure.

1944 Spirit of '76
 Spirit of '76 was the first four-player pinball machine.

Faded Tables

Sure to make pinball enthusiasts flip, Microsoft Pinball Arcade is a game play back including top re-balls catching and between the flippers. It's a gallery of pinball history, art and a tribute to the history of pinball.

GB B-BALL

Don't settle for nothing but net when you can get turbo-charged players and in-your-face two-on-two b-ball action. On fire with the second star that Activision's Jam games are known for, NBA Jam 2000 for Game Boy Color has the hardware with pro basketball teams and rosters, spoken commentary and lightning-fast action.



Jam Pak

Jam 2001 sports 29 NBA teams. To change the players you order into the court, select the player you'd like to replace by highlighting him with the Control Pad on the Lineup screen. By tapping A, you can bring up another player on the team. Once you've assembled your lineup, prepare for the tip-off.



Hoop Dreams

The Turbo features a motion sensor. Just apart from a still broken field game. The pit of energy will grab your arm the best he needs to divert to the hoop. The meter in the bottom of the screen keeps track of your Turbo reserve. Press Start to kick it into overdrive.



Game Link Action

NBA Jam 2001 works with the Game Link Cable so you can connect and play with a friend who also has the game played in. For solo players, NBA Jam 2001 also delivers Season Mode, Head-to-Head play and PlayIt's along with Tag, Fun and Juice Modes.



Mad about Madden

It may be tiny, but EA Sports' Madden NFL 2001 reaches down with over 100 yards of big, hard-hitting football fun. Madden is mad about realism, and the position game tackles sim-style play instead of arcade-style action. The game reveals the details, and they pay off in the form of exhaustive playbooks. And for those football fans who never really cared much for John Madden's commentary, his hot air is entirely absent from the pigskin portfolio.



©2000 EA Sports Inc.

Hot One!

Though Madden doesn't speak a word in the game, Madden NFL 2001 features spoken calls from the ref. You'll hear decisions when playing any of the game's modes—Exhibition, Season and Playoffs.



Knocking Helmets

Madden NFL 2001 features plenty of offensive and defensive plays. And if you call off a particularly good maneuver, you can save it as instant Replay Mode.



Get Connected

Like any good sports game for GBC, Madden features a Game Link Mode that lets you play helmet-to-helmet against a fellow enthusiast quarter back.



Hog Wild

Officially licensed by Harley-Davidson, Infogrames' cross-country cycle rally will take you coast to coast across America and straight into hog heaven. Harley-Davidson Motorcycles Race Across America now up with a garage full of bikes that you can upgrade, and traffic and obstacle-filled interstates that take, on average, around five minutes to cross. No one said it would be easy riding.



Rev It Up

You can ride a hog, but you can't be a road hog since the long stretches of highway are filled with cars and barricades. Obstacles appear in richer lanes, so ride along the center line to give yourself sufficient reaction time and room to move.



It's a Gas, Gas, Gas

Don't expect to drive across the country on one tank of gas. In fact, you'll need several per course. Ride along the shoulder when you spot the red gas signs that warn of the upcoming fuel pump you can drive through.



Born to Be Wild

By placing in a race, you'll win money that you can spend to upgrade your bike's speed, strength, speed, steering and fuel capacity.



War Games

They don't call it military intelligence for nothing. Commanding military units takes thought, and Force 21 is the thinking person's real-time strategy and war game. The latest covert operation from Red Storm, the company behind Rainbow Six, Force 21 drops you into World War III and gives you the power to deploy and destroy.



Out in the Field

You can play as China or the US, and your missions will vary depending on the side you choose to command. Each mission has a unique objective as well as the constant goal of keeping your troops, tanks, trucks, APCs and other vehicles intact.



Together We Stand



As you set out for your destination, keep your forces close together. You deploy each unit one at a time, and if you send one too far ahead in the field, it may not be able to defend itself from an ambush.



Follow the Arrow

Using your cursor, you can guide your troops to their destinations. On your way, be on the lookout for arrows that pop up on the edge of the screen—they'll arrow point out the location of enemies. Try to kill more forces when you spot one.

Rodent Rally

Racin' Rats is Tyco's line of remote-control stunt machines, and Mattel Interactive's new game puts you in control of the flapping, jumping cars. Full of Tyco reprints, Racin' Rats sends you tearing through household settings, like Grandma's Room and the bathroom, in search of ramps, springs and gravity-defying power-ups that'll help you reach collectible items.



In the Rat Race

In each room of the house, you must complete an objective, such as finding Grandma's dentures. The road to your goal is never a direct path, so you must experiment with power-ups.



Driving Objectives

By completing the goal for a room, you can unlock another of the game's 10 main courses. The goal items in every room is always out of the way, so you must bounce off footballs, cruise over ramps and use power-ups like the Super Jump, Wall Climber and Raygun Sigs.



Bound Hazards

Obstacles and hazards, like robots and tanks, will try to stop you from reaching the power-ups that'll get you to your goal. You'll have to restart the level if a roadblock flips you over, so approach them often you're using invincibility.



Speedy Spots

Every room contains a timed ring game. In the Trading Places level, you can enter a ride against the clock for collectibles by driving into the billboard calculator.



Dink the Daring

Before he directed Disney A.E. animator Don Bluth created Dragon's Lair, one of the first laser disc-based video games to hit America in 1983. The on-screen action was actual pen-and-ink footage of Dink the Daring, a buffoonish swash-buckler, and the GBC translation captures its cartoonish action.



Move Fast!

As in the arcade version, Dink's fate depends on the controls you use and whether or not you can nail them when a window of opportunity opens amid the nonstop cinematics.



Choose Your Path

When you reach a fork, the paper postcard-style wall flashes white. Press the Control Pad in that direction to enter the safe, recommended route. At the point of fork, press Up to take the middle road.



The Right Reaction

For every situation, there's pretty much only one correct way to react. In enemy confrontations, you usually must face your foe and attack. Press the Control Pad toward the enemy, then A.



How Sweet It Is

The M&M's Minis have stirred up a giant batch of trouble and have scattered about the candy factory. It's up to four M&M's—Red, Yellow, Green and Blue—to use their chocolaty goodness to clean up the mess. If you're sweet on platform action and character switching, you'll eat M&M's Minis Madness right up.



Candy Capers

Each candy character has a unique ability, and you can play as any of them anytime during the game. To switch characters, hit Select, then press the Control Pad sideways to highlight an M&M hero.



Red, Yellow, Green, Blue



If you can't jump to it, use Yellow. The sunny M&M can break off of walls for an extra springy jump. To shoot crates and obstacles out of your way, use Green.



Candy Collecting

The M&M's Minis and Plan M&M's you collect count for 10 points apiece. You also have a running total of candies you've found—the Plan M&M's will add 100 to your tally while the M&M's Minis will add only one.



Flip the Switch

In every level are some events. Once you've switched up 7 of the candies in the area, flip the switches to move on to the next level.



A Dabba-Doo Time

A golden-age arcade game gets a stone-age face-lift in Classic's version of Burgerime. Dedicated to kitchen detail as Mr. Slate's Briolet King burger joint, Fred Flintstone is stuck slapping together ingredients by walking over the various ingredients. In addition to the modern-starc angle, Burgerime in Bedrock adds new twists, Mr. a power-up that lets Dino on enemies who chase Fred.



Fast Food

Mr. Slate's fast-food restaurant is overrun by dinosaurs and even the Great Gazoo. All of the unwanted guests are in hot pursuit of Fred to make his Burgerime a rocky one.



Fast Food

Whether you play as Fred or Barney, the game will play this same. The scenarios on your track will never double back in reverse direction, so it's a breeze to find an escape route and anticipate their path.



Patty Whack

If you can't evade an enemy, thud it! The whack will put it out of commission for a few seconds, and a single swing can send temporarily stubborn enemies to the other side of you.

Get Ready for the SPOTLIGHT!



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- ▶ Bring Soul, Rhythm, and Blues to your Nintendo 64.

Only for N64. Not all titles support this. See the Product Description for more information.

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ESRB Rating: Everyone





BANJO-TOOIE

The bear/witch project returns.

GRAPHICS: Banjo-Kazooie looked great to start with, and Banjo's follow-up looks just as dazzling.

PLAY CONTROL: Mumbo is now a playable character, though his role in adventuring is minor compared to Banjo and Kazooie. Both the bear and bird have a full arsenal of new moves to wield, and all of the button combos for them come naturally.

GAME DESIGN: The perfect cross between Donkey Kong 64 and Banjo-Kazooie, BT features a little of the backtracking between levels that DK64 overambitiously played to the hilt. Unlike DK64, BT has refined the cross-level action to keep it bumble and

wisely avoids going overboard with the collectibles.

SATISFACTION: Never offering a dull moment, BT is crisper and tougher than the original. The first-person egg-shooting areas and minigames like the submarine shootout make BT wonderfully unpredictable, and the pleasing variety spills over into the multiplayer modes. If there's one disappointment, it's the half-hearted resolve of the Ice Key mystery introduced two years ago in Banjo-Kazooie.

SOUND: With snappy tunes and goofy effects presented in Dolby Surround, BT will tickle your ears as well as your gaming fancy.

COMMENTS:

Chris—Complex and engaging. Jennifer—Some levels are quite tedious. Drew—Each level is filled with ingenious surprises.



OVERALL
9.0
RATING

GRAPHICS

9.0

PLAY CONTROL

9.0

GAME DESIGN

9.0

VALUE

9.7

SOUND

9.6

- Four/USB N64ables
- 1 to 4 players simultaneously
- Run like a champion
- Dolby Surround
- Play as Banjo, Kazooie and Mumbo
- 0 words
- New transformations



HOW WE RATED

Just like the bear and birds' first adventure, Banjo-Tooie is full of cartoonish action that the ESRB deems appropriate for gamers of all ages. The ratings board has rated Banjo-Tooie E for Everyone.

WINNERS' PICKS STAFF SCORES

9.8 — Scott
9.7 — Drew
9.6 — Jill
9.4 — Jennifer
9.3 — Oliver



TOM AND JERRY IN FISTS OF FURY

Fighting games just got a little hairier.

GRAPHICS: Always at each other's throat, bitter rivals Tom and Jerry are right at home in NewSoftCo's fighting game, which is a graphical knockout. The lovingly animated cat and mouse sport cartoon fluid movements (like dizzy spells and the ol' "Who moved our high?" reaction) and are placed in brilliant 3-D settings. **PLAY CONTROL:** More than just a button masher, Fists of Fury requires precision timing and aim, and the easy-to-master controls handle with feline prowess.

GAME DESIGN: While many 3-D fighting games feature scenes that are too big to keep the action tight and concentrated, Fists

of Fury boasts perfectly sized arenas that are full of safe spots and danger zones (including booby traps you can lose your opponent into). NewSoftCo takes full advantage of the three dimensions so that you're always interacting with your environment. **SATISFACTION:** Don't distress Tom and Jerry as a children's game. Fists of Fury is great for pros since the CPU competition is particularly fierce and the power-ups and wacky weaponry (like bounding into and now eggs) add depth and require skill.

SOUND: The swaying big band tunes maintain the manic tempo and classic cartoon feel.

COMMENTS:

Jensen—Excellent multiplayer intensity that you can play for hours on end. It's the N64's best 3-D fighting game.



OVERALL
8.3
RATING

- NewSoftCo/50 Minssoft
- 1 to 2 players simultaneously
- Controller Pak compatible
- 7 controls
- Hilarious weapons and power-ups

GRAPHICS
7.5

PLAY
CONTROL
7.5

GAME
DESIGN
8.5

ENT.
9.5

SOUND
8.5

OVERALL
POWER
STAFF
SCORES

7.1 — Jensen
8.1 — Jensen
8.3 — Chris
9.1 — Jill
7.1 — Oliver



THE WORLD IS NOT ENOUGH

EA takes over James Bond's license to thrill.

GRAPHICS: Looking as slick as Pierce Brosnan's hair, The World Is Not Enough wows with realistic settings, slicker animation and inspired cinematic.

PLAY CONTROL: Jumping is a feature that the quintessential Bond game, GoldenEye 007, never had. While the rest of TWINE's controls handle just like GoldenEye, the jump ability separates the game with a bit of platform action.

GAME DESIGN: Rare defined the James Bond game with GoldenEye, and developer Eurocom (the company behind superb, overlooked N64 games like Duke Nukem Zero Hour and Disney's Tarzan) amply

keeps the game's format (Agent, Secret Agent and oo Agent objectives) and steadily feel intact. The game adds just the right new touches, like a nonstop skiing level, to shake and stir up the familiar first-person genre.

SATISFACTION: GoldenEye and Perfect Dark are hard games to match, and TWINE meets their standards just enough to please fans of smart shooters. It may not be as difficult as either game, but it's still a blast.

SOUND: The suave music syzygies have smoldering Bond appeal, while the spoken dialogue adds a cinematic touch that GoldenEye didn't feature.

COMMENTS:

Chris—It can't hurt that it's like GoldenEye, though it's a bit plainer. Oliver—Better weapon variety than GoldenEye.



OVERALL
8.1
RATING

- EA Games/250 Minssoft
- 1 to 4 players simultaneously
- Controller and Remake Pak compatible
- Experience Pak achievements

GRAPHICS
8.5

PLAY
CONTROL
8.5

GAME
DESIGN
7.5

ENT.
7.0

SOUND
8.5

OVERALL
POWER
STAFF
SCORES

8.5 — Jensen
8.3 — Jill
8.1 — Jensen
8.7 — Oliver
7.4 — Chris



INDIANA JONES AND THE INFERNAL MACHINE

Indy cracks his whip in an original adventure.

GRAPHICS: The transcontinental settings, including ancient ruins and beaches, lend the larger-than-life feel that's characteristic of Indiana Jones's adventures. Based on a PC game, *Infernal Machine* conveys a world you'd expect to see in an Indiana Jones flick.

PLAY CONTROL: The situation-based controls of the B Button and C Buttons that you can assign items to is taken from *The Legend of Zelda: Ocarina of Time* button setup. The diff-banger benefits from the system since Indy must pull off a wide array of moves and juggle a number of items.

GAME DESIGN: Stocked with whip-smart

puzzles and lots of gungling action, *Infernal Machine* rolls out the thrills and mystery like a runaway boulder.

SATISFACTION: When you get right down to it, *Infernal Machine* is *Tomb Raider* starring Indiana Jones, which is a ringing endorsement for fans of 3-D adventures. The story has a classic feel, while collecting items to unlock bonus areas will give budding archaeologists even more reason to scour areas inside and out.

SOUND: If the triumphant Indiana Jones theme song can't get you worked up, nothing will—especially when it blares in crisp surround sound.

COMMENTS: Chris—The play control is brutal without camera controls. Scott—A true Indy experience.



OVERALL
7.8
RATING

- LucasArts' 25th Megadeck
- 1 player
- Expansion and Rumble Pak compatible

GRAPHICS
8.5
PLAY CONTROL
7.5
GAME DESIGN
8.5
SAIL
7.5
SOUND
8.5



HOW IT RATES
Indy does seem to rely more on his gun than on his whip in LucasArts' adventure, so the ESRB recommends the game for Teen audiences and older. The based norms of instances of violent violence and blood.

PLAYERS
1
TAFF
SCORES
8.4 → Oliver
8.1 → Drew
8.8 → Chris
7.7 → Scott
7.6 → George



MIDWAY'S GREATEST ARCADE HITS VOLUME 1

Midway packs six vintage video games in one new Pak.

GRAPHICS: The six classics that Midway has dusted off (*Defender*, *Joust*, *Robotron 2084*, *Road Block*, *Tapper*, *Strider*, and *Spy Hunter*) look primitive by today's standards, but in their heyday, it was the game play—not graphics—that came first. Wisely, Midway has preserved the original, simple look of the games.

PLAY CONTROL: The A Button doesn't always mean fire in Midway's Greatest Hits, so the play control tends to be very unintuitive. Keeping afloat in *Joust* seems particularly awkward, while *Robotron's* endless firing is clumsy when each direction is assigned to a ray C Button.

GAME DESIGN: Back in the '80s, games had no end. Instead, they added more enemies and sped up the action the further you delved into the game. There's something to be said about games that can hook you with repetitiveness, and all six will absorb you like the games absorbed quarters two decades ago.

SATISFACTION: You can't argue with six games in one, especially when they're time-tested classics. The play control will take getting used to, and it's worth the trouble if you're a gaming veteran or nostalgic buff or looking for intense arcade action.

SOUND: Midway's collection recreates faithfully the classics in every way, including their blipping glory.

COMMENTS: Oliver—Who knew *Road Block* was so much fun?



OVERALL
7.7
RATING

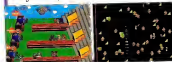
- Midway's 25th Megadeck
- 1 to 2 players aboriginal (1 to 2 players simultaneously for *Joust*)
- Controller Pak compatible
- 6 classic games plus a bonus game

GRAPHICS
6.0
PLAY CONTROL
7.0
GAME DESIGN
7.5
SAIL
6.5
SOUND
7.5



HOW IT RATES
Back in the good of days, games were plentiful. Lured as gamers, considering variety of '80s arcade classics, Midway's Greatest Arcade Hits Volume 1 has been rated E for Everyone by the ESRB.

PLAYERS
1
TAFF
SCORES
8.1 → Oliver
8.1 → George
8.1 → Jennifer
7.4 → Jason
6.9 → Sony



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



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READY 2 RUMBLE BOXING: ROUND 2

And in this corner: Midway's second palooka-palooza.

GRAPHICS: Midway's rock-'em, sock-'em slugfest is a deep-dish looker. Even better looking than the first funky game, Round 2 sports tighter camera angles, smoother moves and characters who bounce and jiggle with every punch and bob.

PLAY CONTROL: Midway's pugilists take another swing in the ring with the same tight (but oddly configured) controls that made the first game a roundhouse hit. Critical punches still earn you letters to spell RUMBLE. By spelling it, you'll be able to pack an All-wallop, and Round 2 allows you to spell the word multiple times in a row to supercharge your blow.

GAME DESIGN: Training modes that allow you to earn muscle-and-technique-building regimens return in Round 2 along with the great and goofy futuristic action established in the original.

SATISFACTION: The big change in Round 2 is that the graphics are less-than-quality. The original cast plus new characters (including Shaquille O'Neal and Michael Jackson) paired with hard-hitting action should have kept fans putting up their dukes.

SOUND: Kallin's audio packs a punch with its loopy speech samples, Michael Buffer's unmistakable r-e-o-only cry and a thumping, kick-butt-hop soundtrack.

COMMENTS: *Oliver—One-player mode is a lot more difficult this time around.*



**OVERALL
7.6
RATING**

- Midway's 256 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible

GRAPHICS
8.4
PLAY CONTROL
7.0
GAME DESIGN
7.4
AGE
7.9
SOUND
8.1

TECHNICAL POWER
STAFF SCORES
8.2 — Jason
8.1 — Jennifer
8.0 — JB
7.8 — Oliver
7.5 — Dave



WWF NO MERCY

THQ doesn't know the meaning of the word "uncle."

GRAPHICS: On the surface, No Mercy isn't radically different from THQ's previous powerhouse, *WrestleMania 2000*. The realistic animation, detailed settings and Thompson arena look as great as ever.

PLAY CONTROL: THQ has perfected the wrestling game, and No Mercy struts its stuff with the grappling engine that's a proven fan favorite.

GAME DESIGN: Aside from the inclusion of new wrestlers like Scotty Too Hotty, No Mercy features the N64's Best Ladder Match, a frantic competition in which you must set up a ladder and climb to the top before your opponent can knock you off.

SATISFACTION: Still the king of the ring, THQ has created yet another fine game that's easy enough for WWF newcomers to appreciate. The story mode, exhaustive moves, detailed Create-a-Superstar Mode and ball-biting Ladder Match are enough to lure die-hard fans into trying another volume of WWF grudge settling. Casual fans, on the other hand, won't be missing too much if they already own a THQ wrestling game.

SOUND: Though it'd be cool to hear verbal taunts, you can't complain about the inclusion of the wrestlers' personal theme music.

COMMENTS: *Oliver—THQ still makes the best wrestling game. Jennifer—The huge selection of wrestlers, arenas and game parameters is cool, although it takes little skill to play.*

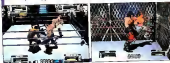


**OVERALL
7.3
RATING**

- THQ's 256 Megabits
- 1 to 4 players simultaneously
- Controller not Rumble Pak compatible
- Create-a-wrestler mode

GRAPHICS
7.5
PLAY CONTROL
7.5
GAME DESIGN
7.1
AGE
7.4
SOUND
7.5

TECHNICAL POWER
STAFF SCORES
8.2 — Jason
8.2 — Andy
8.0 — Scotty
7.1 — JB
6.5 — Jennifer



IT'S NOT JUST ABOUT RACING ANYMORE!

"The battle mode in Rush 2049 has to be the best four player combat game available on the Dreamcast." - IGNDC.com, 9/00

"The whole do★★★★ thing rocks" - EGM, 12/00

"One of the truly great games just got even better.★★★★★"
- Next Generation, 11/00



BATTLE



CITY HUNT



CHASE

San Francisco
RUSH
2049

MIDWAY
www.midway.com



Dreamcast



ONLINE
COLOR

SCOOPY-DOO! CLASSIC CREEP CAPERS

Play control, where are you?

GRAPHICS: Jinkied! It looks just like the groovy Hanna-Barbera show but in 3-D. **PLAY CONTROL:** THQ would've gotten away with creating a fun game if it weren't for the play control and that meddling dog. Scooby tends to get in the way as he follows and hounds the gnomes and playable character, Shaggy. Even worse, the game is cursed with a Resident Evil-style setup—static scenes to wade through and no moving cameras. Too often the orientation of the area changes when you enter a new scene, and you find yourself accidentally doubling back when Up on the Control Pad suddenly means forward instead of away. Good luck

escaping enemies. (Bah-ah!)

GAME DESIGN: THQ deserves a Scooby Snack for never betraying the spirit of the show. Based on three episodes from the TV series plus one original mystery, Creep Capers successfully transforms the cartoon into a snafu-inducing game of slacker sleuthing that includes burbling sandwiches, creeping scorpions, setting traps and finding Velma's glasses.

SATISFACTION: Scooby is a game that you want to like and is at least worth a look-see (though the maddeningly hard-to-handle controls hurt and plague the high jinks).

SOUND: Zornik and other zany speech samples and effects keep things authentically Scooby.

COMMENTS: Andy—Control, it's fun though it has crazy play control.



**OVERALL
6.8
RATING**

- 100/120 Megabits
- 1 player
- Control Pad Pak only adds
- Four copies

GRAPHICS

7.7

PLAY CONTROL

6.8

GAME DESIGN

7.8

SAT.

8.7

SOUND

6.8

ANYTIME/POWER-UP

STAFF

6.4 — Jennifer

7.8 — Jason

6.5 — Chris

6.4 — Andy

6.2 — Scott



MIA HAMM SOCCER 64

Get your kicks with the N64's first women's soccer game.

GRAPHICS: The appeal of SouthPeak's soccer game is that it boasts U.S. National Soccer Team star, Mia Hamm, and the real kicker is that all of the players look like her. What should've been the goal during development was to create players who looked different from one another, as well as players who weren't so angular.

PLAY CONTROL: Though not as big on micromanagement as other soccer sims, MHS64 allows you to adjust the airborne ball trajectory and leniency of the referee. Changing those options, as well as controlling the ball, is always easy as management thanks to the game's user-friendly controls.

GAME DESIGN: The usual sports game variables pop up in SouthPeak's four-player game, including weather, field condition and time of day. One particularly nice addition is the field trap that allows you to see the locations of all players while you're playing the field.

SATISFACTION: MHS64 isn't very different from other N64 soccer games, so Mia Hamm's endorsement and her spoken soccer tips make up the bulk of the SouthPeak game's appeal.

SOUND: The commentary lends personality to the game, though the remarks often sound abrupt and disjointed.

COMMENTS:

Drew—It's as good as any generic soccer title.

Jennifer—It's nice to see a sports game with female players.



**OVERALL
6.6
RATING**

- SouthPeak/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak suggested

GRAPHICS

7.9

PLAY CONTROL

7.0

GAME DESIGN

6.3

SAT.

8.7

SOUND

7.7

ANYTIME/POWER-UP

STAFF

7.3 — Jennifer

6.7 — Jason

6.8 — Scott

6.5 — Chris

6.3 — Drew



**EVERETT
E
ESRB**

HOW IT RATES SouthPeak's soccer game is just what we needed. The ESRB recognizes that the game is appropriate for sports fans of all ages and has given it the little white rating of E for Everyone.

POWER RANGERS LIGHTSPEED RESCUE

THQ gets downright Diabolico with the Power Rangers.

GRAPHICS: Red, Green, Blue, Pink and Yellow Rangers—the Power Rangers are big on colors, and so is THQ's game. The comic-book-style cut scenes will also be pleasing to the eyes of young Power Rangers fans.

PLAY CONTROL: Of its 27-plus levels (you unlock secret levels by completing the 27 missions in the Titanium Quest), Lightspeed Rescue features four types of missions: Ranger Mode, Ground Vehicle Mode, Hovercraft Mode and Megatone Mode. Navigating is easy in all modes, with the exception of the truck driving levels, which suffer from wide turning and spastically steering.

GAME DESIGN: Lightspeed Rescue is aimed at kids, and its straightforward missions that show pictures of your objectives and radar that points out your goals make THQ's action game user-friendly fun.

SATISFACTION: Lightspeed Rescue's sheer variety will keep youngsters entertained—especially with the standout Hovercraft Mode which lets you freely fly and dogfight through the city. The levels you explore on foot, on the other hand, can be tedious (think Guardian in slow motion).

SOUND: Spoken hints and hoopies and the guitar-heavy theme music add to the game's encouraging and inspiring feel.

COMMENTS: Jennifer—Variety and often interesting game play don't make it perfect for its audience.



OVERALL
6.6
RATING

GRAPHICS
6.6

PLAY
CONTROL
6.8

GAME
DESIGN
7.4

SAT.
6.4

SOUND
6.6

- THQ's Megabits
- 1 to 2 players simultaneously
- Controller not compatible
- 27 levels plus secret bonus levels
- 12 Megatone Area missions and Megatone

HOW IT RATES
Aimed at the young audience that craves the TV show, Power Rangers games want the ESRB calls "intended violence." The extent of it is kicking and punching monsters, and it's nothing that doesn't appear on the show.

STAFF
SCORES

- 1.1 — Chris
6.9 — Jason
6.5 — Jennifer
6.3 — Drew
6.6 — Andy

WCW BACKSTAGE ASSAULT

Now you can wrestle in the bathroom with a trash can.

GRAPHICS: Without a wrestling ring in sight, Backstage Assault goes beyond the mat and unleashes the WCW bouts in odd locales like bathrooms and parking lots. The areas are fun, but they're too large for their own good since the camera often has to shift to an overhead perspective to capture all the action. There's nothing exciting about fighting on a bird's-eye view, especially when the animation is choppy.

PLAY CONTROL: Like any wrestling game, WCW is riddled with tons of moves that are easy to execute. Too bad the hit detection is so poor that the moves rarely connect.

GAME DESIGN: Strictly about weapons-

based (hardcore) action, Backstage Assault is pumped up with inspired arenas where almost everything doubles as a weapon. The result is outrageous and shocking action.

SATISFACTION: Wrestling purists will dig the hardcore gimmick for a while, but it might not be enough to tide them over for an entire game. If you're looking for a fast-paced, weapons-based, no-holds-barred, 3-D ramble, a wrestling game like WCW might not be as good a choice as Ten and Jerry.

SOUND: Truly amazing, WCW's running commentary seamlessly strings together hilarious, spot-on play-by-plays that rarely repeat.

COMMENTS: Andy—It's for only two players? Too bad. Drew—The excellent commentary props up a mediocre game.



OVERALL
6.2
RATING

GRAPHICS
6.9

PLAY
CONTROL
6.7

GAME
DESIGN
6.4

SAT.
6.9

SOUND
6.2

- EA's Megabits
- 1 to 2 players simultaneously
- Controller and Ramble Pak compatible
- Create-a-wrestler mode

HOW IT RATES
Fell at things that you shouldn't try at home—like wrestling with trash or fighting rivals on fire with flaming two-by-fours—WCW Backstage Assault has drastically landed a Team rating from the ESRB.

STAFF
SCORES

- 1.1 — Chris
7.8 — Andy
6.6 — Jason
5.9 — Sergio
5.8 — Drew





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The runaway hit Harley-Davidson® Race Across America™ has come to the Game Boy® Color system. Choose from a wide selection of Harley's® and tear across the country in an action packed race. As your journey unfolds, you'll be faced with challenging competitors, unpredictable roads and loads of other obstacles. Do you have what it takes to meet the Harley-Davidson® challenge?

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EVERYONE



Wizard Works



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HERCULES: THE LEGENDARY JOURNEYS

Labor with Hercules in Titus's epic.

GRAPHICS: Like any good myth, Hercules continues to live a life of its own. Long after the TV show went off the air, Hercules has emerged in video game form, and the lead character actually looks like the actor who portrayed him—Kevin Sorbo. Other than that, it doesn't look like any Hercules effort was taken in the graphics department since the overall look of Titus's game is muddy and polygonal. **PLAY CONTROL:** Hercules borrows Zelda's control system, so the B Button has varying functions depending on where you are. **GAME DESIGN:** With its Zelda-influenced controls and woodland adventuring, Her-

cules comes off as a pale Zelda warmabe. Even if it wasn't in Link's shadow, Hercules would stumble since much of the quest is bogged down with repetitive combat and uneventful exploration. The game's one high point is that it exudes Mount Olympus-sized personality with genuinely witty dialogue characteristic of the show. **SATISFACTION:** An average epic, Hercules doesn't live up to the legend. The barely inspired adventure at least has fun trying to be over the top with its noteworthy screen text. **SOUND:** Wandering minstrel melodies underscore an otherwise quiet game.

COMMENTS: Jennifer—The legend of this boring game's quality will achieve status of its show.

HOW IT RATES
T Rated T. Hercules is a cover guy or part-time mythological. Nevertheless, the CSRR has deemed Titus's game appropriate for teen audiences and older. If you're a fan of the television show, you'll know what to expect.

- 120 Megabits
- 1 player
- Controller and Rumble Pak compatible

OVERALL
6.0
 RATING

GRAPHICS
5.8

PLAY CONTROL
6.0

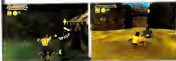
GAME DESIGN
6.2

SAE
5.2

SOUND
6.0

WENTWORTH
 POWER
 STAFF
 SCORES

5.5 — Scott
 5.3 — Drew
 5.6 — Chris
 6.0 — Jason
 5.8 — Jennifer



SEA-DOO HYDROCROSS

Vitalica tries to make a splash with Sea-Do racing.

GRAPHICS: Sure to be compared to Wave Race 64, Sea-Do HydroCross is dead in the water with angular vessels, badly illustrated sea spray that looks solid, and backgrounds that abruptly pop up when you cruise within range. **PLAY CONTROL:** Part of what made Wave Race 64 so great was that the riders' voices affected the racing conditions. HydroCross falls over the rollers, in turn giving you no real sense of being on the water. To its credit, the handling is very tight—almost as if you were driving a bobbing car. **GAME DESIGN:** Every course features designated floats that you can cruise

through to earn points that unlock faster crafts. HydroCross goes for arcade-style wildness, and the hidden shortcuts and landlocked detours help keep Vitalica's game from sinking as a Wave Race clone. **SATISFACTION:** Diving through canals, beerleaves and outrageous shortcuts is always fun. In the end, though, HydroCross's arcade aspirations are bogged down by maze courses and even tamer CPU rivals. **SOUND:** Occasionally the engine hums out for no apparent reason. **COMMENTS:** Jason—Sea-Do's Vitalica's game flourishes with aquatic arcade action that Wave Race and even Attila's Hydro Thunder pull off. Jennifer—It looks junky. Scott—I never had to let up on the gas. Bowling.

HOW IT RATES
E Just when you thought it was safe to go back in the water, it actually is. Sea-Do HydroCross is a tame, nonviolent racing game, and the CSRR has rated Vitalica's exhibit top of speed with an E for Easy pace.

- Vitalica/66 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible

OVERALL
5.6
 RATING

GRAPHICS
5.2

PLAY CONTROL
5.4

GAME DESIGN
5.6

SAE
6.4

SOUND
5.2

WENTWORTH
 POWER
 STAFF
 SCORES

5.1 — Chris
 5.4 — Scott
 5.4 — Jennifer
 5.3 — Jason
 4.7 — Drew



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ALSO PLAYING THIS MONTH

DENKEY KONG COUNTRY

- Game Boy MegaHit
- 1 to 2 players simultaneously
- GBC exclusive
- GB Printer compatible
- Game Link compatible



DKC was a groundbreaking title for the Super NES, and Rare has translated the hit into a GBC game that's of top banana caliber. Improved with multiple player capabilities and a GB Printer feature, DKC has all the fun and glory of the original. Though the graphics lack the detail of the classic, they're still worth going up over.



OVERALL RATING
8.3

GRAPHICS: 7.5
PLAY CONTROL: 8.5
GAME DESIGN: 8.5
SVC: 8.5
SOUND: 8.5

MAJIN STONES BACK

- Intermix/TH MegaHit
- 1 to 2 players simultaneously
- GBC exclusive
- Internet capability



Marvel's Thor: Ragnarok exists in a universe by hypnosis, where a demon of carbon and iron is being used to bring back to life the fallen. The game is a platformer that's a bit of a throwback to the classic, but it's still a fun game to play. The graphics are a bit of a letdown, but the game is a fun and fast-paced platformer that's worth going up over.



OVERALL RATING
8.2

GRAPHICS: 8.5
PLAY CONTROL: 8.5
GAME DESIGN: 8.5
SVC: 8.5
SOUND: 7.5

THE FLINTSTONES STARRING IN BURGERS IN BEDROCK

- Classified Intermix/TH MegaHit
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible



An excellent comedy game from the 1980s, Burger Time stands the test of time—much like its counterpart, a few years to the past. It's a platformer with a fun and fast-paced theme and a new twist. It's a fun and fast-paced game that's worth going up over.



OVERALL RATING
7.8

GRAPHICS: 7.5
PLAY CONTROL: 7.5
GAME DESIGN: 8.5
SVC: 8.5
SOUND: 8.5

SARING THE ANIMATED SERIES ZAPPER!

- Haves Intermix/TH MegaHit
- 1 player
- GBC exclusive
- 16 levels



Hasbro's latest is a platformer that's a bit of a throwback to the classic, but it's still a fun game to play. The graphics are a bit of a letdown, but the game is a fun and fast-paced platformer that's worth going up over.



OVERALL RATING
7.6

GRAPHICS: 8.5
PLAY CONTROL: 7.5
GAME DESIGN: 7.5
SVC: 7.5
SOUND: 7.5

BLADE

- Activision/TH MegaHit
- 1 player
- GBC exclusive



Like fellow vamps in Buffy, Blade stands in a GBC game that's a bit of a throwback to the classic, but it's still a fun game to play. The graphics are a bit of a letdown, but the game is a fun and fast-paced platformer that's worth going up over.



OVERALL RATING
7.2

GRAPHICS: 7.5
PLAY CONTROL: 7.5
GAME DESIGN: 7.5
SVC: 7.5
SOUND: 8.5

SPIDER-MAN

- Activision/TH MegaHit
- 1 player
- GBC exclusive



Filled with plenty of superhero-like features to keep you spinning, Spider-Man is a platformer that's a bit of a throwback to the classic, but it's still a fun game to play. The graphics are a bit of a letdown, but the game is a fun and fast-paced platformer that's worth going up over.



OVERALL RATING
7.1

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

LEGO ALPHA TEAM

- LEGO Media/TH MegaHit
- 1 player
- GBC exclusive



By placing train engines, a platformer that's a bit of a throwback to the classic, but it's still a fun game to play. The graphics are a bit of a letdown, but the game is a fun and fast-paced platformer that's worth going up over.



OVERALL RATING
7.0

GRAPHICS: 8.5
PLAY CONTROL: 8.5
GAME DESIGN: 7.5
SVC: 7.5
SOUND: 8.5

DISNEY'S ALADDIN

- GBC/TH MegaHit
- 1 player
- GBC exclusive



It may be based on Disney's cartoon, but Aladdin is a colorful and typical platformer that's a bit of a throwback to the classic, but it's still a fun game to play. The graphics are a bit of a letdown, but the game is a fun and fast-paced platformer that's worth going up over.



OVERALL RATING
6.8

GRAPHICS: 7.5
PLAY CONTROL: 8.5
GAME DESIGN: 8.5
SVC: 8.5
SOUND: 7.5

PLAYMOBIL LAURA

- GBC/TH MegaHit
- 1 player
- GBC exclusive
- Internet capability for GBC



A sweet and gentle adventure in a platformer that's a bit of a throwback to the classic, but it's still a fun game to play. The graphics are a bit of a letdown, but the game is a fun and fast-paced platformer that's worth going up over.



OVERALL RATING
6.7

GRAPHICS: 7.5
PLAY CONTROL: 7.5
GAME DESIGN: 7.5
SVC: 8.5
SOUND: 8.5

LITTLE NICKY

- GBC/TH MegaHit
- 1 to 2 players simultaneously
- GBC exclusive
- 5 missions



Aside from the NES version that it cost and makes a sequel theme and a strong language, Little Nicky is a platformer that's a bit of a throwback to the classic, but it's still a fun game to play. The graphics are a bit of a letdown, but the game is a fun and fast-paced platformer that's worth going up over.



OVERALL RATING
6.6

GRAPHICS: 8.5
PLAY CONTROL: 8.5
GAME DESIGN: 8.5
SVC: 8.5
SOUND: 8.5

BUFFY THE VAMPIRE SLAYER

- DVD's Megacritic
- 1 player
- GBC exclusive
- 6 levels



Summary's resident not-fighter strike leader slays in the side-scrolling fighting game with TVG's one-level complete playtest. The graphics are simplistic and the kick, punch, and strike action is repetitive, but the game at least includes comic book-style cut scenes full of big tongue and cheek humor characteristic of the TV show.



OVERALL RATING
6.5

GRAPHICS: 7.0
PLAY CONTROL: 6.0
GAME DESIGN: 6.0
VAL: 6.0
SOUND: 6.0

MICROSOFT PYRENEA MOCADE

- Classified Interactive's Megacritic
- 1 to 4 players alternating
- GBC exclusive
- 3 playable tables



Pyrene's dandy detailed for pinball enthusiasts, MS Pinball Arcade features hand-drawn accurate pinball tables and themes. All pinball buffs will flip for the five diverse boards, soaps, styles of play and realistic score positions, but some fans may not go full tilt for the ball retention, which seems curiously slow.



OVERALL RATING
6.5

GRAPHICS: 6.0
PLAY CONTROL: 6.0
GAME DESIGN: 6.0
VAL: 6.0
SOUND: 6.0

POWERPUNK GIRLS: BAD HOLEZ AND

- Boy Ave Multimedia's Megacritic
- 1 player
- GBC exclusive
- Game Link compatible



Boy Ave Multimedia's pinball on a slugging three games list of on the supply and supply Cartoon Network superstars, The Powerpuff Girls. The first of the side-scrolling action Blossom going through a fairly basic action game that you'll be able to link to the other Pals to swap collectible cards and characters.



OVERALL RATING
6.5

GRAPHICS: 6.0
PLAY CONTROL: 6.0
GAME DESIGN: 6.0
VAL: 6.0
SOUND: 6.0

CHUCKEN RUN

- THQ's Megacritic
- 1 player
- GBC exclusive
- 5 levels



THQ takes the DreamWorks film and runs with it to help out the chicken farmer, that's poultry in motion. There's nothing new about Chicken Run's sharp graphics, the quarter view backgrounds or zippy music, and the varied action and objectives like having a trail of feed for birds to follow to eat in her flocks of busy.



OVERALL RATING
6.4

GRAPHICS: 6.0
PLAY CONTROL: 6.0
GAME DESIGN: 6.0
VAL: 6.0
SOUND: 6.0

DRAGON'S LAIR

- Capcom's Megacritic
- 1 player
- GBC exclusive



What makes the original DL so cool was that the three-disc action game was a certain you could play. As impressive as the arena's GBC version is, the original's appeal is lost. Still, the high-action strategy works in the modern translation and the highly simple yet engaging game play requires you to meet only a few times per person.



OVERALL RATING
6.3

GRAPHICS: 6.0
PLAY CONTROL: 6.0
GAME DESIGN: 6.0
VAL: 6.0
SOUND: 6.0

MADDEN NFL 2001

- EA Sports's Megacritic
- 1 to 2 players simultaneous
- GBC exclusive
- Game Link compatible



The latest Madden NFL from EA Sports took on the Madden series of action on the dry screen. Known for its stats and detailed plays, Madden doesn't oversimplify the game as it's known for. So since Ray Cole, the football game still sports plenty of plays, 100 yards of action and lots of action.



OVERALL RATING
6.2

GRAPHICS: 6.0
PLAY CONTROL: 6.0
GAME DESIGN: 6.0
VAL: 6.0
SOUND: 6.0

DINOSAURUS

- GBC Megacritic
- 1 to 2 players simultaneous
- GBC exclusive
- Game Link compatible



EA's take on the action hybrid is a prehistoric platformer that combines to turn-based fighting and a platformer when your dinosaur is a real. The side-scrolling view is once change from the usual side view. The game is a nice change from the usual side view. The game is a nice change from the usual side view.



OVERALL RATING
6.1

GRAPHICS: 6.0
PLAY CONTROL: 6.0
GAME DESIGN: 6.0
VAL: 6.0
SOUND: 6.0

FORCE 21

- Red Storm's Megacritic
- 1 player
- GBC exclusive



Red Storm has a knack for strategic combat, and Force 21 was first GBC operation since Red Storm's. But in World War II, Force 21 is a smart and simple strategy game that challenges you to make multiple troops and vehicles into significant units of strategy. If you're into the art of war, Force 21 will provide you with a sufficient combat.



OVERALL RATING
6.1

GRAPHICS: 6.0
PLAY CONTROL: 6.0
GAME DESIGN: 6.0
VAL: 6.0
SOUND: 6.0

N&M'S MINIS MADNESS

- Hudson's Megacritic
- 1 player
- GBC exclusive
- 4 playable characters



Minis's latest side-scrolling settings are colorful and candy-colored and a bit of a mess. Playing as N&M's, you must first, but it's a smart and simple strategy game that challenges you to make multiple troops and vehicles into significant units of strategy. If you're into the art of war, Force 21 will provide you with a sufficient combat.



OVERALL RATING
6.0

GRAPHICS: 6.0
PLAY CONTROL: 6.0
GAME DESIGN: 6.0
VAL: 6.0
SOUND: 6.0

TYCO R/C RACIN' RAZZ

- Hudson's Megacritic
- 1 player
- GBC exclusive
- 14 arena plus intelligence



Despite its name, it's not racing game. Razz! Razz! is a Tyco R/C racing game, and it's a smart and simple strategy game that challenges you to make multiple troops and vehicles into significant units of strategy. If you're into the art of war, Force 21 will provide you with a sufficient combat.



OVERALL RATING
6.0

GRAPHICS: 6.0
PLAY CONTROL: 6.0
GAME DESIGN: 6.0
VAL: 6.0
SOUND: 6.0

Walt Disney's



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COMING NOVEMBER 2000



GAME BOY
COLOR

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ESRB
Wild Animal Game



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LOONEY TUNES RACING

- Intense/MS Megabits
- 1 player
- CEC exclusive
- 8 drives
- 2 control



Young gamers and cartoon fans will want to pick up this one with Looney Tunes Racing—bringing go-cart data-racing to the next level with drivers including Daffy, Bugs, Tweety and Foghorn Leghorn. Visually power-ups, zany tracks and prize money you stand up to buy more from Sylvester or make it to the finish line to get a prize for the ride.



**OVERALL
5.9
RATING**

GRAPHICS 6.0
PLAY CONTROL 7.0
GAME DESIGN 6.0
SFX 6.0
SOUND 6.0

NBA JAM 2001

- Action/MS Megabits
- 1 to 2 players/MS Megabits
- CEC exclusive
- Game Link compatible



NBA Jam 2001 hits the hardwood with two-on-two hoop action for fans of arcade-style sports games. While the game features real NBA teams and players, their abilities don't mean much since they all achieve the same on the court. If you're looking for turbo-charged players and action, though, Jam 2001 is for you.



**OVERALL
5.9
RATING**

GRAPHICS 6.0
PLAY CONTROL 6.0
GAME DESIGN 6.0
SFX 6.0
SOUND 7.0

SYDNEY 2000

- Action/MS Megabits
- 1 player
- CEC exclusive
- 12 events



In this interactive test of manual dexterity, you can compete in 12 events from the 2000 Olympic Games. Via Sydney summer events include Street Shooting, Weight Lifting, Sprint Cycling, Kayaking and Diving. Though it doesn't sport paid medal graphics, the game does look and play better than most button masher of its kind.



**OVERALL
5.9
RATING**

GRAPHICS 7.0
PLAY CONTROL 6.0
GAME DESIGN 7.0
SFX 6.0
SOUND 6.0

HARLEY DAVIDSON: RACE ACROSS AMERICA

- Intense/MS Megabits
- 1 to 2 players/MS Megabits
- CEC exclusive
- Game Link compatible



If you were born to be wild, you might want tailored out as the highway with Infogrames' cycling rally. The rides are long but the excitement, since the roads never curve abruptly and the obstacles and traffic are fairly easy to dodge. What keeps things moving is the official Harley Davidson license and upgradeable bikes.



**OVERALL
5.4
RATING**

GRAPHICS 6.0
PLAY CONTROL 6.0
GAME DESIGN 6.0
SFX 6.0
SOUND 6.0

GOOSE IS THE SHERIFF: MONSTER MARS

- Game/MS Megabits
- 1 player
- MS exclusive



If you own Goetz's previous Badzells: The Sheriff game, the sequel won't have much to offer. On its second rampage, Goetz's stomps down a side-scrolling path of horrid destruction filled with more of the same basic shoot-and-smash game play. At least the game features a few worthwhile improvements: a targeting sight.



**OVERALL
4.9
RATING**

GRAPHICS 6.0
PLAY CONTROL 6.0
GAME DESIGN 6.0
SFX 6.0
SOUND 6.0

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

ANDY:

CHRIS:

GREY:

GEORGE:

JASON:

JENNIFER:

JILL:

OLIVER:

SCOTT:

SONJA:

RATINGS

GRAPHICS

PLAY CONTROL

GAME DESIGN

SATISFACTION

SOUND

AGE RATINGS



Early Childhood



All Ages



Teen (13+)



Mature (17+)



Adult (18+)



Rating Pending

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INDIANA JONES: A GLIMPSE OF THE FUTURE

It's a brave new world for video game publishers. New consoles are pushing out the established systems. Retailers are reallocating shelf space. And online stores are growing in importance. In the midst of all the change, LucasArts Entertainment found itself facing a dilemma recently when it failed to find a retail outlet for the N64 version of Indiana Jones and the Infernal Machine. LucasArts had to be creative. The solution they arrived at involved an exclusive deal with Blockbuster for renting and selling Indy. Beginning in the middle of December, players can rent Indiana Jones and the Infernal Machine at participating Blockbuster store locations, and they can purchase the game on each company's website: blockbuster.com and compuserve.lucasarts.com. Indy won't be the first N64 game to appear exclusively at Blockbuster, but it is the only game to date that is available for sale only on the Internet. LucasArts is not the only company facing problems during the transi-

tion period in the video game market. Game developers must decide where to spend their resources—on old systems or new systems—and they must choose which of the new consoles to support. And retail-

ers, with limited shelf space, have to make the same call. The good news is that gamers likely will find special opportunities in the months ahead to revisit the classic titles for the N64 or play for the first time games that they might have missed. More than 200 games have been released for the N64 over the past four years, and there are more than 800 Game Boy games. And fortunately, a few publishers, like



LucasArts and Nintendo, will continue to release titles for the N64. Paper Mario, Pokémon Stadium 2 and Star Wars: Episode II: The Attack of the Clones are just a few of the titles that are still to come. That should be enough to keep most gamers busy for a few months until Game Boy Advance and Nintendo GameCube show up.

H2O AND THQ WORK MAGIC IN AIDYN CHRONICLES

The development team for Aaldyn Chronicles: The First Mage has been burning the midnight oil in H2O's offices in Vancouver, BC, trying to complete what is sure to be the biggest pure RPG ever for the N64. This Witch recently grabbed an early version of the 256 Megabit monster trek to see how it was progressing.

An RPG for the New Year

RPG fans have something monumental to look forward to in the first quarter of 2000. That's when THQ will release Aaldyn Chronicles: The First Mage for the N64. Although it seems as if Aaldyn has been in development forever, it's really been just about two years, which is pretty standard for an RPG. The development team has had to create an entirely new world, filled with characters,

place, the dialogue is joltingly away and, if you can avoid enough monsters, you can actually set out on the quest. In short, THQ can now predict with some justified confidence that the game will be released in January or February. And that's about as solid as a sword in a stone.

Introducing Alaron

It's never easy creating a new fantasy world and heroes that gamers will adopt and love, and the Aaldyn team seems to be going about it the right way. The introduction of the game is a series of cinematic scenes in which the royal court searches for a missing squire. As the cool pokes his head into chambers throughout the castle, asking for Alaron's whereabouts, we learn that the orphaned squire is a clever, resourceful, impish lad with a lot of spirit and some skill with magic. Then the game turns interactive as you take over control of Alaron in the forest where he is searching for a farmer who has been lost. Building character is a major part of any RPG, and Alaron has a lot to learn. He, and the three party members who join him, will raise their levels through combat and training. They'll learn magic spells and purchase better weapons, armor and items. The depth is comparable to that of a classical PC-style RPG.

A Literary Achievement

The dialogue is very strong throughout, so you really get to know the characters and their personalities. As it turns out, knowing how to deal with characters is another important part of the game. Many of the nonplayer characters ask you questions, and your answers will determine how they treat you later in the game. If you upset one of the quirky Miners, for instance, he or she may not help you until or give you essential information. Most RPGs seem to stop at



conveying basic information, sometimes disguising it in riddles. But the text in Aaldyn Chronicles gives players a richer experience. There is character development, intrigue, humor and, most of all, interactivity. Instead of just reading everything, you must respond to the characters and treat them like real people.

But Wait, There's More

Aaldyn Chronicles goes where no other N64 RPG has gone in other ways, too. The 3-D world is enormous, for instance, and the combat engine takes place in the game world so range and direction become important considerations. An intelligent camera follows the action, and players have the ability to take over the camera controls whenever they like, even during battle. Chaos may be returning to the Kingdom of Eden in the story, but order has been imposed on the development of what is likely to be the last new epic for the N64. It should be a grand adventure.



enemies, towns, forests, mountains, mountains, seas, magic and more in that time. When Nintendo Power last looked at Aaldyn Chronicles, the game was still in many pieces. Now, a few months later, all of those pieces have been connected. The combat system is working, the camera controls in

Talk to everyone, young man. And speak up!

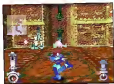
Pak Play

Hands-on previews of upcoming games.

MEGA ACTION

Final code for Capcom's Mega Man 64 is complete and the game may be released before the holidays, but it's going to be a close race. Whenever the game arrives, it's going to be a major event. The 3-D action-adventure takes place in a future where treasure-hunting Diggers are searching for a mother lode of energy on the mostly flooded earth. As the game

begins, Mega Man and his friends, Roll, Barrel and Dora, have just found a Refractor—the basic energy unit that powers their civilization—but in taking the item, events are unleashed that lead Mega Man into one of the great 3-D adventures for the N64. In his latest incarnation, the Blue Bomber can jump, roll, run and climb, and he's equipped with an auto-targeting system to make sniping enemies a snap. You'll collect Buster Parts to build up Mega Man's Buster Blaster, fight a huge assortment of enemies and bosses and talk to people to get important game information. Capcom has done a great job of creating a rich world for Mega Man. The game's extensive use of voices and 3-D cinematic sequences is perhaps the best ever on the N64. If you want drama, action and hours of fun, Mega Man 64 delivers.



OBI-WAN ONLY

Qui-Gon Jinn wasn't kidding when he told Obi-Wan Kenobi, "You must bear in mind all you have learned, my apprentice. I fear all of our skills may be needed." In THQ's upcoming action romp for Game Boy Color, young Obi-Wan will match his mettle against the nefarious Trade Federation, battle-tested Federation Droids, and ultimately the Sith Lord, Darth Maul. It won't be easy

getting to that final test, however, because each of the game's nine levels is filled with enemies that would like nothing better than to see Obi-Wan fail. Using either the light saber or the blaster as your main weapon, you'll fight through spaceships in orbit and territory on Naboo itself. Obi-Wan can launch into flurry attacks with the light saber, cutting a swath through Federation Droids and

other enemies. He can summon up the Force, as well, to make superjumps or move heavy objects, and he will have to navigate the swamps using Gungan vehicles. Although the Jedi hero looks small in the game's three-quarter perspective, the graphics and play control are strong on this one. You'll also get great cinema scenes taken straight from Episode 1. It's a GBC adventure you won't want to miss.



XENA PLAYS ROUGH

**PAK
WATCH**

Xena enters her first action-adventure for Game Boy Color unarmed and, apparently, in the middle of a dream. So begins a Zelda-like adventure for the Warrior Princess. Titus recently put the finishing touches on the ambitious project, which should be ready for release in January. The game borrows heavily from the Zelda model and characters from the Universal TV series. Salmoneus, the Fates and other characters act as guides and gurus for Xena, who must solve puzzles, battle enemies and gather hearts, gems and diamonds. There are skill areas with action challenges, mazes and much more. Perhaps the coolest feature

is the compatibility with the Hercules GBC Game Pak, which is due to be released two months after Xena: Warrior Princess. Once you've played through Xena, you can transfer her character into the Hercules game and play new areas in the Hercules game.



PAK: THE FASHION IS COOL
I THINK THE PAKERS NEED MORE, YOUR LEVI



YOU'VE GOT AN EXTRA POK OF MONIES

MARIO'S NEXT PARTY

Japanese N64 players have been invited to a year-end bash with Mario and his friends. What's it all about? Mario Party 3 debuts at Spaceworld in August, and it will be released in Japan in December, just in time for the holidays. Nintendo's third annual partyfest for the N64 is set to come to North America, as well, but not until the second quarter of 2001.

The wait will be worth it, though. With ten map boards and 30 new minigames, Mario Party 3 is packed with fun for up to four players. There are races on wooden horses, business-eater puzzles, skill challenges, an improved Battle Royal Mode and a new Dual Map Mode that you can play with a helper. Enjoy a glimpse at two of the future.



Let's-a have the world's biggest party!

Pak Peek

What's breaking in the world of games.

Advanced Placement

From now and for comes word of Game Boy Advance projects that should be ready for the system's launch in Japan and North America. Ron Doornink, president of Activision, recently announced that Activision would support the release of Game Boy Advance with six titles based on the company's best franchises. The franchises mentioned included Spider-Man, Tony Hawk's Pro Skater, Mort Kombat, Shaun Palmer and the X-Men. At the fall Tokyo Game Show in Japan, Konami showcased nine playable Game Boy Advance titles: Silent Hill, Gold Master, Konami Wai Wai Racing Adventure, Castlevania: Circle of the Moon, Star Communicator, Mail de Cute, Monster Breed Power Pro, Ken Pudding and DragonDice Monsters. Several of the games had been shown previously at Spaceworld, but the lineup of nine titles is a major endorsement of the new handheld console.

Gaiden by any other name

Nature's Return of the Ninja for Game Boy Color may not have the Ninja Gaiden name to capture the attention of action fans, but it has the sweet moves and play control that made the Ninja Gaiden series one of the most beloved on the N64. Return of the Ninja features two heroic characters, special power-ups and precise jumping and consistent action. Tsubakage and Sayuri, the ninja heroes, must track down a powerful scroll that was stolen by the Ninja Clan Iga. Both are skilled with swords and Shuriken tools that they use along the way. The tools allow the ninjas to perform incredible feats such as walking on ceilings and burrowing into the ground. Nature's has added several other new elements to the mix, including a power meter for throwing ninja stars and a Card Trading Mode. After completing the game, players earn cards that they can trade with other players. With so much



action and variety, not to mention some of the sharpest graphics of any GBC action game, Return of the Ninja is likely to become an action classic in its own right.

The Grinch is coming to your home!

The beloved tale "How the Grinch Stole Christmas" by Dr. Seuss is well known to most people, and the holiday release of a major motion picture version of the Grinch should send Grinchmania into overdrive. Now, Konami is set to capture its share of Grinchstock with a GBC game based on the story. Players take on the role of the small-hearted Grinch as he steals all the gifts from the Whos' homes in Who-



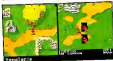
The Grinch

Ville. The game gives a nod, a nudge and a wink to Pac-Man, but the gift-grabbing frenzy is still fun if not original. Konami throws a few curves of its own, including Whos armed with snowballs who try to foil the Grinch's felonious thievery. The Grinch should be available in time for your own holiday feast of coast beats.

A once and future king

Kerac's Runelords is likely to surprise RPG fans when it's released at the end of the year. The unbranded title developed by Saffire combines an unusual tale with a complex game engine, a large world, a unique battle system and a nice graphic

presentation. The hero of the game is Theron, a prince of the realm who wakes after a 26-year slumber to find his twin brother dead and an evil usurper conquering much of Theron's rightful kingdom. In battle, Theron's choices include movement, the use of weapons, magic and items, and a pass or flee option. The movement option lets you maneuver for the first hit, and it allows you to face a sin-



gle opponent in an enemy party. There are plenty of villagers to consult, monsters to battle and treasures to find. And the music is so well done that you won't want to turn down the sound. There's a lot to look forward to when Runelords is released during the holidays.

Her kingdom for a horse

Mary Kate and Ashley have burned fax lines and stored your phone numbers. Now, the teen duo is going horseback riding in Mary Kate & Ashley Horse Hiding from Actium. The first ever Game Boy Color horseback riding Pak starts off with a quick trip to the outfitters then tross into the jumping arena, where you must ride your trusty (or less than trusty) steed on a sleepchase course filled with fences, hedges and obstacles. A Challenge Mode gives junior equestrians a chance to cry out the four different horses available at the start of the game and practice their riding moves. The play control is good (you have two control style options) and the graphics are as pretty as a trophy, which, if you win them, appear in your own, private trophy room. So far, Actium has minimized a high level of quality on the MORA sides.

SPIDER-MAN



You're not imagining things, true believers! Your Spider Sense is tingling because the web-slinging wall-crawler is bringing his superheroics to the N64, and January's Nintendo Power has all the details.

TOM AND JERRY IN FISTS OF FURY



Tom and Jerry in Fists of Fury packs all the slapstick fighting action out of the classic Tom and Jerry cartoons and crams it into your N64. Stick with Nintendo Power to learn about the newest game of cat-and-mouse.

MEGA MAN X-TREME



Mega Man returns to the Game Boy in Mega Man X-Treme, a 2-D side-scroller with all the robot-blasting action of the classic Mega Man and Mega Man X games. Be here next month to see how x-treme Mega Man can get.

SPIDER-MAN

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